

Golden Dragon Fantasy Gamebooks

Crypt of the Vampire

The Temple of Flame

The Lord of Shadow Keep

The Eye of the Dragon

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THE LORD OF SHADOW KEEP

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DRAGON

Granada Publishing

Dragon Books
Granada Publishing Ltd
8 Grafton Street, London W1X 3LA

To Suzanne

Published by Dragon Books 1985
Reprinted 1985

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British Library Cataloguing in Publication Data
Johnson, Oliver

The Lord of Shadow Keep. - (Golden dragon
fantasy gamebooks; 3)

I. Title

793'.9 GV1203

ISBN 0-583-30760-4

Printed and bound in Great Britain by
Collins, Glasgow

Set in Palatino

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INTRODUCTION

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

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

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

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

Roll two dice. Add 20 to this number and enter the total in the VIGOUR box on your Character Sheet. This score represents your strength, fitness and general will to survive. Any wounds you take on your quest are subtracted from your VIGOUR score - if it ever reaches zero you are dead.

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

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

YOUR NAME

Try to personalize your adventuring persona by thinking of a heroic name. You might call yourself Lucas Starkiller or Sir Bergan the Bold, Lady Angela Centuri, or Li Chun the Black Dragon, or any other name you can think of. Imagine what sort of adventurer you are first - a noble knight, a crafty rogue, a dashing swordsman or a rugged Viking, perhaps - and then choose a name to reflect that. Try looking at the BACKGROUND to the adventure first; it may give you some ideas.

VIGOUR, AGILITY and PSI

Your VIGOUR will change constantly during the adventure - every time you are wounded, in fact. You may find healing potions in Shadow Keep. These will restore some of the VIGOUR points you have lost owing to wounds - but unless you are told otherwise your VIGOUR score must never exceed its original value. This is your *normal* VIGOUR score, and you must keep a careful note of it.

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

You can keep your scores on this Character Sheet, in pencil so that they can be rubbed out for further adventures. You may prefer to copy it out on to a sheet of paper for each adventure.

CHARACTER SHEET

VIGOUR Current score:	PSI Current score:
AGILITY Current score:	ITEMS <i>sword</i> <i>armour</i> <i>backpack</i>
TREASURE <i>8 Gold pieces</i>	

ENCOUNTER BOXES

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

COMBAT - HOW TO FIGHT THE OCCUPANTS OF SHADOW KEEP

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

A typical entry might read like this:

87

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

OGRE

VIGOUR 10

Roll two dice:

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

score 6 to 12 The Ogre loses 3 VIGOUR points

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

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

ESCAPING FROM COMBAT

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

ITEMS and TREASURE

While exploring Shadow Keep you will collect TREASURE and a number of ITEMS. Some things may be needed later in your quest, although others may turn out to be useless or even harmful. You must fill them in on your Character Sheet as you acquire them and cross them off as they are spent or used up. Any coins (Gold or Silver Pieces) that you find should be entered in the TREASURE box. Anything else should go in the ITEMS box.

At the start of your adventure you have the following ITEMS:

a sword; a suit of armour; 8 Gold Pieces; a backpack in which to carry further items

These are already listed on your Character Sheet.

YOUR ADVENTURE

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

Be warned: this adventure is not easy. You are highly unlikely to find and defeat The Lord of Shadow Keep on your first attempt. Keep notes of the rooms you go into and what you find in them as you explore the castle. If you get killed, fill in a new Character Sheet and try again, using the notes you made before to guide you. It may take you several attempts, but eventually you will win through to confront Arkayn Darkrobe in battle!

And now - the adventure begins . . .

BACKGROUND

You are a warrior in the elite Imperial Guard of King Valafor, Paladin King of Lalassa. Although this position might be expected to bring with it all the rewards and honour of the realm, things are quite different. Seven years ago, Valafor announced a crusade against the savage goblin hordes of Imhilik and set out across the eastern mountains with a large army.

Yalafor left his brother Averok as regent of the kingdom in his absence. At first Averok's rulership was as benign and just as Valafor's had been before him, but suddenly all this changed. Averok locked himself away in the Imperial citadel, Sternhold, and has not been seen by any but his generals and ministers for many years. From Sternhold, cruel edicts are issued which afflict the people with needless poverty and suffering. Bound by duty to obey Averok's commands even while outraged by his injustice, you and your comrades in the Imperial Guard have become hated and feared as the instruments of oppression.

To make matters still worse, news came from the east some months ago that Valafor's army had suffered a terrible defeat in the Ice wrack Hills of Imhilik. The tattered remnants of the army are even now hobbling back to Lalassa without Valafor, reportedly slain by a volley of goblin spears.

You look around your barrack rooms for the last time. The Guard's chapel is dusty and seldom

visited - the arms and armour of several of your comrades executed at Averok's whim stand shrouded in cobwebs. You have resolved to depart tonight and seek out the greatest dangers in far lands, rather than stay and rot in this decaying realm. You mount your horse and pass down the narrow streets. A drear mist hangs over the huddled bodies of the beggars and cripples whose only bed is the city's gutters. The sentries at the gate recognize you and stand aside to let you through. Outside, you spur your horse away from the city across open country. The miseries of Lalassa - you hope - are now behind you.

The state of the countryside, however, is hardly better than that of the city. Brigands roam the moors unchallenged, robbing and murdering travellers. Lepers lurk in the deserted villages scavenging for food. The once golden fields now lie overgrown with briars and thorns. A heavy chill lies on your heart as you remember the former glory of the realm.

After a few days you come to a dense forest. You are still riding through it when dusk settles, and finally dark night. In the distance you hear the howl of a wolf. The hairs on the nape of your neck prickle as you seem to sense thousands of eyes peering at you from out of the darkness. You are lost in the forest. Then, with a flood of relief, you see a glint of light through the trees. You urge your weary nag towards it and soon discover a low, rustic cottage set in a clearing. It presents a cheering sight, with lamplight flooding from the window and the smoke of a welcoming fire wafting from the chimney. Tethering your horse, you

knock at the door. After a moment it is opened. A peasant woman stands before you, her face flushed from the heat of the stove where she has been preparing a hot stew. She seems anxious, but the sight of the Imperial emblem on the clasp of your cloak reassures her - she beckons you in and closes the door.

A hunched figure sits in a chair before the roaring fire. You see his head turn as he looks at you, but his face is in silhouette. Only when he speaks your name do you recognize him, and even then it takes you a moment to reconcile the voice with this frail form. For it is the voice of Valafor, your liege! You are overjoyed by this happy discovery that the king is alive, but as you step forward to kneel before him you receive a second shock. In the firelight you see that a terrible change has befallen him. Although in the prime of life when he left on the crusade, his features are now wrinkled with age, his eyes rheumy, his hair white and thin . . . You start to speak, but he holds up a trembling hand to silence you.

'Loyal subject and noble warrior,' he says, 'you may be the last hope that I and the kingdom have of salvation. As you can see, the rumours that abound are wrong - I live, but I am horribly aged, and Death flies towards me before my time. Attend, then, and I will relate how this came to be so. After the battle in the Ice wrack Hills I escaped with a handful of survivors. All of them save I perished in the arduous trek across the mountains back to Lalassa. Eventually I came to the borders of my kingdom, which I had left in such proud splendour many years before. But where I had left

a rich and verdant land, I returned to find plague and famine. Worse, the people complained bitterly of Averok's harsh rule - my beloved brother, who before had been the very soul of goodness! I determined to go about disguised until I had got to the heart of this mystery.

'Weeks of travel and many perilous adventures brought me to Shadow Keep, a black castle set atop a crag beyond the forest. Its master, Arkayn Darkrobe, has long been known to me as one who would sow discontent and misery in the kingdom and revel in his unholy harvest of evil. Ah, had I but had the wisdom to direct my wrath against him - and those who, like him, seek to spread wickedness in fair Lalassa - instead of leading the army in a futile crusade to distant lands . . . !

'I fought to the heart of the castle and confronted Darkrobe in a hidden chamber deep within the rock. There I learned from his own lips that he had used his necromancy to make my brother his undead slave, a vampire! Using base trickery to escape my avenging blow, Darkrobe unleashed a bolt of ebon lightning to strike me. Thus sorely wounded by his sorcery, I have no recollection of how I fought my way to safety. I remember only finding myself here, where this kind woman tended my fever with herbs. But the sorcerous wound Darkrobe inflicted on me has robbed me of my strength and vitality. My youth will be restored, and the soulless husk of my poor brother crumble to dust, only when the foul necromancer is slain. Take my sword. I charge you now - you are the first among the Paladins. You must be the saviour of the realm.'

Gently you lift the broadsword from the lap of your king. The scabbard and hilt are of the finest ivory, inlaid with gold and blood-red rubies. You draw it a few inches from the scabbard at Valafor's behest. The steel gleams in the firelight and the blade is keen enough to cleave a man in two. From the tales you have heard, it also holds potent enchantment.

Valafor tells you how you must travel to reach Shadow Keep. You would speak further, ask him of the castle's defences and the creatures Darkrobe employs as guards, but his old eyes close and he lapses into sleep. Before you leave, the woman thrusts into your hand a silver ring with a blue gem set into it (remember to write this on your Character Sheet). You thank her and step out into the chill night. Your quest has begun.

NOW TURN TO 1

1

Following the directions given to you by the king, you find a road which leads out of the forest into moonlit fields. Ahead of you lies a high crag, and at its top you fancy you can see the twinkling of a light. The landscape of the barren moor you are crossing is empty. Everything is deathly quiet except for the beat of your horse's hooves and the distant hooting of an owl.

Suddenly you hear the sound of a horse galloping up behind you. Looking back, you see a black-cloaked figure astride a fierce charger approaching you at great speed. Will you:

- | | |
|--|--------------------|
| Try to outdistance him by
spurring your own horse to a
gallop? | Turn to 161 |
| Rein in and turn to face the
rider? | Turn to 271 |
| Leave the road and hide in the
bushes? | Turn to 58 |

2

You hold out the ball, grinning hopefully, but are only met with a derisive laugh. Clearly the lady you are dealing with is a woman of sophistication! Maybe you would like to chose a different item from your backpack. Turn back to **125** for another look. If you'd now like to speak to her instead, turn to **10**.

3

As you rush into the room you see an old, wizened man sitting at a desk. He is disturbed by your abrupt entry and looks up, then lunges for a lever by his side. He yanks at it, leering toothlessly at you. Turn to **117**.

4

The iron door groans with rust and age as you swing it open. You light a torch, and are puzzled to find a number of extremely lifelike statues - many, like yourself, carrying swords and torches - blocking your way. As you are debating what to do next, you fancy you hear a rustle of chains from beyond the statues. Will you:

Make your way around the
statues into the room?

Turn to **109**

Go back and try the gold door?

Turn to **96**

Go back and try the wooden
door?

Turn to **106**

5

You try to wrench open the grille but fall backwards with a great clatter of your armour. You stand up, dusting yourself off. Looking up, you see a small figure come skipping up to the grille. You see it is a horrible, misshapen Dwarf with a large wart on his bulbous nose and a drooling lower lip. 'Having trouble with the door are we?' he titters, creasing up his face in mirth. He holds up the fingers of one of his hands and the grille flies off its hinges straight at you!

(continued)



Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **52**. If you fail, turn to **266**.

6

The moonlight casts heavy black shadows in the courtyard. A winged shape detaches itself from the side of a dark tower and drops towards you. You look up to see the ghastly apparition of a Zombie Hawk swooping silently downwards, its beak opened in rage.

If you possess Shambol Eyehawk's staff, turn to **170**. If you do not have this item, turn to **227**.

(illustration on previous page)

7

You pull out the Throwing Dagger and aim it carefully at the rope holding the chandelier above the Dwarf's head. It flies through the air, neatly severing the rope. The chandelier lands with a smashing of glass and a fracturing of wood on top of the Dwarf. You step into the library and retrieve the dagger. As you check to see that the Dwarf is dead, you notice the ledger in which he was writing. Turn to **74**.

8

You hear voices behind the door. There is something rather odd about the conversation, although you can't barely hear it; no emotion seems to be expressed in it and the voices drag on in a tedious monotone.

If you want to enter the room, turn to **207**. Otherwise you will either have to get the Bronze



Warrior to pull the lever in the corridor (turn to **118**), or pull it yourself (turn to **197**).

9

You instinctively draw your sword as you see, beneath the rider's black cowl, the horrifying grin of a fleshless skull. You have *one* chance to hit him:

Roll one die:

score 1 to 4 You miss, turn to **191**.

score 5 to 6 You hit, turn to **279**.

(illustration on previous page)

10

As you are about to speak to her, she suddenly spits out a goblet of blood and you see fierce fangs instead of teeth in her mouth. You also notice that her tiger-skin suit looks more like her skin than a suit now! She leaps at you with a growl, taloned claws extended. You have no room to FLEE past her.

WERETIGER

VIGOUR 12

Roll two dice:

score 2 to 3 She bites you with her sharp teeth;
you lose 4 VIGOUR

score 4 to 6 You are hit by one of her claws;
you lose 3 VIGOUR

score 7 to 12 The Weretiger loses 3 VIGOUR

If you win, turn to **194**.

11

You slip behind the screen, only to bump into a waiter filling decanters from a dripping corpse.

You cry out in disgust and jump back, knocking over the screen. The gentlemen leap to their feet, baring their fangs! They are Vampires and there are too many of them for you to fight: your adventure ends here as they close round in a ring, all eager to drink your lifeblood.

12

You manage to shrug off the effects of the spell and the tingling in your limbs begins to recede. You swipe at the Dwarf, preparing to remove the smirk from his face forever. Turn to **101**.

13

You open the door and find yourself in a banquetting hall where a feast of Ghouls has taken place. Most of the Ghouls now lie slumped across the tables, sleeping off their gross meal of human flesh, but one of them starts to crawl over the floor towards you, begging you to join him and eyeing the meat on your calf as he does so.

You slam the door hurriedly and decide to go straight on. Turn to **270**.

14

The Bronze Warrior is still holding off the Zombies in front of you, but bits of his armour are hanging off and he is badly damaged. He looks around at you and calls out in his tinny voice: 'Run while you have a chance, there are too many of them!'

Do you want to take his advice and escape? Turn to **146**. If you want to ignore his advice, turn to **155**.

15

As the Ruffian you are fighting blunders over a fallen stool, you race out of the Inn and along the road leading to the Keep. The Ruffians come to the door and jeer at you, but don't bother setting out in pursuit. The road soon starts to climb steeply up the crag towards the Keep. Turn to **78**.

16

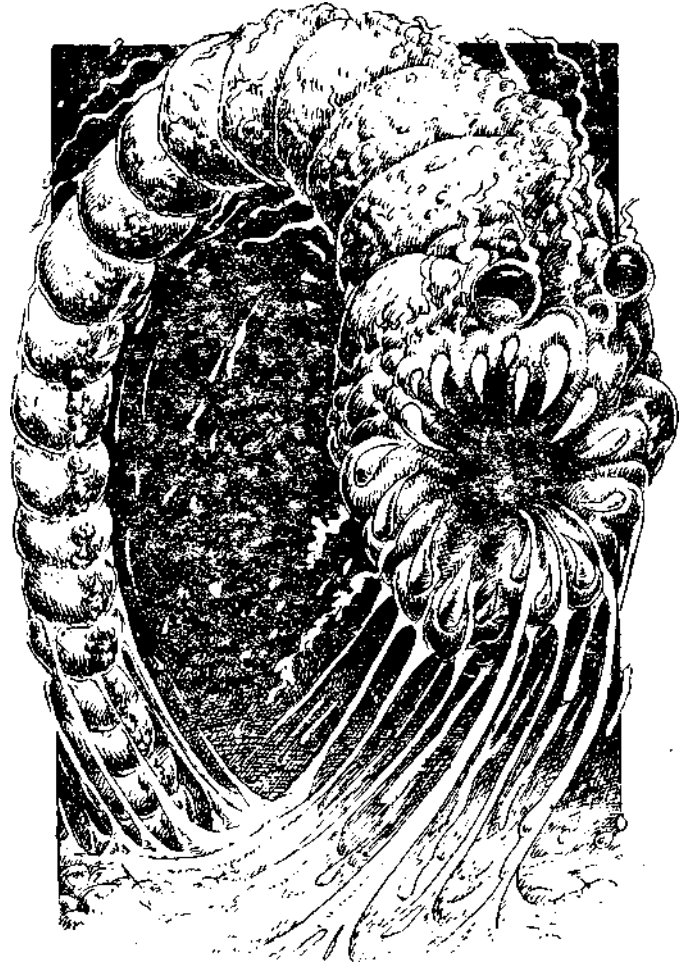
As you draw abreast with the first suit of armour, you see its halberd suddenly swing down towards you. Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **76**. If you fail, turn to **162**.

17

You swig back the 'Strong Stuff and feel waves of health coursing through your body. You have recovered 10 VIGOUR points. Add these to your *current* VIGOUR score but do not exceed your *normal* VIGOUR. Any extra points are wasted. Delighted by your discovery, you lean forward to drink some more, only to find that the vat has suddenly emptied. The mouse sitting at its edge seems to frown at you, but scuttles away when you glare at it. You leave the room and turn right down the passageway. Turn to **34**.

18

You step from the path and at once sink almost to your waist in the thick mud. As you struggle towards firmer ground, a serpentine form covered



in weeds and slime rears up in front of you. You barely have time to draw your sword as its fanged maw darts at you.

SWAMP WYRM VIGOUR 9

Roll two dice:

score 2 to 6 You are bitten by its sharp teeth;
lose 3 VIGOUR

score 7 to 12 The Swamp Wyrms loses 3
VIGOUR

You cannot FLEE from this battle. If you slay the Wyrms, turn to **190**.

19

The cloud of pepper dust envelops you and you let out a horrible sneeze! The Ogre, however, has recovered from its own sneezing fit, and belts you with its bone before you can recover. You lose 3 VIGOUR points. You must fight it if you are still alive.

OGRE VIGOUR 12

Roll two dice:

score 2 to 5 You are hit; lose 3 VIGOUR

score 6 to 12 The Ogre loses 3 VIGOUR

If you wish you may FLEE back the way you came. If you do so, throw the dice as usual and turn to **128**. If you fight and win, turn to **111**.

20

Soon after you have left the bronze double doors, you see a closed door to your right. You hear an

extremely faint bubbling noise coming from inside. Do you want to go in and investigate (turn to **105**)? If you would prefer to continue, turn to **34**.

21

You whip out the dagger, and throw it at the dark form across the hall. Darkrobe casually flicks his wrist and the dagger twists in the air and flies back straight at you! Although you try to dodge it, it lands in your arm with a dull thud. You lose 3 VIGOUR. If you're still alive, turn to **248**.

22

You have a curious impulse to fill one of the hollow horns with the liquid in the cistern and you do so, swigging back the mixture with gusto. It seems to be some kind of wine. You feel fortified by your drink of Bull's Blood, and you feel your old wounds knitting together and healing. You recover 10 VIGOUR points (but do not exceed your *normal* VIGOUR score). Unfortunately you can't carry any of the liquid along with you. You continue down the tunnel, turn to **212**.

23

You tiptoe up to her desk. There are various strange items on it: a jar of pickled toads, a necklace made out of spiders' legs and a human skull used as a candle-holder. You also see various scraps of yellowing paper covered with crabby writing. You can just about make out the sentences 'Rumpole should wear stilts' and 'Small things

have small minds' amongst all the other doodling on the paper. In a drawer of the desk you find a clay doll of a Dwarf. It has pins sticking out of it at all angles. You may take this item if you wish, and anything else on the table. Mark down the items you take on your Character Sheet.

Will you now leave the room and go on down the corridor? Turn to **43**. Or would you like to go over and have a look at the Witch? Turn to **237**.

24

The door is made of oak and would require a lot of effort to force open. You estimate you could lose up to 2 VIGOUR points doing so. If you would like to try forcing the door deduct these points from your *current* VIGOUR score and turn to **163**. If you would prefer to continue down the corridor, turn to **150**.

25

As you cross over the bridge, an evil-looking Troll lopes up to block your path at the far end. You hear a whinney behind you and turn to see that a second Troll has just hacked down your horse where you left it tethered to the bridge-post. Turn to **258**.

26

Have you been using the ball of string from the Ogre's room? If you have, you make your way back through the labyrinth to the bronze double doors, turn to **128**. If you haven't been using it, turn to **185**.



27

You continue down the road until you come upon an oily black river. There is a sign that reads: 'Terry straight ahead' and another, pointing to the right, which says 'Bridge 200 metres'. You can make out the shape of a black barge moored on the far bank. A shadowy figure stands at its stern. You may hail the ferryman, turn to **278**, or ride along the bank to the bridge, turn to **50**.

(illustration on previous page)

28

The ball of string has nearly run out. If you are worried about this, you will have to retrace your steps now; turn to **229**. If you don't mind continuing without it, turn to **91**.

29

You recoil in horror as you see a grinning skull reflected in the mirror next to your own face. The Skeleton swings round on you, a bright dagger clutched in its bony fingers.

SKELETON VIGOUR 9

Roll two dice:

score 2 to 6 The Skeleton strikes you; lose 3
VIGOUR

score 7 to 12 You hit the Skeleton; it loses 3
VIGOUR

If you win, you decide to rub some wax from one of the candles on your armour to stop it squeaking. You then go through the door to the next room. Turn to **136**.

30

'You obviously don't trust me,' she says, looking at you with her dark, mournful eyes. 'But you should take this gift. I'm the ghost of Darkrobe's mistress. He killed me in a fit of madness; now I want my revenge.' You notice she isn't actually standing on the carpet, but hovering a few inches above it. If you now want to accept her gift turn to **210**. If you want to refuse it again, turn to **217**.

31

Floods of nausea wash over you and you feel dizzy. The sides of the tunnel start to swim towards you and you begin to lose consciousness.

Roll two dice and deduct the total from your VIGOUR points. If you are still alive, turn to **156**.

32

You whip out the Throwing Dagger as the Dwarf waves his hands in the air, forming some magical spell. You fling it at him and it sinks into his chest; he collapses to the floor with a surprised look on his face. You step over his body into the library. At one end you see a desk with a chandelier hanging over it. There is a large ledger on the desk. Turn to **74**.

33

Their conversation soon turns to the merits of the 'wine'. You learn with horror that the glass in your hand actually contains human blood and that you're sitting with a group of Vampires. You put

your glass down on a side table and make a hurried excuse about leaving something behind in the library. Just as you're going out of the doorway, one of the Vampires calls out to you. Will you ignore him and rush off down the corridor (turn to **265**) or will you stop and listen to what he has to say (turn to **82**)?

34

You descend a flight of steps into a high chamber filled to the ceiling with dusty old furniture and weapons. Amongst the debris you notice war banners once carried by the proud knights of Lalassa into battle. You vow that should you survive your encounter with Arkayn Darkrobe, you will return and place the banners in the chapel of your knights' hall in the capital.

You make your way through an avenue in the stacked furniture and eventually come to a heavy wooden door, under which you see a light. Pressing your ear against the door, you hear from within a loud snuffling noise, then a grunting followed by a prodigious belch. You decide to enter the room. Turn to **167**.

35

Relieved that you are still alive you reach out and lift the green leather boots from between the statues. You wade back to the edge of the pool and kick off your old waterlogged boots, replacing them with the new ones. You immediately feel that your *normal* AGILITY has improved by 3 points. Raise your *current* AGILITY to this level and note it

on your Character Sheet. Well pleased with your acquisition, you go through the door at the far end of the chamber and walk down a passageway. Turn to **37**.

36

You pull out an acorn and throw it into the dark chasm. Nothing happens for a while, then suddenly you see the top of an oak tree snaking up towards you out of the darkness! The acorn has rapidly grown into a mature tree, its branches overhanging the terrace. You climb on to them and make your way down safely. As you reach the bottom, you notice the other tree shrivelling up and buckling down to the ground. Soon all that is left of it is rotten bark crawling with thousands of woodworms. You shudder, and make your way over to a tunnel entrance you can see set into the side of the chasm. Turn to **239**.

37

You are now standing in a small hallway in front of two large bronze double doors. Carved on to them are bizarre figures of beings, half bull and half human. You pass through the doors and find yourself in a corridor running east and west. If you would like to go west, turn to **128**. If you would like to go east, turn to **20**.

38

You see a faint crack in the brickwork where the dog is standing. There is an empty torch bracket on

the wall, and you decide this may be a secret lever. You pull it down, and a stone block swings away revealing a hidden room. A fountain bubbles in the centre surrounded by a pool. There is a door in the north wall of the chamber.

Would you like to investigate the fountain? Turn to **149**. If you'd just like to go through the far door, turn to **56**.

39

You twist the door ring, and the door creaks open on rusty hinges. Ahead of you is a dark passageway leading up into the heart of Shadow Keep. You hold your torch up and move forward cautiously down a long corridor. Turn to **153**.

40

The Ogre seems pleased by your offer and seizes the earthenware jug. It swigs back the wine in a couple of gulps. 'Bweeerk!' It lets out a loud belch. It seems drunk and talkative: 'Lissen' it says, 'if ah's you ah'd not go through the door 'cos there's a blinking great bull through there, i'nt there? If you wanna go on, cop this shtring 'cos ah won't be needing it - hie!' It throws you a ball of string. Mark it down on your Character Sheet if you keep it. The Ogre is now lying on the floor, its belching soon followed by earth-trembling snores. You notice there is a copper key hanging from a chain around its neck. If you would like to take this and the thighbone, mark them down as well on your Character Sheet.

If you now want to go through the door behind the Ogre's table and you have the ball of string, turn to **174**. If you have chosen not to take the string you may go through the door by turning to **261**. If you would prefer to turn back, turn to **128**.

41

You rifle the pockets of the three Ruffians and find a total of 17 Gold Pieces, a pair of loaded dice and a locket containing a strand of golden hair. Remember to note down on your Character Sheet anything that you take. You wipe the blood from your sword on the apron of the startled innkeeper and leave to resume your trek towards the Keep. Turn to **78**.

42

You feel your ankle seized by an icy tendril as you wade through the water. Looking down, you see the water has become animate and is forming into a transparent creature with a gaping mouth full of sharp, icicle teeth. It has a firm hold on you so you cannot FLEE. You must fight it.

WATER MONSTER

VIGOUR 9

Roll two dice:

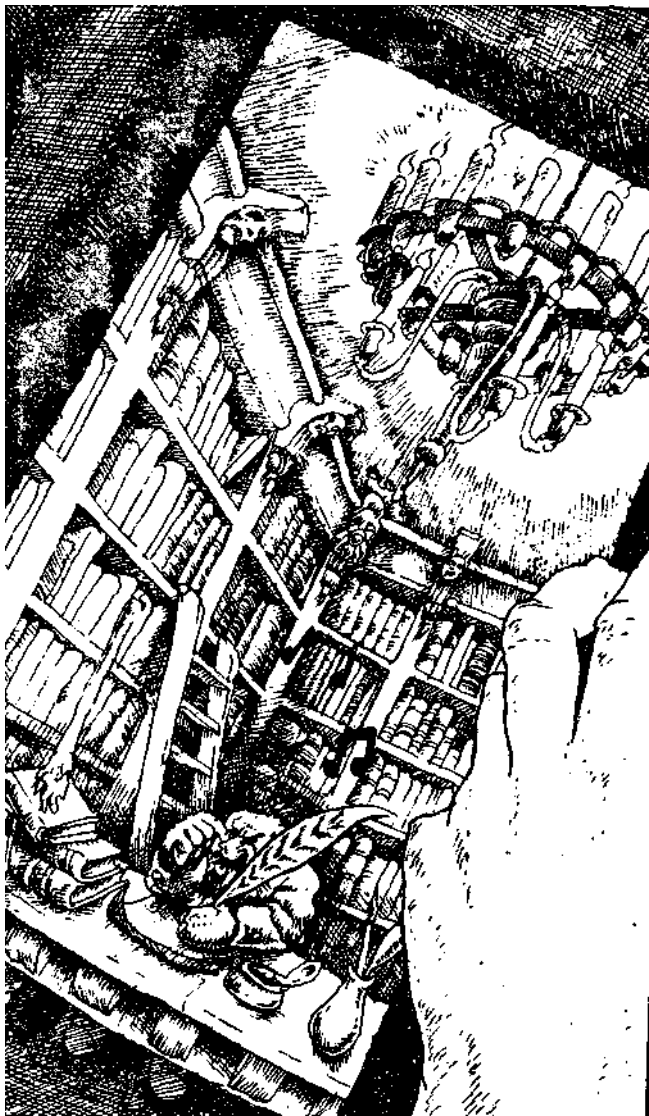
score 2 to 6

The monster bites your leg with its sharp teeth; lose 3 VIGOUR

score 7 to 12

The Water Monster loses 3 VIGOUR

If you win, turn to **35**.



43

There is a small antechamber at the end of the corridor. Curiously, for warmth is not one of the normal features of Shadow Keep, a large fire is burning in a grate. There is a panel set into the wall by the fire. You push this slightly and it opens a crack. You peep through the gap and see an enormous library. It looks like the panel in front of you is disguised on the other side as a bookcase. You hear a tuneless whistling from the end of the room and, pushing the panel open a fraction more, you can see a horrible misshapen dwarf sitting at an overlarge desk. He is scratching a large wart on the end of his nose with one hand and writing with a quill with the other. A large chandelier swings over his head casting a pool of light.

Would you like to take out an item from your backpack? If so, turn to **285**. If you would like to rush into the library, hoping to surprise the Dwarf, turn to **66**.

44

You reach into your backpack and fumble around desperately for the thighbone. You throw it down in front of the Minotaur just as it's about to gore you. It falls on the bone like a playful dog and begins to chew at it, having forgotten all about you. You turn to glare at the young man, but he's already running off through the archway yelling back at the Minotaur: 'You blinking idiot! Do the geezer, not the bone!' The Minotaur seems quite happy with the bone, however.

Do you want to follow the young man? Turn to **75**. If you'd prefer to retrace your steps, turn to **26**.

45

You fling yourself to one side as the stone block crashes into the wall with a horrible grating sound. You pull yourself to your feet and see a wood-panelled corridor ahead of you. You set off down it. Turn to **88**.

46

Sweating heavily, you manage to relight your torch. Looking down at your feet you see the hideous form of a Wyrd dressed in grave-clothes, its grey flesh exposed by your sword blows. The chamber is littered with old human bones. Shuddering, you move on quickly. Turn to **290**.

47

The Inn is brightly lit and smells evilly. Over in a corner by the fire you see a Knight clad in rusty antique armour. Three unkempt Ruffians play dice in another corner. The loud, drunken shouts you heard come from them. The landlord stands at the bar cleaning glasses. Will you:

Go over to talk to the

Innkeeper?

Sit down at the Knight's table?

Join the three Ruffians?

Leave the Inn and continue
along the road to Shadow
Keep?

Turn to **51**

Turn to **63**

Turn to **72**

Turn to **78**



48

The Ore swings round in surprise and you have hit him before he can react. He yells with pain but grabs a butcher's cleaver from a hook on the wall and swipes at you with it.

ORC VIGOUR 9

Roll two dice:

score 2 to 6 The Ore strikes you with the
cleaver; lose 3 VIGOUR

score 7 to 12 The Ore loses 3 VIGOUR

If you win, turn to **114**.

49

You jump and land heavily at the bottom of the chasm, twisting your ankle. You lose 3 VIGOUR points. If you are still alive, you hobble over to a tunnel entrance you can see at the bottom of the crag on which the Keep is built. Turn to **239**.

50

Following the signpost, you come to a rickety bridge. Braziers burn at either end and so it is well illuminated. A crudely painted sign reads Toll - orl yor gold or yor life! Before passing on to the bridge, will you deposit your gold in the box beside the sign (turn to **177**)? Or will you ignore the sign and step on to the bridge anyway (turn to **25**)?

51

The Innkeeper watches you with small, unfriendly eyes as you explain your mission. 'Many a young



upstart have I seen passing my door,' he says with a cheerless laugh. Tew even survived beyond the courtyard of the Keep, which is guarded by a great, unliving Hawk that pecks the eyes from foolish adventurers like yourself!' Sneering, he returns to polishing the beer-glasses. Although perhaps a little daunted by his words, you leave the Inn and make your way towards the dreaded castle. Turn to **78**.

52

The grille misses you by a fraction and crashes into the wall behind you. Do you have a Throwing Dagger in your backpack? If you do, turn to **32**. If not, turn to **198**.

53

You go through the room where the dog was. There is a lighted candle on a table, but nothing else of interest. You duck under a low archway and find yourself in a corridor. You walk northwards along it for a few metres. Turn to **37**.

54

Do you have the Troll's bowling ball? If you do, turn to 220. If not, you find nothing of use. You can either step out into the corridor (turn to **16**), or go back and chose another door. You may chose either the gold door (turn to **96**). Or the iron door (turn to **4**).

55

Though he fights valiantly, the Knight proves no match for three opponents after his long period of inactivity. He wounds two of them - one severely - but is then hacked down and butchered. The Ruffians glare at you and then shuffle out of the Inn nursing their wounds. You may now talk to the Innkeeper (turn to **51**) or resume your journey towards Shadow Keep (turn to **78**).

56

You walk across the chamber and open the door. It gives on to a passageway which you walk down. Turn to **37**.

57

You find yourself seated at the table between two Ghouls. The one on your left is already extremely drunk and leers at you greedily through his blood-shot eyes. The one on your right is totally engrossed in gnawing a footman's leg. A waiter comes up and places a covered dish in front of you: 'Speciality of the day, sir!' he announces, whipping off the lid. The drunk Ghoul leers at you again, daring you to eat.

Will you eat a little bit just to sate his curiosity (turn to **241**)? If you'd prefer to order some wine, turn to **189**.

58

You leave the road and see a high, lichen-covered barrow behind which to hide. The rider passes



down the road and is lost in the distance. Just as you are about to leave, a voice comes from behind you. Turning, you find an old man leaning against the barrow. He has an earthenware jug in his hand. 'Drink with me and be merry,' he offers, 'for the night is long and I will drink till dawn.' Will you accept the jug and drink from it (turn to **73**), or decline the offer (turn to **268**)?

59

You head north for several minutes and then there is a circular staircase winding down into the darkness in front of you. You check that your torch is burning properly and go down the stairs cautiously. A smell of decay wafts up from below. Just as you reach the bottom, your torch goes out and you are left in pitch darkness! Before you can relight it, your hair stands up on end as you hear something large slouching towards you in the dark. Did you befriend a Golden Hawk earlier in your adventure? If you did, turn to **116**. If not, turn to **93**.

60

You realise you are now lost in the heart of a labyrinth. Do you have the ball of string? If you do turn to **28**. If you haven't, you decide to carry on regardless. Turn to **91**.

61

You rush forward, shouting out your battlecry; Darkrobe stands unmoving, not even bothering to lift his weapon. Suddenly, you realize your feet are

treading air and you topple head over heels into a vast pit which was concealed by the mist. Have you made friends with the Golden Hawk? If you have, turn to **139**. If not, turn to **119**.

62

The Lizard Man's spindly legs give way and he falls to the floor, run through by your sword. You find a large bronze key hanging on a cord around his neck. If you would like to take this, mark it down on your Character Sheet. You also find a phial with ink in it in one of his webbed hands. You decide to have a look at the scroll the old magician was writing on. Turn to **70**.

63

The Knight regards you coldly. 'I am Stentorian of Snout,' he says. 'I have sat here for over a year. I came here after a terrible storm - my armour rusted, and since then I have been unable to rise. The Innkeeper brings me food and sees to my needs, not out of goodness but because he has a black heart and rejoices to see me thus humbled. Give me oil, I pray you, and I will slay those evil Ruffians!' At this, the three men give a great hoot of derisory laughter.

You could pour some oil from your lantern on the joints of the Knight's rusted armour. Will you do this (turn to **80**)? Or will you refuse to help him (turn to **184**)?

64

As you draw close to the old man he stops and addresses you: 'I am Shambol Eyehawk, a blind old man. Step from my path and let me by!' Will you step off the path on to the swampy ground to the side of it? If so, turn to **202**. Or will you make him leave the path (turn to **234**)?

65

You are in a vestibule with a window in the north wall. You look and see that a dark chasm separates the outer towers of the castle where you are from the Inner Keep. Looking up at the parapet of the Inner Keep you fancy you can see the silhouette of a cloaked figure gazing down at you. Just then the moon passes behind a thick bank of cloud and when you can see again the figure is gone.

Two staircases lead down from the vestibule. The left-hand one passes under a Gothic arch into a mist-shrouded graveyard. You can just make out a pathway snaking its way between some yew trees and gravestones to a door at the bottom of the Inner Keep walls. The staircase to your right leads down to an empty moonlit terrace overlooking the chasm. The top of a gigantic tree can be seen at the same level as the terrace, and it looks like it might be possible to climb down it to the bottom of the chasm. You must take one of these routes to reach the Inner Keep.

If you would like to take the left-hand staircase, turn to **292**.

If you would like to take the right-hand staircase, turn to **83**.

66

You rush across the library towards the Dwarf. He looks up from his ledger and makes a gesture with his pudgy little hands. An aura of sparkling blue light envelopes you and you feel wracking pins-and-needles in all your limbs. Roll two dice and try to score less than or equal to your *current* PSI. If you succeed, turn to **12**. If you fail, turn to **280**.

67

To your surprise, he bows reverently towards you when you speak to him. He steps over to the chest on the carpet and swings the lid open. Inside you can see a small phial resting on a velvet cloth. The Bronze Warrior turns to you and addresses you in a tinny voice:

This is a *Potion of Invisibility*. It will only work for a very short time after you have drunk it: the time it takes to run across a room and deliver a blow for example. It will be useful to you when you come to meet the Lord of Shadow Keep!

Thanking him for his advice, you put the phial in your backpack; mark it down on your Character Sheet. You ask the Bronze Warrior to lead you down the corridor. Turn to **264**.

68

You panic, all your knightly discipline forgotten, and rush off down the corridor lined with family portraits only to find that it's a dead end. Looking round, you see ghostly emanations emerging like mist from the portraits and drifting down towards

you. You cower in terror knowing there's no escape from the ghosts of the Darkrobe family! Your adventure ends here.

69

You are on a narrow track. The ground to either side is marshy and treacherous. Occasionally evil-looking mists emanate from the bubbling mire to envelop you. Eventually you catch sight of a stooped old man wending his way towards you along the narrow causeway. He wears a high, peaked cap and carries an oaken staff. As far as you can tell he has not yet seen you. You may carry on to meet him (turn to **64**). Or you can leave the causeway and hide in the swamp (turn to **18**).

(illustration on following page)

70

You look at the scroll the old man was writing on. The ink is just drying on it and you make out mystic characters which seem to glow with an arcane magic. If you read out the spell from the scroll you will find that your VIGOUR points are restored to their *normal* level. You may either use the scroll now, and then discard it, or take it with you (noting it down on your Character Sheet) and use it at any time *between* combats. You may not use the scroll during combat and it will work *once* only. After you have picked up the scroll you leave the room and continue down the corridor. Turn to **59**.



71

The Ore crashes to the floor, its meat cleaver clattering over the damp cobbles of the cellar. You search around and find a loaf of black bread and some smelly cheese. You try a little and are surprised to find it tastes quite nice. Restore 6 VIGOUR points for your meal but do not exceed your *normal* VIGOUR score. Any extra points are wasted.

You now decide to leave this dank place so you go up a staircase and turn left down a dimly-lit corridor. Turn to **153**.

72

You approach the Ruffians, who eye you slyly and invite you to join their game. Do you accept? If so, turn to **86**. If not, you may join the Knight (turn to **63**) or the Innkeeper (turn to **51**), or else leave the Inn and go on (turn to **78**).

73

As you gulp down a long draught of the wine you experience a sudden nausea. Lose 6 VIGOUR points. If still alive, you hear the old man emit a menacing growl low in his throat. Turn to **268**.

74

You look at the yellowing paper of the ledger. It is open at a page that bears today's date and seems to itemize the bizarre bill of fare offered up for supper tonight at Shadow Keep:

'Item: Two country maids for the Ghouls' dinner.

Item: Two gallons of peasants' blood left in pails for the Vampires.

Item: Bats' wings garnished with beetles for the Lord.

The tray left outside his door as he was occupied in magical arts.'

There are many similar entries on previous pages. You realize there must be legions of undead creatures lurking in the cellars and dungeons underneath the castle! Turn to **84**.

75

After a while you come to a dripping cistern set into one of the rocky walls of the tunnel. Looking into it, you notice with disgust that the liquid in it looks like blood. Have you got the bull's horns? If you have, turn to **22**. If you haven't, you continue down the tunnel. Turn to **273**.

76

The first halberd missed you by a fraction, but you've jumped right in front of the second suit of armour and *its* halberd is now swinging down at you! Roll two dice, and try to roll equal to or less than your *current* AGILITY. If you succeed, turn to **94**. If you fail, turn to **162**.

77

You whip off your cloak and wave it in front of you. The bats fly into it and fall to the floor entangled in its folds. You run off down the corridor before they can recover. Soon you're in



the library again. You must chose to take either the central passage (turn to **205**), or the left-hand one (turn to **148**).

78

The path spirals up around the crag. You seem to have been climbing forever when finally it levels out and in front of you there stands a gateway. On either side of the gateway, illuminated by the setting moon, two stone skulls stare down at you. You feel a premonition of doom, but manage to gather your courage and stride up to the heavy oak gate. Will you knock, demanding entrance (turn to **240**), or push at the gate (turn to **130**)?

79

You instinctively whip your sword up in defence. The Dragon stops in mid-roar as it turns to stone. The gout of flame issuing from its mouth is also petrified, creating a spectacular piece of sculpture. The Basilisk's head is now useless, so you throw it away. You notice a glint of gold coming from the Dragon's nest. Looking closer, you see it is a golden egg.

Do you want to pick up the golden egg? Turn to **113**. Or would you prefer to look around for an exit? Turn to **286**.

80

The Knight swings his arms up and seizes an old halberd from above the fireplace. He approaches the Ruffians, who have now ceased their taunting

and are grimly drawing their swords. Will you help the Knight (turn to **230**), or leave him to fight the three men on his own (turn to **55**)?

81

The severed stumps of the tree bleed a dark red ooze. You scramble down the rest of the way and reach the bottom of the chasm. You see a tunnel entrance at the base of the crag on which the Keep is built and make your way over to it. Turn to **239**.

82

'I say, old chap,' he says, 'would you mind bringing in another body; we're getting a bit low on drink!' He smiles at you, baring his blood-flecked fangs. You promise you will and leave. You soon find yourself in the library again. Will you go down the central passageway (turn to **205**)? Or will you go down the left-hand one (turn to **148**)?

83

You walk down to the terrace. The dark walls of the Keep loom high above you in the darkness. Looking over the parapet of the terrace, you see there is a drop of a hundred feet into the chasm below. An enormous, sprawling tree has grown up to the edge of the terrace however. Do you want to climb down the tree? Turn to **291**. If you have Shambol Eyehawk's bag of acorns, you could use those instead. Turn to **36**.

84

There are three exits at the north end of the library. All are stairways leading down into the darkness. There is a fragment of red ribbon by the left-hand exit and a small splash of blood on the floor by the right-hand stairs. The central stairway has no distinguishing marks by it. Which staircase will you take:

The central stairway?

Turn to **205**

The left-hand stairs?

Turn to **148**

The right-hand stairs?

Turn to **256**

85

You wrench off the bull's horns and stick them in your belt. You noticed the young man running off under the archway just as you won the fight. If you want to follow him further into the labyrinth, turn to **75**. If you'd prefer to retrace your steps, turn to **26**.

86

They ask you what stake you will play for. You can wager up to 5 Gold Pieces if you can afford it. Decide how much you will risk and then roll one die. On a roll of 1 to 5 you have lost your stake. On a roll of 6 you have won twice your stake. After one game you realize that they're cheating. If you want to make an issue of it, turn to **169**. If not, you may talk to the Innkeeper (turn to **51**) or leave the Inn and head towards Shadow Keep (turn to **78**).



87

Passing under another archway, you are almost blinded by the lights coming from a brightly lit vestibule. There is a thick carpet on the floor, and a cheerful fire in the grate. Reclining on a red velvet divan in front of the fire is a beautiful woman with fiery red hair. She is clad in what appears to be a suit of close-fitting tiger skin. After the grim adventures of the last few hours you think it would be pleasant to relax in front of the fire. You must pass through the vestibule to reach a door which seems to be the only exit from the corridor that you are in. Do you want to talk to the woman (turn to **10**)? Or maybe you feel you ought to offer her something from your backpack first? If so turn to **125**.

(illustration on previous page)

88

You stop outside a door set into the right-hand wall of the corridor. Do you want to open the door? If so turn to **172**. If you'd prefer to continue up the corridor, turn to **43**.

89

The Ore throws the slops right into your face. This time you manage to hold on to the sides of the tunnel but are completely blinded by a lettuce leaf which is wrapped around your eyes. You manage to wipe away the mouldy green leaf just as the Ore hacks down at you with a vicious-looking butcher's cleaver. Lose 3 VIGOUR. If you are still alive, you

manage to roll out of the tunnel and drag out your sword.

ORC

VIGOUR 12

Roll two dice:

score 2 to 6

The Ore strikes you with the cleaver; lose 3 VIGOUR

score 7 to 12

The Ore loses 3 VIGOUR

If you win, turn to **71**.

90

You pull the Throwing Dagger out of your backpack. It seems alive with magical power as you clutch its hilt. You throw it, sighting it on the cord holding the chandelier above the Dwarf's head. It whistles through the air, severing the rope and sending the chandelier crashing down on the Dwarf. You retrieve the dagger and then go over to inspect the remains of the Dwarf and his desk. You drag out a ledger from the splintered wood. Turn to **74**.

91

You walk a long way down the tunnel until you feel a breeze on your face coming from in front of you. There is another tunnel on your left which you think leads back into the labyrinth, so you ignore it. A bit further on the tunnel turns into a normal corridor which ends with a locked grille. Past the grille you can dimly see a vast dark hall lined with thousands of books. Do you have the Ogre's key? If you do, turn to **233**. If not, turn to **5**.

92

You shout at her and she wakes with a start, relaxing her grip on your hair: you fall like a stone through the night air, losing consciousness before your body smashes into the sharp rocks below. Your adventure ends here.

93

There is the sound of movement in the darkness as your opponent leaps at you. You get a whiff of old grave-clothes and damp earth as something strikes out at you with horny talons. Although *you* can't see a thing, your assailant seems to be able to see in the dark.

WYRD

VIGOUR 12

Roll two dice:

score 2 to 3 The horned talons of your opponent rip open one of your arms, lose 4 VIGOUR and 1 PSI, as the creature's magic draws on your psychic reserves

score 4 to 7 You are hit; you lose 3 VIGOUR

score 8 to 12 You strike out blindly in the darkness and hit your opponent; it loses 3 VIGOUR

You cannot FLEE in this blackness. If you win, turn to **46**.

94

You reach the end of the corridor and walk into a vestibule hung with ancient tapestries. Turn to **65**.

95

As you pass round another corner in the twisting passageway, a voice calls out from a lighted alcove to your right: 'Spitter! Is that you? Where's my ink? I've been waiting for it for over an hour!'

Will you ignore the voice and run on down the corridor? Turn to **107**. If you would like to try imitating the Lizard Man's odd manner of speech, turn to **138**. If you would just like to rush into the room hefting your sword, turn to **3**.

96

With a great effort you heave the golden door aside. It groans monstrously as you do so. You find yourself in a small chapel. The odour of death hangs here, and a cold chill passes up your spine. At the far end of the room you see an altar made entirely of skulls, thigh and arm bones. You are just about to leave this evil place when you notice in the dim light of your torch a gold dagger of immense value glinting on the altar. It has a beautiful jet pommel and curious golden runes engraved on its haft. Two black candles stand to either side of it on the altar. You can see an exit through an archway to one side of the altar. Will you:

Go through the archway?

Turn to **225**

Pick up the dagger?

Turn to **143**

97

You look at the Witch's clay doll and scratch your head; well, it seems worth a try. You throw it on to

the crackling fire. The tuneless whistling in the library stops abruptly. You rush over to the crack in the door: the chair by the desk is now empty, and you see the feather quill that the Dwarf was writing with falling in gentle spirals to the floor. You enter the library cautiously, fearing he might be lurking somewhere in the shadows, but after a while of looking behind bookcases and curtains you realize he has gone for good. You go over and have a look at the ledger open on his desk. Turn to **74**.

98

You haul yourself out on to the ledge and inch your way along it, clutching on to the stonework above you with frozen hands. You look down and see a sheer drop beneath you of hundreds of feet. You've soon drawn level with a lighted window and peep in. You can see a huge mastiff dog looking at a door: obviously the door into the chamber you have just left.

Do you want to force open the window, hoping the dog is friendly? Turn to **231**. If you'd prefer to carry on inching your way along the ledge, turn to **158**.

99

The bolt hits you full on and you feel your flesh seared by the hellish flames. You lose 15 VIGOUR points. If you survive, turn to **157**.

100

As you approach them, the gems suddenly fly up and coalesce into a shimmering crystal warrior wielding the two scimitars. You must fight it.

JEWEL WARRIOR

VIGOUR 12

Roll two dice:

score 2 to 6 You are hit and lose 3 VIGOUR

score 7 to 12 The Jewel Warrior loses 3 VIGOUR

If you win, turn to **269**.

101

You think it will be an easy job to finish off the little man. As you carve down at him with your sword, however, he steps to one side nimbly and delivers a mighty kick on your shin. Deduct 2 VIGOUR points. If you are still alive, turn to **296**.

102

You open the door. Down a few stairs there is a dining room where a number of Ghouls sit around a table laden with strange meats. There is a menu board beside you and you read: 'TODAY'S SPECIALITY: MAIDENS IN TARRAGON SAUCE.' The Ghouls have fallen silent on your entrance. One of them calls out, 'Welcome to our feast, the more the merrier!' 'Food or guests?' enquires another and they all fall about laughing. If you would like to go down the steps and join them, turn to **57**. If you'd prefer to leave, turn to **115**.

The surviving Troll battles on desperately.

Roll two dice:

score 2 to 5 You are hit; lose 3 VIGOUR

score 6 to 12 The Troll loses 3 VIGOUR

If you beat him, turn to **120**.

You panic and rush off through the graveyard in fright. You see the open doorway of a crypt and fling yourself through it. The stone covering shuts with a grinding noise behind you, and you find yourself left in darkness. You try to push the covering open again but it is jammed fast. You hear a low moan; looking over your shoulder you see a swarm of ghosts coming towards you from the burial chamber. There is no escape; your adventure ends here.

You enter a small laboratory. There are instruments scattered over the work tables, and a quantity of multi-coloured glass vessels and wooden vats stand here and there, full of strange liquids bubbling merrily. A small brown mouse is sitting on the edge of one of the vats staring at you incuriously. You decide to investigate the various liquids.

Only three containers are labelled. The first reads 'Rat Poison Antidote', the second 'Tor High Fliers Only' and the third 'Strong Stuff'. The tame mouse doesn't constitute any threat of a rat-like



nature, but if you would like to pour some of the Rat Poison Antidote into *a* bottle for later use, do so, and mark it down on your Character Sheet. If you would like to drink some of the 'High Fliers' brew, turn to **253**. If you would like to try some 'Strong Stuff, turn to **17**. If you don't want to drink anything, you leave and continue eastwards. Turn to **34**.

106

The wooden door closes with a thud behind you. You find yourself in a long corridor illuminated by torches burning in wall brackets. Along both walls there are a number of suits of armour; halberds rest in their hands at about head height. Will you advance without further ado down the corridor (turn to **16**)? Or will you get an item from your backpack first (turn to **54**)?

107

The voice calls out at you again as you rush down the corridor. You decide not to stop however and soon reach the end of the passageway. Turn to **59**.

108

You try inserting the key into the rusted iron lock. To your surprise, you hear a click and the door swings open. Turn to **260**.

109

The first - and maybe the last - thing you notice as you pass through the throng of statues is a pair of

fiery red eyes glowing in the darkness. A strange magical force seems to seize your limbs and you feel a chilling cold all over you. Looking down you see your armour and your flesh turning a grey-white colour. Your body is turning into stone! Roll two dice and try to score equal to or less than your *current* PSI. If you succeed, turn to **137**. If you fail, turn to **283**.

110

The ghosts surround you, wailing louder and louder. You recognize amongst the twisting spectral forms the raven-haired lady you gave the ring to, and she throws back her head laughing. Icy fingers clutch you and hurl you down the dark pit. Your adventure ends here.

111

The Ogre lies in a pool of greenish blood. You step over its body, pushing aside the table which was smashed in the fighting. You notice a ball of string next to the door. There is also a half-gnawed human thighbone in one of the Ogre's hands and a copper key hanging from a chain around its neck. If you would like to take any or all of these items, mark them on your Character Sheet. If you take the string, turn to **174**. If not, turn to **261**.

112

You manage to recover your wits and strike out at the lady with your sword; it passes clean through

her and she vanishes into thin air with a low moan. You turn again to the iron-bound door. Turn to **267**.

113

You are pleased to find that the egg appears to be solid gold; it is, as a consequence, extremely heavy. If you want to take it with you, you will have to discard *all* the items currently in your backpack. If you do so, cross them off your Character Sheet. You must also deduct 1 from your *current* AGILITY as you are encumbered by the weight. You estimate the egg to be worth 1000 Gold Pieces. After you have made all the necessary alterations to your Character Sheet, turn to **286**.

114

The Ore falls backwards into the sink with a splash, disappearing from view. One or two bubbles break the surface of the vegetable scum, then all is still. You search around the kitchen and find a loaf of black bread and some old cheese. Grimacing, you force some into your mouth and are surprised to find it tastes quite nice. Restore 6 VIGOUR points for your meal, but do not exceed your *normal* VIGOUR score. Any extra points are wasted.

You leave the cellar by walking up some slippery stone steps. You turn left down a dimly-lit passageway which eventually opens into a corridor leading north. Turn to **153**.



115

You close the door on the grisly feast, and make your way back to the library. Which of the two stairways will you take? If you want to take the central one, turn to **205**. If you want to take the right-hand one, turn to **256**.

116

The darkness is suddenly illuminated by a golden aura as an image of the Hawk appears in the air. A ghastly Wyrd dressed in soiled grave-clothes stands in front of you holding its horny talons to the eye slits of its bandages as if blinded by the light. You swing your sword at it before it has a chance to recover.

WRYD

VIGOUR 12

Roll two dice:

- | | |
|---------------|---|
| score 2 to 4 | The Wyrd strikes you with its talons; you lose 3 VIGOUR and 1 PSI as the creatures magic draws on your psychic reserves |
| score 5 to 6 | The creature catches you a glancing blow; you lose 2 VIGOUR |
| score 7 to 12 | You strike the Wyrd heavily as it cannot defend itself because of the light; it loses 4 VIGOUR |

If you win, turn to **209**.

(illustration on previous page)

117

The floor suddenly gives way from under your feet. You have fallen down a trapdoor opened by

the old man! You plunge headlong down a steep shaft, landing with a bone-shattering crunch at the bottom. Your adventure ends here.

118

The Bronze Warrior steps up to the lever and gives it a sharp yank. The block of stone suddenly swings open and there is a crunch like a tin can being crushed as it smashes into the wall where the Bronze Man was standing. You pull the block back to see what has become of him, but find that he has been squashed till he is only a fraction of an inch thick all over. You are sorry to lose your friend but you decide to continue down the passageway which you can now see beyond the stone block. Turn to **88**.

119

You fall down and down, your head spinning with dizziness. The drop never seems to end and you hear the cruel laughter of Arkayn Darkrobe in your ears. Suddenly there is a bone-shattering impact and all goes black. Your adventure ends here.

120

You find 12 Gold Pieces and a round stone with holes in it on the bodies of the Trolls. The stone is a Troll bowling ball. You may also recover your own gold from the box at the end of the bridge if you paid it as a toll. Record what you take on your Character Sheet. You pass over the bridge, trudging towards the distant crag and regretting the loss

of your horse. Soon you reach the edge of a swamp. You set off cautiously, trying to find a way through the mire. Turn to **69**.

121

You see a welcome light ahead through the mist and realize you are nearly out of the swamp. Soon you arrive on dry land and trudge up to an Inn. The torches outside gutter in the chill breeze and barely illuminate the Inn sign which creaks overhead on its hinges. You make out the words 'The Knight's Rest'. There is a prone figure lying in the mud outside the door, but you can't make out whether it is a drunk or a corpse. You hear the sound of raucous laughter coming from inside. Do you want to continue along the road to Shadow Keep (turn to **78**)? Or would you prefer to enter the Inn (turn to **47**)?

122

You bring your sword down on the monster's neck, severing its head from its body. Grabbing the head by its comb, you fasten it on to the end of your sword, taking care all the time not to look into its eyes. Although you now won't be able to use your sword in combat, the next creature you show the head to will *automatically* be turned to stone. Make a note of this on your Character Sheet, and then turn to **206**.

123

The Werewolf at your feet slowly reverts to human form as his lifeblood spills out on the grassy sward.

You may take his jug of Werewolf wine if you wish - it is very potent and debilitating to anyone but a lycanthrope, or werecreature. Turn to **27**.

124

After about half an hour of this torture the Snow Fairies become bored with their sport and, pouting in disappointment, sprout tiny wings and whirr off into the night air. You sigh with relief and inch your way down the ledge until you come to an open window. You throw yourself through it, only to land on a bed with a skeleton lying in it, its skull grinning up at you. You get up hurriedly and leave the chamber. Turn to **37**.

125

If you have them, which of the following will you offer her:

- | | |
|----------------------------------|--------------------|
| A jar full of Werewolf's wine? | Turn to 203 |
| A Troll's bowling ball? | Turn to 2 |
| A locket with golden hair in it? | Turn to 151 |

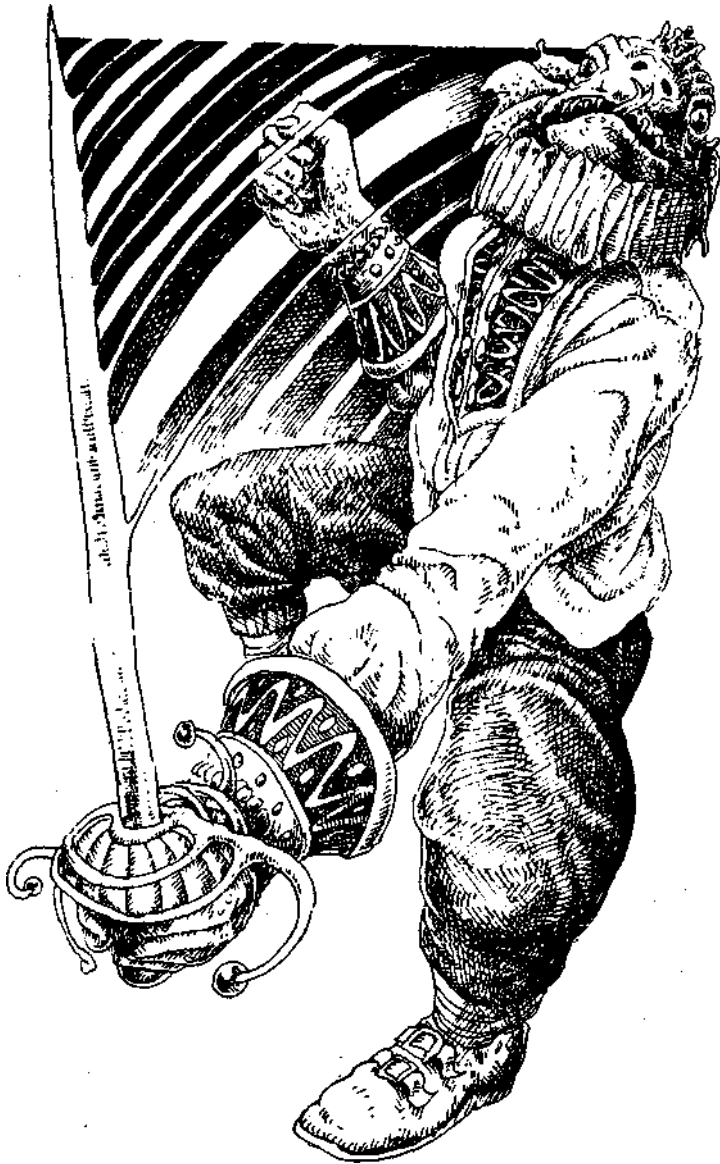
If you have none of these you decide to speak to her. Turn to **10**.

126

You let out a scream as the great block of stone smashes into you, breaking every bone in your body. Your adventure ends here.

127

You look at the Zombie blankly. It swings at you with the scimitar it is holding in one of its hands.



Soon you're in a desperate fight, and other Zombies are swarming up from the guardroom behind it. Although you fight bravely there are far too many of them. You collapse to the floor badly wounded, never to recover. Your adventure ends here.

128

You walk down the corridor until you reach a small hall. Its walls are covered with mouldy tapestries, and a tarnished silver service lies on a dusty banqueting table in the centre of the room. Ahead you can hear someone or something padding down the thickly carpeted corridor towards you. You creep up the corridor towards the sound.

You round a corner and come face to face with a Lizard Man. He stares at you from under his heavy, hooded eyelids, his green complexion contrasting starkly with the white ruff around his neck and his bright purple velvet pantaloons. He is holding an elegant rapier. 'Halt! Who goeth there and whath the pathword?' he shouts, lisping heavily, his serpentine tongue darting in and out of his mouth.

Will you fight him? Turn to **179**. Or would you prefer to try and bluff by inventing a password? Turn to **182**.

129

You notice with satisfaction that it isn't squeaking now. You silently round the corner and find yourself face to face with a Small Dragon sitting on its nest of cinders. As you stare at it, it takes a deep

breath; any second now it will breathe a gout of flame over you.

You may attempt to FLEE. If you do, do not throw the dice as usual but turn to **299**. Or you may attack the Dragon by turning to **262**.

130

It is locked. Do you have the skeletal rider's parchment? If so, turn to **140**. If not, you will have to knock - turn to **240**.

131

You enter a dark chamber where a young man is chained to the wall. He looks in a bad way and you're just about to offer him some help when he notices the bull's horns stuck in your belt. 'Strewth! You've done for the bull!' he exclaims. He slips his chains and runs away into the darkness. You follow him, rather puzzled by his behaviour. Turn to **75**.

132

You recover from your fright to see that the spectre is hovering before you, moaning softly. You bend closer and hear that it is speaking to you.

I am the ghost of Sir Sylvestus, a noble knight of Lalassa. I was slain in my attempts to overcome the Lord of Shadow Keep and was buried in this gloomy spot. Listen to my advice, for my time with you is short. There are two ways through the Keep; you'll get to them through that door.' He points to the ivy-choked doorway you saw from above.

'Take the route to the east. Whatever you do, don't take the ball of string from the Ogre you will meet: it's a base trick! If you find an alchemist's laboratory, you must drink a potion labelled "For High Fliers Only", you will need it to complete your quest. A fellow ghost slain perfidiously by Darkrobe roams the corridors outside the Lord's chambers. Accept her assistance as you have accepted mine, and at last justice will return to the land!'

You remember Sylvestus as being rather a withdrawn, melancholy knight when you knew him in Lalassa many years before. Do you want to risk offending him by testing the truth of his story? If so, turn to **288**. If, however, you're happy with his story, turn to **242**.

133

You manage to dodge the falling net. You swing round to confront the Young Man who you saw running away earlier. He jumps down from the overhang brandishing a knife.

YOUNG MAN VIGOUR 9

Roll two dice:

score 2 to 5	The Young Man wounds you with his knife, you lose 2 VIGOUR
score 6 to 12	You hit the Young Man; he loses 3 VIGOUR

If you win, turn to **60**.

134

You are nearly swept backwards but manage to cling on to the sides of the tunnel. Shaking the

rotten cabbage peel from your hair, you continue up the shaft. Eventually you pull yourself out of the drainage tunnel and find yourself in a dimly-lit cellar. A foul-smelling Ore is filling an enormous pail by dipping it into a sink full of vegetable peelings. He has his back turned to you and you have the advantage of surprise as you rush in to attack him. Turn to **48**.

135

You hurriedly uncork the stopper of the flask with the Rat Poison Antidote inside it. As you swig it back you feel the throbbing in your wounds subside and your muscles relax. Wiping the cold sweat from your brow you move on. Turn to **91**.

136

You find yourself in a cavernous chamber. Giant stalactites hang down from the ceiling, and there is a fierce red glow coming from round one of the corners. It is extremely warm, and you begin to sweat freely. Did you wax your armour in the previous room? If you did, turn to **129**. Otherwise turn to **142**.

137

You avert your gaze from the glowing eyes, and you see the grey sheen begin to disappear from your body. You know that you can't afford to look into the Basilisk's eyes again, so you strike at it blindly.

BASILISK

VIGOUR 12

Roll two dice:

score 2

You inadvertently catch the gaze of the Basilisk reflected in your armour; you are petrified. Your adventure ends here.

score 3 to 6

The Basilisk pecks you with its grotesque beak: you lose 3 VIGOUR

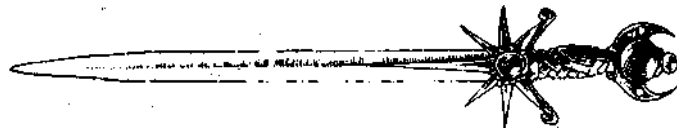
score 7

Although you manage to wound the Basilisk (it loses 3 VIGOUR), a venomous asp slides out of its side and bites you. If you are bitten this way a second time, you will die immediately!

score 8 to 12

You hit the Basilisk; it loses 3 VIGOUR

If you win, turn to **183**.



138

You do a good imitation of the Lizard Man's lisp: 'Right away, thir! I have come ath thoon as I could!' You take out the phial which you now realize contains ink and enter the alcove. There is an old, wizened man wearing greasy robes scratching away with a quill on a parchment. He gestures irritably at his inkwell without looking up from his work. You try to creep up on him without him looking at you, but just as your shadow falls across his desk he raises his head, gasps when he sees you and lunges for a lever set into the floor next to

his desk. You can try and hit him *once* before he is able to reach it:

Roll one die:

score 1 to 2 He gets to the lever before you can hit him; turn to **117**.

score 3 to 6 You react swiftly (turn to **152**).

139

A golden aura appears next to you as you tumble down into the darkness, and you feel a strong beak grabbing your tunic. First your fall is slowed, then it stops altogether, and finally you feel yourself being lifted back up the pit. The Hawk lands you on the other side of the pit, its powerful wings wafting away the layers of mist on the floor. Darkrobe had turned away thinking you dead, but swings round, alerted by the movement of the mist. A look of surprise is replaced by one of hatred on his horribly scarred face. He sweeps his deadly scythe at you as the Hawk vanishes for the last time in a cloud of golden light.

ARKAYN DARKROBE

VIGOUR 18

Roll two dice:

score 2 You are hit by the scythe; all your limbs seize up as they are affected by a magical spell. You fall to the floor, paralysed, never to get up again.

score 3 to 4 The scythe slices through your armour delivering a crippling blow; lose 4 VIGOUR

score 5 to 7 You are caught a glancing blow by the scythe; lose 2 VIGOUR

score 8 to 10 You hit Darkrobe; he loses 3 VIGOUR

score 11 to 12 Summoning all your energy, you strike Darkrobe a mighty blow; he loses 6 VIGOUR

After *two* combat rounds, turn to **298**.

140

You read out the rune from the parchment and, as you do so, the oak portal creaks and swings open. The parchment fades, its magic expended - but at least it has gained you admittance to the courtyard of Shadow Keep. Turn to **244**.

141

The Ogre is still wheezing and gasping as your sword carves into it. Although the Ogre is now badly wounded, it has recovered from its sneezing fit and you must fight.

OGRE

VIGOUR 6

Roll two dice:

score 2 to 5 You are hit; lose 3 VIGOUR

score 6 to 12 The Ogre loses 3 VIGOUR

If you FLEE back the way you came, throw the dice as usual and turn to **128**. If you win, turn to **111**.

142

A jet of flame gouts out at you as you round the corner. Roll two dice, trying to score equal to or

less than your *current* AGILITY; if you fail, you have been hit and must deduct 8 VIGOUR points. If you succeed you manage to roll away from the blast. If you are still alive, you must now face a Small Dragon as it steals forward from its nest. If you have the Basilisk's head, turn to **79**. If you do not have this item, turn to **262**.

143

As you reach for the dagger, the candles on the altar suddenly flare up, illuminating the farthest recesses of the chapel with a sepulchral light. You hear *a* disembodied ghostly cackle, and your hand is drawn towards the evilly-glinting dagger as if by magnetic force.

Roll two dice, trying to roll equal to or less than your *current* PSI. If you succeed, turn to **200**. If you fail, turn to **175**.

144

The net drops around you and you flail around in it like a spider in a web. The Young Man who ran away from you earlier leaps down from the overhang with a whoop of joy. He is wielding a knife and you must fight him.

YOUNG MAN

VIGOUR 9

Roll two dice:

score 2 You become hopelessly entangled in the net and fall to the ground. The Young Man has no trouble finishing you off with his knife.

score 3 to 6 The Young Man wounds you with his knife, lose 3 VIGOUR

score 7 to 12 The Young Man loses 3 VIGOUR

You cannot FLEE for you are entangled in the net. If you win, turn to **60**.

145

You start hacking away at the branches with your sword:

FOUR CRUSHING BRANCHES

Roll two dice:

score 2 to 4 The branches close round you and you are squeezed tightly; lose 6 VIGOUR

score 5 to 7 One of the branches wraps itself around you; lose 3 VIGOUR

score 8 to 10 You cut through one of the branches

score 11 to 12 You cut through 2 of the branches

You may risk jumping at any time. If you would like to do so, turn to **49**. If you manage to cut through all four branches, turn to **81**.

146

You see that your only chance of surviving is to run. Just as you're going out of the door, you see another lever and you pull it. The stone block in the passageway swings open violently, smashing into the wall where the first lever was. You rush through the opening left by the block and find yourself in another passageway. Turn to **88**.

147

You pull the lever and a trapdoor opens at the Lizard Man's feet. He disappears down it with a piteous wail. You look around the room, but you don't see anything of interest. Skirting the open trapdoor, you go out of the door and down the corridor. Turn to **59**.

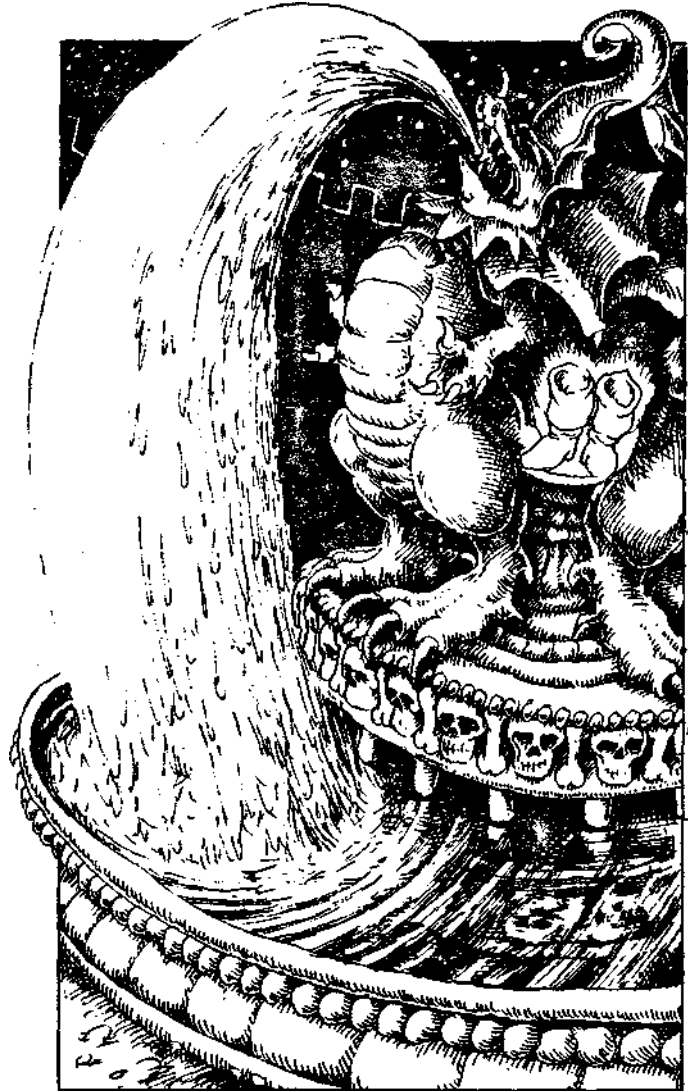
148

You inch your way down the stairs to a dark passageway. Holding your torch up to the dripping walls, you see that the stone has been scratched as if someone had been dragging their fingernails along it. Just as you're thinking it might have been a better idea taking another passageway, you feel a presence behind you. You see a bald, smartly uniformed man standing behind you in the shadows. He bares fang-like teeth in a cordial smile of greeting. 'May I take your cloak, sir? The others are waiting for you,' he says.

If you'd like to hand over your cloak and let him usher you through a doorway you can now see to your left, turn to **247**. If you refuse to hand over your cloak, turn to **216**.

149

You walk over to the edge of the pool and have a look at the fountain. There are two ornately carved statues at the centre of it spouting water. Lodged between them you can see a pair of green elven boots. Do you want to wade through the water to get the boots? If so, turn to **42**. If you'd prefer to leave through the door, turn to **56**.



150

Turning left out of the room, you walk down a passageway until it ends in a stone block. There is a lever set into the wall to the left of the block and a wooden door to the right. The block is obviously moveable judging by the scratch marks on the floor. Curiously, they seem to swing *in* on the lever.

Do you want to pull the lever? Turn to **259**. If you would rather listen at the door, turn to **195**.

151

You pull out the locket of hair. The effect is startling: as soon as the lady looks at it, she leaps up from the divan shrieking. You notice she has sharp fangs instead of teeth, and barbed claws at the end of her fingers. Before you have time to defend yourself, however, she slowly crumples into a pile of dust at your feet. Shocked at your narrow escape, you look around the room and pick up a dagger lying on a sideboard. It seems magical, and when you try some practice swings it flies from your hand and buries itself in the back of one of the luxurious chairs in the chamber. You realize it must be a special Throwing Dagger. You place it in your backpack (remember to mark it down on your Character Sheet). You decide to leave this room and pace down a corridor to another vestibule. Turn to **65**.

152

Just as he is about to clutch the lever, you cut him down with one blow from your sword. Turn to **70**.

153

Passing several side tunnels, which you ignore, you emerge through an archway into a small chamber with a wooden door set into the wall in front of you. There is an arched window to your right. Through it you can see the first flakes of a snowstorm whirling down. You approach the door cautiously and peep through the keyhole. You step back in alarm when you see a huge bloodshot eye staring back at you. A deep bark shakes the door, followed by a frenzied howling. There is evidently a large dog beyond the door.

Do you want to open the door, hoping this dog is friendly? Turn to **192**. If, on the other hand, you would prefer to open the window and crawl along the ledge you can see outside, turn to **98**.

154

Cursing at the blue light that seems to half-blind him, Darkrobe swings his scythe above his head. There is a loud clap and black lightning leaps from its tip, forking out towards you! You have a split-second to dodge it. Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **272**. If you fail, turn to **99**.

155

You run up to the Bronze Warrior's side, hewing down a Zombie as you do so. Unfortunately there are just too many of them and although you fight like a true Knight of Lalassa and slay many of them, you eventually fall to the ground mortally wounded. Your adventure ends here.

156

You come to an hour or two later, still trembling with the fever but strong enough to continue. Deduct 2 points from your *current* AGILITY, then turn to **91**.

157

You clutch the smouldering weal on your chest, your vision swimming in and out of focus. You can just about see Darkrobe moving towards you, his scythe uplifted, ready to finish you off. You manage to fight back the pain and bring up your sword to defend yourself.

ARKAYN DARKROBE VIGOUR 18 (less any lost before)

Roll two dice:

- score 2 to 4 The scythe slices through your armour, delivering a crippling blow; you lose 4 VIGOUR
- score 5 to 7 You are caught a glancing blow by the scythe; lose 2 VIGOUR
- score 8 to 12 Arkayn Darkrobe loses 3 VIGOUR

If you win, turn to **300**.

158

Suddenly the wind drops and you hear an eerie tinkling noise coming from above you on the roof of the Keep. You look up and are horrified to see a horde of minute Snow Fairies sliding down the frost-covered tiles towards the spot where you're clinging to the ledge by your fingertips. They wave



brittle, pointed wands in their tiny fists and are tittering with glee. You clench your teeth as they swarm all over you, poking at the most unexpected parts of your body with their mischievous little wands! The tickling is unbearable.

Roll two dice and try to score less than or equal to your *current* PSI. If you succeed, turn to **124**. If you fail, turn to **243**.

159

You are still rather nervous after your encounter with the Lizard Man when a voice calls out from an alcove further down the corridor, making you jump. 'Spitter. You lazy lizard! Is that you? I've been waiting for my ink for over an hour; hurry up!' It says. Will you ignore the voice and continue down the corridor? Turn to **107**. If you would like to try and imitate the Lizard Man's lisp and enter the room, turn to **226**. If you would like to rush into the room hefting your sword, turn to **3**.

160

You hold up the ring and a brilliant blue light seems to explode from it. The ghosts are driven back against the walls by the light, letting out a terrified wail as they are dispersed like smoke before a strong breeze. Turn to **154**.

161

No matter how fast you ride, the galloping hoofbeats tell you that your pursuer is gaining on you. Finally, as he is almost upon you, you turn your horse around and face him. Turn to **9**.

The halberd lands on your shoulder armour with a sickening crunch. Waves of pain flood over you and you lose 3 VIGOUR points. If you are still alive, you will now find it safe to move on down the corridor, as you can anticipate and dodge the fall of the other halberds. Turn to **94**.

163

You throw yourself at the door, bruising your shoulder badly; lose 2 VIGOUR *and* 1 AGILITY. The hasp of the door has gone, however, and you manage to kick the rest of it in. You enter a high, vaulted chamber; heavy tapestries festooned with cobwebs hang from the walls. A thick pall of dust rests on a carpet that covers the centre of the room. It doesn't look like anyone has passed this way in years. There is an ornately carved bronze chest resting on the carpet and a bronze suit of armour in the shadows at the back of the room. Will you leave the room and continue? Turn to **150**. Or would you like to inspect the chest? Turn to **176**.

164

You remember hearing the password was 'Shadows' from the Lizard Man. You blurt it out and the Zombie gestures you past him with a flick of his dead white hand. You and the Bronze Man find yourselves in a guardroom full of Zombies speaking to one another in hollow unemotional voices. None of them bother to turn their dead, staring faces towards you. You decide to listen to what they are saying for a few minutes. Some plan the

murders of the few remaining loyal members of the Imperial Guard of Lalassa, others talk of the power that Arkayn Darkrobe wields over the puppet king in the capital. You are enraged to hear such treachery, but manage to control your temper because the conversation has now got round to the dangers that lie ahead of you. You hear them discussing a Dwarf named Rumpole, who lives in the library beyond the stone block. Apparently Rumpole is wracked by pains caused by an old Witch sticking pins into a doll effigy of him.

At last you decide to leave. As you're going out, the Bronze Man pauses in front of a lever inside the guardroom and pulls it. You hear a grating noise as the stone block swings open in the corridor outside, smashing into the wall where the first lever was. A corridor is now revealed leading off to your right. Turn to **254**.

165

He staggers back, grabs a hat-stand and slides down it, bringing a shower of cloaks and hats down on top of him. You lift the cloaks away with your sword to check he's dead, and then go and listen at the door set into the left-hand wall. Inside you hear the sound of merriment and the chinking of glasses. If you would like to go in, turn to **102**. If you would prefer to return to the library and take the central exit, turn to **205**. If you want to return and take the right-hand passage, turn to **256**.

166

You sip delicately at the full-bodied wine; it seems to be a very fine vintage and you drink heartily.



Soon your head swims slightly and you feel drunk. You begin to think that you've been very lucky to meet such sophisticated gentlemen to drink with on this cold evening. You're not even worried when one of the 'gentlemen' bares his fangs and refers to the wine as human blood! Without realizing it, you have been sitting with a group of Vampires for the past half-hour! Now you have drunk human blood, though, you will never escape from their company and soon you will be scouring the countryside looking for victims to satiate your bloodlust! Your adventure ends here.

167

An Ogre is sitting at a table gnawing at a human thigh bone. It looks up at you with an angry expression, its teeth chomping on gristle which spills out over its thick, rubbery lips. 'Warrayer-wont?' it asks, dipping the thigh bone into a dish of pepper in front of it. The only other exit from the room is immediately behind the Ogre's table. Do you want to back out of the door and return the way you came? Turn to **128**. If you would like to rush into the room and fight the Ogre, turn to **193**. If you would like to offer it some Werewolf wine (if you have any), turn to **40**.

(illustration on previous page)

168

The Warrior topples over, his bronze armour clattering in separate pieces across the floor. You go

over to inspect the ornate bronze chest and find it unlocked. You lift up the lid and see a phial resting on a velvet cloth at the bottom. There is a liquid in it and you decide to risk drinking it. As you do so, your eyes catch your reflection in an old tarnished mirror hanging on the wall. As you watch, your image fades away. You reach out and touch yourself and you realize you have turned invisible! Unfortunately, you soon see a dim reflection of yourself returning to the mirror and in a second your whole body is back in view. You leave the room and continue down the corridor, annoyed at having wasted such a valuable potion. Turn to **150**.

169

You step back from the table and draw your sword. One of the Ruffians kicks over the table and they circle in on you brandishing curved daggers. You must fight them all at once.

FIRST RUFFIAN

VIGOUR 6

SECOND RUFFIAN

VIGOUR 9

THIRD RUFFIAN

VIGOUR 9

Roll two dice:

- | | |
|---------------|--|
| score 2 to 3 | Bad luck! You are hit by all three Ruffians; you lose 9 VIGOUR |
| score 4 to 5 | Two of them strike you; you lose 6 VIGOUR |
| score 6 to 7 | One of them hits you; you lose 3 VIGOUR |
| score 8 to 12 | One of the Ruffians (you choose which) loses 3 VIGOUR |

If you kill one of them, turn to **251**.

You hold the staff above your head as the Hawk plummets towards you. There is a sudden crack, and a burst of iridescent golden light pours from the staff in a cloud. The Hawk disappears into the cloud with a dismal shriek, and you fall back against the wall of the Keep, preparing to defend yourself. As the golden cloud disperses, however, you see a golden image of the Hawk hovering in the air, its rotten body transformed by the magical fires of the staff. It lights on the staff and blinks at you with its intelligent, friendly eyes. You remember Shambol's words: 'The staff will turn one of Darkrobe's servants into a trusted friend.' You feel sure you will meet the Hawk again even when its aura fades into the night air. The staff too has vanished, and you must cross it off your Character Sheet. You have also gained 1 PSI point through your good fortune. Increase your *normal* PSI by 1 point. You walk over to the tower across the courtyard. Turn to **246**.

As you step up to let the young man free, a look of glee passes over his face and he slips the chains from behind his back and over your head! 'Ok Bower!' he yells, 'Let's do this sucker!' There is a bellow from behind you and the door on the right-hand side of the chamber swings open, silhouetting the form of an enormous man with a bull's head. It rushes at you, slaverling madly as you struggle with the chains. *(continued)*



Do you have the human thighbone? If you have, turn to **44**. If you haven't, turn to **215**.

172

You open the door and hear a wheezy snore. You poke your head inside the room and see a fat, white-haired Witch sleeping on a decrepit bed. You can also see a broomstick leaning against a mantelpiece and a desk strewn with papers and curious items. There is a window next to the desk and through it you can see the twinkling of stars and the distant mountains illuminated by the moon. Do you want to risk searching the room (turn to **23**)? If you'd prefer to close the door and tiptoe up the corridor, turn to **43**.

(illustration on previous page)

173

You remember hearing the password was 'Shadows' from the Lizard Man and you blurt it out. The Zombie gestures you past him with a flick of his dead white hand. You walk into a guardroom where many more Zombies sit around talking in unimpassioned tones. You hear about Darkrobe's plans to overthrow the kingdom, but you have heard much of this from King Valafor. More interestingly, you hear about the feud between the Witch who lives down the corridor beyond the stone block, and Rumpole the Dwarf who runs the Keep's Library. Apparently the Witch has a doll effigy of the Dwarf which she sticks pins into, inflicting great pain on the little man. The Zombies laugh hollowly at this. After a few more minutes you decide to leave. You notice a lever inside the

guardroom door and try to pull it but it has stiffened through "age and disuse and you can't budge it. You will have to go out into the corridor and pull the lever out there. Turn to **259**.

174

Leaving the Ogre's room you pass north along a narrow, rock-choked passageway. Eventually you come to an intersection: tunnels run away to the left, right and centre. You realize that you could become lost quickly and decide to attach the end of your ball of string to a rusty ring fixed on the wall. Just as you are about to decide on your route, you hear a roar in the distance coming from the central tunnel. Which way will you go:

The left?
The right?
Straight on?

Turn to **250**
Turn to **185**
Turn to **218**

175

It seems as if someone of incredible strength were Indian-wrestling your hand on to the hilt of the dagger. You can't resist the evil spell as your hand grasps it. You realize with horror that your arm, as if it belonged to one of your mortal enemies, is now thrusting the knife back at you with incredible force. It plunges into your heart. Your adventure ends here as you become another sacrifice on the altar of evil!

176

Your feet disturb thick layers of dust as you walk up to the chest, your shoulder still throbbing



painfully. As you bend over it, you hear a creak from the shadows; looking up you see the bronze suit of armour lurching towards you wielding an enormous pole-axe! The Bronze Warrior is upon you before you can run away, and you must fight.

BRONZE WARRIOR

VIGOUR 15

Roll two dice:

score 2 to 6

You are hit; lose 4 VIGOUR

score 7 to 9

You hit the Bronze Warrior and it loses 3 VIGOUR; as you do so, however, an electric shock runs up your arm from your sword and you lose 1 VIGOUR point yourself.

score 10 to 12 The Bronze Warrior loses 3 VIGOUR

If you decide to FLEE, turn to **150**. If you win, turn to **168**.

177

As you cross over the bridge, an evil looking Troll lopes up to block your path at the far end. You hear a whinney behind you and turn to see that a second Troll has just slain your horse where you tethered it to the bridge-post. This Troll is clutching the box containing your gold. He sneers and says smugly, 'Now you've paid your toll, you can play with Trolls . . .', Turn to **258**.

178

The figure doesn't move as you sneak up behind it, even when your armour squeaks irritatingly. Nevertheless, you hold your sword in front of you,

ready for trouble. The first thing you notice as you look over its shoulder, however, is your own face reflected in the mirror it is holding in its hand.

Are you carrying the Basilisk's head? If you are, turn to **238**. If you aren't, turn to **29**.

179

The Lizard Man is nimble on his feet, although rather frail-looking.

LIZARD MAN

VIGOUR 9

Roll two dice:

score 2 to 6 You are hit and lose 3 VIGOUR

score 7 to 12 The Lizard Man loses 3 VIGOUR

If you win, turn to **201**.

180

You slip off the ring and place it on the dish, picking up the gauntlet as you do so. You pull it on and it fits snugly. Suddenly you yell out in pain; it feels like an icy vice is crushing the hand with the gauntlet on it. Unfortunately, you find you can't pull the glove off. The lady tosses back her head and hoots in evil merriment, disappearing into thin air with your ring. You have now got a *Gauntlet of Weakness*: subtract 2 from all your combat rolls from now on. You have no option but to face Arkayn Darkrobe with this handicap. Gritting your teeth, you swing open the iron-bound door. Turn to **267**.

181

The Lizard Man is nimble, although rather frail:

LIZARD MAN

VIGOUR 9

Roll two dice:

score 2 to 6 You are hit and lose 3 VIGOUR

score 7 to 12 The Lizard Man loses 3 VIGOUR

If you win, turn to **62**.

182

You blurt out the first thing that comes into your head. The Lizard Man blinks at you ferociously, then scratches his freckled green head before addressing you in his appalling, lisping voice: 'Gad! I thought the pathword wath Thadowth today, but I mutht have been wrong,' he says. He gestures you along the corridor. If you can guess what the real password is, note it down on your Character Sheet. Turn to **159**.

183

You stand over the fallen monster as it squirms in its death throes. Your guttering torchlight shows you a bizarre hybrid - part serpent, part cock. Its eyes still glow a dull red, like hot coals that have fallen from the grate. Apart from you and the Basilisk's corpse, everything else in the room is made of stone - even the cobwebs! Do you wish to pass on into the next chamber now (turn to **206**), or do you wish to try taking the monster's head with you (turn to **122**)?



184

You may now go over to the bar and talk to the Innkeeper (turn to **51**) or join the three Ruffians in their game of dice (turn to **86**). If you have had enough of The Knight's Rest, you may leave and continue on towards Shadow Keep (turn to **78**).

185

You are soon totally lost in the tunnels of the labyrinth. You wander around aimlessly for about an hour until you suddenly hear a loud snuffling noise ahead of you and you stop. Coming around a bend in the tunnel, its nose twitching at your smell, is a Giant Rat. You must fight it.

GIANT RAT VIGOUR 12

Roll two dice:

score 2 to 5 You are bitten and lose 3 VIGOUR

score 6 to 12 The Giant Rat loses 3 VIGOUR

If you win but have been wounded, turn to **297**. If you win without being bitten, turn to **91**.

186

The doorway is choked with ivy and creepers and you can't reach through them to the handle. As you're trying to hack a hole through to it with your sword, a spider the size of a large dog drops on you from above!

GIANT SPIDER VIGOUR 6

Roll two dice:

score 2 The spider bites you in the neck,

poison rushes through your body,
and you drop down dead

score 3 to 5 The spider bites you and you lose
3 VIGOUR

score 6 to 12 You hit the Spider and it loses 3
VIGOUR

You cannot FLEE from this battle. If you win, turn to **39**.

187

You swig back the liquid in the phial. Cross it off your Character Sheet. Looking down you see your limbs begin to fade away and you rush into the room as you become completely invisible. The Dwarf looks up, sensing someone else's presence. You can either have a free blow at him with your sword as he peers down his hooked nose trying to spot you (turn to **199**), or you may avoid him altogether by taking one of the three exits you can see at the end of the library (turn to **84**).

188

You are soon overtaken by the bats and they rematerialize in a cloud of mist as Vampires. Although you fight bravely, you are heavily outnumbered and stand no chance. Your adventure ends here.

189

You call the waiter over and order some wine. He comes back with a fine vintage Chateau d'Ombre which he pours into your glass and into your

neighbour's. You sip it delicately, finding it to have a full body, a pleasant bouquet, with perhaps just a hint of lurking evil. Your neighbour also seems to appreciate the wine, and is soon drunkenly talkative. He points out a door in the far corner of the room which he says leads to Darkrobe's chambers.

After about an hour most of the Ghouls are slumped over the table totally glutted, or are rolling around on the floor drunk. You push back your chair and make your way over to the far door unnoticed. On the other side you find yourself in a small hallway with a solitary torch burning in a bracket on the wall. There is one other door. A covered dish lies on a table beside it. You decide to go in. Turn to **270**.

190

You peer around you through the mists, but there is now no sign of the old man. You trudge towards the pathway and finally succeed in hauling yourself on to it. The foul smelling mud has seeped into your boots, and you are exhausted by your battle and by the effort of wading out of the swamp. You set off along the path once more. Turn to **121**.

191

You prepare to defend yourself against a counter-strike, but he rides on without seeming to notice you. You feel an icy breath as his charger passes. Soon the beat of trampling hooves is lost in the stillness of the night as the strange rider disappears in the direction of the crag ahead of you. Turn to **27**.

192

You open the door and a huge mastiff stands there wagging its tail. It brushes past you and starts snuffling at one of the walls of the chamber you're in. If you'd like to continue through the now empty room in front of you, turn to **53**. If you'd like to see what the dog is interested in, turn to **38**.

193

As you rush into the room waving your sword, the Ogre stands up, grabbing the thighbone to use as a weapon. Just as it does so some of the pepper gets up its nose and it sneezes horribly into the dish in front of it, sending a cloud of pepper towards you.

Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **236**. If you fail, turn to **19**.

194

The woman lies dead at your feet; one of her fangs protrudes over her upper lip and a thin trickle of blood runs down her chin. As you are about to leave, you notice a dull gleam coming from a sideboard. Looking closer you see a dagger glinting in the dim light. If you would like to pick up the dagger, turn to **245**. If you'd prefer to continue without it, turn to **65**.

195

You hear distant voices talking in strange, flat monotones. You can't quite make out what they're

saying. Do you want to go through the door and investigate (turn to **219**)? Otherwise you will have to pull the lever by the stone block (turn to **259**).

196

You continue along the corridor, playing the string through your fingers. Suddenly there's no string left and, looking down, you see that it's been cut, probably by the Cadaver. You curse it heartily and try to remember the route as best as you can. Turn to **185**.

197

You pull the lever and suddenly the stone block swings round at you: It's a trap!

Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed turn to **249**. If you fail, turn to **126**.

198

You pull out your sword and rush at him just as he's waving his hands in the air, forming another magical spell. An aura of sparkling blue light envelops you and you feel wracking pins-and-needles in all your limbs. Roll two dice and try to score less than or equal to your *current* PSI. If you succeed, turn to **12**. If you fail, turn to **280**.

199

You have one free blow at the Dwarf before you become visible again. He winces with pain, but

swings round crying with rage. He brandishes a rapier skilfully.

DWARF

VIGOUR 6

Roll two dice:

score 2 to 3

The Dwarf runs you through with his rapier, lose 6 VIGOUR

score 4 to 7

The Dwarf catches you a glancing blow with his weapon, lose 3 VIGOUR,

score 8 to 12

You hit the Dwarf, he loses 3 VIGOUR

If you win, turn to **74**.



200

Just as you are about to grab the hilt of the evil dagger, you snap out of the strange spell preying on your mind and you draw your hand away quickly. You wipe the cold sweat from your brow and turn to leave the room by the archway. Turn to **225**.

201

The Lizard Man collapses to the ground, run through by your sword. You find a large bronze key hanging on a cord around his green neck. If you would like to take this, mark it down on your Character Sheet. You also find a phial clasped in one of his webbed hands. There is some black

liquid slopping around inside it, but you don't know what it is. Turn to **95**.

202

You are surprised to find that the ground underfoot is quite firm, despite the bubbling ooze all around you. As he passes, Shambol tosses you his staff and a bag of acorns.

The acorns will grow into strong-limbed oaks within a few seconds when you throw them down,' he tells you. The staff will turn one of Darkrobe's minions into a trusted friend. I give you these gifts because you have shown kindness to an old man. Because you challenge evil, I will also give you some advice -

*Better than that which slays the monsters dire
And better than that which will possessions buy,
Choose that which will be burnt by fire
And line the box in which you'll one day lie.'*

Without another word, he shuffles on along the path. You ponder his riddle for a few moments and then, pleased with the items he has given you, you return to the path and continue on your way. Turn to **121**.

203

Her lips curl with pleasure when you offer her the wine. She takes the jug and pours some wine out into a jewelled goblet. While she is occupied with this you may safely pass through the door into the next room. If you do, turn to **65**. If you would like to await the effects of the wine on her, turn to **263**.

204

Charon and his boat are momentarily cloaked in a wisp of river mist. As it passes, you see that they have disappeared. You have no option but to try the bridge. Turn to **50**.

205

You pass along a corridor lined with sinister black drapes. There is a small hall at the end, with a solitary torch burning in a bracket on the wall. There are doorways to your left and in front of you. There is a covered dish lying on a small table by the doorway ahead. Lifting up the lid, you see a bizarre dinner of fried bats' wings garnished with beetles.

Do you want to go through the doorway in front of you (turn to **270**)? If you'd like to investigate the left-hand door, turn to **13**.

206

You peer cautiously round the jamb of the door into the next room. It is a long chamber with a high, vaulted ceiling. At its far end you see the flicker of two candles on a table. Between them, with its back turned to you, is a hunched, cowed figure apparently staring intently at something in front of it. The only exit from the chamber seems to be a heavy oak door next to the table at the far end of the room. Despite your caution, your armour clanks loudly as you shuffle forwards. For a second your heart stops beating as you wait for the figure to swing round and confront you. The moment



passes, and you slowly let out your breath. Maybe the figure's deaf: Or dead even? Do you want to creep up on it and investigate? Turn to **178**. Or maybe you'd prefer to try to slip by it and pass through the oak door? Turn to **235**.

207

You swing open the door and find yourself staring straight into the dead, unimpassioned eyes of a Zombie! 'Password?' it intones in a hollow voice. If you know the password, turn to **164**. If you don't know it, you must fight the Zombie, turn to **282**.

208

The old man smiles maliciously as his bony hands close on the lever. Your sword fells him before he can pull at it however. You go over and look at the parchment he was writing on. Just as you're about to bend over to have a look at it, the Lizard Man rushes in, no doubt alerted by the noise of the old man's demise. 'Have at you, thirrah!' he lisps, brandishing his rapier. You may either fight him (turn to **181**), or you may pull the lever by your side (turn to **147**).

209

You thank the Golden Hawk as it fades away into the darkness. Something tells you that you may meet it again before your adventure is over. You pass on through the chamber. Turn to **290**.

210

'I'm so glad you want my gauntlet,' she says sweetly, 'but before you can take it, I must have something valuable in return, otherwise the cruel, magical spell that protects the gauntlet will disband my ghost forever. That ring, for example, seems to have no magical power but is made of a precious stone.' She elegantly points out the ring the peasant woman gave you in King Valafor's hut.

Will you take it off and exchange it for the gauntlet (turn to **180**)? If you refuse to part with it, turn to **217**.

211

You find a parchment that the rider was carrying. It appears to be a rune for opening gates and portals. Remember to note this down on your Character Sheet if you decide to keep it. Now turn to **27**.

212

Continuing along the tunnel, you have to pass under an overhang in the rock wall. Suddenly you see a net dropping towards you. Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **133**. If you fail, turn to **144**.

213

You stagger to your feet, your ears still ringing from the blow. The Dwarf is strolling towards you, whistling tunelessly. Do you have a Throwing

Dagger in your backpack? If you do, turn to **32**. If you don't, turn to **198**.

214

Only one Ruffian remains.

Roll two dice:

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

If you defeat him, turn to **41**.

215

The Minotaur charges at you, its horns lowered. You can hardly swing your sword because of the chains.

MINOTAUR VIGOUR 12

Roll two dice:

score 2 to 4 It gores you with both of its horns:
lose 6 VIGOUR I
score 5 to 7 It gores you with one of its horns:
lose 3 VIGOUR
score 8 to 12 The Minotaur loses 3 VIGOUR

If you win, turn to **85**.

216

You back away from him, whipping out your sword. Tut, tut! What inexcusable manners!' he says. He rushes at you, trying to throttle you with his two spotlessly white gloved hands.

MAJOR-DOMO GHOUL VIGOUR 9

Roll two dice:

- score 2 to 3 He grabs you by the throat, choking you, lose 6 VIGOUR
- score 4 to 6 He punches you smartly on the nose, you lose 2 VIGOUR
- score 7 to 12 The Major-Domo Ghoul loses 3 VIGOUR

If you win, turn to **165**.

217

All of a sudden, the lady drops the tray, throws back her head and lets out a hideous shriek. Your hair stands on end and a terrible chill seizes your chest. Roll two dice and try to score less than or equal to your *current* PSI. If you succeed, turn to **112**. If you fail, turn to **68**.

218

You pass along a winding tunnel, your torch occasionally lighting up primitive paintings on the walls which depict some beast, half-human and half-bull. You come to a junction in the tunnel from which many other tunnels lead. You shrug your shoulders, choosing a way arbitrarily. Just as you move on, a hideous bellow echoes around the labyrinth. There is now a heavy animal odour in the air. You round a corner and stop dead: ahead of you, silhouetted by a reddish glow from a dying fire, is a being with a human body and a bull's head! It turns its gloomy, bloodshot eyes on you: 'OK guvnor,' it says wearily, 'I didn't ask you to step on my patch, but now you're 'ere I fink I'm



going to do yer.' It lowers its horns and charges at you. You must fight it.

MINOTAUR VIGOUR 12

Roll two dice:

score 2 to 3 It gores you with both of its horns;
lose 6 VIGOUR

score 4 to 6 It gores you with one horn; you
lose 3 VIGOUR

score 7 to 12 The Minotaur loses 3 VIGOUR

If you win, turn to **228**.

219

The door swings open at your gentle push and you find yourself staring into the dead eyes of a grey skinned Zombie! 'Password?' it enquires in the same type of dead voice that you heard through the door. Do you know the password? If so turn to **173**. If not turn to **127**.

220

Sensing a trap, you take out the Troll's bowling ball and roll it down the centre of the corridor. You are satisfied to see that as it passes each suit of armour, the ball triggers off a hidden mechanism which makes the halberds crash down. You realize that you could have been underneath them. The halberds are now locked in a 'down' position, and you can step over them safely and continue down the corridor. Turn to **65**.

221

He punts you across the river but you have to leave your horse tethered on the bank. You step off his barge with some relief and head towards the crag. You suddenly realize that all your gold apart from one coin is missing from your purse. You turn back to confront Charon, but when you reach the river bank you can find no trace of the morose bargeman or his boat. You have no option but to continue. Soon you reach a dangerous looking swamp. Turn to **69**.

222

With a final twitch of its armoured tail and a snort of its fiery breath, the dragon expires. You notice that the dragon was guarding a golden egg which lies in the centre of its nest. Do you want to pick up the golden egg (turn to **113**)? Or would you like to look around for an exit? Turn to **286**.

223

You are rather surprised that Sylvestus didn't warn you of the presence of the Spider. Perhaps he had been roaming the graveyard for so long that he'd forgotten it was there. Still, you are now ready to continue on your way. Turn to **39**.

224

If you have them, which of the following would you like to use?

A Potion of Invisibility?

Turn to **277**

A Throwing Dagger?

Turn to **21**

(continued)

The ring that King Valafor's
servant gave you?

Turn to **232**

If you have none of these items, or don't want to use one of them, you rush at Darkrobe, trying to catch him off guard. Turn to **61**.

225

You see a heap of sparkling gems underneath the archway. They glitter prettily in your torchlight. You also notice two jewelled scimitars with sharp blades sticking out of the treasure. Do you want to approach the gems? Turn to **100**. If you would prefer to edge past them into the next room, turn to **87**.

226

You do a good imitation of the Lizard Man: 'Gad-thooks, thir, I have been ath quick ath I could!' You risk a quick glance around the door. There is an old man wearing greasy robes writing with a scratchy quill at a desk. He gestures irritably at his inkwell without looking up from his work. You decide you will creep up and surprise him, but just as you do so he looks up and, crying out in alarm, lunges for a lever set into the floor by his desk. You will be able to strike at him once before he can reach the lever.

Roll one die:

score 1 to 2 He manages to reach the lever first. Turn to **117**

score 3 to 6 You strike him before he can reach it. Turn to **208**

227

The bird emits a horrible shriek and swoops down on you.

ZOMBIE HAWK

VIGOUR 9

Roll two dice:

score 2 to 6 It pecks you with its beak; you lose 3 VIGOUR

score 7 to 12 The Zombie Hawk loses 3 VIGOUR

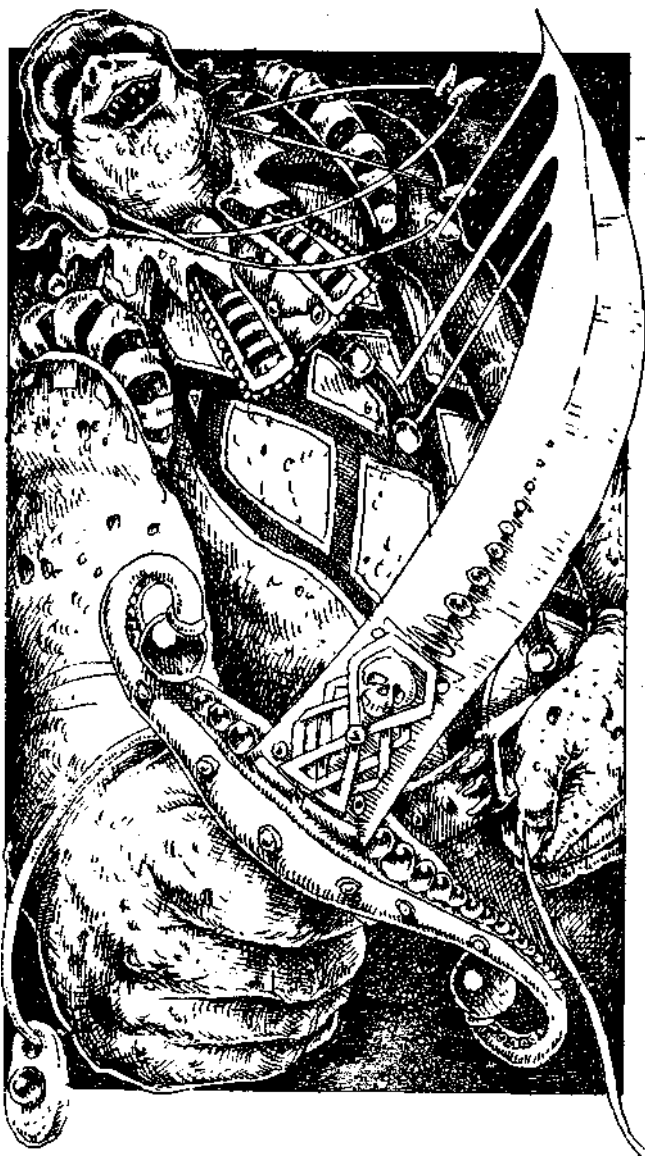
If you win, you continue across the courtyard to the tower. Turn to **246**.

228

You decide that the Minotaur's horns may serve some useful purpose later on, so you cut them off and stick them in your belt. You can now either try going back to the Ogre's room (turn to **293**), or go through the door you can see at the back of the chamber (turn to **131**).

229

You begin retracing your steps, bent in a stoop as you reel in the string. You turn a corner and stop dead as you stare into the empty eye sockets of a Cadaver! It is holding the string in one of its claws, the other is clutching a deadly, curved dagger. It gives you a death's head smile and lunges at you, gashing your thigh: lose 2 VIGOUR. You swing back at it with your sword and you are soon in a desperate fight.



CADAVER

VIGOUR 9

Roll two dice:

score 2 to 7 You are hit and lose 3 VIGOUR

score 8 to 12 The Cadaver loses 3 VIGOUR

If you win, turn to **196**.

230

The Knight closes to attack two of the Ruffians, leaving you to deal with the third.

RUFFIAN

VIGOUR 9

Roll two dice:

score 2 to 4 You are hit; lose 3 VIGOUR

score 5 to 12 The Ruffian loses 3 VIGOUR

If you win, turn to **284**.

231

You push open the window and the dog turns round, wagging its tail. You jump down and open the door for it, and it rushes out to snuffle at a wall in the chamber outside. If you'd like to continue through the now empty room, turn to **53**. If you'd prefer to see what the dog is interested in, turn to **38**.

232

You hold up the ring on your finger. Suddenly a blue light seems to explode into the hall from the ring, illuminating the farthest recesses, and highlighting every stone. The mists on the floor are driven away like smoke in a strong breeze, and you

see an awful yawning pit just in front of Darkrobe. He clutches his eyes in pain and you rush at him, yelling the battle-cry of the knights of Lalassa. Turn to **281**.

233

You insert the key in the lock and turn it; there is a faint click and the grille swings open noiselessly. You creep forward into the hall, keeping to the shadows of the enormous drapes that hang down from the walls. Looking round the corner of one of the immense bookcases, you see in the light cast by a chandelier immediately above his head, a horrible misshapen Dwarf. He is stroking a large wart on his bulbous nose with one hand and writing something with the other. The desk he's writing at is quite a distance away. Would you like to use a Throwing Dagger (if you have one)? Turn to **90**. If you'd prefer not to (or don't have it), turn to **66**.

234

He quickly takes an acorn from a pouch at his belt and throws it to the ground in front of him. You stare in disbelief as a tiny green shoot emerges from the earth and grows rapidly into an enormous oak tree which completely blocks the way ahead. In order to go on you will now have to leave the path. Turn to **18**.

235

You are surprised to find that you reach the door without the figure moving. Looking round with

your hand on the door handle, you see a cowed skeleton staring into a mirror. You shudder as you open the door and pass through. Turn to **136**.

236

You dodge the cloud of pepper and find that the Ogre is still bent double with a sneezing fit. Do you want to rush past it and leave through the door behind the table (turn to **261**)? If you'd like to hit it while it's incapacitated, turn to **141**.

237

A stale smell wafts up from the old lady as you bend over her looking for useful items. She suddenly snorts, sits up and grabs your hair. For a moment your heart stops beating, but then you realize she's still fast asleep. Unfortunately she doesn't relax her grip on your hair. She slips off the bed and walks over to her broomstick, dragging you with her. She sits astride the broomstick and sweeps out of the open window, jerking you along with her by the hair. You find yourself dangling in mid-air, hundreds of feet above the dark crags of Shadow Keep. Your hair is twisting agonizingly in the old lady's grip.

Do you want to yell out and wake her up? Turn to **92**. If you want to try and endure the agony for a bit longer, turn to **274**.

238

Next to your own reflection in the mirror is that of the Basilisk's head stuck at the end of your sword.

Once again you feel its baleful glare upon you, but this time you're powerless as your limbs turn slowly to stone. As they do so, you fancy the red, glaring eyes glint with satisfaction as the Basilisk reaps its revenge!

239

You are at the bottom of a sloping drainage tunnel. You guess that the Keep must be at the top of it and start to crawl upwards using your hands and knees in the confined space. After a couple of minutes of crawling, you hear water being poured down the drain and you are suddenly struck by a deluge of kitchen slops.

Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **134**. If you fail, turn to **252**.

240

You hear the dragging of heavy footsteps across the yard within. There is a rattle of keys and the oak portal is opened. Feverish yellow eyes glare at you from a scabrous white face fringed with lank greasy hair ... A hunchbacked Ghoul confronts you, and you have no choice but to fight.

GHOUL VIGOUR 12

Roll two dice:

score 2 to 6 You are hit and lose 3 VIGOUR

score 7 to 12 The Ghoul loses 3 VIGOUR

The Ghoul will paralyze you if he wounds you four times with his putrid claws and teeth. If you beat

him turn to **244**. If he kills or paralyzes you, turn to **255**.

241

You scoop up some of the food on your fork and force it into your mouth with repugnance, chewing on it slowly. Hmmm . . . You are ashamed to say that human flesh doesn't taste too bad . . . almost succulent. You chew faster, swallowing greedily. Soon you've taken another mouthful and then another. Your drunken neighbour roars with laughter, as do the other Ghouls, and you grin at them sheepishly, your mouth full, realizing that you too have become a greedy Ghoul, doomed forever to feast on human flesh! Your adventure ends here.

242

Moaning softly, the ghost of Sylvestus melts away into the mists. You make your way to the doorway on the other side of the graveyard. It is choked with ivy and creepers and you can't reach the handle. As you're trying to hack a hole through to it with your sword, a Spider the size of a dog drops on you from above!

GIANT SPIDER

VIGOUR 6

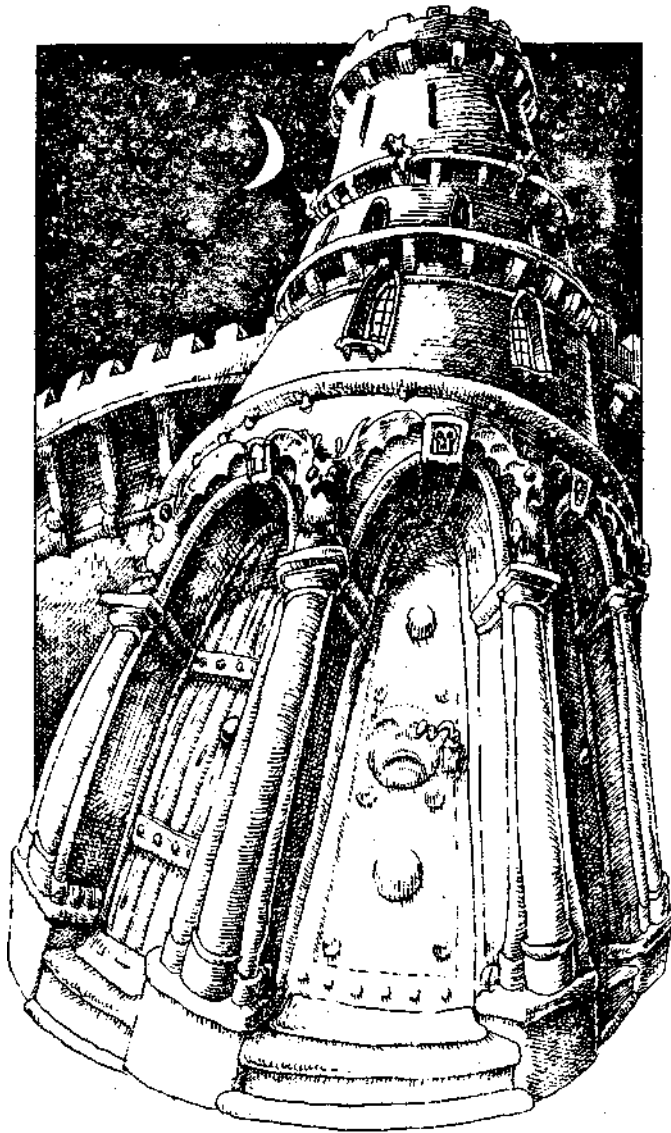
Roll two dice:

score 2

The Spider bites you in the neck, poison rushes through your body, and you drop down dead

score 3 to 5

The Spider bites you and you lose 3 VIGOUR



score 6 to 12 You hit the Spider and it loses 3
VIGOUR

You cannot FLEE from this battle. If you win, turn
to **223**.

243

Something snaps in your brain and you burst out giggling. Unable to keep your hold on the ledge, you topple over into the abyss behind you. You are still tittering as you strike the deadly rocks hundreds of feet below. Your adventure ends here.

244

Ahead of you lies the moonlit courtyard and one of the looming towers of the Keep. As you step through the open gateway you notice a stone obelisk some distance to your left. Will you cross the courtyard to the tower (turn to **6**), or will you first take a closer look at the obelisk (turn to **276**)?

245

You swing the dagger in front of you and it flies from your hand, burying itself in the back of a chair. You have found a magical Throwing Dagger. Note it down on your Character Sheet. You decide to leave the room. Turn to **65**.

246

The tower has three huge doors - of iron, gold and wood. You face these and try to decide which to take. Will you enter by:

The iron door?
The gold door
The wooden door?

Turn to 4
Turn to 96
Turn to 106

247

The doorman removes your cloak and opens the door on your left. From it comes the sound of merriment and much clinking of glasses. 'Whom shall I announce?' he enquires. You find yourself standing at the head of a small staircase. There are a number of Ghouls below you sitting around a table laden with strange meats. They have all fallen silent at your entry and are eyeing you expectantly. You think quickly: Tell them I am the First Knight of Lalassa,' you tell the Major-Domo. The Major-Domo booms out: 'Gentlemen Ghouls, the first knight of Lalassa!' One of the Ghouls blurts out: 'More like the first course of our dinner!' Another, looking at your armour, makes a disparaging remark about tinned food. All the Ghouls fall about laughing, but you can't turn back now as the doorman is shepherding you down the stairs. You notice with disgust a menu board that reads: TODAY'S SPECIALITY: MAIDENS IN TARRAGON SAUCE'. Turn to 57.

248

Clutching your arm, you realize that Darkrobe may try to finish you off at long range with his foul sorcery. You rush towards him quickly before he can throw another spell at you. Turn to 61.



249

You manage to leap clear just as the stone block crashes into the wall where the lever is. Clearly you would have been crushed to a pulp if you had still been standing next to it! You decide to continue past the block with the Bronze Warrior. Turn to **254**.



250

The passage winds off into the darkness, turning to the left and then to the right. Eventually you reach a chamber with a door in the right-hand wall and an archway opposite you. To your left, a bedraggled young man is chained to the wall. "Ere cock, let us free will yer? I've been 'angin' 'ere a flippin' fortnite," he shouts at you through a beard covered with straw and filth. Will you pass through the archway, ignoring his plea? Turn to **75**. Or will you go up to him and set him free? Turn to **171**.

251

You have beaten one Ruffian, but this only makes the others more determined.

Roll two dice:

score 2 to 3

You are hit twice; you lose 6

VIGOUR

score 4 to 5

You are hit once; lose 3 VIGOUR

score 6 to 12

One of the Ruffians (your choice) loses 3 VIGOUR

You may FLEE at any time during the fight. If you decide to do so, turn to **15**. If you fight on and kill another, turn to **214**.

252

You are swept backwards by the filthy water and land painfully at the bottom of the tunnel. Lose 2 VIGOUR points. If you are still alive you spit out some carrot peel from your mouth and wring the foul-smelling water from your tunic. Cursing loudly, you start crawling up the tunnel again. Turn to **257**.

253

You suddenly feel weightless as the liquid passes down your throat and your body starts to float up to the ceiling. Before you can grab hold of anything, you are stuck against it, waving your hand and legs helplessly. You notice that the 'mouse' down below has suddenly become much larger and has transformed itself into a wizened old man. He rubs his hands together in glee at the thought

of another live experiment in his laboratory. Your adventure ends here as you bubble away merrily in one of the Wizard's vats.

254

The Bronze Warrior clanks along ahead of you down a wood-panelled corridor. You can see a room at the end of the passage and a door to your right before that. Just before you get to the door, however, the wooden floorboards collapse beneath the Bronze Warrior's weight and he goes crashing down into the darkness. Looking down, you see that he has been completely wrecked by the fall. You are sorry to lose a friend, but you decide to carry on along the corridor. Turn to **88**.

255

Your adventure ends as you become a feast for the ghoulish gatekeeper of Shadow Keep!

256

There are a series of small red splashes in a trail down the stairs and along a corridor. You follow it and soon come to an opening covered by a curtain. Peering round this you notice a group of about a dozen pale, cloaked gentlemen sitting in leather armchairs. They are sipping red wine and talking genteelly. There is a screen just to the right of the opening which you could sneak behind.

If you want to hide behind the screen, turn to **11**. If you'd just like to go up and join the gentlemen, turn to **294**. If you don't like the look of this room,



go back to the library and chose either the central passageway (turn to **205**) or the left-hand one (turn to **148**).

257

You get to the top of the drainage tunnel just as an evil-smelling Ore is about to pour an enormous pail of slops down it.

Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **289**. If you fail, turn to **89**.



258

You charge at the Troll in front of you. He looks somewhat unnerved at your ferocity, and barely manages to parry your first blow. Within moments, however, you are fighting for your life against the pair of them!

FIRST TROLL

VIGOUR 9

SECOND TROLL

VIGOUR 12

Roll two dice:

score 2 to 3 You are hit twice; lose 6 VIGOUR

score 4 to 5 You are hit once; lose 3 VIGOUR
score 6 to 12 One of the Trolls (your choice)
loses 3 VIGOUR

Once the *first* Troll is down you can either FLEE onwards over the bridge (turn to **69**) or remain to fight the other one (turn to **103**).

259

You pull the lever and the stone block suddenly swings at you with alarming speed! You have a split second to throw yourself out of the way.

Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **45**. If you fail, turn to **126**.

260

The door swings open to reveal a dust-filled room with mouldering tapestries hanging on the walls. There is a faded carpet in the centre of the room with a bronze chest resting on it. Suddenly, what you took to be a bronze suit of armour standing in the shadows of the tapestries steps forward carrying a large pole-axe. If you want to talk to it, turn to **67**. If you want to back out of the room hurriedly and continue down the corridor, turn to **150**.

261

You leave the Ogre's room and make your way north down a rock-choked corridor. Eventually you reach a junction where tunnels lead off to the left, the right and in front of you. You hear the distant roar of some animal, but can't make out

which of the tunnels it came from. Do you want to go left (turn to **250**), right (turn to **185**), or straight on (turn to **218**)?

262

The Small Dragon rears up in front of you, its leathery wings extended. It breathes fire over you as it strikes out with sharp talons.

SMALL DRAGON VIGOUR 15

Roll two dice:

- score 2 to 4 You are burned by the Dragon's breath; lose 5 VIGOUR
- score 5 to 7 You are wounded by one of its claws; lose 3 VIGOUR
- score 8 to 12 The Dragon loses 3 VIGOUR

If you win, turn to **222**.

263

To your surprise she swigs back the poisonous muck with gusto, smacking her lips with pleasure. You suddenly remember that the wine is actually *pleasant* for lycanthropes (beings half-human, half-animal) to drink. The woman emits a low, guttural roar. Turn to **10**.

264

The Bronze Warrior clanks off ahead of you. Soon the corridor is blocked by a large stone. There is a lever set into the left-hand wall, apparently a device to move the stone block. There is a wooden

door set into the right-hand wall just before the block. Will you:

- | | |
|---|--------------------|
| Ask the Bronze Warrior to pull the lever? | Turn to 118 |
| Pull the lever yourself? | Turn to 197 |
| Listen at the door? | Turn to 8 |
| Have a look around? | Turn to 275 |

265

You rush through the doorway and down the passageway. You hear flapping behind you and see that the Vampires have turned into bats and are flying after you at great speed. Will you stop and face them? If so, turn to **77**. If you would like to try outdistancing them, turn to **188**.

(illustration on following page)

266

The grille smashes into you sending you crashing into the wall. Deduct 4 VIGOUR points. If you are still alive, turn to **213**.

267

You pass through the door into a vast, vaulted hall. Moonlight streams through an arched window set high up on the wall, casting a pool of light on a thick pall of mist that completely cloaks the floor. You see a cowed figure standing by the edge of the pool of light; all that is visible of a face under the cowl is a dead white cheek puckered with ugly scars. Light glints off the tip of the blade of a scythe



held in the cowed figure's gauntleted hand. The silence is broken by Darkrobe's hollow voice:

'So, Paladin knight, you are to be congratulated; for you have come as far as your king came, into the presence of Arkayn Darkrobe, now Lord of Shadow Keep, but soon Lord of all Lalassa! You will bow before my sorcery like your king and do me obeisance!' You are filled with fury at his vain, mocking words.

Do you want to rush in on him immediately? Turn to **61**. If you'd prefer to use one of the items you have collected first, turn to **224**.

268

A startling transformation takes place as the old man suddenly sprouts fangs and drops to all fours. Fur springs up all over his face and hands, and you find yourself staring into the red, ravening eyes of a Werewolf.

WEREWOLF

VIGOUR 12

Roll two dice:

score 2 to 6 You are hit; lose 3 VIGOUR

score 7 to 12 The Werewolf loses 3 VIGOUR

After 3 rounds of combat you may FLEE; if you decide to do so, throw the dice as usual and turn to **27**. If you fight on and win, turn to **123**.

269

Shattered glassy shards lie all around you; all that now remains of the Jewel Warrior. You bend to scoop up some of the gems only to find that the

stones are, in fact, made of ice. They melt in your hand and you throw them away in disappointment. Turn to **87**.

270

You find yourself in the reception room of a sumptuous apartment. Rich tapestries hang down the walls, and expensive-looking bronze urns stand on plush carpets. Down one corridor you can see a series of well-executed portraits. You decide to go straight on towards an iron-girded door which stands in a stone archway. Just as you get to it, however, a woman's voice calls out to you. Turn to **287**.

271

You instinctively draw your sword as you see, beneath the rider's black cowl, the horrifying grin of a fleshless skull. Your enchanted sword cleaves through the frail body of the dark rider, and he and his mount collapse to the road in a heap of dry, lifeless bones. You may go on (turn to **27**) or stop to examine their remains (turn to **211**).

272

You leap out of the way, deflecting the bolt of lightning with your sword. As you get to your feet you see that some strange energy has passed into the Sword from the lightning; blue light seems to burn up and down its blade. A look of panic passes over Darkrobe's face as you close on him, holding out the sword.

ARKAYN DARKROBE

VIGOUR 18 (less any lost before).

Roll two dice:

score 2 to 4

His scythe slices through your armour delivering a crippling blow; lose 4 VIGOUR

score 5 to 7

You are caught a glancing blow by the scythe, lose 2 VIGOUR

score 8 to 10

You hit Darkrobe; energy bursts from your sword on impact, charring Darkrobe's cloak; he loses 4 VIGOUR

score 11 to 12

You strike Darkrobe a mighty blow; blue light coruscates off the blade of your sword searing into Darkrobe's diseased body; he loses 10 VIGOUR

If you win, turn to **300**.



273

Continuing along the tunnel you have to pass under an overhang in the rock wall. Suddenly a net drops on you from above and you're entangled. The Young Man you encountered earlier on leaps down from the overhang brandishing a knife, obviously intending you no good.

YOUNG MAN

VIGOUR 9

Roll two dice:

- score 2 You become hopelessly entangled in the net and fall to the ground. The Young Man has no trouble finishing you off
- score 3 to 6 The Young Man wounds you with his knife, lose 3 VIGOUR
- score 7 to 12 You hit the Young Man; he loses 3 VIGOUR

You cannot FLEE because you are entangled in the net. If you win, turn to **60**.

274

After a few seconds she sighs in her sleep and sweeps back through the window with the broomstick. She flops back on to her bed, releasing the grip on your hair. You touch your aching scalp tentatively and realize you have gone rather bald on top! The Witch's cat, which you hadn't noticed before, blinks at you smugly. You leave the room and go down the passage. Turn to **43**.

275

You find some scratch marks on the floor where the stone block has grated open. Curiously, the scratches seem to indicate that the block opens on to the lever. Will you now:

- | | |
|---|--------------------|
| Ask the Bronze Warrior to pull the lever? | Turn to 118 |
| Pull the lever yourself? | Turn to 197 |
| Listen at the door? | Turn to 8 |

276

A shrill cry pierces the night. Looking up, you see a great bird of prey perched atop the tower. It does not seem to have noticed you in the shadows. Keeping close to the wall you approach the obelisk and see that it is a pillar of grey stone carved to resemble entwined demonic forms. You may continue around the courtyard to the tower, keeping to the shadows of the wall to avoid detection (turn to **246**), or you may examine the obelisk more closely first (turn to **295**).

277

You pull out the small phial and drink its contents. Looking down, you see your limbs fade from view. You move forward quickly. Darkrobe stiffens, sensing that you're coming towards him. You move to the right as he leans his head towards you, trying to pick up the sounds of your footsteps. You swing your sword into him just as you become visible again. He lets out an inhuman cry of pain, but strikes back at you with his scythe.

ARKAYN DARKROBE

VIGOUR 15

Roll two dice:

- score 2 You are hit by the scythe; all your limbs seize up as they are affected by a magical spell. You fall to the floor, paralyzed, never to get up again.
- score 3 to 4 The scythe slices through your armour delivering a crippling blow; lose 4 VIGOUR

- score 5 to 7 You are caught a glancing blow by the scythe; lose 2 VIGOUR
- score 8 to 10 You hit Darkrobe; he loses 3 VIGOUR
- score 11 to 12 Summoning all your energy, you strike Darkrobe a mighty blow; he loses 6 VIGOUR

After *two* combat rounds, turn to **298**.

278

He casts off and punts over to you. Even in the bright moonlight you cannot see a face beneath the shadow of his cowl. In a sepulchral voice he tells you his name is Charon and he will convey you across the River of Death. His fare is a scroll for opening locked portals. If you have this and wish to give it to him, turn to **221**. Alternatively, if you don't wish to or cannot meet his demands, you may draw your sword and command him to take you across. Turn to **204**.

279

Your enchanted sword cleaves through the frail body of the dark rider, and he and his mount collapse to the road in a heap of dry, lifeless bones. You may go on (turn to **27**), or stop to examine their remains (turn to **211**).

280

The pins-and-needles are followed by a chilling paralysis. Your sword drops from your numb hands on to the floor with a clatter. Your brain is

also going numb; the last thing you notice before you lose consciousness is the smirking face of the Dwarf as he stamps his little feet on the ground in glee. Your adventure ends here.

281

Just before you reach him, he swings his scythe through the air and there is a sudden clap of thunder. Black lightning bolts fork out from the tip of the scythe towards you.

Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **272**. If you fail, turn to **99**.

282

The Zombie swings at you with its scimitar. As you parry the blow, you notice a horde of other Zombies swarming up the stairs towards the spot where you're fighting. The Bronze Warrior steps in front of them, blocking their path and holding them off while you deal with your adversary.

ZOMBIE

VIGOUR 9

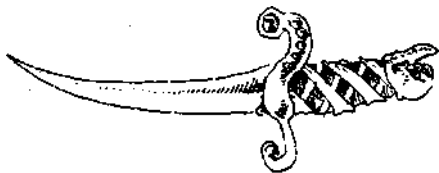
Roll two dice:

- score 2 to 5 You are hit; deduct 3 VIGOUR
- score 6 to 12 The Zombie loses 3 VIGOUR

If you win this fight, turn to **14**.

283

Your body becomes stone. You will remain here forever, a piece of sculpture in the collection of Arkayn Darkrobe.



284

You look around and see that the Knight has slain both his opponents. 'You handle your sword well,' he says, 'as befits one of your bravery.' You sit down to order some food and enjoy a tankard of mead with him. This meal will restore 6 VIGOUR points. Add these to your *current* VIGOUR score but do not exceed your *normal* score. Any extra points are wasted.

When you mention your quest the Knight gags on his drink. 'Shadow Keep! Hah! That stormy night a year ago I had just escaped from there with my life and little else. It was then that my armour rusted into an immovable block; but I would have sooner sat here taunted by these louts for another year than return to that desperate place.' When he sees that you're determined to go, he warns you that the most dangerous way through the outer defences of the Keep is through an Iron Door.

He sets off into the night, beginning the long journey to his fiefdom at Snout. You wonder whether it wouldn't be more sensible to join him, but you remember your king's words, and your courage returns. You search the Ruffians' bodies, finding 7 Gold Pieces and a locket containing a strand of gold hair. Note these on your Character Sheet. You set off on the steep path towards the Keep. Turn to **78**.

285

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

A Throwing Dagger.

Turn to **7**

A Potion of Invisibility.

Turn to **187**

A Clay Doll.

Turn to **97**

If you would rather not use any of these items or you haven't got any of them, you rush into the room hoping to surprise the Dwarf. Turn to **66**.

286

You find a low tunnel snaking off into the darkness at the back of the cavern. You crawl down it and find yourself on a ledge overlooking a small vestibule. You will have to jump down to the floor which is a few metres below you. Roll two dice, trying to roll equal to or less than your *current* AGILITY. If you succeed, you have landed safely. If you fail, you land awkwardly, twisting your ankle. Lose 2 VIGOUR points and 1 AGILITY. Now turn to **65**.

287

You whirl around and see a tall, raven-haired woman dressed in a sheer red dress appear from behind one of the curtains and come over to you. She seems to walk with an odd, gliding motion. She looks around furtively as she does so as if she thought you were being watched. You see she is holding a tray with a black, studded leather gauntlet on it. She bows before you: 'Hail, noble cham-



pion,' she says, 'Arkayn Darkrobe, the Lord of Shadow Keep waits beyond that door.' She indicates the doorway you were about to go through with a nod of her head. 'To overcome him you will need all the skill of a Paladin Knight of Lalassa, and this.' She holds up the tray. 'It's a gauntlet of strength.'

Will you accept the lady's gift? If so, turn to **210**. If you refuse it, turn to **30**.

288

You hold out King Valafor's sword in the shape of a cross in front of the ghost. It lets out a shriek and vanishes into thin air. You realize you have been talking to an evil spirit all this time! However, you decide to continue regardless. Turn to **186**.

289

You manage to pull yourself out of the tunnel before the Ore has time to throw the slops at you. You whip your sword from its scabbard as the Ore takes down a butcher's cleaver from a hook on the wall.

ORC

VIGOUR 12

Roll two dice:

score 2 to 6 The Ore strikes you with a cleaver;
lose 3 VIGOUR

score 7 to 12 You hit the Ore; it loses 3 VIGOUR

If you win, turn to **71**.

290

You walk down a dank, dripping passageway. From far off you fancy you hear a hollow laugh and then the rustle of chains. The passageway turns to the right and where it bends you find a locked door in the left-hand wall. Do you have a bronze key? If you do, turn to **108**. If you haven't, turn to **24**.

291

You swing yourself over the edge of the terrace and grab hold of one of the branches of the tree. You start to climb down carefully. After a while you're surprised to see bits of weapons, gauntlets and even helmets sticking out of the bark of the tree. Suddenly you feel a pressure behind you. The branches of the tree are bending in on you, trying to crush you into the trunk! Will you try to cut yourself free of the branches before you're crushed? Turn to **145**. Or would you prefer to risk jumping? Turn to **49**.

292

You reach the bottom of the stairs and begin to wade uneasily through the wreathes of mist that hang around the graveyard. Suddenly there is a deep groan from one of the graves and a ghost leaps up in front of you! Roll two dice and try to score less than or equal to your *current* PSI. If you succeed, turn to **132**. If you fail, turn to **104**.

293

Have you brought along the ball of string from the Ogre's room? If you have, you make your way back through the labyrinth, turn to **128**. If you haven't, turn to **185**.

294

They invite you to sit with them and you take a place in their circle. A waiter appears from behind the screen and offers you a glass of the red wine. Will you drink (turn to **166**), or would you prefer to listen to their conversation first (turn to **33**)?

295

The surface of the obelisk begins to writhe with motion as you draw near. The tiny demonic figures, which seemed in the moonlight to be one with the stone, disentangle themselves from it and fly at you. Soon they are crawling all over you, scratching at all the exposed parts of your body with their tiny claws. Treat them as a single creature.

DEMONS

VIGOUR 12

Roll two dice:

score 2

You lose 12 VIGOUR

score 3

You lose 9 VIGOUR

score 4

You lose 6 VIGOUR

score 5

You lose 3 VIGOUR

score 6 to 12

The Demons lose 3 VIGOUR as you crush some of them in your mailed fist.

If you win, you continue stealthily towards the tower, remaining in shadow so that you won't be spotted. Turn to **246**.

296

The Dwarf has now pulled out a small rapier which he waves in front of your face.

DWARF VIGOUR 9

Roll two dice:

score 2 to 6 The Dwarf hits you; lose 3
 VIGOUR

score 7 to 12 The Dwarf loses 3 VIGOUR

If you win, turn to **74**.

297

Your wounds begin to ache horribly and your muscles cramp up. You fall on to the floor in a cold sweat; the rat's fangs are highly poisonous and you are already feverish. Do you have the Rat Poison Antidote? If so, turn to **135**. If not, turn to **31**.

298

Suddenly Darkrobe throws up one of his hands, shouting out a strange incantation. The mist on the floor begins to whirl about and form into ghostly, shrieking shapes. They clutch at you with tendrils of icy vapour. Do you still have the ring given to you by King Valafor's servant? If you have, turn to **160**. If you haven't, turn to **110**.



As you turn and run, you feel the full blast of the Dragon's breath hitting your back. In an instant your armour and skin are horribly charred, and you pass out in the intense heat, never to recover.

Your last blow passes right through Darkrobe's chest. He lets out a hoarse cry that seems to make the very foundations of Shadow Keep tremble. He staggers back, his eyes ablaze with hatred, and grabs a metal ring set into the wall behind him. There is a sudden gust of snow and howling wind as he pulls at it, and a secret door opens in the side of the Keep. You are blinded by the blizzard for a minute. When you can see again Darkrobe is gone. You rush to the door and look down. Your head spins when you see below you a drop of thousands of feet. You pull the door to with a thud. There is a deathly hush over the Keep, as if all its inhabitants had perished with their master.

You find a stairway that leads up to one of the towers and emerge on to its parapet just as the first streak of dawn bars the sky. Soon the golden disc of the sun will rise above the Icewrack Mountains, spreading its warming rays. Somewhere below you, the king will also be rising, his wound healed and his vigour restored. He will ride to the capital with you at his side and reclaim his rightful throne. Only then will righteousness and justice be Lalassa's once more!