

*For Andy, Simon and Stef,
the godfathers*



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INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You use dice to discover your initial scores. On pages 14-15 there is an *Adventure Sheet*, which you may use to record the details of your adventure. On it you will find boxes for recording the scores of your attributes. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina and Luck

Even if you have read a Fighting Fantasy gamebook before, please read the following section carefully, as you will see that your attributes are handled differently in this adventure to how they are in most other gamebooks.

Roll one dice. Divide the number rolled by 2, rounding fractions up. Add 7, giving you a total of between 6 and 10. Enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 10 to the number rolled, giving you a total of between 12 and 22. Enter this total in the STAMINA box.

Roll one dice. Add 6 to the number, giving you a total of between 7 and 12. Enter this total in the LUCK box.

For reasons that will be explained below, all your scores will change constantly during the adventure to

come. You must keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, their totals may never exceed their *Initial* scores, except on those occasions when the text specifically tells you so.

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

Battles

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

Enter your opponent's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions, which are unique to that particular opponent. Then follow this sequence:

1. Roll both dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll both dice for yourself, then add your current SKILL score to find your Attack Strength.

3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows: start a new Attack Round from step 1 above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see LUCK section).
5. Your opponent has wounded you, so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see LUCK section).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must start all over again by creating a new character.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one person or creature in combat. Sometimes you will treat them as a single opponent; sometimes you will be able to fight each in turn; and at other times you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is resolved normally – except that once you defeat an enemy, the

next steps forward to fight you! When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents you throw for your Attack Strength in the normal way; if your Attack Strength is greater than your opponent's, in this instance you will not inflict any damage; you can regard it as if you have parried an incoming blow. If your Attack Strength is lower than your adversary's, however, you will be wounded in the normal way. Of course, you will have to settle the outcome against each additional adversary separately.

Luck

At various times during your adventure, either in battles or when you come across other situations in which you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may use LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The procedure for *Testing your Luck* works as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the outcome will be in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalised.

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

Using Luck in Battles

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

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

Whenever you yourself are wounded in combat, you may *Test your Luck* to try to minimise the wound. If you are Lucky, your opponent's blow only grazes you; deduct 1 point from the damage you sustain. If you are Unlucky, your wound is a serious one and you must deduct 1 extra STAMINA point than you would normally.

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

More About Your Attributes

Skill

Your SKILL score may change occasionally during the course of your adventure. From time to time a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary.

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

Stamina

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds gained through combat, or by falling foul of traps and pitfalls, and it will also drop after you perform any particularly arduous task. If your STAMINA score ever falls to zero, you have been killed and should stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

You can restore lost STAMINA by eating meals or Provisions. You start the game with enough for 10 Meals, and during your adventure you will be able to obtain more. You must keep track of how many Provisions you have left by filling in the details in the Provisions box of your *Adventure Sheet*. Each time you eat a meal you may restore up to 4 points of STAMINA, but you must remember to deduct 1 Meal from your remaining Provisions. You may stop and eat Provisions at any time except when you are engaged in battle.

Luck

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

Change Points

As you will soon discover, you are about to undergo something of a transformation as you undertake the adventure ahead of you. Although it will not mean anything to you just yet, the rate of this change is monitored in terms of CHANGE points. You start your adventure with a CHANGE score of zero. However, during the adventure this total will inevitably increase

but it may also decrease occasionally. Keep a careful note of your current number of **CHANGE** points in the appropriate box on your *Adventure Sheet*. Once the transformation begins, your **CHANGE** score cannot drop below 1.

Equipment and Gold

You begin your adventure with some basic equipment that you will need for the challenge ahead of you. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions, Gold Pieces and any treasures or other items you may find along the way. You also carry a lantern and tinderbox. To find out how many Gold Pieces with which you begin your adventure, roll two dice and add 6 to the number rolled. Note this total down in the Gold Pieces box on your *Adventure Sheet*. Your sword and lantern should be noted in the Equipment box, as must any other useful items you may acquire on your quest.

Alternative Dice

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to roll only one dice, read only the first printed dice; if two, total the two dice symbols.



HOWL OF THE WEREWOLF ADVENTURE SHEET

SKILL
Initial
Skill =

STAMINA
Initial
Stamina =

LUCK
Initial
Luck =

GOLD

**PROVISIONS
REMAINING**

CHANGE

ITEMS AND EQUIPMENT CARRIED

CODEWORDS

NOTES AND CLUES

BAD MOON RISING

It was madness even to think that you could make it to the next village before nightfall. As dusk descended, what possessed you to leave the road and attempt to take a shortcut through the suffocating forest? An experienced sword-for-hire you may be, but your brash bravado has got the better of you this time once and for all. Your heart beats a tattoo of near panic in your chest, your ragged breathing rasps loudly in your ears. You quicken your step, just as you know that the creatures that are hunting you are quickening theirs.

You can hear the wolves panting as they run, easily keeping pace with you. The night closes in, a smothering shroud of darkness. You trip over exposed tree roots, the moon – only a matter of nights away from being full – casting its sickly light through naked, black branches above. To your agitated mind the trees seem to claw at you with skeletal black fingers.

Suddenly the adrenalin rush of panic is replaced by that of desperate hope as you catch sight of a flickering light between the looming, leafless trees. It may be no more than a lone guttering candle-flame, but to you it is a brilliant beacon of hope amid the blackness. The light is shining from the window of an isolated hut, and suddenly you feel there is a chance you might yet escape the cruel fate that the encroaching night seems to have set aside for you.

A howl cuts through the chill night air, a mournful sound that freezes the blood in your veins. You immediately stumble to a halt: the animal cry came from somewhere close by. Your heart racing, your breathing shallow and fast, you spin round, scouring the oppressive forest for the tell-tale signs that you know must be there. And then you see them, a dozen blazing-red eyes, smouldering like coals, watching you from the darkness.

Growling, the wolves slink into the moonlight in front of you. The animals have a lean, hungry look, their grey pelts scabrous and patchy, their ear-tips pressed low against their skulls, lips curling back from yellowed, slavering fangs. Darting anxious glances around, you realise, to your horror, that you are surrounded.

You unsheathe your sword, the blade shining as it slides from its oiled leather scabbard. You test its weight in your hand, knowing that it is only a matter of moments before you will be forced to fight for your life. In that moment, your mind is suddenly awash with memories of the last few months ...

Growing weary of the comfortable security of the plains of Femphrey and Lendleland, you ventured north into that cloud-capped, frostbitten realm of unforgiving mountain peaks and brooding forests that is Mauristatia. The pettily feuding principalities of that deadly land have histories as long and as

bloody as that of the Old World itself. People talk in hushed tones of the Vampire Lords of Mortvania and the ghoulish death-cults of Bathoria. No land is more benighted and accursed than that of Lupravia. A chill place of primeval mountains, dark forests and mist-shrouded moorland, it is said to be haunted by the spirits of the restless dead. The wretched native folk of that land struggle to eke out even the meanest living from its thin soil and regularly suffer the predations of wild animals. Only the foolhardy or insane would choose to willingly pass beyond its borders and enter that desolate realm. And yet here you are on the very edge of Lupravia, and suddenly everything you have ever heard about that place seems so terrifyingly real . . .

A snarl more menacing and blood-chilling than any you have yet heard this hateful night brings you back to the present and the dire nature of your predicament. The wolves halt as one. Pushing aside the other wolves as it moves through the pack is the undoubtable leader. It is caught for a moment in the washed-out light of the moon, which hangs like a mourner's corpse-watch candle in the pall of night. You have never seen its like before.

The creature is huge, a monstrous beast twice the size of any other wolf in the pack. Its pelt is utterly black, apart from the one long streak of grey that runs from the top of its head all the way down its back. The look of evil intent is in its eyes, something wholly unnatural in a wolf, something almost inhumanly human. A

guttural growl that speaks of your imminent demise rises from deep within its chest and the wolves begin to move again. With death reflected in its eyes, the great wolf prepares to pounce.

Turn to paragraph 1.



1

With the wolf pack steadily closing in on you, and the great wolf tensed ready to attack in an instant, you are going to have to act fast and use all your cunning if you are ever going to get out of this dire situation alive. Will you:

- Turn your back on the wolf and try to run for it? Turn to 43
- Stand your ground and prepare to meet the Black Wolf's inevitable attack? Turn to 66
- Seize the initiative and charge the wolf? Turn to 147

2

Sharpness? Silverness? She must be talking about the Silver Dagger you found on the body of the goblin thief. Quickly you take out the gleaming blade. The Spider-Queen's eyes practically bulge out of her head as the eight black orbs catch sight of the dagger glittering in the light of the crystal formations. 'My sharpness! My pretty silverness!' she shrieks. 'Give it to me, thief. Or shall I have to take it from you?' She stalks towards you over the desiccated husks of men and dwarfs that litter the floor of her chamber. If you want to throw the monster the Silver Dagger, turn to 67. If you choose to keep a tight hold of it, turn to 162.

3

Inexplicably, something starts to claw at you inside your chest – at least that's what it feels like. You cry out in pain as you double up, but the cry that comes from your throat is more like a lupine howl; and that's



not all! You can feel fur bristling on your face and see it appearing on the backs of your hands, while the tips of your ears stretch and reshape themselves. (Add 1 to your CHANGE score.) The gathered circus folk gasp and take a step back, apart from the Master. 'Ah,' he muses, 'a wolfman. We haven't got one of those.' You stare at him in stunned amazement; this is not the reaction you would have expected. 'We all have our secrets, do we not?' the Master says, giving you a wicked grin. 'But I think we might have a place for you, within our Carnivale – that is, if you would like to join us.' Will you accept the Master's offer (turn to 15), or decline his invitation (turn to 509)?

4

Hans, the young man you met at *The Gibbet Tree*, said that his sister Leisel had run away to join the Carnivale. It surely can't be a coincidence; this must be the travelling circus he was talking about. You remember Hans' words clearly: 'weird, grotesque and macabre,' was how he described it. You have to admit that you are intrigued. Do you want to pay the entrance fee and enter the Carnivale now, in the hope of finding out more (turn to 134), or would you rather wait until after dark and enter then under cover of darkness (turn to 238), or would you rather have nothing to do with the place (turn to 26)?

5

You do not have to walk far to reach the ruins. With the dusk deepening around you, you begin to explore them by twilight. You pass between crumbling stone



walls – whatever roof they might once have supported long gone – and beneath broken arches into dirt-floored chambers open to the sky, home now to scurrying beetles, centipedes and vermin. Who built this place – you find yourself wondering – and what went on here? Were these ruins once some lord's stronghold, a sorcerer's hideaway, or some holy temple dedicated to a now-forgotten deity? There is one thing you are certain of, however. Evil holds dominion here now. Lurking shadows seem to change shape and move. The longer you explore the ruins the more intense the feeling becomes that there is an evil presence lingering within this place, and it is making you feel increasingly uncomfortable. Do you want to depart the ruins without further delay (turn to 38), or will you persist with your investigations (turn to 249)?

6

Lifting the latch, you push open the heavy door of *The Gibbet Tree*. The inn sign, which depicts an empty gallows scaffold and swinging noose, creaks rustily in the night-breeze above you. Shutting the door, you enter the bar room beyond. It is relatively large, with a number of tables and chairs dotted around, but, other than you, there appears to be only one other customer: a young man with an intensely serious expression on his face. The last embers of a fire smoulder in the grate, which is set into a large chimney breast. Standing behind the bar is a blubbery, bald-headed man whom you take to be the landlord, lugubriously rubbing a tankard with the skirts of his filthy apron, and a girl of no more than eighteen or nineteen, whose black hair



is an unkempt mess, her vacant eyes staring into the dying coals of the fire. No one speaks, making the whining of the wind in the eaves even more unsettling. A night at an inn such as this shouldn't cost more than a couple of Gold Pieces, but you can imagine you would receive a warmer welcome from a pack of snow wolves in the Cloudcap Mountains in mid-winter. Do you want to spend what remains of the night at *The Gibbet Tree* (turn to 131), or would you prefer to risk a night out on the moors under the stars (turn to 466)?

7

Being mindful not to return to anywhere you have already been, which floor will you now explore?

- The crypt?
- The cellar?
- The ground floor?
- The first floor?
- The second floor?
- The third floor?
- The fourth floor?
- The fifth floor?
- The sixth floor?
- The seventh floor?

- Turn to 297
- Turn to 138
- Turn to 126
- Turn to 167
- Turn to 217
- Turn to 348
- Turn to 264
- Turn to 408
- Turn to 435
- Turn to 273



8

Leaving Strigoiva, you make your way towards the dark spur of trees that delineates the outermost extent of the forest. Gnarled and twisted trees arch over the path between them, forming a foliated tunnel that leads into the depths of the woods. Between the crowded trunks and clutching branches, the forest is as dark as at dusk. Occasionally you hear the twitter of birdsong or the distant shriek of a forest animal, but you see nothing. The forest has an uncanny quality to it that unnerves you. It has all the atmosphere of the woodlands of fairy tales and folk-lore. The dimming of the half-light that penetrates this far beneath the trees tells you that night is on its way. A clearing opens before you and you find yourself looking at the mirror-black surface of a woodland pool. Traces of water-weed trail the surface amid patches of thick, slime-green algae. The pool is a good hundred yards across but in the twilight you can see that the straggly path you are following wends its way around the edge of the lake to the far side. As you prepare to set off again, the sound of singing drifts to your ears over the water. It is a lilting, wordless tune that speaks to you of melancholic loneliness and a deep, dark sorrow. Roll two dice. If the total rolled is less than or equal to your current CHANGE score, turn to 64. If it is greater, turn to 161.



9

Following the tunnel through the peak you come to a smaller cave from which a total of three routes lead onwards. How will you progress now? Will you follow:

The tunnel from which emanates a musky animal smell?

Turn to 433

The cobweb-plastered passageway?

Turn to 415

The white quartz tunnel?

Turn to 70

10

Staring into the Countess' eyes and enraptured by the mesmerising tone of her voice, you forget why you came to Maun Tower in the first place. Suddenly all that matters is what the Lady is telling you: 'You will be my agent of destruction. I know what you desire, and I desire it too. Hunt down the wolf and slay it.' Her manservant is suddenly at her side, a small, teak chest, open in his hands. Inside, lying on a bed of black velvet is an ornate Silver Dagger. 'Take this,' the Countess says, as her servant offers you the blade, 'and if you succeed in your quest, I shall reward you beyond your wildest dreams.'

Acting as if all free will has left you, you take the Silver Dagger (add it to your *Adventure Sheet*, along with the codeword *Deliugeb*). You may use the dagger in combat but, if you do so, you will have to fight with your Attack Strength reduced by 1 point. Injuries you cause any creature with the word 'Were' in its name will suffer increased damage (3 STAMINA points rather than the usual 2) as the pure metal is inimical to their



kind. The Silver Dagger will also harm the Undead but will only cause the usual 2 STAMINA points of damage.

'Now go,' the Countess commands, and you leave her tower. Passing through Maun you head north into the hills. Turn to 350.

11

By the time you have trekked high into the hills to the dark, fortress-like structure, night has properly fallen and the moon holds dominion over the land once more. The path between the peaks climbs a rocky escarpment, with a precipitous drop on one side and a sheer cliff on the other, until it finally stops in front of the stone-walled entrance to the building, the wall having been built across a narrow pass between the peaks, so that they have been incorporated into the building. Beyond the rockface-wall, you can see the pointed gables and squat towers of another structure within the complex. You are standing in front of a sturdy, and secured, oak door. To one side a tallow-fat lamp flickers within a tiny recess, and on the other side there hangs a knotted piece of rope that you take to be a bell pull. If you want to spend the night under shelter, you are going to have to gain access to the building, somehow. Will you ring the bell pull (turn to 58) or look for another possible way in first (turn to 23)?

12

After half an hour of searching, and with beads of feverish sweat prickling your brow despite the cold,



Ulrich suddenly cries out, 'Over here! I've found it!' You hurry to the spot where the woodsman is standing beside the bole of an aging oak. Growing there is the plant known as belladonna, or deadly nightshade, the herb you have been so desperately seeking. Quickly you pick a handful of sprigs and pop them into your mouth. But belladonna is poisonous and eating some makes you sick (lose 2 STAMINA points). By doing so, however, you have also slowed the advance of the lycanthropy throughout your system (subtract 1 point from your CHANGE score). Yet, despite this, some sixth sense tells you that it hasn't been enough to rid you of your affliction altogether. Unless you find another, more effective cure, you are still going to turn into a wolf the next time the moon is full. Will you now set off after the wolf pack (turn to 473) or go in search of Grandmother Zekova (turn to 302)?



13

You spend a restless night in your room, kept awake by strange and disturbing noises that fill you with a sense of dread. There is the clattering of hooves on cobbles, shrill whinnying, crazed cackling laughter, and the moaning of an unearthly gale. Come the morning, you feel just as tired as you did on retiring to bed and in your weakened state, your inner wolf gains a greater hold on your body (add 1 to your CHANGE score). You leave *The Gibbet Tree* without seeing another soul and set off again along the road north across the moors. Turn to 69.

14

Emerging from the tunnel, you enter a vast chamber - a natural stone cathedral deep within the rock of Sundered Peak. Hanging amid the stalactites suspended from the roof of the cavern are pendulous, silk-wrapped egg-sacs, like those made by spiders, although each of these is as big as a treasure chest. As you cross the chamber, you detect movement above you. Looking up into the gloom you see several of the sacs split open and the giant spider hatchlings emerge. Each has a distinctive set of markings on its abdomen, in the form of a grinning Death's Head, and each hatches with the instinctive desire to hunt! Roll one dice and add 1. This is the total number of spider hatchlings that attack you. Each of the hatchlings has the same statistics. Fight the emerging spiderlings one at a time.

GIANT SPIDER HATCHLING SKILL 6 STAMINA 2



If you manage to battle your way through the hatchery, which route will you take out of the vast cavern again?

- | | |
|---|-------------|
| A wide, circular tunnel? | Turn to 122 |
| A tunnel with its walls running with water? | Turn to 405 |
| A steeply inclined cleft in one wall? | Turn to 31 |
| A narrow, twisting passage? | Turn to 415 |

15

You spend the next two days in the pleasant company of the Carnivale folk as they break camp and set off along the road east out of Balci. You feel rested and refreshed, and more positive about your whole situation. The unsettling transformation you underwent also reversed itself come dawn the next day. (Restore up to 4 STAMINA points and 1 LUCK point.) Another day on the road brings you to the town of Vargenhof. As the circus folk start setting up for another series of shows, you thank the Carnivale Master for his generosity of spirit but tell him that you must be on your way, and so wander off into the town. Turn to 500.



16

You come to lying in a cold stone cell, lit by a single flickering oil-lamp. Awareness returns more quickly as you hear a disconcerting chirruping sound. You are not alone in the cell. Between you and the cell door scuttle two grotesquely overgrown cockroaches. Sawing their antennae together they move towards you. You are going to have to fight them at the same time.

	SKILL	STAMINA
First GIANT COCKROACH	7	6
Second GIANT COCKROACH	6	7

If you defeat the Cockroaches you manage to break the rusted lock of the cell door and, opening it, find yourself in a subterranean passageway. To your right the corridor comes to a dead end. You can either follow it left (turn to 421), or take another passage that runs perpendicular to this one straight ahead of you (turn to 282).



17

Brandishing the holy symbol in front of the Vampiress causes her to recoil, throwing her hands up in front of her face, spitting like a wildcat. Turn to 245.



18

The savage Shuck is upon you. This demon dog has terrorised would-be pilgrims making the journey to the healing shrine of Saint Crucius for long enough. Tonight, its reign of terror must come to an end.

SHUCK

SKILL 7 STAMINA 7

If the Shuck wins three consecutive Attack Rounds, turn at once to 30. If your battle with the hell-hound reaches the seventh Attack Round without a resolution, turn to 99. If you kill the beast before then, turn to 113.

19

The people of Wulferstein have locked and barred their doors and windows, hiding from whatever it is that is making the dreadful, growling you can hear echoing along the village streets. Your hackles rise, your wolfish senses recoiling in the presence of something bestial and malign. As you creep through the eerily empty streets, you hear panting and the scrape of claws on cobblestones. Shadows loom around a street corner . . . Something is coming . . . It is at that moment that a gaunt old man sticks his wild-haired head out from an alleyway and beckons to you with a long-nailed finger. 'Stranger, if you want to live, come with me.' Will you:

Follow the mangy beggar?

Turn to 59

Prepare to face whatever it is that's coming?

Turn to 172

Try to hide without the beggar's help?

Turn to 204



The lycanthropy is steadily spreading throughout your body and changes are being wrought at the core of your being. In fact, perversely the curse of the werewolf is making you physically stronger and more adept. Increase your current and *Initial* SKILL score by 1 point and your current and *Initial* STAMINA score by 2 points. You must also increase your CHANGE score by 1 point. And there are other changes that you are becoming aware of too, which might not be altogether unbeneficial. Roll one dice and turn to the paragraph indicated. Remember each of the following may occur only once. If you roll a number you have rolled before, roll again.

Dice Roll

1	Turn to 51
2	Turn to 248
3	Turn to 469
4	Turn to 106
5	Turn to 305
6	Turn to 354

With the wolf-monster that has terrorised Lupravia for so many years lying dead at your feet at last, you become aware of something flapping at the window of the Count's chambers. You gasp, truly taken aback to see a striking, platinum-haired woman, with skin as white as ivory, wrapped in a black cloak, suspended in the cold night air beyond the glass – the Countess Isolde of Maun! A cruel smile spreads across her



blood-red lips revealing the points of elongated fangs and she transfixes you once more with her mesmerising stare. You cannot help yourself as, compelled by a persuasive voice inside your head, you step forward, open the window, and invite the Countess into the tower chamber. 'Well done, my pet,' she purrs. 'You have served me well. Ever since the days of the Cadre Infernal I have sought power over these lands, but, thanks to the ritual we enacted that night, so many years ago, Count Varcolac of the ruling House of Wulfen has had power over me and the others. For as long as he lived, and the demon protected him, I could not act against him: nor could Serpensa, the widow Aranaea, or the Abbot. But now that you, one of his own line, have deposed him, I am free to take up the reins of power and seize control of all Lupravia.' You are in the thrall of the vampiric Lady of Maun, and have been ever since she bewitched you in her tower. So it is that there is nothing you can do to stop her; you are utterly under her control. Count Varcolac may be gone, but Lupravia will remain in the grip of evil, only now under the rule of the House of Maun and the Vampiress Isolde. You will serve her loyally, as her wolf-thrall. When it seemed that, against all the odds, you had beaten the Curse of the Werewolf, the Curse of the Vampire has thwarted you at the last. You have failed in your mission. Your adventure is over.

With such a large target and at such a close range there was never any question of you missing. The rod buries itself deep inside the torso of the hulking golem but it



does not even slow the brute. With clanking steps it stalks towards you. It is at that moment that lightning strikes the windmill again. Scintillating flashes of elemental energy explode around the laboratory, shattering dials and setting fire to banks of arcane equipment. All of this raw storm-force finds its way to the lightning rod that you have just plunged into the golem, with devastating effect. The man-made monster shudders where it stands, as the full force of the storm passes through its metallic components. Its dead flesh cooks to a blackened cinder while its metallic parts melt and fuse together. Eventually the whole ruined creation topples over backwards and crashes onto the floor of the laboratory. Add 1 LUCK point for defeating such a dangerous enemy without having to resort to physical combat and turn to 169.

23

To your left at the base of the wall, where it merges with the natural rock face, is a grilled culvert, the rusted bars clad with moss. An unpleasant odour, a blend of raw effluent and damp-rot, rises from the tunnel. Even without your lycanthropy-heightened senses the stink would make your eyes water. You test the resistance of the bars and, with little effort, the grille twists in the hole. You do not fancy scaling the high, sheer wall in front of you in the pitch darkness, nor, as the temperature drops, do you fancy spending another night in the open: so if you want to enter this place you are going to have to try the culvert (turn to 39) or ring the bell (turn to 58).



24

Taking a firm hold of the stones at the lip of the pit you carefully lower yourself over the edge, down into the darkness. There are plenty of hand- and foot-holds to be found but the stones lining the pit are slick with slime. The air in the shaft smells of damp, fungal matter. *Test your Luck.* If you are Lucky, you reach the bottom of the pit safely (turn to 221). If you are Unlucky, turn to 121.

25

It is no good; the lycanthropy has your body within its clawed grip now. With a yowl of intense, bone-wrenching pain, your physical form reshapes itself, growing in height, limbs becoming longer, your pain-contorted features giving way to a lupine muzzle. You have become the thing you have fought so hard and for so long to thwart. Your clothes and leather armour can no longer contain your changing body and are shed along with your human skin, as the hairy wolf's hide rips through from inside. (Lose 2 LUCK points, increase your current and *Initial* SKILL score by 1 point and your current and *Initial* STAMINA score by 2 points.) Dropping the weapon you wielded as a human being, howling with bestial rage, still vaguely aware that it is the Count Varcolac who has ultimately brought the Curse of the Werewolf upon you, in your new lycanthrope form you spring at the Varcolac-wolf, determined to exact your revenge. Record the codeword *Degnahc* on your *Adventure Sheet* and turn to 189.



'Roll up! Roll up!' the elfin Carnivale Master shouts, his voice like a town crier's, seeing that he is about to lose a paying customer. 'Tame the savage Grendel, and see the unnatural cross between female beauty and rapacious reptile that is Serpensa the Snake-woman. Visit the haunting Hall of Mirrors, marvel at the magic of the Puppetmaster's marionettes or cross Madame Zelda's hand with gold to have her forecast your future. All the fun of the fayre is here at the Carnivale!' You find yourself drawn to the little man's mesmerising gaze, unable to tear your eyes away. Roll two dice. If the total is less than or equal to your CHANGE score, something makes you change your mind and you decide you would like to visit the Carnivale after all, turn to 134. If the total is greater, turn to 90.

You take another step forward and your boot abruptly sinks into the squidgy ground up to your thigh. Your momentum carries you forward with your other foot and soon you are up to your waist in the stinking clutches of a peat bog. Grasses and moss have grown over this patch of marshy ground, hiding the dangers of the bog beneath. As you twist and turn, trying to see a way to get yourself out of the bog your body sinks still further. You are up to your chest when you spy the length of exposed root protruding from a tussock of grass on which a gnarled bush grows. Trying to gain any purchase you can from the ground beneath your feet you lean forward, straining every



muscle in an attempt to reach the root and pull yourself free. Roll three dice. If the total rolled is less than or equal to your STAMINA score, turn to 128. If the total is greater, turn to 84.

As the sun runs its course across the heavens, you climb higher through the wooded hills and the clouds close in. During your trek you see not hair nor hide of the Beast. In fact you are barely aware of any signs of life in this desolate landscape. The sound of birdsong ceased long ago in the woods of the lower slopes. You come in sight of an isolated farmstead. As you take in the drooping, mossy thatch of the farmhouse and the near-derelect nature of the tumbledown outbuildings, thunder rumbles across the hilltops and the clouds burst. What starts as a shower becomes a torrential downpour within minutes. Do you want to seek shelter at the run-down farm (turn to 53) or will you turn back and return to Vargenhof (turn to 483)?

It is almost dawn by the time you make it away from the Carnivale. Having tended to any wounds you may have received and eaten a meal (if you wish), you decide that it is time to move on from Balci altogether. Pressing on east, there are two routes you can take. Do you want to travel on the open road towards the town of Vargenhof (turn to 144) or would you rather follow the well-worn track that leads south-east into the forest (turn to 509)?



Beaten back by the Shuck's relentless attacks you find yourself teetering on the edge of the escarpment. The monstrous dog bounds forward to attack once more and you take an involuntary step back. Your heel touches midair and you topple backwards off the cliff. The last thing you see before your body is broken upon the jagged rocks below is the slaver's face of the demon Shuck. Your adventure is over.

The steady *drip, drip, drip* of water echoes around the waters of the basin-like chamber you now find yourself in. Formed in a natural hollow in the rocky floor is a wide pool of sharply cold, crystal clear water. In the darkness it looks like a black mirror, disturbed only by the occasional droplet of water seeping through from the bedrock above to drip into the pool below. If you want to drink from this natural pool, turn to 185. If not, how will you proceed from here? Will you take:

The tunnel accessible through a pit-like hole in the cavern floor?

Turn to 97

The steeply inclined cleft in the wall of the cavern?

Turn to 14

The uneven-floored tunnel with an almost triangular entrance?

Turn to 141

The winding corkscrew tunnel?

Turn to 159

The green crystal-riven passageway?

Turn to 70



Ulrich bends down beside the crone, curled in a ball in front of you, feeling for a pulse at her throat. A moment later he rises, his head hanging, his chin on his chest. Before he speaks you know what he is going to say. 'We are too late: she is gone.' You do not need to ask who the old woman was, either. From the moment you saw the cottage and heard Ulrich utter the name Grandmother you had a fearful premonition that this was the home of the wisewoman Zekova, the one person who could help you, and now she is dead. 'There is nothing more we can do here, my friend,' Ulrich says. 'But we can avenge Grandmother Zekova's murder by hunting down her killer!'

So you set off into the night once more, determined to run the insane lunatic to ground and put an end to the nightmare that this ill-fated night has become. You soon find yourselves descending a path strewn with pernicious exposed roots. You become aware of distant yelps and howls. There is a sudden snarling roar behind you and you turn in time to see the monstrous Black Wolf launch itself from the deeper pools of darkness between the trees. But this time it is Ulrich who turns out to be its target. The creature has revenge on its mind. You hear a sickening crunch and Ulrich howls in pain as the wolf sinks its teeth into his throat. Then the woodsman lies still. You watch, frozen for a moment in disbelieving horror, as the wolf rises from Ulrich's prone form and you realise that it is now standing on its hind legs. Only the creature is a wolf no longer. Its body is shaped more



like that of a man, although it is still covered in coarse black fur and has the unmistakable snout and arrow-tip ears of a wolf. It has become something more than beast and less than human. Lips curling back from its bloodied fangs, the Black Werewolf growls, its bestial voice full of menace, and turns towards you. You have no choice but to fight.

BLACK WEREWOLF

SKILL 7 STAMINA 7

The beast will not run from this fight and you will not let it. One way or another, this will be a fight to the death. If you prevail, turn to 229.

33

As you gaze around the chamber, your vision blurs momentarily and then refocuses, only now everything is suffused with an orange glow. Burning torches have appeared in cast iron brackets on the walls. That is not the only change; you are no longer alone either. Five other people have joined you in the vault. They are each standing a few feet from the edge of the pit, facing the gaping hole. They are chanting the same phrase over and over, esoteric words that mean nothing to you, but words of power nonetheless. They are carrying out some kind of invocation, the echoes of their chanting out of time with their voices, creating an unsettling resonance that fills the vaulted space. None of them appears to be aware of your presence. As they continue their rite, you examine each of the individuals in turn. The first upon whom your gaze falls is an attractive, black-haired woman with one eyebrow raised. She wears a revealing, low-cut black



bodice and long velvet skirts. Next around the circle is a platinum-haired younger woman with striking aristocratic features, her slim figure hidden beneath the drapery of a velvet cape. The third is a monk, only the white skin of his hands and face visible outside his heavy-cowled habit. Then there is another woman, wearing a midnight-blue gown embroidered with stars and moons. She wears numerous charms on chains around her neck, suggesting she is an initiate of the magic arts. Finally, there is a tall, raven-haired man, muscularly built and wearing a garish ruffled shirt, open to the waist, and a crushed velvet jacket. The man's dark hair falls in a thick mane around his shoulders, a wave of white hair running through it from the middle of his forehead. Each of the people is holding something in their hands. The wolfish-looking man holds a shining sword in front of him, its tip resting on the lip of the pit. With one abrupt action, he hurls the sword into the hungry black maw of the pit. Each of the others in turn toss the relics of their former lives into the pit, their chanting rising in pitch and intensity. Their voices are joined by a booming bellow, that rises from the depths of the pit, and thick shadow-black smoke begins to rise from the darkness below. Something has been summoned from the pit...

Silence returns, sudden as a clap of thunder, leaving only the echo of its passing behind. The light fades, the gloom returns, and your vision of the vault is gone. Turn to 214.





34

In frustration, you hurl a wrought-iron candelabra at the Obsidian Mirror, hoping to reveal its secrets that way. The black glass shatters, splintering into a thousand razor-sharp shards, as does your own reflection. At the same moment, your body has received a multitude of horrendous stabbing wounds and you drop to your knees. Gasping in agony, you catch a sliver of your reflection in an obsidian splinter. There is something increasingly bestial about the expression that snarls back at you. For your rash action you have suffered the Curse of the Mirror. Roll one dice and lose that many STAMINA points. If you are still alive, also add 1 to your CHANGE score. There is nothing left for you to do here and so you have to return to the Map Room and proceed from there. Turn to 321.

35

You crouch over the body of the werewolf, lantern in one hand and sword ready in the other. Before your eyes the creature undergoes one final transformation. You watch appalled as the beast sheds much of its thick black hair and the corpse becomes that of a pale-skinned, wild-haired man, missing his left hand.

Suddenly aware of a snuffling sound behind you, you turn and come face-to-face with what looks like a furious grizzly bear. Then you see that it is dressed in the tattered clothes of your woodsman ally. It takes you a moment to realise the terrible truth of what has happened before the Werebear is on you, terrible steel-dagger claws ready to tear you limb from limb, and in



Turning back, you retrace your steps through the tumbledown warren of the ruins. You are within sight of the spot where you entered the ruins when you become aware of a skittering, scurrying sound from all around you. Iridescent black beetles scuttle across the packed earth at your feet, while long-bodied centipedes writhe from between the bricks of the walls either side of you. Pale, almost luminous moths flutter down from out of the darkness. The oppressive feeling of an all-pervading evil intensifies as, right there in front of you, beetles, moths, centipedes, worms and spiders emerge from the shadows, scuttling, writhing and crawling over one another to form a swelling pile at your feet. In seconds this mass of gathering vermin has become a pulsating mound of disgusting carrion creatures. With a sudden upwards thrust the mass of tiny living things takes on a semi-humanoid form. Its undulating body held together by the will of the malefic presence that lives within these ruins, the Vermin-Host reaches for you with hands dripping with wriggling mealy bugs and, somewhere within the mass of creatures that you take to be a face, a disgusting maw opens, but makes no sound. The only thing you can hear is the incessant slithering, skittering rattle of the writhing invertebrates. You are going to have to fight this bizarre manifestation of the evil possessing these ruins.

VERMIN-HOST SKILL 6 STAMINA (see below)

To work out the Vermin-Host's STAMINA score, roll one dice and add 5; if you roll a 6 also add 1 to its SKILL



score. If you win this battle, the malign sentence holding the Vermin-Host together loses the power to maintain a physical form and bursts apart like a ripe boil, spiders, beetles, worms and other wriggling things raining down on top of you. But other than for a brief shuddering feeling of revulsion, you suffer no lasting effects. Turn to 143.

Tugging the rusted grille free of the culvert opening, taking a deep breath, you crawl into the stinking tunnel beyond. You have not gone far when you feel the tunnel angle downwards dramatically and, without any warning, find yourself slipping on the wet slime coating the pipe. Unable to control your descent, you slide head first down the tunnel into the foetid darkness beyond. Turn to 194.

'We have a little time before sunset,' Konrad says, 'so rest awhile here and enjoy your meal.' The headman keeps you company as you gulp down your steaming bowl of stew. Several things he mentioned have caught your attention, and there may be other things on your mind as well, of course. As you finish your meal you seize the opportunity to ask Konrad more about the troubles besetting Strigoiva. Will you ask him about:

The Headless Highwayman?

Turn to 179

The Shuck?

Turn to 157

Strigoiva's neighbouring settlements?

Turn to 132

The Howling?

Turn to 109



Alternatively, if you have the codeword *Avokaz* recorded on your *Adventure Sheet* you may choose to ask Konrad about another matter altogether by turning to 61.

41

Making your way inside the gaping maw tent, you come face-to-face with a fire-eater, with the tattoo of a sinuous red dragon across his chest. The man sinks a burning torch into his throat, pulls it out and exhales flame into the air, to cries of wonder from the other Carnivale visitors. 'Welcome to Crookshank's Cabinet of Curiosities!' he declares. What curiosities they are! As you wander around the tent you see a two-headed sheep, a pair of conjoined juggling twins and a half-giantess. But then you come to the most mutated mutant of all. In a large cage at the back of the tent is one of the most hideous and terrifying creatures you have ever seen. From the waist up it appears to be humanoid but from the waist down, it is wholly snake, and a large snake at that. 'Serpensa the Snakewoman' a sign above the cage reads in gaudy red letters. As you approach, Serpensa hisses and darts her head close to the bars, her tail rattling ominously. You decide there is something unnatural about a snake-woman and, as a result, something sinister about a



circus that would exhibit one. (Make sure that the codeword *Egnarts* is recorded on your *Adventure Sheet*.) You have seen enough. It is time to leave the Cabinet of Curiosities. Turn to 167.

42

Cautiously you approach the scything blade, judging your moment carefully. *Test your Skill*. If you are successful, turn to 208. If you are unsuccessful, turn to 447.

43

Spinning on your heel you hurl yourself away from the leader of the pack even as the monstrous wolf springs forwards, claws bared. But are your reflexes faster than those of a deadly predator? *Test your Skill*. If you succeed, turn to 191. If you fail, turn to 254.

44

You follow the corridor until it ends at an open archway in the right-hand wall. Stepping through, you find yourself in a cloistered courtyard. In front of you looms the impressive and yet, at the same time, oppressive façade of the Abbey church. To your right, another archway leads back to the main entrance to the complex and in the left-hand wall of the cloister there is a closed oak door. Will you enter the inner sanctum of the Abbey church (turn to 156), try the door in the left-hand wall (turn to 356), or turn right and make your escape from this accursed Abbey (turn to 98)?



that split second the beast cuffs you with one mighty paw (lose 2 STAMINA points). You have no choice but to fight your erstwhile friend.

WEREBEAR

SKILL 8 STAMINA 10

If the Werebear wounds you three times or more, add 1 to your CHANGE score. If you win this battle, turn to 200.

36

The Countess' servant swoops down on you, seizing your shoulders in its claw-footed grasp. With two strong wing-beats, the Werebat hauls you up into the vault of the dome. When you are some height above the chamber floor, it lets go of you again. You crash down onto the cold marble with bone-shattering force. Lose 4 STAMINA points and 1 SKILL point (unless you have the *Quickening* special ability, in which case you simply lose 3 STAMINA points). If you survive the fall, you cannot rest as you must finish your fight with the Werebat. If you win, turn to 68.

37

The cottage shudders with a resounding crash as something throws itself at the bolted door. Incredibly the wolves are attacking the cottage, trying to force their way in. You are going to have to help defend Grandmother Zekova's home from the creatures' determined assault.

There are three ways into the cottage, the door by which you entered and two windows. Ulrich, Grandmother Zekova and you all guard one entrance each.



Choose who is covering each entrance. Eight wolves will attempt to break into the building. Roll one dice for each wolf. On a roll of 1 or 2 the wolf charges the door; on a roll of 3 or 4 it attacks the first window; on a roll of 5 or 6 the creature assaults the second window. The door can resist one wolf attack; Ulrich will be able to kill two wolves before any of the animals can get past him and into the cottage; Grandmother Zekova can dispatch one wolf with her trusty frying pan before any others get the better of her. Any wolves that you must face you fight one at a time, adding one to your Attack Strength because you are defending a narrow opening.

WOLVES

SKILL 6 STAMINA 5

If you win, you will then have to do away with any other wolves that have managed to enter the cottage. Once you have dispatched any remaining wolves, with the pack's attack repelled the wizened old wisewoman turns to you, fixing you with her needling gaze. 'Tell me again about the creature that attacked you,' she says. If you have a Signet Ring, turn to 369. If not, turn to 326.



45

Night comes and with it a horde of huge spiders emerges from the cave mouth, ready to hunt for their queen. The giant arachnids immediately pounce on you. There are too many of them for you to have any hope of defending yourself and you soon succumb to numerous venomous bites. Your adventure ends here.

46

You continue your way through the woods undisturbed by man or beast, the stands of beech and elm uncannily quiet. The sun sinks lower until the day is a mere purple-orange line on the horizon, half-glimpsed through the gnarled and tangled trunks. With sunset almost done and moonrise well under way, you reach a crossroads in the forest path. Surprisingly, for such a lonely, isolated place, there is a signpost with four place names marked on the four panels that point north-west, south-west, north-east and north-west, respectively: Balci, Strigoiva, Vargenhof and Maun. Having travelled from the west already, and sensing that your path lies towards the east, you ignore the



other track that leads back west through the forest, leaving you a choice of two routes. You have heard too many tales about what happens during the witching hour to spend a night in the open at a crossroads. So, will you head north-east towards Vargenhof, indicated in gothic lettering on a larger sign (turn to 490) or follow the Maun path south-east (turn to 438)?

47

'Count Varcolac, I have not fought my way across many leagues to join you in your debauched celebration of the evil curse that has this land within its cruel grasp!' you declare. 'I have come here to kill you, to liberate Lupravia and free myself from the Curse of the Werewolf.'

'Brave words,' Varcolac counters, 'but I have endured long and have learnt how to use my gift to the best of my ability, whereas you are yet to embrace its power. How can you hope to best me, Count Varcolac, Prince of Lupravia, the Wulfen Lord?' With that the Count snaps his fingers and the huge wolves pad towards you, hungry for a kill. If you have the *Call of the Wild* special ability, turn to 247. If not you are going to have to fight these creatures together if you are to get to Varcolac.

	SKILL	STAMINA
First DIRE WOLF	8	8
Second DIRE WOLF	8	9

If you kill Varcolac's lupine bodyguards, turn to 513.



48

Trusting your instincts, Katya directs the horses onto this new track. You cling onto the roof of the jolting carriage as it bumps and bounces over exposed tree-roots and deep potholes, determined not to fall off. And your ploy appears to have worked. The sounds of the pursuing pack fade as the stagecoach follows this less well-used route through the night-shrouded forest. At last the uneven, winding path loops back towards the most direct route through the forest and rejoins the main highway. With no little satisfaction you start to think you might have left the hunting pack behind for good. Turn to 239.

49

In the drama and tension of the moment, time seems to slow as you discharge your weapon, the Werebeast appearing to freeze midleap. And then your projectile finds its mark and the passage of time returns to normal. With a howl of rage and pain the Werebeast crashes down on the roof of the coach, claws splintering the wood mere inches from you. Turn to 480.

50

An evil practitioner of the Black Arts lies dead at your feet: you were right not to trust this servant of the Dark Powers, for who knows what vile witchcraft she might have used on you, given the chance. (Restore 1 luck point.) There is little the crone has that you could possibly want, or use, but two things intrigue you: her book and the bubbling concoction steadily simmering



51

on the hearth. The bubbling brew doesn't seem to smell quite so noxious any more. Do you want to:

- | | |
|---|-------------|
| Look at the crone's book? | Turn to 338 |
| Sample some of the concoction she was busy brewing? | Turn to 119 |
| Leave the kitchen and take the other passageway leading from the entrance hall? | Turn to 340 |
| Leave and ascend the grand staircase to the double doors? | Turn to 146 |

51

The Call of the Wild – You have gained a howl like a wolf, which those you fight will find very unnerving. When you use this new ability in battle you may reduce the Attack Strength of your opponent by 1 point. However, it will not affect magical creatures, artificial constructs or the Undead. Make a note of this new special ability on your *Adventure Sheet* and then turn to the paragraph with the same number as the one you were last instructed to write down.





52

Even as the woman's beguiling powers are beginning to take effect, a persistent part of your subconscious screams at you to break eye contact; the Lady of Maun is trying to mesmerise you with her hypnotic gaze. Through sheer strength of will alone, you force yourself to look away, freeing yourself of the Countess' enchantment. She hisses in frustration, like a wildcat, but takes a step away from you. 'Very well,' she spits, 'let's see what manner of creature you truly are.' She casts a dagger-glance at her manservant. 'Kill the intruder. Put the animal down,' she says with icy malice.

The Countess' manservant steps between you and his mistress. He opens his mouth and utters a shrill, piercing cry. Your eyes fixed on the gaunt-faced man in appalled wonder, you watch as he undergoes a hideous and terrifying transformation. His limbs warp and distort, his arms contracting into his body even as his finger bones lengthen, membranes of leathery skin unfurling between them. The man's ears become pointed and pronounced as his nose becomes an ugly snout. His body, now entirely covered in bristly fur, bursts free of his clothes. No longer a man but a monstrous bat with a wingspan nearing twelve feet, the Countess Isolde's servant dives for you, trying to snatch you up in his clawed feet. With the Werebat suspended in the air in front of you, buffeting you with every beat of its wings, you retaliate with your own weapon.

WEREBAT

SKILL 8 STAMINA 8



If the Werebat wins two consecutive Attack Rounds, turn at once to 36. Also, if the Werebat wounds you more than twice, add 1 to your CHANGE score as the creature's own strain of lycanthropy accelerates the spread of the disease in your body. If you manage to kill the shape-changing servant, turn to 68.

53

There is something deeply unnerving about the farm. Wheat has been left to rot in the fields and everywhere you see signs of neglect. As the rain drums down around you, keeping caution foremost in your mind, will you approach the farm directly along the muddy track that leads to the farmyard (turn to 420), via the wheat-field to your left (turn to 460), or across the muddy pasture to the right of the road (turn to 392)? On the other hand you may now prefer to turn back and leave this place (turn to 483).

54

Plumbus Gelt's stall is arrayed with all manner of coloured glass potion bottles and the other accoutrements befitting a work-a-day alchemist. There is a crucible set above a small, smouldering brazier, a pestle and mortar, as well as ingots of metal still to be worked. You get chatting with the eccentric alchemist – all patched robes, wild hair and scorched eyebrows – who happily divulges the properties of his wares and their prices. You may buy one of each of the items listed below, as long as you have enough money (and any other special materials required).

*Healing Potion**Cost: 4 Gold Pieces*

Drinking this potion will restore your STAMINA score to its Initial level and reduce your CHANGE score by 2 points.

*Elixir of Expertise**Cost: 6 Gold Pieces*

This potion will restore your SKILL score to its Initial level and will increase your Attack Strength by 1 point for the first battle you fight after consuming the elixir.

*Fare-Thee-Well**Cost: 5 Gold Pieces*

When drunk, this potion restores your LUCK score to its Initial level. The next time you have to Test your Luck after drinking the potion you do not need to roll any dice as you will be Lucky automatically and will not need to lose 1 LUCK point either.

*Lead Bullets**Cost: 4 Gold Pieces*

You can purchase six lead bullets for use with a Flintlock Pistol for a reasonable price. If you already have such a pistol you will know how to use them.

*Silver Bullets**Cost: 6 Gold Pieces*

If you have an item of silver (such as a Silver Dagger, Silver Cross or Silver Candlesticks) the alchemist can melt down the precious metal to make six silver bullets. Plumbus will melt down a maximum of two silver items for you. As this is a relatively laborious process there will not be time for him to make more than twelve bullets in total.



Iron Padlock

Cost: 5 Gold Pieces

As described, this is a large, iron padlock, which comes with its own set of keys.

Brass Key

Cost: 4 Gold Pieces

Plumbus claims he cannot recall how he came by this key, nor what it is that it opens, but it is such a large and finely wrought piece – ensorcelled with silver filigree – that it must be valuable in its own right.

When you have finished making your purchases, you may peruse the market for more practical pieces of equipment (turn to 170), join with the hunting party outside the meeting hall (turn to 201) or leave the town without any further delay (turn to 507).

55

The contorted shadow-shapes of stunted moorland trees come and go through the fog so that you cannot even use the bleak, rocky bluffs of the landscape or the dark quagmire pools of peat bogs as effective way-markers. Strangely muffled hoots and echoing croaking cries add to the eerie atmosphere of the moors. To try to go back now would be as hopeless as to continue your directionless wandering. So you press on and after another hour you realise that you are totally lost. *Test your Luck.* If you are Lucky, turn to 272. If you are Unlucky, turn to 27.

56

The Tower of Maun, forbidding fortified domain of the Countess Isolde, stands on a blasted escarpment



overlooking the village, which appears almost to cower under its ever-present shadow. The sun has already set by the time you reach the tower and you are surprised to find the gatehouse unmanned. However, something makes you feel uneasy, goose-flesh rising on your arms and the hairs on the back of your neck standing on end. Crossing the bridge – which spans a chasm-rift in the cliff in front of the tower – unhindered, you enter the high-walled courtyard that stands beneath the looming tower. The sudden snarling that greets you makes you start but is not entirely unexpected. Two large, lean and hungry-looking dogs bound out of the gathering shadows, halting a few feet from you. The animals are wearing heavy spiked iron collars, their fur matted with dried blood. The dogs fix you with red-eyed stares, their lips curling back threateningly, revealing horribly elongated canine teeth. There is something evil and other-worldly about these creatures: in the next moment they bound forward to attack. If you have the *Call of the Wild* special ability and wish to use it now, turn to 71. If not, you will have to meet the dogs' dreadful teeth and claws with the keen edge of your blade.

	SKILL	STAMINA
First FANG HOUND	7	6
Second FANG HOUND	6	7

If you win your battle with the bloodthirsty dogs, you are free to approach the entrance to the tower itself (by turning to 102). However, before you do so, if the battle lasts longer than six Attack Rounds, add 1 to



your ALARM score. Also, if you suffer more than three wounds add 1 to your CHANGE score.

57

'And it was then that the wolves attacked,' you explain, coming to the end of your story. 'Their leader was a monstrous black beast the like of which I have never seen before, nor do I wish to again, for it bit me here,' you add pointing to your shoulder. Without even a by your leave, the man suddenly rips open your tunic to see the wolf-bite for himself. He gasps in horror and recoils. Glancing sideways, you cannot contain your own appalled cry of disgust as you see the skin surrounding the spot where the Black Wolf bit you now bristling with black hair. (Add 1 CHANGE point.)

'Get away from here!' the villager demands, his stern voice edged with wavering fear. 'Leave Strigoiva now and never return!'

Will you do as the man says (turn to 202), or will you try to explain that you are as much the victim as anyone, considering the circumstances, and try to persuade him that you mean him and the other villagers no harm (turn to 246)?



58

As you tug on the rope, a bell rings somewhere inside the complex. When several minutes have passed and nothing has happened, you try again. This time the slap of sandals on stone approaches the door from the other side, there is the rattle and grate of bolts being drawn back, and then the creak of hinges as the door opens. A black-robed monk stands there, his face entirely hidden by the cowl he wears. 'Well met, traveller,' the monk says. 'What brings you to the Abbey of the Black Monks this night?' How will you reply? Will you:

Tell the monk that you are a lone traveller in need of shelter for the night?

Turn to 129

Admit that you are travelling the land seeking a cure for the lycanthropy you have contracted?

Turn to 75

59

'This way,' the beggar says as you follow him into the alleyway. He scampers away from you along the narrow space between close buildings. At the end of the alley he sweeps aside a ragged piece of sackcloth to reveal a grate. He yanks this open and drops down into the darkness beneath. 'Come on,' he calls from below. The unearthly growling is nearing the end of the alleyway, so you drop through the hole after the old man, pulling the grate shut above you.

'This way,' the beggar calls and trots away along the stinking sewer tunnel you find yourself in. Seeing that you have little option other than to keep after him, as



you travel through the sewer, bent almost double, you ask, 'Where are we going? How much further is it?'

'This should be far enough,' the man chuckles and turns to face you. As he does so, you see that his body is changing shape. His face stretches into a pronounced snout, his ears stretch to points, fingers and toes become talons and claws, and a hairless tail extrudes from the base of his spine. Your supposed saviour was just after you for himself. With a shrieking cry, almost like a furious squeaking, the Wererat attacks.

WERERAT

SKILL 8 STAMINA 6

If the Wererat wounds you more than twice add 1 to your **CHANGE** score. If you defeat it, you see greying sky through another grilled opening above you. Climbing rusted rungs to this grate you push it open and assess where you are now. Turn to 390.

60

Despite all your exertions over the last day you push your body into a sprint. Leg muscles burning in protest, you hare along the road, fatigue giving way to an adrenalin-fuelled burst of speed. But you can still hear the hooves pounding after you, getting closer all the time, and the desperate panting of the horse joined by the maniacal laughter of its rider. Then the racing phantom horse is next to you and the rider kicks out with a heavy booted heel, planting it squarely in the middle of your back. You are sent sprawling on the hard-packed earth of the road and cut your leg open on an exposed flint. (Lose 2 **STAMINA**



points.) The ghostly rider races away ahead of you down the road and then is gone, like mist on the night-breeze, the echo of maniacal laughter lingering for a moment after the apparition has vanished. Picking yourself up, you hobble the last hundred yards to the coaching inn. Turn to 6.

61

Considering the startling stories Grandmother Zekova told you, will you ask the headman if he knows anything about:

The House of Wulfen and Mad Prince

Garoul?

Turn to 283

The village of Wulfenstein?

Turn to 318

Werewolves roaming the countryside?

Turn to 339

62

Revealed as the Werebeast at last, Burgomaster Straub undergoes a terrifying transformation. His clothes are shredded as his metamorphosing body swells beyond all reckoning. The Burgomaster must have had his clothes hidden close by so that when you and Katya pursued him back to Vargenhof he just had time to clothe himself so as not to arouse any further suspicions. But now, his terrible, murderous secret revealed, the Werebeast of Vargenhof has nothing to lose and everything to gain, if he can escape. Ignoring you, the monster bats the Burgomaster's fellow townsmen aside in its bid for freedom. Fighting its way through the startled, screaming onlookers, the Werebeast bursts from the meeting hall with you in hot pursuit.



Running on all fours, the hulking Beast easily outpaces you. It flees into the night along the road that leads further north and east into the Orsov Mountains. There is the clatter of iron-shod hooves and banded wheels on cobbles, the rattle of harness, the sharp whinny of horses, and then Katya is next to you reining in two horses pulling a requisitioned stagecoach behind them. 'Quickly, get on board!' she shouts. You stand there staring at her in dumbfounded amazement. 'It's the only way we have any chance of catching up with that monster and bringing Burgomaster Straub to justice!'

'Hi-yah!' Katya shouts as she cracks the reins, and the stagecoach flies out of the town gates. The moon is rising, icy-white beyond the mountains. Katya urges the horses onwards along the road that leads from Vargenhof to the furthest inhabited point in all Lupravia - Wulfenstein. Towering dark pines press in from either side of the road and you find yourself seized by doubt. When you left Vargenhof you and the Were-hunter had been chasing down the Werebeast but now you are out in the wilds, you get the feeling that the tables have been turned, as myriad red



eyes appear between the trees to your left. The wolves are running again: the hunters have become the hunted. Behind the pack you can see the black shape of the Werebeast as it runs with the wolves, guiding them towards their target - the stagecoach!

A fork in the road appears, curving sharply away to the right. Will you urge Katya to take this diversion (turn to 48) or will you let her keep to her current course along the main highway (turn to 166)?

63

The Hall of Mirrors isn't very impressive: it's not very large for a start, and seeing yourself morphed to be taller and thinner, or shorter and fatter, than you really are can only be so funny for so long. The longer you find yourself staring at the distorting mirrors the more uncomfortable you begin to feel, until you become paranoid that others can see you for how you truly are. The claustrophobic confines created by the mirrors is also starting to get to you. Roll two dice. If the total rolled is less than or equal to your CHANGE score, turn to 92. If it is greater, turn to 78.

64

The wordless voice speaks to you in a language that something deep inside you understands, and that new entity awakening within you responds to its call. As if in a dream, you approach the reedy bank of the pool and without a moment's hesitation dive headlong into its reed-choked depths. In the dark waters of the pool, you can still see the way forward thanks to



an eerie, all-pervading emerald luminescence. There is magic at work here, a primal magic that speaks to you of the wild, untamed places of the world. Fronds of water-weed sway before you, but you brush past them as you swim deeper and deeper, on towards the source of the mournful singing, which you can still hear despite being far beneath the surface of the pool. And then, between the spiralling fronds, you see them – three beautiful maidens, their long green hair streaming out around them like pondweed and veiling their fish-white nakedness. The dirge of the Daughters of the Drowned fills you with a heart-rending pity that is hard to resist. *Test your Skill*, adding 2 to the total rolled. If you succeed, turn to 388, but if you fail, turn to 213.

65

Armed and with your ire up, you leap at the cantankerous old witch who shrieks while trying to strike you with her crackling wand.

CRONE

SKILL 6 STAMINA 6

If the witch manages to hit you, by winning an Attack Round, roll one dice and consult the table below to see what damage it does.

Dice Roll	Damage
1-2	Lose 2 STAMINA points.
3-4	Lose 3 STAMINA points.
5	Lose 2 STAMINA points and 1 SKILL point.
6	Lose 2 STAMINA points, 1 LUCK point and add 1 to your CHANGE score.



If you reduce the witch's STAMINA score to 2 points or less, turn to 359.

66

Feeling the familiar, reassuring weight of the blade in your hand, you take deep, measured breaths to calm yourself, and prepare to meet the beast's attack. With a snarl, the creature is on you.

BLACK WOLF

SKILL 8 STAMINA 9

After two further Attack Rounds, or if you reduce the Black Wolf's STAMINA to 7 or less, whichever comes sooner, turn at once to 271.

67

You toss the dagger across the chamber, where it clatters to the ground at the monster's feet. 'My pretty precious,' she coos. 'My silvery darling, my shining sharpness.' As the spider-creature fusses over the dagger you have time to act while she is distracted. Will you:

Set fire to her webs (if you have a lantern in good working order)?

Turn to 125

Turn tail and run for it?

Turn to 498

Charge the spider-monster with weapon in hand?

Turn to 252

68

Her shape-shifting servant dead, with a banshee scream the Countess throws herself at you, claws and fangs revealed. The deceptive mask of apparently





alluring beauty is gone, with the Lady of Maun revealed now in her true bat-like undead form. You are going to have to defend yourself. If you have a Silver Cross and want to use it, or a Pair of Silver Candlesticks with which you can improvise, turn to 17. If not, turn to 141.

69

You walk for the best part of the morning, your well-paced footsteps carrying you to the village of Balci. The architecture of the buildings reminds you of the distinctive style of Strigoiva, all sharply pointed roofs and gable-ends. What makes Balci so different is the huddle of multicoloured tents pitched outside it. The Carnivale is in town. The sound of accordion music reaches your ears along with the 'oohs' and 'ahhs' of a captivated audience. A few villagers are drifting in and out of the entrance. A board beneath the entrance banner declares that the entry fee is 2 Gold Pieces and standing next to that is a grotesque little man – almost Dwarfish in his proportions. Barely a metre tall, with a large grinning face and spindly limbs, he is dressed in the most outlandish and brightly coloured clothes you think you have ever seen, crowned with a black top hat. If you have the codeword *Retsis* written on your *Adventure Sheet*, turn to 4. If not, a visit to the Carnivale might be just what you need to give you an hour's respite from the rigours of your mission. Do you want to pay the 2 Gold Pieces and enter the Carnivale (turn to 134), or will you pass by and enter the village of Balci itself (turn to 26)?



The tunnel that lies beyond the cave entrance winds its way up inside the peak. When the daylight that seeps in from outside is but the merest glimmer, you emerge from the twisting passageway and step down into a broad, low-ceilinged gallery. Not including the tunnel you entered by, there are four further tunnels leading to elsewhere within the cave network. The rough walls of each is shot through with different coloured seams of quartz crystals. (While you are exploring the cave network inside the Sundered Peak, make a careful note of the paragraph number of each new cavern you enter. If you find yourself returning to somewhere you have already been, unless you are specifically told otherwise, you may skip the encounter described at that paragraph and go straight to the exit options listed at the end). Which way do you want to go now?

The white quartz tunnel?	Turn to 9
The blue crystal passageway?	Turn to 415
The green crystal path?	Turn to 31
The narrower yellow crystal tunnel?	Turn to 159
The wider tunnel with the rumour of daylight at its end?	Turn to 331

The howl rises from deep inside your chest and reverberates around the walls of the courtyard. Hearing the sound, the Fang Hounds break off their attack and run whimpering back to their den beneath the walls. If you have the codeword *Nethcir* written on your



Adventure Sheet, turn to 89. If not, you are able to approach the tower unhindered (turn to 102).

The table and chair clatter to the floor, now just chopped firewood. You freeze, your heart racing, your breathing shallow. Someone must have heard the fight and you remain exactly where you are, half-expecting the landlord to burst in at any moment. But no one comes. With the poltergeist activity apparently done with, you try to settle down again. As you lie awake, unable to sleep, thanks to the adrenalin still coursing through your system, you hear the sound of a door opening followed by the creak of floorboards as somebody makes their way down the corridor to the stairs. But who would be moving around the inn in the middle of the night? Will you satisfy your curiosity and investigate further (turn to 429), or will you stay where you are for the rest of the night (turn to 13)?

The Cadaver drops to the floor and is motionless again, as Doktor Kafka sits up, rubbing his head. 'She knows we are coming!' Van Richten hisses, his expression as dark as ever. 'The situation is even more dire than I had imagined.' While you are hunting down the Vampiress, she will be preparing for your arrival; keep track of how much advance warning she has by means of an ALARM rating. Write down on your *Adventure Sheet* that your ALARM rating is currently 1. Any combats you tackle from now on, until you are



informed otherwise, you will face with Van Richten fighting at your side. When faced with two opponents, you need only fight the first one to win that battle, as the Vampire Hunter, who is a consummate swordsman, will do away with the other. His attributes are SKILL 10, STAMINA 9. If you face only one opponent you will gain two Attacks, both of which can injure that opponent. In this case, if injuries are sustained they will only effect you on a dice roll of 1-3. Keep a careful note of Van Richten's STAMINA score as well. If he dies in battle you will have to continue alone. Cross off the codeword *Nethcir* from your *Adventure Sheet*.

'It is time we were gone,' Van Richten says, eager to be away. The two of you set off for the home of the Countess Isolde, the forbidding Tower of Maun. Turn to 56.

74

Descending the steps, you find yourself in the damp, musty tunnels of the castle's dungeon levels. It is as you are exploring these chambers and corridors that you hear a wailing howl, the like of which you have heard before in the realm of the Lords of Lupravia. As you prepare to defend yourself, something resembling a decomposing wolf erupts from the darkness. Snarling with insane hunger, the Werewarg attacks.

WEREWARG

SKILL 7 STAMINA 7

If you are wounded more than twice, add 1 to your CHANGE score. If you kill the undead werewolf you



decide that these dungeons have nothing more to offer you and so return to where you first entered the castle. Will you now take the other passageway that leads from the hall (turn to 319), or climb the staircase to the second set of double doors (turn to 146)?

75

It is a daringly honest move, but one which pays off. 'Then I think we can help you,' the monk says in response to your brave admission. 'Come with me.' He leads you inside the complex, taking you to the Abbey's herbalist. This monk is robed like the first, his face hidden, but he welcomes you into his workshop where he quickly sets to work. In no time at all it seems, he has prepared you a concoction made from the distilled essences of various plants. You give it a sniff: the panacea smells strongly of mint. 'This elixir is something of my own making. There is a little valerian in there, and a drop or two of belladonna extract, along with other ingredients, but it should do the trick. Now, drink deeply and finish all of the draught.' With nervous excitement you take the elixir from the herbalist. Could this really be the end to your quest? Could it really be this simple? Do you want to down the draught in one go, as the monk instructed? If so, turn to 91; if not, turn to 108.

76

With a wailing cry from the Headless Highwayman, the phantom horse launches itself skyward. Meg screams as she too is carried off, the horse galloping away towards the cold orb of the moon and into the



next world. Meg and the Highwayman were lovers in life and after his death she recovered his severed head. Tutoring herself in the Dark Arts, she used the skull to summon his spirit back to the Earthly Plane to be with her. By your actions you have broken her evil spell and banished the ghost of Lord 'Filthy' Lucre back to the hell where he belongs. (Regain 1 LUCK point.) The last discernible words you hear are Meg's. 'No, not like this!' she screams. 'It wasn't meant to be like this!' And then the ghostly rider and his sorceress lover are gone. The only sound that remains is that of the wind whistling over the moors.

Considering what you have been party to at *The Gibbet Tree* there is no way that you can stay here a moment longer. It will be a night on the moors for you after all. *Test your Luck.* If you are Lucky, morning comes cold and grey and you are on your way again (turn to 69). If you are Unlucky, turn to 466.

77

Taking a firm hold of the Iron Rod you hurl it at the construct-creature as if it were a spear. *Test your Skill.* If you are successful, turn to 22. If you fail, incredibly you miss your target (turn to 152).

78

On the verge of screaming, you run out of the Hall of Mirrors, overwhelmed by the feelings of paranoia and claustrophobia. Add 1 to your CHANGE score and make sure that the codeword *Egnarts* is recorded on your *Adventure Sheet* before turning to 167.



79

Snatching the crone's Cook Book from your pack you flick to the correct page and begin intoning the Transfiguration Spell. As the words of power take effect you watch as Varcolac doubles up in pain, his body wracked by further changes. His fangs and claws lengthen further, as do his arms and legs. The Transfiguration Spell has certainly worked on the Count, but it has made him even more like the savage wolf he is steadily becoming; it has not had the crippling influence you had hoped. When you come to fight the Arch-Lycanthrope you must add 1 SKILL point and 3 STAMINA points to his statistics before you resolve the combat. With a roar of rage, the Varcolac-wolf leaps at you, teeth bared. Lose 1 LUCK point and turn to 150.

80

Approaching the wide-arched entrance to the sanctuary of the church, you hear an ominous staccato



drumming. The sound betrays the presence of your would-be ambushers. Two robed monks emerge from either side of the pillared archway. They are dressed in the same all-enclosing black robes but, as they move to attack, the hood of one of the monks falls back from his head. With a sharp intake of breath you see that his head is halfway between that of a cockroach and a man, as black and hard as obsidian. As the mandibled monk hisses at you, malformed jaws clacking, the second monk advances, reaching for you from within the voluminous sleeves of his habit. The sleeves fall back to reveal mantis-like claws where the monk's arms should be. You have no choice but to fight the Black Monks together.

	SKILL	STAMINA
MANDIBLED MONK	7	7
MANTIS MONK	8	6

If you manage to defeat both mutated monks, turn to 262.

81

As you unsheathe the Wulfen Sword you see something like recognition in the Werewolf's eyes and the creature recoils from you, allowing you to get in an uncontested strike before it retaliates. As with any other were-creature, the Wulfen Sword will cost the Arch-Lycanthrope 3 STAMINA points of damage (rather than the usual 2) with every successful strike. However, the sword seems to hold some other power over the transformed Varcolac and for the duration of your battle against the monstrous Prince of Lupravia



you may reduce his SKILL score by 1 point. Regain 1 LUCK point for having this advantage and turn to 150.

82

Wandering the market square you find all manner of peddlers and traders selling their goods. But one stall attracts your particular attention. It is hung with a garish banner declaring that it belongs to 'Plumbus Gelt - Alchemist and Metallurgist'. Do you want to spend a little time perusing the alchemist's stall (turn to 54) or would you rather scour the market square for more practical items of equipment (turn to 170)? Alternatively, if you wish, you may join the hunting party in front of the meeting hall (turn to 201) or simply quit the town (turn to 507).

83

Retracing your steps, you make your way back through the labyrinthine ruins. You pass through a broken colonnade of gargoyle-infested columns. The small stone carvings of the demonic imps glower down at you with malevolently narrowed eyes and leering, fang-filled smiles. A sinister, high-pitched chuckle echoes from the broken walls either side of



you, followed by the abrasive sound of stone scraping on stone. In the encroaching darkness you glimpse movement, but what you think you see causes you to doubt your own eyes. It must be a trick of the failing half-light. Then you see it again, and now there cannot be any doubt. The stone-carved imps, which moments before were clinging to the tops of the shattered columns, are scrambling down from their perches and advancing towards you, predatory smiles wide, stone claws outstretched. The malefic presence haunting this place has taken physical form, manifesting in the animated stone imps. Once again you find yourself fighting for your life. Fight the Grinnygogs at the same time.

	SKILL	STAMINA
First GRINNYGOG	6	5
Second GRINNYGOG	5	6
Third GRINNYGOG	7	6
Fourth GRINNYGOG	6	5

If you win, the malicious sentience animating the stone imps is forced to quit the statues. The Grinnygogs shatter, now just so many shards of splintered stone. Unable to rid yourself of the lingering feeling of unease you hurry away from the ruins as quickly as you can. Turn to 143.

84

Unable to haul yourself out of the bog you continue to sink. Soon the clinging mud is up to your neck. Finally, with a disgusting sucking belch, the bog closes over your head and swallows you up. Your eyes see



nothing but smothering darkness as the bog draws you down into its foetid depths. You involuntarily gasp for air, swamp water rushing in to fill your lungs. You drown in the depths of the bog. Your life and your adventure are over.

85

Cutting the bodies free of the webs, you are not surprised to find that they are those of two dead goblins. They are wearing rough hide clothes and have small leather backpacks. In one you find a pouch containing a total of 8 Gold Pieces and in the other no money, but a finely crafted Silver Dagger instead. The two goblins were obviously thieves but it looks like they got their come-uppance. Where they stole the dagger from, you have no idea.

If you take the Silver Dagger, add it to your Equipment list and write the codeword *Sniffhog* on your *Adventure Sheet*. You may also use the dagger in combat, if you wish, but because it is not as long as your sword, nor balanced in the same way; if you do so you must fight with your Attack Strength reduced by 1 point. Injuries you cause any creature with the word 'Were' in its name, however, will suffer increased damage (3 STAMINA points rather than the usual 2). The Silver Dagger will also harm Undead and demons but only causes such creatures the usual 2 STAMINA points damage.

There is nothing else here that is of interest or value to you so, before the weavers of the webs return, you leave the cave. Return to 368 to choose your way out.





The Order of the Black Rose,' you state confidently. The old man looks you up and down once more and then hurriedly ushers you inside, securing the door firmly behind you.

'Well met, friend,' comes a familiar voice from a darkened corner of the room and the Vampire Hunter, Van Richten, emerges from the shadows. He is obviously pleased to see you but his expression is still a dark mask. Having formally introduced you to Doktor Kafka, the three of you retire to the surgeon's crude operating theatre. You are taken aback to see that the surgeon appears to be part-way through an autopsy – the partially dissected body lies on a blood-stained table, draped with a filthy sheet. You find yourself wondering what sort of people you have got yourself mixed up with.

With the three of you secreted away in the Doktor's lab, Van Richten tells you of the quest that has brought you here. 'As you know, I am a renowned Vampire Hunter, and the bloodsucker I am currently trailing keeps the people of this place in her thrall.' Van Richten certainly has you in his thrall now.

'Who is this life-leech?' you ask.

The one whose greatest concern should be the welfare of the people who owe her fealty, the noblewoman who claims authority over this village and its environs, the Lady of Maun herself – Countess Isolde. I have tarried too long and been delayed by distractions of her making enough already but with your help I can



put an end to her. Let us ready ourselves and then be on our way, for time is very much of the essence.'

There is a movement from under the sheet covering the corpse. All eyes turn to the autopsy table. 'We have been overheard!' Kafka cries. An arm, grey-green with rot, throws the sheet aside and the surgeon's dissection subject sits up. You gag in horror at the sight of the disembowelled corpse as it rises to its feet. A clay-like fist lashes out and Doktor Kafka is sent crashing to the floor, unconscious. Van Richten reacts immediately, unsheathing his rapier blade with a practised flourish, but you are the one closest to the reanimated cadaver. You arm yourself as the undead cadaver bears down on you with throttling hands outstretched.

CADAVER SKILL 8 (see below) STAMINA 9 (see below)

Doktor Kafka has already begun to dissect the corpse and as a result its performance may be affected. Roll one dice to see which crucial part, or parts, of the body the surgeon has removed and alter the Cadaver's stats accordingly.

Dice Roll	Part(s) Removed	Effect
1-2	Brain	Reduce its SKILL by 1 point.
3-4	Heart	Reduce its STAMINA by 2 points.
5	Brain and Heart	Reduce both its attributes as described above.
6	Intestines	No effect.

In the cramped confines of the lab, you must fight the first two Attack Rounds against the corpse alone.



After that Van Richten is able to join the fight, so you effectively have two Attacks to the Cadaver's one. The Vampire Hunter has a SKILL score of 10 but any successful strikes made by the corpse are deducted from your STAMINA score, as you are the one it is trying to kill. Also, if the Cadaver wins two Attack Rounds in a row, it grabs you by the throat and throttles you for an extra 2 STAMINA points of damage. If you win your fight with the Doktor's dissection subject, turn to 73.

87

Pulling your travelling cloak tighter about you, you set off across the barren heath with only a chill, close wind for company. You had hoped you could reach the shrine before another night passed but, after an hour's trudging across Fenmoor, a miasma rises from the peaty ground, limiting your visibility even further. Stifled by the cloying mist you proceed with greater caution. The dark tufts of reed-beds at your feet and the spongy feel of the turf under your boots indicates that this stretch of moorland is becoming ever more boggy and treacherous. Also, it is not long before you cannot even accurately judge which direction you are travelling in: the usual markers you would use to estimate compass points are all smothered by the fog. You are not certain you could even retrace your steps successfully. There is a very real risk of you becoming completely lost on Fenmoor. Roll two dice. If the total rolled is less than or equal to your current CHANGE score, turn to 363; if it is greater, turn to 55.



Through the door you follow another passageway, which turns right and ends at yet another portal. Sensing that something ominous awaits you on the other side, taking a deep breath, you turn the handle and step through. Turn to 156.

'What is this?' Van Richten almost screams. 'What kind of a creature are you that you can command the beast-servants of a creature of the night, unless you are a thing of darkness yourself? And if that is the case, how were you able to fool me?' The Vampire Hunter takes a step away from you, unsheathing his trusty rapier. 'You may have fooled me once, but you have revealed your true nature to me now, and I cannot allow you to live.' Van Richten seems willing to put aside his quest to destroy the Lady of Maun until after he has dealt with you. You have no choice but to defend yourself against your erstwhile ally.

VAMPIRE HUNTER

SKILL 10 STAMINA 9



If you defeat the Vampire Hunter lose 1 LUCK point, gain 1 ALARM point and then decide how you want to proceed. Will you continue with Van Richten's mission to put an end to the Vampiress (turn to 102) or will give up on this course of action and return to your own quest (turn to 240)?

Leaving the bright tents of the Carnivale behind you enter the village of Balci. There appears to be nothing particularly special about this place. It has a mill, a tavern and a forge and you would judge that most of its populace make a living either farming the land hereabouts or through forestry in the woods that lie to the south and east of the settlement. If you wish to, and you can afford it, you may enjoy a basic meal of meat and potatoes along with a flagon of ale for 2 Gold Pieces, which will restore up to 4 STAMINA points. Whether you eat here or not, with the sun past the zenith again, you decide that it is time to press on. There are two routes you can take out of the village: the road east, signposted towards Vargenhof (turn to 144), or the well-worn track that leads south-east towards the forest (turn to 508).

You knock back the contents of the cup in one go and swallow deeply. You feel the effects of the potion immediately, as the sleeping draught you have just consumed sends you into an unconscious stupor in seconds. Turn to 16.



92

You turn, catching one of what seems like a million reflections in the mirrors surrounding you: but the reflection looking back at you is that of a half-human wolfman. You cry out in terror and look down at your hands to see that your fingernails have grown to become cruel, sickle-edged claws. You look back into the lupine eyes of the monster reflected in front of you and blackout in shock (add 1 to your CHANGE score). When you come to again, you stumble out of the Hall of Mirrors to find that night has fallen and the Carnivale has closed to the public for the night. But you are not alone. Turn to 281.



93

Sprinting out of the stable you come face to face with the Highwayman's phantom steed. The ghostly horse rears up on its hind legs, trying to trample you beneath



its crushing hooves. Before you can defend yourself you feel an icy stab of pain in your back as the cold iron of a basket-hilted sabre skewers your heart on its tip. You drop to the cold, hard cobbles of the stable yard, your heart's blood pooling on the ground around you, and the last thing you ever hear is the insane giggling of the barmaid-witch and the words of the headless ghost. 'Like I always say, your money and your life.'

94

'In the name of Saint Crucius, I would rid the unholy and the unclean from this temple!' you declare, calling on the spirit of the long-departed holy man. The maggot emits a shrill, screeching cry, its body writhing in torment. You have dealt the monster a grievous blow. Regain 1 LUCK point and then turn to 426 to fight the creature, but before you do so reduce both its SKILL and STAMINA scores by half.

95

Considering fresh human flesh preferable to rotting rat meat, the beetles leap from the half-eaten carcass into your path, ready to take you on. Fight the insects two at a time.

	SKILL	STAMINA
First DEATH'S HEAD BEETLE	6	5
Second DEATH'S HEAD BEETLE	5	5
Third DEATH'S HEAD BEETLE	6	6
Fourth DEATH'S HEAD BEETLE	7	6

If you kill the carrion feeders, turn to 136.



You hack and slash at the ghostly wolf but your sword simply passes straight through it. However, the dire spectre has no difficulty in harming you. The phantasm savages you with teeth and claws before leaving you for dead on the cold ground and moving onto its next victim. (Lose 6 STAMINA points.) If you survive the attack, you slowly lose consciousness listening to the desperate cries of the Strigoivans as they struggle against seemingly insurmountable odds to rid themselves of the spectral pack...

You come to the next day, lying on the cold, hard ground where the villagers left you, having been driven back while fending off the ghostly wolves of the Howling. From the position of the sun's white disc in the leaden sky, you judge that you have slept well into the following afternoon, although you feel no better for it. Beyond the eastern boundary of the village you are confronted by a parting of the ways. Will you follow the road as it divides to the north (turn to 160) or the east (turn to 478)? Or will you take the less well-used track into the forest, which lies a mile or so to the north-east of Strigoiva (turn to 8)?



You enter a chamber that is really a natural chimney, rising into the gloom above, from which you can feel movement in the cold, moist air of the cave complex. And the breeze is not all that is moving in the cave. Two zebra-striped spiders leap out of the shadows. Each of them is over four feet long, their short powerful legs hurling them high into the cavern to drop down on you from above. Fight the Giant Jumping Spiders one at a time.

	SKILL	STAMINA
First GIANT JUMPING SPIDER	7	4
Second GIANT JUMPING SPIDER	6	5

If either of the spiders wins its first Attack Round, its leaping assault knocks you to the floor. This means that you spend the next Attack Round getting up again (unless you have the *Quickening* special ability in which case you jump to your feet straight away). This means that you must fight the next round of battle with your Attack Strength reduced by 1 point. If you defeat the two spiders, which way will you take out of the chimney-cave?

A tunnel through which the moist breeze is channelled?	Turn to 368
A narrow crawl-space?	Turn to 122
A passageway strewn with rough, broken stones?	Turn to 207
A pit-like hole in the floor of the cave?	Turn to 31



Another night under the stars beckons, so leaving the road you make a bed for yourself among the fallen leaves that have collected beneath a stand of beech trees. Fatigued by your travails, you are just dropping off to sleep when a flapping sound in the branches above rouses you again. Fully awake, you listen more carefully to the sound: it is like the beating of wings, and – from the gusts of air sweeping down over you and stirring the leaves within the hollow – large ones at that. Then you see it, silhouetted for a moment against the moon. It looks semi-humanoid but for a huge pair of moth-like wings. Soundlessly, the night-hunter descends. You see long, feathery antennae, large multifaceted eyes, a grey furred body and a slash of mouth filled with needle-sharp teeth. Without making any noise, this curious nocturnal hunter closes in for the kill.

MOTH-MAN

SKILL 7 STAMINA 7



If you defeat your assailant you spend the rest of the night without any further disturbances and, in the morning are on your way again. Turn to 500.

As you battle on against the snarling demonic hound, the door of the chapel opens and a wild-haired man, wearing a worn and patched robe and sporting an equally unkempt beard, dashes out of the building brandishing a large silver cross in one hand. 'Begone, devil!' he shouts, spittle flying from his lips. 'Begone, hound of Hell, back to the pit that spawned you!' At that the Shuck breaks off its attack, snarls savagely at the man, who thrusts the silver cross even closer, and then turns tail, fleeing into the embrace of night. Turn to 367.

You heave open the huge book and start to flick through its pages. As you do so, a strong smell of sulphur fills the library and a thick black cloud coalesces in front of you. You jump back startled, knocking the book from the lectern, but hear nothing as it crashes to the ground. The cloud solidifies into a vaguely man-like shape, with strong, clawed arms, velvety black skin and – most horribly of all – no face! Trapped within the demon's veil of silence you prepare to defend yourself against the Silent Death.

SILENT DEATH

SKILL 10 STAMINA 10

Being a demon, the Silent Death can only be harmed by magical weapons or ones cast from silver. If you



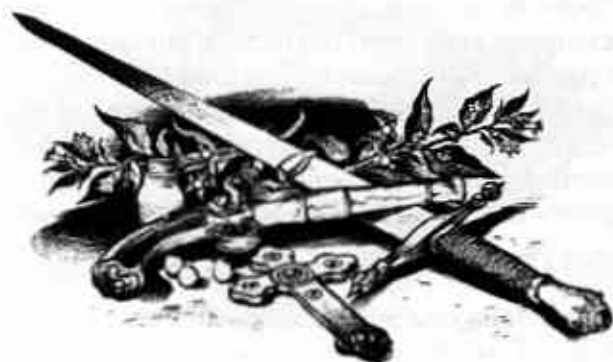
have neither, the demon will slay you where you stand. If you can defend yourself, and you manage to kill the Silent Death, turn to 459.

101

The bare stone walls of the chamber drip with black slime and patches of grey mould bloom in the crumbling crevices. The air smells of rot and damp earth. There is nothing of note in the vault, other than the gaping black mouth of a wide, stone-walled pit in the middle of the packed earth floor. Once again you find yourself wondering what happened here. Roll two dice. If the total is less than, or equal to, your current CHANGE score, turn to 33; if it is greater, turn to 214.

102

You climb a broad flight of steps up to the grand entrance of the tower. Testing the double doors you find that they are not locked and so, cautiously push



them open. You enter a large, circular entrance hall, its floor polished white marble inlaid with darker stones to produce the heraldic crest of the noble house that rules the people of Maun. But what a house it must be, for the crest is that of a human skull surmounted by a bat with wings outstretched. A sudden gust of wind rises from nowhere, sweeping through the hall and slamming the door shut behind you. Torches in wall-sconces burst into flame in its wake. You try the doors but they are now locked, and no amount of struggling on your part can force them open again. You shudder at the prospect of what might await you within the Tower of Maun, but there is no going back now. On the other side of the entrance hall a broad, polished stone staircase spirals both up to the top of the tower and down to a cellar level and beyond. On first inspection it appears that the staircase gives access to seven floors above, as well as a cellar and crypt level below. You have no choice but to explore this dark domain further. Where will you explore first?

The crypt?

Turn to 297

The cellar?

Turn to 138

The ground floor (where you are now)?

Turn to 126

The first floor?

Turn to 187

The second floor?

Turn to 217

The third floor?

Turn to 348

The fourth floor?

Turn to 284

The fifth floor?

Turn to 408

The sixth floor?

Turn to 435

The seventh floor?

Turn to 273





103

Tearing your eyes away from the cold gaze of the moon, you pull your cloak even tighter about you in an attempt to keep out the freezing chill. Deciding it would be best to keep moving for fear of succumbing to hypothermia, you continue onwards through the icy night. And then you catch sight of something darting through the wintry woods. But when you turn your head to get a clearer view of the glittering figure it is gone again. Folk-lore has it that the wild, untamed places of this accursed land are haunted by elemental spirits, not evil as such but capricious, their intentions unknowable and therefore just as dark and unsettling. With another sharp drop in the temperature around you, the being reveals itself, leaping onto the path. It is no more than three feet tall and looks like it is made entirely out of ice. Its hair consists of spiky upstanding icicles, its nose and chin are pointed and sharp, its arms and legs stick-thin. The creature's hands and feet end in glinting talons of ice and its mouth is spread unnaturally wide in a shark-like grin. The sprite cocks its head on one side, and fixes you with its penetrating ice-blue gaze. Its teeth are never still, chattering constantly. All the while it gibbers to itself: 'Icicle nose and frozen toes, shudder and judder come the snows. Slivers of ice and frost are nice, leave the hearth and pay the price!' The curious creature continues its caper about on the frozen path in front of you, effectively blocking your way. If you think you know the ice sprite's name, turn to 118. If not how will you proceed from here? If you want to threaten the creature to make it leave you alone, turn to 218. If you



would rather try another, less aggressive, approach, turn to 265.

104

Archer's Arrows is a straightforward game of skill. Archer – for it is he who runs the stall – and his assistant, an attractive young woman, have set up three targets at the back of his booth: 1 Gold Piece buys you three arrows with which you have to hit the targets, one in each. If you do not want to play turn to 167 now; if you do, read on.

You hand over your money to Archer who says to his assistant, 'Come on, Leisel, give our challenger his three arrows.' (If you have the codeword *Retsis* on your *Adventure Sheet* after you have finished playing, turn to 117.)

To hit the first target with the first arrow you much *Test your Skill*: you succeed if you make a successful roll. Do the same for the second target and arrow but add 1 to the number you roll when *Testing your Skill*, and on the third go add 2 to the number rolled. If you succeed with all three rolls you win 5 Gold Pieces and then have to leave the stall (turn to 167). If you fail any of the rolls you lose. You may have up to three goes before you have to move on from here (turning to 167).

105

You find yourself in a luridly decorated chamber. On display are all manner of musical instruments, lutes, viols, horns, a harp and an ornately painted



harpsichord. Another door leads out of the Music Room on the opposite side of the chamber. You start to cross the room but are barely halfway across when a great cacophonous noise erupts from the instruments around you, a jangling of bells, twanging of harp-strings, jingling of keys, crashing of chords and trumpeting of horns. As the spectral music continues, you run for the second door. Roll two dice. If the total is less than, or equal to, your *CHANGE* score, turn to 225. If it is greater, you make it out of the room suffering no ill after effects (turn to 321).

106

Unnatural Vigour – Your continued transformation into a Werewolf has granted you an increased metabolism and resistance to damage. After a battle you may restore up to half the number of *STAMINA* points you lost during the fight. Also, if you suffer any injuries outside a combat situation you may reduce the damage sustained by 1 point. Make a note of this new special ability on your *Adventure Sheet* and then turn to the paragraph with the same number as the one you were last instructed to write down.

107

You hurry over to Ulrich. At first you are thrilled to see that he is not dead – he lies there with one hand clamped over the wound to his throat – but then you realise that there is something else terribly wrong. By the light of your lantern you see that Ulrich's eyes have turned blood-red and his face is pulsating, as



though the bones beneath are rearranging themselves. The wounded woodsman fixes you with that same red-eyed stare. 'Run!' is the one discernible word he manages to utter before his voice becomes an animal roar. Backing away in horrified disbelief you cannot tear your eyes away as Ulrich suffers his own flesh-warping transformation. His body swells, bursting his clothes at the seams, becoming covered in thick brown hair. At the same time the whole shape of his head changes – gaining a snout and fang-filled maw – while his hands change into heavy paws. He too is a skin-changer but the second skin he wears beneath his human one is that of a wild bear! Rising on its hind legs, bellowing ferociously, the Werebear attacks! You have no choice but to fight your friend.

WEREBEAR**SKILL 8 STAMINA 10**

Slow to anger and yet highly dangerous once aroused, Ulrich the Werebear is a formidable opponent. If he wounds you more than twice, add 1 to your **CHANGE** score. If you win this battle, turn to 200.

108

After everything you have been told or discovered so far, you really do begin to imagine that this is all too easy. Lowering the cup you take a step towards the monk, trying to peek under his cowl. The unexpected blow comes from behind as a blunt instrument cracks across the back of your head. You fall unconscious to the floor of the herbarium. Lose 2 **STAMINA** points and turn to 16.



109

'Since my grandfather's time there has been talk of the wild woods round these parts being haunted. Every once in a while a wandering beggar or a child would stray from the path and get lost in the woods, never to be seen again. Whenever that happened the village folk would always look knowingly at one another and say, "The Howling called them and they went."'

'But what is the Howling?' you ask.

'Some say it is the call of the wild. Some that it's the ghosts of all the animals that have been hunted to a violent end in the wild woods,' Konrad goes on. 'But whatever it is, over the last year there have been more and more strange occurrences, until last month when the attacks began. But you'll see for yourself soon enough.'

None the wiser, but feeling a lot less certain, you do what you can to prepare to face whatever it is that is threatening Strigoiva. Turn to 395.

110

Your foot touches a flagstone, which is the trigger for another trap. The floor drops away and you cannot stop yourself plummeting through the trapdoor into a vertical chute. You drop down the pipe until another opening appears beneath you. You pass through the hole to find yourself freefalling through the air into the Garou Gorge, the protruding turret vanishing into the velvet night sky above you. There is no way that you can survive a fall from such a height. Your



adventure ends with your body smashed to pieces on the rocks at the bottom of the gorge far below.

111

You wake from a feverish and terrifyingly realistic dream, in which a wolf is snapping at you with slavering jaws. You open your eyes and find yourself looking up at the cobwebbed rafters of a wooden shack. You are suddenly brought back to the present with a start, a rush of unbidden and unpleasant memories whirling through your mind. You remember catching sight of the hut between the trees, a beacon of hope in the cold, wolf-haunted night. Your next recollection is a painful one – the savage attack by the Black Wolf – and then you recall the face of the woodsman peering down at you, his axe gripped firmly in his meaty hands, its sharp edge ruddy with the wolf's blood.

But now you are lying on the uncomfortable, straw-stuffed mattress of a pallet bed. You force yourself to sit up and gasp in pain from the savage wolf bite you received to your shoulder. 'You want to take care of that,' you hear a gruff voice say and you turn in surprise – wincing again as the wound smart – to see a thickset, bearded man sitting at a table next to a stone chimney breast, smoking a pipe. His careworn face is lit by the dull orange glow of a fire, crackling in the hearth. 'I've cleaned and dressed the wound as best I can but its going to take time to heal.' A candle burns in the window and outside all is shrouded in darkness.



Not really sure where you are, who the man is, or why he's chosen to take care of you, you mumble your thanks. 'Come, sit. There's something I have to show you.' Cautiously you rise from the bed and join the man at the table. 'I'm Ulrich, and I make my living as forester in these wild woods,' he says, proffering his hand as you take a seat. On the table in front of the woodsman is a bundle of coarse, bloodstained cloth, and you find yourself wondering why a seemingly decent man would want to live out here in such a wild, isolated and dangerous place.

'What happened?' you ask, unable to take your eyes off the crimson bundle that lies between the two of you. And so Ulrich relates his version of events. He was inside his shack when he heard the wolves howling and your cries. Taking up his axe, he rushed to your aid.

'I managed to lay a savage wound on that black wolf,' he explains. 'Sent it packing, the rest of its sorry pack scurrying after, once they saw their leader bested.'

'You wanted to show me something,' you remind Ulrich.



'Indeed I do,' he mutters, and begins to unwrap the bundle in front of him. 'I told you I dealt the wolf a savage blow. Well, in fact, I cut off its paw. At least, it was a paw to begin with . . .' Ulrich peels back the last strip of bloodstained cloth, 'But tell me, does that look like a paw to you?'

Lying on the table in front of you is a gnarled black-furred claw, somewhere between a human hand and a wolf's paw. Horror twists your heart in its chilling grip. Before Ulrich even has a chance to explain, you already know what he is going to say. 'That wasn't a wolf that attacked you out there in the woods tonight. It was a . . .'

'Werewolf!' you finish. You know what this means. It would explain your feverishness and horrible hallucinatory dream. For the bite of a werewolf – a man cursed to take on the form of a wolf when moonlight bathes the world – carries the dread disease of lycanthropy, the selfsame affliction that is responsible for its own ghastly transformation. It is as good as a death sentence, for without a cure, the only future you can look forward to is one of madness and murder, as the wolf inside you struggles to free itself and satisfy its bloodlust.

You stare at the grotesque object lying on the table. Even as you watch, it appears to become more human and less animal in form. Seeing your reaction, Ulrich says, 'This is an evil thing and should be destroyed. Throw it into the fire and be done with it.'



Do you want to throw the changing hand into the fire immediately (turn to 290), or do you want to take a closer look at it first (turn to 139)?

112

You skilfully take control of the horses and the stage-coach. Then, animal senses suddenly flaring, you hear a terrible roar from behind and feel your blood turn to ice. Turning, you see the huge and dreadful form of the Werebeast as it leaps over the back of the carriage, claws outstretched to tear you limb from limb. If you have a crossbow or pistol, and something to fire, turn to 49. If not, turn to 206.

113

At your killing blow the demon dog slumps to the ground, the bulging milky orb of its blind eye still staring up at you. As you watch, the Shuck's body begins to bubble and smoke, dissolving into a foul black slime, until all that is left are a few bones and its yellowed fangs. You look up to see that the door to the chapel-shrine is open. A wild-haired man, dressed in a worn and patched robe and sporting an equally unkempt beard, is standing at the threshold holding a large silver cross. He has seen everything. 'It appears I owe you a debt of thanks,' the guardian of the shrine says. 'May the gods bless you.' Regain 1 LUCK point and lose 2 CHANGE points thanks to the priest's blessing. Add the codeword *Nomed* to your *Adventure Sheet* and turn to 367.



114

At your final, killing stroke, the giant maggot goes into its death-throes. Convulsing violently, it thrashes about in the slick mess of its own yellow ichor-blood. Its segmented tail hits one of the incense-burning braziers, sending the brass stand crashing to the floor and hot coals cascading across the flagstones of the sanctuary. Several of these come to rest among the gathered swathes of church vestments. In mere moments the fabric is alight and seconds later fire has seized hold of the Abbey building. It somehow seems fitting that the corruption that was at work here should now be purged with fire. (Regain 1 LUCK point.)

Taking nothing from this desecrated temple, you flee the Abbey. No one tries to stop you as you run back through the courtyard to the main entrance, and from there you follow the winding track back through the crags. By the time you return to the highway, the night sky to the east is lit up for miles around by the blazing beacon of the burning Abbey.

Eventually you can go no further without stopping to rest. You sleep fitfully, in a ditch beside the road, and come the morning you are on your way again. Turn to 500.

115

You deliver what you would have thought was a killing blow against the Highwayman's body. But what's this? The undead criminal still stands, laughing at your vain attempts to destroy him. 'You cannot kill



what does not live!' the Headless Highwayman declares triumphantly. Barely controlling your rising sense of panic, you choose a different course of action. Will you try to destroy the symbol marked out on the floor of the stable (turn to 241), snatch up the skull (turn to 295) or run for it while you still can (turn to 93)?

116

Making your way between the tall, sharply pitched buildings, you arrive at the village square, where an impromptu meeting appears to be taking place. The villagers present are all carrying pitchforks, scythes and other objects, which might well be improvised weapons. As soon as they become aware of your presence, a hush falls over the assembled throng and all eyes fix on you, making you feel incredibly uncomfortable. A lean, middle-aged man, with thinning grey hair and wearing a chain mail-covered leather tunic, detaches himself from the crowd and approaches you.



He holds his hands open to show that he means no ill, but the scabbarded sword buckled to his belt and the steely look in his eyes suggest this man is not to be fooled with. 'Ho, friend,' he calls. 'We don't get many strangers visit us in these parts. Where are you from and what can we do for you?' How will you answer the man's question? Will you tell him the truth, that you were travelling through the backwoods when you were attacked by a pack of wolves (turn to 57)? Will you tell him that you were travelling from Pritzbach to Saarven when you left the road and became lost in the forest (turn to 135)? Or will you tell him that you are a wandering sword-for-hire in search of an employer who might appreciate your services (turn to 268)?

117

You beckon Archer's assistant to one side. Once she has confirmed that her name is Leisel you tell her how you met her brother Hans at *The Gibbet Tree*. As you tell her of his heartbroken search for her, in order to bring her home again, she bursts into tears. 'I was too hasty,' she says between sobs. 'I should not have left home so suddenly. Oh my poor Hans. I must return to him. Thank you, stranger, for bringing me news of my brother. May the gods bless you.' You feel the warm glow of a good job well done, and feel that you have achieved something to help repair the broken relationships of an unhappy home. Regain 1 LUCK point and turn to 167.



118

Convert the letters of the winter elemental's name into numbers, using the code A=1, B=2, C=3 ... Z=26. Add the numbers together and then turn to the paragraph, which is the same as the total. If the paragraph makes no sense you have got the creature's name wrong and you are going to have to try a different approach. Will you threaten the creature to let you pass (turn to 228), or will you try something else (turn to 265)?

119

Bravely - or foolishly - you scoop up some of the sludgy green broth in a ladle and raise it to your lips. In one bold action you gulp down its contents. You gasp at the foul taste and it is all you can do to stop your gorge rising. Slowly the potion takes effect. A warming glow spreads throughout your body, revitalising every fibre of your being. You have just swallowed some kind of healing potion. Restore STAMINA points equal to half your *Initial* STAMINA score, rounding fractions up, and reduce your CHANGE score by 4 points (noting that it cannot drop below 1). Feeling that there is hope yet for your cause, will you now:

- | | |
|---|-------------|
| Look at the book? | Turn to 338 |
| Leave the kitchen and take the other passageway leading from the entrance hall? | Turn to 340 |
| Leave and pass through the double doors at the top of the grand staircase? | Turn to 246 |





120

In a burst of brilliant blue-white light, lightning is channelled through the various conducting rods and wires to the table, on which lies the scientist's ungodly creation. The part-flesh, part-machine construct jolts violently with the unbridled elemental power of the storm coursing through it. And then the violence of the tempest passes, its echo rumbling over the distant mountain peaks. For a moment all is still, the air around you hot with the smell of burnt ozone, but the calm is short-lived. With a hiss of steaming pistons and the clank of mechanical joints, the monstrous creation staggers to its feet. Its jaw drops open, letting out a terrible moaning wail. 'It's alive!' the scientist shouts with unbridled glee. 'Never again will they accuse Professor Arcanum of being a madman!' and then he bursts into a fit of hysterical laughter. 'And to think, you have had the honour of witnessing my golem's birth.' The hulking construct turns to face you and with lumbering, clanking steps advances on you, arms outstretched. You know you must at least attempt to stop this thing, which should never have been given life at all. The only suitable weapon you might have at your disposal is an Iron Rod. If you have such an object, turn to 77. If not, you are going to have to rely on cold steel once again (turn to 152).

121

With all your weight hanging from one hand, as you search for your next foothold, the brick you are holding comes loose. Instinctively you let go and



reach for another, but in your haste your clutching fingers slip on the wet mould and finds no purchase. Unbalanced, you lose your footing and plunge into the pit. You hit the bottom with a splash, landing in a foot of foul water, among heaps of tumbled stone, jarring your shoulder and twisting your knee. (Lose 3 STAMINA points and 1 SKILL point.) Painfully, you pull yourself to your feet. Turn to 221.

122

You find yourself following a slope downwards into a cave, which is little more than a wide tunnel, with two further tunnels leading off it. Gold gleams in the darkness, a seam of the glittering yellow metal coursing through one wall where it comes to the surface. Lying face down on the ground, beneath the seam of gold, is the body of a Dwarf. From the melted candle fixed to his helmet and the pickaxe lying at his side, as well as the pack still on his back, you take the Dwarf to be a prospector. You cautiously crouch down next to the body and feel for a pulse. The Dwarf is dead, but what killed him? Then you see the two puncture holes in his neck. They look like those that might have been made by a vampire – or a very large spider. If you want to search the Dwarf's body, turn to 266. If not, you will have to leave this dividing of the ways: but which way will you go?

Along the narrow crawl-space of an exit? Turn to 97
 Along a wide circular tunnel? Turn to 14
 Along a stalactite-hung passageway? Turn to 442



123

You notice that the man wears various charms on chains around his neck. One of these starts to pulse with a warm yellow light and he grabs hold of it, as if for reassurance. 'Just as I suspected,' he says darkly, 'the Were is upon you, night creature!' You feel that a battle is inevitable, and draw your sword in readiness. Turn to 465.

124

Bidding Grandmother Zekova a hasty farewell, you head into the night once more, Ulrich at your side. You are determined to run the insane lunatic to ground and put an end to this living nightmare. It is not hard to mark the wolves' passing. You soon find yourselves descending a path at a stumbling run, the trail strewn with exposed roots. You become aware of distant yelps and howls. Behind you comes a sudden, snarling roar: you turn to see the Black Wolf launch itself from the deep darkness between the trees. But this time it is Ulrich who is the target – the creature has revenge on its mind. You hear a sickening crunch and Ulrich howls in pain as the wolf sinks its teeth into his throat. Then the woodsman lies still. You watch, frozen for a moment in disbelieving horror, as the wolf rises from Ulrich's prone form and you realise that it is now standing on its hind legs. Only the creature is a wolf no longer. Its body is shaped more like that of a man, although it is still covered in coarse black fur and has the unmistakeable snout and arrow-tip ears of a wolf. It has become something



more than beast and less than human. Lips curling back from bloodied fangs, the Black Werewolf growls menacingly and turns towards you. You have no choice but to fight.

BLACK WEREWOLF

SKILL 7 STAMINA 7

The beast will not run from this fight and you will not let it. One way or another, this will be a fight to the death. If you prevail, turn to 229.

125

The instant the exposed flame of your lantern touches the hanging cobwebs, the silken strands burst into flame. The fire spreads rapidly throughout the chamber, with the monster trapped at its centre. With the Spider-Queen's blood-chilling screams echoing in your ears, you flee the bejewelled cave. The cavern consumed by flames, thick black smoke pours into the network of underground tunnels: you will not be able to re-enter the cave now. If you are going to continue searching the caves beneath Sundered Peak, make a note that if you are ever given the option of visiting paragraph 442 you may not choose that path. There are only two exits from this place. Will you follow the tunnel of stalactites (turn to 122) or the stalagmite tunnel (turn to 405), or will you quit the spider-infested caves altogether (turn to 331)?

126

The footprint of the Tower of Maun is larger than you had at first thought. The main tower keep obviously rises above the more extensive layout of the ground



floor. You find kitchens and storage rooms (and manage to find enough dry goods to make up 3 Meals worth of Provisions) but the most impressive room is a large banqueting hall. The table, which is set for 30 dinner guests, has been laid for supper – but how long ago? The plates, candlesticks and empty goblets are all covered in the fine gossamer veils of spider-webs. You may take a pair of Silver Candlesticks from the table but there is really nothing else of use to you here. Turn to 7.

127

'Mirror, mirror, hear me speak. The Silver Dagger is what I seek.' As soon as you have spoken, the glass in front of you appears to ripple and your reflection fades. It is replaced by the image of a finely crafted Silver Dagger, its hilt towards you. (Regain 1 LUCK point.)

Add the Silver Dagger to the Equipment List on your *Adventure Sheet*. You may use the dagger in combat, if you wish, but because it is not balanced in the same way as your sword, you must fight with your Attack Strength reduced by 1 point. However, injuries you cause any creature with the word 'Were' in its name



will suffer increased damage (3 STAMINA points rather than the usual 2) as the pure metal is inimical to their kind. The Silver Dagger will also harm Undead and Demons but in this case will cause the usual 2 STAMINA points of damage.

Certain that you are one step closer to defeating the evil that holds all of Lupravia in its taloned grip, and freeing yourself from the Curse of the Werewolf, you leave the turret room, return to the Map Room, and pass through the other door. Turn to 321.

128

Fingertips brush against the fibrous root and then, with a lurch, you manage to grasp hold as you sink another few inches into the peaty morass. It is a slow and tiring process but in the end you manage to pull yourself out of the swamp, until you lie panting for breath on the grassy mound. As you lie there, feeling strength return to your aching limbs, you become aware of a pulsating light close by. Looking up you can see flickering marshlights hovering over the boggy ground, glowing with a scintillating green luminescence. The movement of the bobbing balls of light is hypnotic and you are entranced by the strange darting movements of one in particular. The glowing marshlight is surging towards you, and is now pulsing a malevolent crimson. You barely have time to get to your feet and unsheathe your sword before the Will-o'-the-Wisp is upon you, intent on feeding off your life-force.

WILL-O'-THE-WISP

SKILL 10 STAMINA 6



The magical creature can be harmed by the cold steel of the blade you wield but it fights back with sizzling bolts of energy. Every time it makes a successful hit against you, the malevolent marshlight will cause you 3 STAMINA points of damage. If you kill the Will-o'-the-Wisp, the unknown forces holding its form together dissipate into the air, leaving behind the sharp smell of ozone, as the creature fizzles away to nothing. Turn to 342.

129

The monk admits you to the Abbey, leading you through the complex of stone buildings to the dormitory reserved for wandering pilgrims. The monk shows you to a simple pallet bed and then departs. A little later another monk – his face hidden by the cowl of his robe like the first – brings you a bowl of steaming broth and a cup of clear water. Do you want to eat the food the monk has brought you (turn to 145), or would you rather eat your own provisions (or nothing at all) before settling down for the night (turn to 164).

130

On tiptoe you reach up and run your fingers over the image of Castle Wulfen, as the old witch advised. The castle gates feel slightly raised and, confident that this is the opening mechanism for the secret door, you apply pressure at this point. With a click, a door hidden within the painting of the map of Lupravia – that you would never have been able to find otherwise – swings open. Beyond is a narrow stone staircase. Do you want to climb this new staircase (turn to 512) or



would you rather leave the Map Room through the door in the far wall (turn to 321)?

131

Taking a deep breath you approach the bar and enquire as to the cost of a room for the night. 'Three gold pieces, half board,' he says, 'one gold piece for just the room.' If you are willing to pay the 3 Gold Pieces, you find that half board includes a tankard of ale and a cold, spit-roast chicken, which restores up to 4 STAMINA points. If you only pay for the room you will have to eat one meal's worth of Provisions to restore any energy. Whatever you decide, you may now either retire to your room (turn to 258), or stay in the bar and try speaking to the landlord (turn to 155), the barmaid (turn to 188) or the intense young man (turn to 220).

132

'Balci lies to the north and further east of here is Maun, but that's a good day's journey away. And on the other side of the forest you'll find the town of Vargenhof, although word has it that that place too has fallen on hard times.' Now turn to 395.

133

If you killed the Arch-Lycanthrope with the Wulfen Sword, turn to 464. If not, you do not have the means to stop the demon from resurrecting Count Varcolac, and there is no way you will be able to prevail against the Werewarg Prince of Lupravia. Your adventure will end here, at the dread claws of the first of the Wulfen Werewolf line.



134

'Step this way,' the sinister Carnivale Master says with a twinkle in his eyes. You toss him 2 Gold Pieces, which he catches in his top hat. 'Stay an hour or stay all day,' he chirrups, 'but enjoy your stay, come what may.' Passing beneath the 'Carnivale' banner you explore the fair beyond. There are six different spectacles that capture your interest. The first is a midnight-blue tent embellished with silver moons and stars, bearing the banner: 'Madame Zelda - Mistress of Mystery'. The second is a gaudily painted wagon with the legend 'Hall of Mirrors' painted on the side. Next comes the ominous sounding 'Cage' and after that a stall called 'Archer's Arrows'. Then there is a one-man puppet show, 'Master of Marionettes', which is attracting quite a crowd. Last of all there is a large tent at the centre of the Carnivale, which has a threatening pair of glowering eyes and fang-filled open mouth painted on the thick canvas. Outside the drawn back entrance flap is the sign 'Crookshanks' Cabinet of Curiosities'. Which of these exhibits would you like to visit first?

Madame Zelda, Mistress of Mystery?	Turn to 149
The Hall of Mirrors	Turn to 63
The Cage?	Turn to 445
Archer's Arrows?	Turn to 104
The puppet show?	Turn to 430
Crookshanks' Cabinet of Curiosities?	Turn to 41

135

'Lost, you say?' The man's steely eye never wavers as he considers your story. In an effort to convince him





you begin to babble, embellishing your tale with pertinent details. You are not lying exactly; you are just being a little economical with the truth. *Test your Luck*. If you are Lucky, turn to 268. If you are Unlucky, turn to 57.

136

The passageway eventually ends at a small, circular chamber, really no more than an extended alcove. The floor of the space has been hollowed out to form a stone bowl, and inside this is a writhing mass of glistening black Leechworms. You are about to turn and go back the way you have come when you notice what looks like the handle of a dagger protruding from the repulsive, rippling mass. You could almost believe someone was breeding vermin down in these dungeons. Do you want to reach into the pit to take hold of the hilt and pull it out (turn to 482) or would you rather return to the junction (turn to 181)?

137

Once the farmer and his wife are out of the way you make your move against the Changeling. The creature hisses and spits at you, baring claws and needle-sharp teeth. You, in turn, trust in cold steel, folk-lore having it that iron is inimical to such as the Changeling.

CHANGELING

SKILL 6 STAMINA 5

If the Changeling wounds you more than once, add 1 to your CHANGE score. As soon as you defeat the imp, turn to 493.



138

The candlelit cellar houses an extensive wine collection, racks and bottles thick with dust. Many of the bottles stored here are centuries old – completely undrinkable and yet worth a fortune to the right collector. But you are not here as a connoisseur. On a table, however, you find a number of dusty bottles of red wine and some of a clear spirit, a number of them already uncorked. Do you want to drink some of the red wine (turn to 153), some of the clear spirit (turn to 171) or would you rather leave the wine cellar and look elsewhere (turn to 7)?

139

Taking the hand in your own, by the flickering amber light of the fire you examine it. The hand is now almost completely human, except that it still sports particularly long and hardened claw-like nails. But there is something else. On the middle finger there is a large gold signet ring bearing a remarkable crest on its circular face. The crest shows a howling wolf's head against a full moon. If you want to keep this morbid curiosity, add the Signet Ring to the Equipment list on your *Adventure Sheet*. Turn to 290.

140

And so you come at last to Wulfenstein. Its buildings are dusted with snow and cling to the edge of the Garou Gorge, a great rift that drops hundreds of feet from these mountainous highlands to the Raging River that lies in thundering spray and darkness far below. The rundown village is watched over by a



brooding castle that stands at the lip of the cliff, high above Wulfenstein, its broken battlements forming a jagged line against the sky. Dusk is spreading its purple-grey mantle over the snow-capped mountains to the north, which in turn cast their shadows across the roofs of the village. Your first impression is that it is a feral place, more home to animals than humans. Mangy curs pick over detritus in the streets and there is no one to check your progress. If you have the codeword *Aylak* recorded on your *Adventure Sheet*, turn to 196. If not, turn to 19.

141

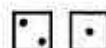
If you are able to fight with a Silver Dagger, turn to 192. If you do not have such a weapon, turn to 173.

142

Creeping along the passageway you enter a section that is the size of a small room, where several tunnels meet within the heart of Sundered Peak. *Test your Skill*. If you succeed, turn to 292. If you fail, turn to 383. (If you have been here before, turn to 236 straight away.)

143

Still feeling uneasy, trying to shake the paranoid feelings of malicious intent, you return to the road. Aware that twilight is rapidly giving way to night, will you now make for the sanctuary among the peaks to the east (turn to 11) or press on north towards Vargenhof, knowing that you will have to make camp under the stars (turn to 98)?



144

Determined to complete your search for the Arch-Lycanthrope and free yourself from its cursed legacy, you press east along the road until well after sunset. The moon rises, almost full now, the scudding silhouettes of clouds whipped across it by the rising wind. Shadows move on the road in the strobing moonlight. You cannot help but stare at the glowing disc of the moon, and as the moonlight is reflected in your eyes, you feel a change occurring within every fibre of your being. Make a note of the number 176 on your *Adventure Sheet* and turn to 20.



145

You tuck into the hearty broth with great gusto and in a matter of minutes you have emptied the bowl. (Regain up to 4 STAMINA points.) You suddenly feel very tired and lie down on the pallet bed. You are asleep as soon as your head hits the pillow. Turn to 16.

146

Passing through the doors at the top of the staircase, you find yourself in a much smaller, walnut-panelled antechamber. Before you are two more walnut-panelled doors. A brass plaque on the one to the left is



etched with the words 'Map Room'. A similar metal plate on the door to the right reads 'Music Room'. As you can see no other way on, will you enter the Map Room (turn to 180) or the Music Room (105)?

147

Drawing on all your reserves of desperate, adrenalin-fuelled courage, with your sword raised above your head, you charge the wolf even as it launches itself at you. But having seized the Initiative, it is you who lands the first blow. The wolf squeals in pain, and then, its pain turned to anger, it is upon you.

BLACK WOLF

SKILL 7 STAMINA 8

After two further Attack Rounds, or if you reduce the Black Wolf's STAMINA to 7 or less, whichever happens first, turn at once to 271.

148

You turn from the maggot in horrified fear, intending to run from the Abbey. But as you do so, the repellent monstrosity convulses, vomiting copious amounts of slime over you, which is of a highly acidic nature. Roll one dice, divide the total by 2 (rounding halves up) and add 3 to the number (giving you a total of between 4 and 6); reduce your STAMINA score by this many points. If you are still alive, you are going to have to fight the monster. Turn to 426.

149

Pulling aside the curtain hung across the entrance, you step into the tent of moons and stars. A fug of



incense smoke assails you. Sitting behind a circular table draped with a blue velvet cloth is a middle-aged woman, overly made-up and wearing layer upon layer of coloured veils and shawls. On her head is a crimson turban, held together by a sapphire pin. A crystal ball rests in its carved ebony cradle in front of her. 'Welcome, stranger,' Madame Zelda says, her accent strong and probably overdone for effect. 'Cross my palm with gold and I will reveal to you all that the future has in store.' If you want to pay for this privilege, deduct the gold from your *Adventure Sheet* and turn to 224. If you do not want to spend any longer here, turn to 167.

150

A vicious barking snarl escaping from between the Werewolf's slaving jaws, the terribly changed Count attacks.

ARCH-LYCANTHROPE

SKILL 12 STAMINA 16

If the Werewolf wounds you at all, add 1 to your *CHANGE* score. If you reduce the Arch-Lycanthrope's *STAMINA* score to 6 points or less, or after seven Attack Rounds – if you last that long – turn immediately to 503.

151

The hunting party makes it back to the town without further ado, only to discover that the Beast has struck again; this time to the south of Vargenhof, breaking into a mill, slaughtering the miller and his family. Without pausing to rest, you and the rest of the hunt



set off to the scene of the crime, but by the time you get there the Beast is long gone. (Lose 1 *LUCK* point and add 1 to your *CHANGE* score.) Returning once more to the town meeting hall, you spend the rest of the night camped inside the building, along with the other hunters. When you wake it is well past noon and time you were on your way. Turn to 507.

152

The hulking man-made monster advances on you with heavy, lumbering steps, tiny blue sparks – mirroring the storm raging across the heavens – bursting in its eyes. The creature's mouth opens in a baleful moan as its fat, decaying fingers reach for your neck.

GOLEM HULK

SKILL 9 STAMINA 11

Every time the Golem wins an Attack Round, roll one dice. On a roll of 5 or 6, the construct grabs you with both hands and delivers a shocking burst of residual electrical energy, for 3 *STAMINA* points of damage. If you manage to defeat the shambling behemoth, turn to 169.

153

You take a swig from one of the bottles and as you feel the thick liquid trickle down your throat, you realise your horrific mistake. Red wine in a supposed Vampire's castle! What were you thinking? It is not wine that fills these bottles but human blood! You recoil aghast, spitting to clear the foul taste from your mouth, but the damage has already been done. The





wolf inside you luxuriates at the taste of the blood and takes a stronger hold on your body. (Add 1 to your CHANGE score and lose 1 LUCK point.) Hurling the bottle of blood to the floor, you cannot leave the cellar fast enough. Turn to 7.

154

Your ascent of the pit shaft, although tiring, does not come with any more nasty surprises and you haul yourself into the subterranean chamber without suffering any unpleasant accidents. Still uncertain as to what happened here, you know that there is nothing else for you here and so make your way back through the disorientating ruins.

An unholy ritual was carried out here years ago, a rite so blasphemous that it has left its mark on the world. The feeling of a lingering malignance is its legacy and the longer you have spent in the ruins, the more that insidious presence has fed on your own fears, until it has become strong enough to manifest in physical form. It appears before you now, a leering demonic face coalescing out of the air in front of you. It is a thing of nightmares, an amalgam of everything you have ever feared. Vile writhing bodies and hairy spider legs break through tears in the leathery skin of the grotesque gargoyle face. And then the thing grows wrongly jointed limbs of its own. The black hollows of its eyes dripping with maggots, the Malice scuttles towards you like a spider on legs that might be arms and grabs for you with hands that might be feet, all the time hissing like a susurrations of cockroaches.



THE MALICE

SKILL 8 STAMINA 9

If you defeat the Malice, the evil entity seems to melt like wax and its pure black essence runs away into the night-deepened shadows. Your heart pounding in your chest, you run the rest of the way to the road. Turn to 143.

155

'Quiet night,' you say conversationally, desperately trying to improve the pervading mood of the bar and yet not wishing to make mention of your recent, unsettling experience on the road.

'What do you expect?' the man says gruffly. 'First that wretched cur of a highwayman kept the customers away thanks to his one-man crime wave, and now he's dead his ghost is scaring people off. I'm thinking of selling up and taking my daughter to try our luck in Bathoria, not that anyone would want to buy this place.'

Embarrassed, you make your excuses and decide to speak to the barmaid, whom you take to be the landlord's daughter (turn to 188), or the young man (turn to 220), or you can retire to your room (turn to 258).

156

You find yourself in a colonnaded nave. A pungent, sickly sweet smell fills the mote-shot air, thick with incense smoke, illuminated by smouldering charcoal braziers. The murmur of plainsong echoes from the barrel-vault of the choir. Drawn by the echoing chant,



keeping to the shadows between the pillars, you creep along the nave towards the incense-shrouded sanctuary. *Test your Luck.* If you are Lucky, turn to 80. If you are Unlucky, turn to 439.

157

The Shuck is a terrible beast, a phantom hound, sent to vex Father Corran, the priest who tends the shrine of Saint Crucius and the healing well that lies there. The shrine lies north and west of here across the treacherous Fenmoor. The Shuck is said to have only one eye, which is as cold and white as the moon, and fangs like knives. Although how anyone can know such things, I know not, for it is also said that those who look upon the face of the beast die of fright.' Add the codeword *Enirils* and turn to 395.

158

Further on along the passageway you to come to a junction. Three short corridors lead away to the left, to the right and straight ahead, all ending at doors which, you presume, lead to other rooms. There are no indicators as to what lies behind these doors so will you choose the door:

To your left?

Turn to 428

Straight ahead of you?

Turn to 496

To you right?

Turn to 310

159

You have to crouch low to keep from cracking your head on the rough rock of the ceiling only a matter of



inches above you. Emerging from this tunnel you find yourself in a cold cave that is little more than a parting, or converging, of the ways. Which way will you go now?

Along a winding corkscrew tunnel?
Down a pebble-strewn passageway?
Follow a yellow quartz shaft?

Turn to 31
Turn to 142
Turn to 70

160

You walk mile after mile along the road north, through bleak grey hills, without seeing another soul abroad on this late autumn day. The road rises out of the desolate valley onto a stretch of windswept moorland. You continue your way under a leaden sky as the sun sinks towards the horizon. If you have the codeword *Enirhs* recorded on your *Adventure Sheet*, turn to 511; if not, turn to 190.

161

The sorrowful voice continues its song and you feel that it is speaking directly to you, even though no clear words are ever uttered. Entranced by the mesmerising voice, you find your feet turning from the path towards the water's edge. *Test your Skill*. If you succeed, turn to 46. If you fail, turn to 64.

162

The spider-woman lets out a piercing scream and, all eight legs moving simultaneously, gallops towards you. In the battle to come, if you choose to defend yourself with the Silver Dagger you recovered from



the Goblin, any wounds you cause the monstrous Black Widow will cause her 3 STAMINA points of damage, as the weapon has power over her, but you will have to fight with your Attack Strength reduced by 1 point. Now turn to 252 and face your fate.

163

Putting a hand to the equally unsteady banister you begin to climb the stairs. You are almost at the top when a thickset, hunched figure appears above you on the next floor up. The man's face is horribly deformed, his hair long and lank. You realise that he is hunched because he is, in fact, hunchbacked. 'Mathter!' the wretched creature shouts over his shoulder. 'We have been dithturbed!'

Another voice, this one free of impediments, calls back, 'Deal with it, Igor. The moment is close now, the experiment cannot be interrupted. So deal with it!'

At his master's command, the Hunchback creeps down the staircase towards you, a heavy cosh raised above his head.

HUNCHBACK

SKILL 6 STAMINA 7

For the duration of this fight you must reduce your Attack Strength by 1 point because of the precarious position you are in halfway up the staircase with your opponent above you. If the Hunchback wins two consecutive Attack Rounds, turn to 393. If he does not, and you manage to reduce his STAMINA to 5 points or less, turn at once to 422.



Despite feeling fatigued by your travels you find, as you lie tossing and turning on the hard pallet bed, sleep does not readily come. There is something not quite right about this place, no matter how warm the monks' welcome has been, and the wolf inside you feels threatened too. Unable to sleep, you have to find out more. Creeping through the darkness of the complex – sword at your side, pack on your back – you make your way out of the dormitory. At the top of the monks' night-stairs you pause, hearing voices. It is the two monks from earlier and they are talking about you! Then you hear one of them say, 'The Abbot will enjoy his audience with our pilgrim.' There is a sinister chuckle underlying the monk's words.

'Come,' says the other, 'let us not keep his bloated eminence waiting any longer. The sleeping draught will not last for much longer.'

There is no time to lose – the Black Monks are coming for you and you cannot be certain how many there are. You decide to use the fact that the monks probably think you are asleep to your advantage, and hurry



through the benighted Abbey hoping to make your way back to the entrance and out again, before the monks even realise you are gone. Your getaway seems to be going to plan until, halfway along a flag-stoned cloister a stone slab tilts beneath you and hinges downwards, dropping you into a steeply sloping chute. Unable to arrest your descent, you slide down the pipe into a foetid darkness below. Turn to 194.

Explaining precisely how you came to acquire the Silver Dagger you show Vereticus the exquisite blade. His reaction is to pull down a scroll from a high shelf and unroll it on his book-cluttered desk. On the scroll a picture of a dagger has been drawn and it looks exactly like the one you have in your possession. 'Incredible!' he exclaims. 'And you say that this dagger was in the possession of a snakewoman? Then she must have been Serena the Sorceress of Saarven. I believe it was she who led the actual Summoning Ceremony. A sideshow freak, you say? Serpensa the Snakewoman? Oh how the mighty have fallen. Well, they do say that absolute power corrupts absolutely, and never has it been more true.' Now return to 260.

As the coach races along the road to Wulfenstein, the wolves close in, snapping at the hooves of the whinnying horses and snarling as they struggle to gain the courage to make a leap for the carriage itself. *Test your Luck.* If you are Lucky, turn to 239. If you are Unlucky, turn to 223.



167

Choosing a location you haven't been to already, will you visit Madame Zelda, Mistress of Mystery (turn to 149), the Hall of Mirrors (turn to 63), the Cage (turn to 445), Archer's Arrows (turn to 104), the puppet show (turn to 430), Crookshanks' Cabinet of Curiosities (turn to 41), or alternatively, will you now leave the Carnivale (turn to 186)?

168

'Shiversprite' you shout. The creature's reaction is to practically jump out of its hoary skin. There is power in knowing the true names of things, and to name of an elemental creature such as this is to be able to command it to do your bidding. Without a moment's hesitation you declare that the sprite should 'Begone!' and with an ear-piercing shriek Shiversprite evaporates into thin air. Regain 1 LUCK point and turn to 314.

169

The storm is wild as a ferocious beast. Lightning strikes the top of the tower again. Who said that lightning never strikes in the same place twice? Elemental energy from the lightning storm ignites several fires throughout the scientist's lab. 'My creature! My beautiful creation!' the deranged Professor Arcanum howls and falls to his knees beside the smoking ruin of his golem. And then, screeching like a wildcat, his hunchbacked servant is upon you. (If you have fought him already, reduce his STAMINA score listed below accordingly.)

HUNCHBACK

SKILL 6 STAMINA 7



If you win this fight with Igor in five Attack Rounds or less, turn to 197. If it takes longer than five Attack Rounds, turn to 184.

170

At various stalls around the square you find the sorts of things you might be looking for.

Item	Cost
Sword	10 Gold Pieces
Dagger	6 Gold Pieces
Rope and grapple	3 Gold Pieces
Crossbow and six quarrels	12 Gold Pieces
Breastplate	8 Gold Pieces
Lantern and tinderbox	3 Gold Pieces
Provisions	1 Gold Piece per Meal

The majority of the items listed do not need any explanation. There are a few things you should be aware of, however. The dagger is lighter and less expensive than the sword, but if you fight with this you must reduce your Attack Strength by 1 point. You may use the crossbow once in each battle you fight before having to engage in hand-to-hand combat (as long as you still have quarrels to shoot); *Test your Skill* and if you succeed your crossbow bolt costs your opponent 2 STAMINA points. On a roll of 1-3 the Breastplate will reduce any damage done against you by 1 point. You may buy as many Meals' worth of Provisions as you can afford; each Meal will restore up to 4 lost STAMINA points.

Make whatever purchases you desire (as long as you





have enough money, of course) and then decide what you would like to do next. Will you:

Visit the alchemist-cum-metallurgist's stand?

Turn to 54

Join the hunting party before the town hall?

Turn to 201

Leave Vargenhof altogether?

Turn to 507

171

The vodka burns your mouth and throat as you take a swig, but it is soon filling your whole body with a radiant glow. You may restore up to 3 STAMINA points for drinking the spirit, but the next time you are instructed to *Test your Skill* you must reduce your SKILL by 1 point. That said, the vodka also fills you with renewed courage: for the duration of the next battle increase your Attack Strength by 1 point. Do you now want to drink some of the red wine (turn to 153) or will you now leave the cellar (turn to 7)?

172

Snarling and snapping at each other, two hideous wolfish forms appear from around the end of the street. At first you take them to be wolfmen. It is only as they pass from the deeper shadows into a pool of failing daylight that you make out rips in their scabrous hides, through which can be seen bare bone, green-grey internal organs and exposed ribs. Sometimes they move on their hind legs like men, sometimes on all fours – and they have your scent. Their eyes burning balefires, the Werewargs – undead



werewolves trapped in a decaying semi-lupine form – attack! Fight these savage monsters together.

	SKILL	STAMINA
First WEREWARG	7	8
Second WEREWARG	8	7

If you are wounded more than twice, add 1 to your CHANGE score. If you survive your battle, turn to 390.

173

As the Vampiress slashes at you with the talons of her bare hands, you fight back with cold steel. Although the wounds you lay against the undead Countess appear to injure her, they close bloodlessly moments later. Conventional weapons cannot harm this creature of the night and in the end her seemingly limitless, iron stamina triumphs as your battle-fatigued body eventually gives in. Without a blessed weapon to use against her, the Vampiress tears your body to shreds. Your adventure ends here.

174

At your killing blow, the monstrous creature sinks back under the water. With the horror slain, you turn your attention back to the Silver Sword. You feel drawn to the weapon, your skin goose-pimpling in excited anticipation. But something in these ruins is the cause of the oppressive, almost overwhelming, atmosphere of evil that pervades the place like a festering canker. Do you want to reach into the water and take the blade (turn to 267) or will you spend no longer in the dark and damp, and climb out of the well-pit once more (turn to 154)?



175

The voices of the spectral creatures steadily overwhelm your senses until it is the only sound you can hear. It is as if the ghostly howling is speaking to the wolf inside you. It strains to take control of your body and as you try to fight the effect your muscles go into spasm. (Add 1 CHANGE point.) Caught in a fit, you pole-axe onto the ground, frothing at the mouth. And there you remain while the Strigoivans do all they can to rid themselves of the spectral pack, but to no avail...

You wake next day, lying on the cold hard ground outside Strigoiva where the villagers dumped you after their traumatic night fighting the ghostly Howling. From the position of the white disc of the sun in the leaden sky above you, you judge that you have slept well into the following afternoon, although you feel no better for it. Beyond the eastern boundary of the village you are confronted by a parting of the ways. Will you follow the road as it divides to the north (turn to 160) or the east (turn to 478), or will you take the less well-used track into the forest that lies a mile or so to the north-east of Strigoiva (turn to 8)?



176

Distant thunder rolls across the sky and lightning flashes over the mountains far to the north. A storm is coming and you would do well to find somewhere to sit it out. It is then that you catch sight of the dilapidated windmill standing on a hill not 200 yards up a track off the road. The ragged sails spin, turned by the rising wind, and you can see the fitful flicker of a light at a high window. Will you seek shelter within the derelict windmill (turn to 235) or will you brave the elements out in the open (turn to 198)?

177

Engaging the priest in conversation you soon turn to the topic of the derelict state of the village. 'It's the Lady of Maun,' he confides. 'I once thought she had our best interests at heart but now I'm not so sure. It's why I'm still here; I want to do all I can to help. If there's evil at work in this place, its source lies within Maun Tower. What we need is a brave adventurer to challenge the cruel Countess in her lair. Will you take up that quest?' If you will, you must keep track of how much advance warning the Countess has that you are coming by means of an ALARM rating. Write down on your *Adventure Sheet* that your ALARM rating is currently 0 and then turn to 36. If you do not want to take up the quest, you decide it is time to quit the village altogether (turn to 350).

178

You gulp down the mixture and immediately feel sick to the pit of your stomach. However, the potion has



had the desired effect and, although it has not actually cured you of your lycanthropy, it has significantly reduced its effects. Reduce your CHANGE score by 4 points (but note it cannot drop below 1) and regain 1 luck point. Vereticus tells you that, much as he would like to offer you a bed for the night, he feels that you should press on in your search for the Arch-Lycanthrope as, with the approach of the next full moon, time really is of the essence. Thanking the scholar for all his help, you leave the tumbledown estate - but not before Vereticus has given you 3 Meals of Provisions. Turn to 46.

179

'In life he went by the name of Lord "Filthy" Lucre,' Konrad explains. 'His crimes were many - from extortion and armed robbery, to horse-stealing and cold-blooded murder - and his reputation spread far and wide throughout this country and beyond. That is until the roadwardens ran him to ground at *The Gibbet Tree* inn. He met his end there and then, the roadwarden's captain beheaded the highwayman with his own sabre in the stable yard of the inn. But it was not long before people reported seeing Lord Lucre abroad again. Then the disappearances began, and it was said that Lucre was no longer after people's gold and riches, but was stealing away their souls in revenge for his own untimely end.' Now turn to 395.

180

The Map Room takes your breath away. There are no scroll maps or atlases here. Instead, each wall, and



even the ceiling, has been painted with intricately detailed maps. There is a map of all the provinces and principalities of Mauristatia and one that shows the entirety of the Old World. There is even a huge globe standing in one corner, as tall as a man, a representation of the whole of Titan. Covering the broad expanse of the wall to your left is a decorative map of the land of Lupravia, from Strigoiva in the south-west to the town of Vargenhof, Wulfenstein shown balanced precariously on the lip of the Garou Gorge to the north-east. An exaggerated picture of Castle Wulfen has been painted above the representation of the village it watches over like some forbidding sentinel. Although the room itself is a wonder, there is nothing here of practical use to you and so you pass through a door in the far wall, and into the corridor beyond. Turn to 321.



181

The passageway ends at another wooden door. You pass through into an abandoned inquisitorial torture chamber, thick with cobwebs. From there you pass through a second door and climb a flight of stone steps until you arrive at another. This plain wooden door is also unlocked so, turning the handle, you step through. Turn to 356.

182

Van Richten, the man you killed, might have been a paranoid borderline psychotic, but ultimately he fought on the side of Good, intent on saving the people of Lupravia from their wretched fate. Although you only put an end to him in self-defence, you have helped Old Night tighten its grip on this world. (Lose 1 Luck point.) A hasty search of the Vampire Hunter's body uncovers a purse containing 10 Gold Pieces and a Silver Charm Necklace. Of course, there are also the holy weapons of his righteous calling: his rapier blade and the Flintlock Pistol, along with a pouch containing six Silver Bullets. The rapier is lighter and easier to wield than your own sword. If you choose to exchange your weapon for this you may add 1 to your Attack Strength in battles. Record any items you take on your *Adventure Sheet*. (If you want to find out more about how to use the Flintlock Pistol, you may turn to paragraph 400 at any time, making a note of the paragraph you are on at the time first.) You spend the rest of the night with Van Richten's corpse for company, and in the misty grey haze of morning are only too keen to be on your way again. Turn to 250.



183

'Tell me what you know,' you demand, your voice barely more than a growl.

'Count Varcolac was not always as he is now,' the crone explains. 'Once he was an ordinary mortal man but now he is something much greater, and much less. For all his strength and invulnerability there is one thing he fears, the touch of silver, and one weapon in particular - a consecrated Silver Dagger. So much so, in fact, that he has gone to great lengths to hide it within the castle, while also keeping it near him, for fear of anyone else chancing upon it and using its power against him.'

'Where can I find this dagger?' you demand.

'Not far from here,' the witch stammers, fearful before your bestial anger. 'Return to the main hall where you doubtless entered the castle and climb the stairs. Beyond the double doors you want the Map Room. In this room there is a secret door; the means of opening it is hidden within the picture of Castle Wulfen itself.'



184

Beyond this door lies the dagger's resting-place. It is bound to be guarded but by what I do not know.' This is valuable information indeed. (Regain 1 LUCK point.) If you ever find yourself in the Map Room, to look for this secret door, deduct 50 from the paragraph you are on at the time and turn to this new reference. 'Now, leave me in peace!' the old crone snarls. Will you leave, as she demands (turn to 467), or finish her first, just to be sure (turn to 50)?

As the hunchback falls to the floor dead, flames licking at the banks of equipment around you, through a flickering heat-haze you see the professor pull a bottle of lurid green liquid from a shelf and down its contents in only a few gasping gulps. He turns to face you with fury in his eyes. As you watch, his body begins to expand. His lab-coat rips along the seams as his shoulders swell, his arms bulging with cords of muscle. The man's face and hands quickly become covered with thick hair. Snorting like an enraged



bull, the transformed professor lumbers towards you, knuckles dragging on the ground. You are no longer facing the deranged genius Professor Arcanum, but must now take on the raging animal side of his personality – Arcanum Unbound!

ARCANUM UNBOUND SKILL 10 STAMINA 9

If you overcome the changed professor, with your killing blow you deliver him an almighty clout that sends him reeling (turn to 197).

185

As you thought, the dark water of the pool is ice cold and, as a result, wonderfully refreshing. In fact it is better than that: there are minerals dissolved in the water that revitalise your body, re-energising you. (Regain 3 STAMINA points.) Return to 31 and choose a way to proceed.

186

If you have the codeword *Retsis* or *Egnarts* recorded on your *Adventure Sheet* turn to 209. If not, turn to 90.

187

On the first floor you come upon a candlelit corridor lined with archaic suits of armour. Various weapons – swords and maces mainly – are mounted on the walls as well as shields bearing various heraldic designs. Do you want to take a mace, seeing as how you already have a sword (turn to 278), one of the shields (turn to 203) or will you continue to explore the tower (turn to 7)?



188

'Good evening,' you say, flashing the barmaid your most winning smile. 'How's trade?'

The barmaid continues to stare at the fire and says nothing. The landlord is watching you edgily from the other end of the bar. Then the girl speaks, her voice having a faraway quality. 'He still comes to me, you know? They say he's gone, but he's not. A love like ours can never be broken. Not even death can keep us apart...'

'Meg!' snaps the landlord, silencing the girl. 'That's enough, daughter. Get back to the kitchen. There are dishes to wash and the floor needs scrubbing!'

Meg turns to go and then glances back over her shoulder, fixing you with her stony amethyst gaze for the first time. 'Not even death,' she repeats and then she is gone. The girl's look unnerves you. You suddenly feel that you would prefer just your own company for the rest of the evening and so you retire to your room. Turn to 258.

189

The Arch-Lycanthrope hollers in bestial delight as the moonlight continues to work its magic on him. Add 4 points to the Werewolf's STAMINA score and continue your battle with the moon-changed monster. If you manage to defeat Count Varcolac, turn to 300.



Preoccupied with thoughts of how long you have left until the next full moon, you barely realise that the sun has set and that the last splashes of colour underlighting the clouds is fading to dusky amethyst. The moon is rising and, with no shelter in sight, it looks like you are going to have to camp in the open on these dark moors. Just then you come in sight of a coaching inn. A light flickers in a window, like a beacon beckoning you on. Eagerly you quicken your pace, determined not to be caught out on these desolate moors after what you have heard about the ghosts that stalk the land of Lupravia.

Slowly, over the unsettling keening of the wind, you become aware of the jangle of harness behind you. Hearing hooves pounding the road you turn to see who is following you, but there is no one there; no horse, no rider, nothing. But you can still hear the drumming beat of the hooves pounding the road. You peer through the darkness, back the way you have come. And then you *do* see something. Materialising out of the gloom, in a haze of greeny-yellow luminescence twenty paces from you is the figure of a phantom rider on horseback. A cape streams out behind the rider and you see he is wearing finely worked, knee-length black leather boots. He lashes the reins of his horse as it tears along the road towards you, foaming at the mouth, its eyes burning witch-lights. As if that were not horrifying enough, the rider has no head, and yet from somewhere you can hear the cry of, 'Yaah! Yaah! On, Barushka. On till morning!'



The phantom rider and its steed are closing on you fast. Will you turn tail and run, trying to reach the safety of the inn before the rider catches you (turn to 60), or will you stand and face the rider (turn to 462)?

191

You throw yourself out of the way as the wolf lands hunched on the spot where you were standing only a moment before. But you are still surrounded by the rest of the pack. You abruptly find yourself face-to-face with two particularly mangy-looking, slavering specimens that try to rake you with their ragged claws while their fellows howl encouragement. Fight the wolves both at the same time.

	SKILL	STAMINA
First WOLF	7	6
Second WOLF	6	5

After you have fought two Attack Rounds against the wolves the monstrous Black Wolf – tiring of waiting for its fellows to finish you – joins the battle.

BLACK WOLF SKILL 8 STAMINA 9

You now find yourself fighting all three wolves at the same time. After two further Attack Rounds, or if you reduce the Black Wolf's STAMINA to 7 or less, whichever is sooner, turn at once to 271.

192

Shrieking with inhuman fury, the vampiric Lady of Maun flies at you, her cloak spreading out behind her like hideous, oversized bat wings.



VAMPIRESS

SKILL 10 STAMINA 13

If the Vampiress scores two consecutive hits against you, turn to 228. If you reduce the Vampiress' STAMINA score to 4 points or less, turn immediately to 245.

193

'If you will not accept my help, given freely and without expectation of reciprocation, I think you had better leave.' You now see how inconsiderate and ungrateful you have been, but it is too late for apologies. Thanking Vereticus for the use of his library, you leave his home and the poorly maintained estate, returning to the forest path as the sun sinks ever lower. Turn to 46.

194

You drop from the end of the pipe onto a pile of rotting waste and stinking detritus. You are in what appears to be little more than a natural cavern that has been absorbed into an underground dungeon complex. The cave-chamber is lit by a dull green luminescence that comes from patches of moss covering the rugged roof. By this bilious green glow you see that the floor of the chamber is flooded with sludgy water. Hearing a splash you see a tell-tale ripple at the edge of the pool. You cannot imagine that there is anything that you could possibly want or need down here so your mind turns to finding a way out. Two pipe-like passages lead out of the chamber, one directly ahead of you (turn to 227) and another to your left (turn to 242). But if you want to explore this cave further first, turn to 211.



195

Wasting no time, you strap on your sword-belt and heave your pack onto your back, both of which had been lying beside the bed. Lighting your lantern, you step out of the hut and back into the chill night. Ulrich follows you, putting on a thick wolfskin cloak but carrying only his axe for protection. Soon you are swallowed up between the black trees once more and, by a combination of lantern-light and moonlight, you scour the benighted forest glades for the elusive herb. *Test your Luck.* If you are Lucky, turn to 12. If you are Unlucky, turn to 233.

196

Accompanied by Katya, you ride through the village unhindered, without seeing another human soul. The inhabitants of Wulfenstein have locked and barred their doors and windows, no doubt to hide from whatever it is that is making the dreadful growling that can now be heard, echoing along the filthy, empty streets. Your travelling companion turns to you. 'I don't like the look of this place,' she says, her eyes narrowed by dark suspicions. 'It is too wild to be somewhere that humans should call home. There is too much of the "Were" about it.' She is right; this is the place where you will find the head of the werewolfline you have been hunting, you know it! 'The Straub-Werebeast was trying to escape to here,' Katya continues, 'and I could well believe that this place holds a veritable werewolf's lair. We have much work to do here. But where to start?'



You can answer her that. 'The castle,' you say. 'A lord who would let his demesne become a place fit only for strays and wild animals must at least have an inkling as to what is happening here.' Katya agrees and so the two of you steer your weary mounts towards the forbidding edifice of Castle Wulfen. You neglect to tell her that your heightened animal senses can smell the stink of the Were emanating from the direction of the towering fortress. It is as if something is calling to the wolf in you. Calling it home.

The gates of the Castle are wide open and so, the scent of wolf hot in your nostrils, you pass beneath the barbican. And then your lupine senses are screaming a warning. You draw your weapon as what looks like a wolfman leaps at you from out of the shadows of the gatehouse, batting away the creature's initial attack. Katya receives no such warning and is pulled from her horse by another wolfman. It is only as the creature that attacked you comes at you again that you take in its matted scabrous hide and glimpse exposed bone, green-grey internal organs, and hollow ribs. The Werewargs are unholy creatures, undead werewolves, trapped in a decaying semi-lupine form and possessed of an insane hunger for living flesh. You engage in battle with one of the monsters as Katya struggles to defend herself against the other.

WEREWARG

SKILL 7 STAMINA 8

If the Werewarg wounds you more than twice, add 1 to your **CHANGE** score. If you kill the undead horror, turn to 387.



With his own pained howl of rage and frustration, the mad professor stumbles out of the lab, smashes through a wooden balustrade and plunges to his death on the ground at the foot of the windmill. You too will have to make your own hasty exit if you are not to be trapped in the burning building and suffer the consequences. However, as you look for a way out, you spy a shelf, as yet untouched by the flames, on which stand what look like various bottled potions. If you want to take a closer look at these bottles before fleeing, turn to 212, otherwise, turn to 291.

Getting off the road, you hunker down in a ditch, using your travelling cloak like a tarpaulin. Exhausted, you soon fall asleep, despite the inclement weather. You are woken some time later when the full fury of the storm breaks overhead. The cacophonous roar of thunder shakes the landscape, loud enough, it seems, to shatter the sky. With explosive force, a bolt of retina-searing lightning streaks down from the sundered heavens and strikes the top of the derelict windmill. There is a secondary flash from inside the building and in the silence that follows the thunderclap, you fancy you hear an insane voice cry, 'It's alive!' But whatever may be going on inside the abandoned mill, you have your own safety to worry about. Lightning strikes the windmill again setting the structure alight and sending secondary bolts sparking down to the ground. Two of these bolts hit the ground nearby but rather than earth themselves harmlessly in the soil,



they take on the fizzling form of two tiny, and vaguely humanoid creatures. Fizzing and sparking, the Lightning Sprites – true children of the storm – leap jerkily towards you, attracted by the metal objects you have in your possession. Fight the elementals both at the same time.

	SKILL	STAMINA
First LIGHTNING SPRITE	7	4
Second LIGHTNING SPRITE	6	4

If you choose to fight the sprites with a sword or dagger, every time you make a successful strike against one of them you receive a sharp electric shock in return, causing you to lose 2 STAMINA points. However, if you fight these elemental beings unarmed you will not suffer this damage, although you will have to reduce your Attack Strength by 1 point for the duration of the battle. If you manage to defeat the curious and capricious creatures, you spend the rest of the night battered by howling winds and lashed by torrential rain. When morning does eventually come, you go on your way, sodden and weary (turn to 500).

Your blade cuts into the Hound Master's leg and he howls in pain. At once his loyal mastiff is on you, sinking its teeth into your sword-hand before you can kick it away from you. Lose 2 STAMINA points, 1 SKILL point and 1 LUCK point. The mastiff suddenly becomes a quaking cur as a dreadful howl cuts through the tense atmosphere of the hall. The true Werebeast is revealing itself. Turn to 62.



With a sorrowful heart you gaze down at the dying Ulrich, who has regained his human form. 'Do not blame yourself, my friend,' he manages. 'We all have our secrets. I should thank you for releasing me from my own dreaded curse.' Then he is gone. After everything that the kind-hearted woodsman did for you in the short time that you knew him, at the end all you could offer in return was death by cold steel. But there is still one more thing you can do for him now. No longer troubled by wolves, you spend the rest of the night digging Ulrich's grave. As the sun finally rises over the forests, drawing a ground mist from the hollows of the trees, you lay the woodsman to rest, placing his axe on the earthen mound that marks his final resting-place. You leave the spot with a heavy heart and not only because you have had to bury a good man, whatever dark secrets might have troubled his soul. Despite having slain the werewolf that infected you, it is clear the affliction still has a hold of you.

Exhausted, you lie down to sleep as a watery sun drags itself into the sky behind a veil of grey cloud. It has been a harrowing night, and in spite of all the worries running through your mind, you still sleep, although your dreams are beset by visions of Ulrich changing into a savage bear, roaring in bone-wrenching agony.

When you wake, stiff and sore from sleeping on the root-knotted forest floor, the sun is again sinking in

the sky. Your search for the head of the werewolf bloodline cannot wait any longer. The next full moon can only be a matter of days away. Something in your blood tells you that the resolution to your quest lies somewhere within the land of Lupravia.

Walking east you descend out of the chill forest and emerge on the westernmost boundary of the principality. There is a noticeable absence of birdsong, which unnerves you. Crossing gorse-covered heathland, in the far distance you can see the hazy purple peaks of the mountain wall that holds the ancient principality of Lupravia within its rocky embrace. Ahead of you lies a land of menacing forests, boggy moorland and abyssal river gorges.

Nestled at the base of the narrow valley you are descending is a village of grey, steeply pitch-roofed buildings, clustered together as if for mutual protection from the bleak wilderness all around them. Stony, cropless fields surround the settlement making



the whole place appear truly uninviting. As you get nearer still, a weathered road sign informs you that you are approaching the village of Strigoiva. Beyond the huddle of houses, you make out a road that leads away from Strigoiva before forking in three directions. If you want to enter the village, turn to 116. Alternatively, if you would prefer to press on and avoid an encounter with the native populace of Lupravia, you may skirt around Strigoiva and take the road heading north (turn to 160), the one heading east (turn to 478) or the one less well-travelled that leads north-east into the forest, the scrubby boundaries of which lie a mile or so from the village (turn to 8).

201

Coming within earshot of the Burgomaster, you listen intently to what he has to say. Filling in the gaps for yourself it soon becomes apparent that the lands surrounding the town are being terrorised by a monster that folk have named the Beast of Vargenhof. This creature is supposedly responsible for the slaughter



of various sheep and cattle and also for the disappearance of a shepherdess, an aging woodsman, and even a child. The Beast is said to be twice as big as a man, and walks on its hind legs, but has characteristics more befitting a bear or wolf. Perhaps the Beast of Vargenhof is the Arch-Lycanthrope you are searching for.

Burgomaster Straub has declared that whoever captures or kills the Beast will be presented with a reward from the town's coffers. Talk of a bounty has drawn all manner of hunters and trappers from the surrounding hills and forests and it is among these hard-bitten men that you find yourself now. Despite their outward bravado, the hunters are organising themselves into a band, thereby to run the Beast to ground – they obviously believe there is safety in numbers. If you want to join this Beast Hunt you may either do so alone (turn to 456) or as part of the larger party (turn to 259). Alternatively you may, if you wish to and you haven't already done so, explore the market square (turn to 82) or, if you are done here, leave the town altogether (turn to 507).



202

Beyond the limits of Strigoiva once more, will you follow the road as it splits to the north (turn to 160), to the east (turn to 478), or will you take the less well-used track, into the forest, to the north-east (turn to 8)?

203

Reaching up, you lift one of the shields down from its place on the wall. Nothing untoward happens either, which is a relief. There are several different designs but all of the shields carry the same benefits. For as long as you are carrying the shield in battle you may reduce an enemy's Attack Strength by 1 point. Record the shield on your *Adventure Sheet*. Will you now take one of the maces down from the wall (turn to 278) or leave this floor and look elsewhere (turn to 7)?

204

Ducking into the deeper shadows of a sunken doorway, feeling your heart pounding in your chest, you try to calm your accelerated breathing. You pray that whatever it is that is approaching will pass by, without even knowing you are there. Roll two dice. If the total is less than or equal to your CHANGE score, turn to 172; if it is greater, turn to 345.

205

Meg shrieks as you burst into the stable and jumps to her feet. But what will you do now? Will you:



Attack the witch?

Turn to 274

Wipe out the markings on the floor?

Turn to 241

Grab the skull?

Turn to 295

206

Releasing the reins you arm yourself. The creature's powers of transformation have restored its strength so that it is as deadly a foe as the first time you fought the Beast of Vargenhof.

WEREBEAST

SKILL 8 STAMINA 11

If you do not have the *Quickening* special ability, you must reduce your Attack Strength by 1 point for the duration of your battle with the Werebeast atop the tolling stagecoach. If the Beast wounds you, roll one die and if you roll a 6, turn to 351. If you survive six Attack Rounds or reduce the Werebeast's STAMINA to 4 points or less, turn to 480 at once.



207

You reach another junction in the never-ending tunnels. Will you follow:

A passageway with puddles of water collected on the floor?

Turn to 368

A passageway with rough, broken stones covering its rocky floor?

Turn to 97

A sandy-floored passageway?

Turn to 433



Once you are past the axe-blade, you hear a grinding of gears and the pendulum stops swinging. Opening the door at the end of the corridor you enter a circular turret room. The chamber has no windows but is lit by hundreds of candles, some fixed to wrought-iron candelabra, many stuck on top of the melted remains of others. The guttering candlelight is also reflected from a circular black mirror on the opposite side of the room. However, as soon as you enter the room, something takes a step forwards that stops you in your tracks. A great mass of wax, roughly humanoid in shape, heaves itself towards you, wicks still burning all over it, liquid tallow fat running from its inconstant surface. If you are quick, you will be able to escape the room and its guardian, slamming the door behind you and returning to the Map Room without having to fight (turn to 321). If you want to stay, however, you are going to have to fight as the magically animated creature reaches for you with burning, taper-fingers.

WAX GOLEM

SKILL 8 STAMINA 10

If you win an Attack Round against the Golem and you are fighting it using a bladed weapon, such as a sword or a dagger, roll one dice. On a roll of 6 your blade sticks in the waxy body of the creature and you must fight the next round of combat with your Attack Strength reduced by 2 points as you try to free your blade. If you defeat the room's curious guardian, turn to 264.



209

There is something strange going on within the Carnivale, of that you are sure, but what exactly? You feel that the only way you are going to be able to find out more is if you sneak back this evening under the cover of darkness to investigate further. If you want to do this, turn to 238. If not, turn to 90.

210

'The Cadre Infernal? Why yes, I can tell you something of the cult's resurgence. I investigated them when I was a member of another secret society, that went under the name of the Order of the Black Rose.' Vereticus' tone is both conspiratorial and excited at having someone with whom to share his carefully gleaned knowledge. 'Twenty years ago, the members of the newly reformed Cadre sought to increase their temporal power in this world through magical means. I have learned that there were five of them altogether, but I have not yet been able to discover the identities of them all. I do know that one of them was the Lady Aranaea, who had been married and widowed five times by the time she joined the group. All of her husbands has died under mysterious circumstances, earning her the nickname 'Black Widow'. But I digress. The group somehow managed to carry out a Summoning Ceremony, calling up a fell demon from the Infernal Pit to grant them all their selfish wishes. I have also found out that the ritual involved the use of five specially consecrated silver daggers. At first all the Cadre's members became more powerful but they steadily began to change, corrupted by the evil power



they had unleashed, until at least two of them had lost more than they had ever gained by taking part in the ceremony. More than that I do not know.' If you have a Silver Dagger, turn to 165. If not, you should now turn back to 260 and continue reading the paragraph.

211

Your initial assumption was correct; there is nothing of value at all in this effluent sump. But all the while you have been wading around in the foul pool the heat of your body has lured something ever closer. As you are considering how to leave the chamber, the stinking sludge erupts in front of you and a snaking pallid white form rises from the pool. An eyeless, worm-like head sways from side to side in front of you, its leech-like mouth opening and closing menacingly. Sudden as a striking cobra, the overgrown parasite attacks.

GIANT TAPEWORM

SKILL 7 STAMINA 6

If you slay the vile tapeworm, you are free to leave the detritus chamber. Will you take the tunnel directly ahead of you (turn to 227) or the one to your left (turn to 242)?

212

The intense heat of the roaring flames already scorching your eyebrows, you pick out three potions that particularly capture your interest. Will you drink a potion that is a deep red in colour and smoking (turn to 231), one that is a lurid green, syrupy liquid (turn to 253) or down the bubbling contents of a bottle that



continually changes its hue (turn to 277)? Alternatively, you could leave all of them and flee the burning building (turn to 291).

213

Unable to resist the call of the Daughters you join the wretched maidens in their spiralling dance, their enchantment tightening about you until you forget even the need to breathe. And so it is that you are saved from the curse of lycanthropy as you are lured to a watery grave. Your bones will be picked clean by the creature that calls the depths of the Drowning Pool its domain. Your adventure is over.

214

The silence of the vault is swept away by a susurrating wind, which brings with it a disquieting feeling of impending doom. At the edge of hearing you can almost believe that the wind is whispering to you. In fact, the half-heard murmur seems to come from inside the pit. You edge closer and peer into the depthless dark. With a lull in the wind you hear the distant splash and slurp of something moving within watery depths. Do you want to climb down into the pit to find out what is lurking at the bottom (turn to 24) or would you rather leave these malign ruins (turn to 83)?

215

Heaving open the unbarred barn door you are immediately assailed by the musty smell of animals and damp straw. It is dark inside the barn and, as your



eyes adjust to the gloom, something large canters out of the shadows beneath the hayloft, ready to trample you into the ground. You get the impression of bony protrusions and a whipping, scaly tail. With an evil snarling whinny, the mad-eyed horse-mutant attacks.

HAVOC HORSE

SKILL 9 STAMINA 9

If you manage to kill the crazed stallion, you stumble out of the barn and either into the farmhouse (turn to 324) or away from this freakish farm (turn to 244).

216

Before the demon possessing the Count can resurrect his werewolf body you take out the five Silver Daggers, that belonged to the five members of the damned Cadre Infernal. You plunge them into Varcolac's body, marking out the five points a pentacle. One final, unearthly howl breaks from the Arch-Lycanthrope's throat as something like black smoke pours from its mouth, only to dissipate into the chill air of the chamber. If you have the codeword *Deliugeb* recorded on your *Adventure Sheet*, turn to 21. If not, turn to 515.



217

On the second floor you come to an ornately decorated chamber that is filled with all manner of stone statues. They range from sculptures of knights in armour and weeping angels to funereal effigies and the busts of notable individuals from Lupravia's past. One of the finest examples of the stone-carver's art is the statue of a griffin standing next to a wall-length mirror hung on the far side of the room. Light from a flickering crystal chandelier casts disconcerting shadows around the chamber so that you could almost believe that the statues are moving. You cannot help thinking that this is a strange place to have a mirror. Do you want to examine the mirror more closely (turn to 232) or will you leave the room and the second floor altogether (turn to 7)?

218

You have barely unsheathed your weapon when the elemental creature screeches like a wildcat and leaps at you, teeth and claws bared. You have forced the situation to this point and now you have no choice but to defend yourself against your capricious opponent.

ICE SPRITE

SKILL 11 STAMINA 6

If Old Man Winter's minion wounds you roll one dice; on a roll of 5 or 6 the elemental's freezing touch numbs you to the bone, dulling your senses (reduce your Attack Strength by 1 point). If you are able to reduce the sprite's STAMINA to 2 points or less, turn at once to 237.



219

You have no idea what the crazed spider-woman is talking about. 'No? Then why are you here? Have you come to steal my pretties, is that it? You would take my treasures from me? How dare you?' she screams. With a speed and agility you would not have expected from a monster as large and bloated as she, the Spider-Queen leaps from her web, ready to punish you for entering her lair. But how are you going to fight back? If you want to defend yourself using your sword, turn to 252. If you want to try using your lantern to set fire to her webs (if you have a lantern and it can put it to use here), turn to 304. If you would rather run for it, turn to 498.

220

As you sit down opposite the serious young man he shakes himself from his reverie and appears to lighten. He too, it would seem, is glad of the company in this strange staging post. It turns out he is not a native of



these lands but comes from far off Scarton in Analand. His name is Hans and, with a mutual bond discovered, the two of you make idle conversation. While you steer clear of revealing the true reason for coming to Lupravia, he develops the urgent need to open his heart. 'It's my sister,' he says, worry ringing his eyes, 'my little Leisel. She had had enough of life in Scarton, especially as my parents tried to force her to marry the son of the local burgomaster. When the Carnivale came to town she saw a chance to escape her fate. A weird, grotesque and macabre travelling circus it was, but the morning after the Carnivale had packed up and moved on, Leisel was gone. I followed on foot, but the Carnivale – travelling as a caravan of wagons – always remained a day or so ahead of me. I hope to catch up with it soon, find my sister, and persuade her to come home.' His story finished, a great weariness comes over Hans. He apologises for his rudeness but says that he must retire and get some sleep, so you bid him good night, wishing him well with his search. (Add the codeword *Retsis* to your *Adventure Sheet*.) Will you follow Hans' lead and make for your own bed (turn to 258), or would you rather engage the landlord in conversation, if you haven't done so already (turn to 155), or the barmaid (turn to 188)?

221

Holding your lantern aloft, you take in the subterranean chamber in which you are standing. It opens up away from you like a cave, all murky gloom and a regular echoing drip. The only other sound is the splash and ripple as you move through a foot of



foul-smelling water. And then you see it: the glitter of something silvery beneath the surface of the water, caught in the ambient light of your lantern. It is a sword that shines with a silvery gleam, even through the stirred up filth. As you reach out a hand towards the submerged blade, something reaches for you. A thick, rubbery tentacle bursts from the water, causing you to jump back as something pale-fleshed and monstrous heaves its massive bulk towards you from out of its shadowy lair. You get the impression of grabbing tentacles and pseudopods, huge watery eyes, a cavernous mouth packed with teeth, a mucus-oozing blowhole, and white albino-flesh. This lurking horror has been lying in wait for its usual prey – rats, small crustaceans and the like – but sensing the hot blood pumping in your veins has excited its unholy appetite. You cannot hope to escape without a fight, so fight you must.

LURKING HORROR

SKILL 9 STAMINA 10

If you manage to slay this foul fiend, turn to 174.



222

And then the devils are gone again, their bodies dissolving back into the mist. You breathe a sigh of relief at having overcome your grotesque assailants. But any sense of a reprieve from the horrors of Fenmoor are short lived as yet another horrible howl resonates through the cloying mists. This is no wolf but something else, yet unmistakeably canine – something demonic. Roll two dice. If the total rolled is less than or equal to your CHANGE score, turn to 251. If it is greater, turn to 342.

223

And then one of the wolves does indeed find the brazen bravado it needs to assault the stagecoach. The lithe, grey-pelted creature manages a gravity-defying leap onto the roof of the coach and, having found purchase with its unsheathed claws, goes for you.

GREY WOLF

SKILL 7 STAMINA 6

Unless you have the *Quickening* special ability, due to your precarious position on the roof of the carriage, you must conduct combat with the wolf with your Attack Strength reduced by 1 point. If you triumph in this battle, turn to 239.

224

You place the Gold Piece in Madame Zelda's outstretched hand and she makes it vanish with a sleight of hand flourish. She begins making exaggerated hand movements over the crystal ball and you fancy you can see swirling clouds forming within its depths.



'Ah yes,' the fortune-teller begins theatrically, 'I see many perils ahead, but also great courage and a goal achieved.' This sounds like the sort of rubbish she probably tells all her punters. But suddenly Madame Zelda's voice changes dramatically, dropping by several octaves, and her eyes roll up into her head, revealing the whites.

'Beware the storm-made monster and shun the eastern hills. Nothing but death awaits you there,' she moans. 'Heed the words of a mourning father and seek out the rock of wolves. And once you are within the belly of the beast, wake not the man of brass but seek out the infernal cadre.'

Madame Zelda shakes her head as if stirring from a waking dream. 'Er, yes, the, um, stars have spoken,' she says, sounding as if she can't quite remember what has just happened. 'Yes, the future is an undiscovered country, um, but your path is clear. Go now, be on your way!' The fortune-teller is clearly distressed and, feeling a little shaken yourself, you decide not to hang around any longer. Add the codeword *Diaterof* to your *Adventure Sheet* and turn to 167.

225

The unnatural cacophony continues, setting your teeth on edge and working in an even more sinister way upon your lycanthropy-riddled body. The wolf within howls in discomfort and struggles to be free of the tormenting music. You fight to keep the beast





contained but feel that the animal inside is steadily taking control. (Add 1 to your **CHANGE** score and lose 1 **LUCK** point.) Howling in anger, fear and frustration, you flee the cursed Music Room. Turn to 321.

226

You make your way along the passageway, down the stairs and into the empty, darkened bar room. A half-open door leads you outside into the coaching inn's stabling yard. The moon hangs over the bleak moors, casting everything in its cold, monochrome light. Your gaze is drawn to the silvery disc and something deep inside you howls in joy at the touch of the moonbeams.

But across the yard another light beckons, spilling from the crack between the stable doors. Stealthily you sneak over to the stable and put an eye to the gap. Inside, the straw has been cleared from the middle of the floor and a curious, and disturbing, symbol has been drawn on the floor, surrounded by esoteric runes and zodiac symbols. The space is lit by candles stuck to barrels and crates positioned around the esoteric circle. At the centre, Meg, the landlord's daughter, is conducting some kind of ritual. In front of her, on the cold, stone floor of the stable, is a human skull. You watch transfixed as the witch chants under her breath, in some unintelligible language, making mystical gestures with her hands.

As you watch her conducting her unholy rite, you feel the wind at your back and your hackles rise. Dark powers are being drawn to this place and who knows



what might happen if Meg is allowed to finish her spell. Will you wait for her to complete the ritual (turn to 308), or burst into the stable without further hesitation (turn to 205)?

227

Crouching low in the waterlogged tunnel you wend your way towards a barred circle of light in the distance – it must be a way out! The tunnel widens and you see that it ends at a circular grille: beyond that lies a torch-lit stone-walled corridor. You are aware of a sinister scuttling sound and look up at the curve of the tunnel roof above you. Antennae rippling repugnantly, the huge centipede moves towards you on its myriad, jointed legs. As you prepare to defend yourself, a second overgrown centipede raises its head from the channel ahead of you and writhes towards you, its body covered in tough, chitinous armour. In the confines of the tunnel-pipe, fight the centipedes one at a time.

	SKILL	STAMINA
First GIANT CENTIPEDE	8	7
Second GIANT CENTIPEDE	9	7

If you manage to defeat both the carnivorous creatures you make it to the grille without meeting further resistance. Turn to 341.

228

The Countess batters through your defence with her bare hands and pounces on you, sinking her long fangs into your throat. Penetrating your jugular, she



sucks noisily at the hot blood gushing from the wound. Lose 3 STAMINA points. Suddenly the Vampiress recoils from you, gagging horribly and retching blood. 'Your blood is tainted!' she gasps. 'Another already has a claim on your cursed soul!' Hearing this you feel that you must be truly damned if even one of the aristocracy of the night will not feed on your life-force. Add 1 to your CHANGE score. However, if you have the *Cursed Bloodline* affliction, you may also subtract 3 points from the Vampiress' STAMINA. Finish your fight with the Lady of Maun and if you reduce her STAMINA score to 4 points or less, turn immediately to 245.

229

With a final thrust, your sword enters the Werewolf's chest, sinks up to the hilt, piercing the creature's heart, until the tip emerges from its back. The beast dies, issuing one last howl as its limp body slides off your blade. Your attention immediately turns to the wretched woodsman, who lies some feet from you, where he was felled. You are about to rush to your friend's aid when you suddenly stop yourself. You have faced the beast lying at your feet more than once this night; can you be certain that the fiend is really dead at last? Will you make a closer inspection of the werewolf's corpse (turn to 35) or go straight to Ulrich's aid (turn to 107)?

230

If you are fighting with a sword which has been engraved with a particular name, turn that name into a number, using the code A=1, B=2, C=3 ... Z=26, and



then turn to the paragraph with the same number. If you do not have such a weapon, turn to 150.

231

As luck would have it you have consumed a potion that, among its other healing properties, is intended to reverse the effects of lycanthropy. Restore up to 6 STAMINA points, regain 1 LUCK point and reduce your CHANGE score by 4 (although it cannot drop below 1). Will you now try one of the other potions (turn to 337) or tarry no longer and escape the blazing structure (turn to 291)?

232

Crouching in front of the mirror, you examine where the glass meets the frame. The sound of stone grinding on stone sends a shiver down your spine. You react instantly, jumping back from the mirror as the stone griffin comes to life and steps down from its plinth. With a granite growl, the statue swipes at you with a marble paw. Once again you are fighting for your life.

STONE GRIFFIN

SKILL 8 STAMINA 9

If you are using a bladed weapon, such as a sword or a dagger, a successful strike against the animated statue will only cause 1 STAMINA point of damage. If you are using a mace, a hit will cause 2 STAMINA points damage. If you manage to destroy the statue, add 1 to your ALARM score.

With the stone guardian defeated, you resume your inspection of the mirror. *Test your Skill.* If you are



successful, turn to 269. If you fail you are unable to find anything unusual and so have to leave this floor (turn to 7).

233

After an hour of searching you still have not found the belladonna plant you so desperately need. Even with Ulrich's woodsman's skills, hampered by the smothering darkness he finds nothing. You are feeling worse than ever. The fever is eating you up and you feel nauseous to the pit of your stomach. (Add 1 more CHANGE point to your total.) Ulrich suggests that it would be foolish to waste anymore time looking for the herb, considering your worsening condition, so will you now set off after the wolf pack (turn to 473) or go in search of Grandmother Zekova (turn to 302)?

234

In time the pain passes again and you continue your journey, determined to press on further before finding somewhere to pass the night. It is then that the sound of music drifts to you through the forest - voices raised in song accompanied by a lilting accordion accompaniment. A little further along the path you catch glimpses of firelight flickering behind the silhouettes of midnight black trees. Do you want to leave the road and travel towards the music and the light of the campfire (turn to 288), or would you rather keep on along your current path and look for a place to stop well away from any other encampments (turn to 275)?



235

Despite being in an obvious state of neglect, with the door in the base of the tower shut behind you, the stone building proves to be weather-tight, sheltering you from the worst of the storm raging outside, the wind souging through the shredded sails of the windmill. Free of the torment of the tempest you take a more measured look around you. The base of the tower is cluttered with boxes, crates, barrels and, curiously, pieces of metal machinery. In fact there is nothing here to suggest the true purpose of a working mill, certainly no bags of flour or grindstones. A rickety wooden staircase leads up to the floor above and, gazing up into the gloom, you can see another level beyond that. As you gaze upwards you fancy you see the shadowy suggestion of movement in a flickering flash of lightning. Was there really something moving up there, or was it simply your overwrought imagination playing tricks on you? Will you:

- Investigate this level of the windmill-tower
more carefully before settling down to
sleep? Turn to 256
- Climb the unsteady staircase to the next
floor? Turn to 163
- Settle down to sleep straightaway, ignoring
what you think you might have seen? Turn to 279

236

Three alternative exits present themselves but which way will you choose?

- The triangular tunnel? Turn to 31



The tunnel with walls covered with
green algae?

Turn to 405

The passage strewn with pebbles?

Turn to 159

237

The creature suddenly dances away from you in a flurry of snowflakes. 'Winter's pall and first snowfall, warm hearts grow cold, we claim them all,' it sings in its squeaky voice. You suddenly find yourself at the centre of a freezing whirlwind. You can feel ice crackling across your skin but can do nothing to stop its freezing effects. You find yourself paralysed by cold, your body as immovable as a block of ice. By the time morning comes, you have thawed out and are able to move again, but the winter sprite's chilling enchantment has had a detrimental effect upon your body. (Lose an additional 3 STAMINA points and 1 SKILL point.) If you are still alive after this ordeal, turn to 314.



You while away the rest of the day in the village of Balci itself. There is nothing particularly special about the place: it has a mill, tavern and forge, and its people spend their days tending the land or labouring in the forest to the south-east. A basic meal of meat and potatoes, along with a flagon of ale at the village tavern, will cost you 2 Gold Pieces and restore up to 4 STAMINA points. As dusk falls you make your way back to the area of the Carnivale. The circus is now closed to the public for another day and most of the place is in darkness. You skirt the perimeter awning the circus people have set up until you are in a position where you are sure no one can see what you are doing. Loosening a sheeted panel you slip inside and make your way stealthily between the tents, stalls and standing wagons. You are just trying to decide where



to explore first when you hear a noise. It is the sound of urgent voices. 'I tell you, someone's broken in,' one says. 'They won't get far,' says another. The voices are getting closer: you are going to come face-to-face with their owners any moment. If you run you will definitely be spotted, but there might be another way out of this. If you want to stand your ground and face whoever is approaching, turn to 257. Alternatively you can try to hide. If so, will you hide in the large tent to your left (turn to 370) or the painted caravan to your right (turn to 316)?

The coach sweeps around a bend in the road and it is then that you see the chasm before you. Katya urges the horses towards the wooden, lamp-lit bridge, which spans the gaping gorge. With the stagecoach picking up speed, it is only when you are too close to even attempt to stop the horses that you realise someone – or something – has tampered with the bridge. The middle span is missing entirely, broken spars stretching out into the precipitous void that yawns beneath it. Trying to contain her rising sense of panic, Katya whips the horses into a frenzy, urging them at the last possible moment to jump. If you did not take an earlier diversion through the forest, turn to 502. If you did take this diversion roll one dice and add twelve, giving you a total of between 13 and 18: this is the horses' combined STAMINA score. Then roll four dice. If the total of these four dice is less than or equal to the horses' STAMINA score, turn to 502. If it is greater, turn to 380.



240

Without looking back you flee the Tower, nothing standing between you and freedom. You are back on the blasted escarpment, thinking you have made it away safely, when a terrible screeching cry resounds across the hilltop. Sweeping down out of the night sky is a foul, winged creature, roughly humanoid in shape, with an ugly, oversized head and a thin, stunted body. Stretched between its arms and legs are vast leathery wings and it reaches for you with bird-like claws. You have no choice but to fight the Harpy.

HARPY

SKILL 7 STAMINA 6

If you survive the encounter, you finally take shelter for the night in the lee of a huge, mossy boulder. The next day you set off again, circumnavigating the village of Maun this time and joining the road that leads north. Turn to 350.

241

You scuff away part of the chalk-drawn sigil with the heel of your boot, drawing your sword ready to defend yourself at the same time. A sudden gust of wind whirls around the stable, like a trapped tornado, and the candles are snuffed out. At the same moment the landlord's daughter lets out a terrible cry of anguish. Suddenly the Headless Highwayman is there again, on the back of his phantom steed. 'And now, my love, we shall be together forever!' he declares over the howling, gale-force wind. With that he gathers the young witch in his arms and swings her onto the saddle in front of him. The symbol was a



Summoning Sigil, a witch-mark of ill-omen, used to draw restless spirits to a place. Having destroyed it, you have broken the girl's power over the ghost of the Headless Highwayman. Turn to 76.

242

You progress along the tunnel in a half-crouch, until it becomes more like a proper passageway and you can stand upright again. The luminescent moss does not let your eyesight penetrate very far through the gloom; your ears pick up the approaching drone long before you see the two huge flies. They are grotesquely overgrown insects, their bloated bodies black with stiff hairs. The buzzing of the Giant Flies intensifies as they home in on you, darting forwards as they try to puncture your flesh with their long, needle-sharp, proboscises.

	SKILL	STAMINA
First GIANT FLY	6	5
Second GIANT FLY	5	6

If you kill both of the insects, turn to 261.

243

Lying in a hollow between patchy gorse bushes is the body of an adventurer, much like yourself. Only this poor wretch is obviously dead, his body lacerated by terrible claw marks. His backpack lies at his side and, seeing as he has no use for it now, you rummage through it. You find a total of 8 Gold Pieces and enough food for 2 Meals. But while you have been investigating this scene, the crows have been circling





closer and closer. Squawking loudly, the birds suddenly drop out of the sky, beaks snapping and talons clawing.

MURDER OF CROWS

SKILL 6 STAMINA 12

If you defeat the crows, thereby driving the flock away, you set off east again, before the birds become emboldened and return. Turn to 69.

244

Your search for the Beast has been frustratingly futile and has brought its own dangers. In the end you have no choice but to return to the relative safety of the town before the moon rises. The sun has set, the walls of Vargenhof a solid black shadow against the purpling skyline, still some way off, as you make your way back through the forests bordering the town. Suddenly, a savage and yet mournful cry cuts through the night: it came from somewhere nearby. Running hell-for-leather, you burst into a clearing between the dark trees and a monstrous sight greets you. Lying on the floor of the clearing is a young woman, wearing a hooded cloak, close-fitting bodice and trews, her discharged crossbow fallen at her side. Looming over her is a monstrous creature, seemingly part wolf, part bear, and yet with some semblance of a human. Lupine senses flaring, there is no doubt in your mind that this is the Werebeast of Vargenhof! Sensing your presence, the creature gives voice to a bellowing roar and turns from the defenceless woman to face you. It is then that you see the crossbow bolt protruding from the flesh of its right arm. You have little



time to prepare yourself before the monster is upon you.

WEREBEAST

SKILL 8 STAMINA 11

If the monster wounds you more than twice, add 1 to your CHANGE score. If you survive five rounds of battle against the monstrous creature, or you manage to reduce its STAMINA score to 5 points or less, turn at once to 334.

245

The Countess shrieks and whirls away from you, wrapping her cloak around her. 'You will never leave my domain alive!' she wails and, with that, her corporeal form dissolves into black mist. Have you destroyed two coffins while exploring the tower? If so, turn to 263. If you have only destroyed one, or none at all, turn to 286.

246

'Begone, night creature!' the man starts yelling. 'Get away from here and leave us in peace!' At this, the assembled villagers shuffle towards you too, waving their pitchforks and billhooks in the air. These people have obviously been unnerved by something and are preparing to vent their fears and frustrations on you. With a sudden shout of, 'Kill the night creature!' from their middle-aged leader, the angry mob rushes you. If you are going to get out of Strigoiva alive you are going to have to fight your way out.

ANGRY MOB

SKILL 7



Fight the agitated villagers as if they were one opponent. However this is not a conventional combat. You are not trying to injure these hapless peasant folk, although they are most definitely trying to kill you! If the mob wins an Attack Round, deduct STAMINA points from your total as normal. If you win an Attack Round, however, you do not deduct STAMINA points as you would against a conventional enemy. Instead, if you win two Attack Rounds in a row or, failing that, after six Attack Rounds (if you are still alive), you manage to break free of the angry mob and escape from Strigoiva (turn to 202).

247

You give voice to a terrible baying cry and watch as the huge wolves quail and quake, whimpering at your animalistic howl, before finally turning tail and running from you. Turn to 513.



248

Red in Tooth and Claw - As part of your slow but steady transformation into a Werewolf, your fingernails have hardened into talons and your canine teeth have lengthened. This means that you are now just as effective and deadly in battle unarmed as you are armed. If you ever have to fight unarmed you may ignore the penalties placed upon you. Record this new special ability on your *Adventure Sheet* and then turn to the paragraph with the same number as the one you were last instructed to write down.

249

Moving steadily towards the heart of the dusk-shrouded ruins, you find yourself at the top of a flight of worn stone steps leading down into a dome-roofed underground chamber. Drawn as you are towards this darker gloom, you will need to be able to light your lantern to progress further. If you have a lantern or, if not, the *Night Creature* special ability, turn to 101. If not, you will have to retrace your steps and leave the ruins (turn to 38).



250

Before you even come in sight of Maun you see the tower that looms over it, looking like a black clutching claw against the blank canvas of the sky. Keeping a wary eye on the tower, and the tiny ragged shadows flitting about its turrets, you follow the road down into an enclosed valley, which holds the crumbling buildings of Maun. The pale-faced peasants you see struggling to till the land appear possessed of a morbid lethargy. Their homes are in a state of disrepair, the thatched roofs saggy and green with moss. The whole place seems to lie under a shadowy pall, even though dusk is still some hours away. If you have the codeword *Nethcir* recorded on your *Adventure Sheet*, turn to 391. If not, turn to 413.

251

Inexplicably, you find yourself drawn towards the demonic howling. Following the wailing lure, you stumble over swampy ground, unmindful of what is happening underfoot. You take another step and abruptly sink to your thigh in the peaty mud. Momentum carries you forward and soon you are up to your waist in a stinking bog. As the reality of your perilous situation hits home, the power the eerie howling had over you is broken. You twist and turn, trying to get yourself out of the bog before you sink any further. You are already up to your chest when you spy a trailing root protruding from a mound, on which a gnarled bush grows. Trying to free yourself from the clutches of the bog, you lean forward, straining every muscle as you try to reach the root.



Roll three dice. If the total rolled is less than or equal to your STAMINA score, turn to 128. If the total is greater, turn to 84.

252

And then the monstrous spider-creature is on top of you and you have no choice but to fight back. 'Trespasser!' she shrieks. 'Step into my parlour, would you? Well now you never leave!' Arming yourself, you prepare to repel the Spider-Queen's assault.

ARANAEA THE SPIDER-QUEEN

SKILL 10 STAMINA 12

The Spider-Queen has several different methods of attack. Each time Aranaea wins an Attack Round, roll one dice and consult the table below to see which attack she uses and the damage it causes.

Dice

Roll Attack and Damage

- 1-2 Barbed talons - lose 2 STAMINA points.
- 3 Leaping attack - you are knocked to the ground (lose 2 STAMINA points) and spend the next Attack Round trapped under the monster, fighting with your Attack Strength reduced by 1 point.
- 4 Web-spit - you suffer no wounds but cannot defend yourself during the next Attack Round as you struggle to free yourself from the sticky silken strands.
- 5 Venomous bite - lose 4 STAMINA points.
- 6 Spider-swarm - tiny, red-bodied spiders burst from blisters on her abdomen. Roll one dice and



lose that many STAMINA points as the swarming spiders sink their fangs into your flesh. (However, this attack also costs the Spider-Queen 2 STAMINA points.) If you manage to slay the Spider-Queen, turn to 364.

253

You gulp down the thick, green liquid, which leaves a bitter aftertaste in your mouth - but there is worse to come. You can feel your body swelling and changing, as the flesh-warping effects of the lycanthropy are exacerbated. (Add 2 points to your CHANGE score.) Perhaps there is another potion on the shelf that can reverse these devastating effects. Do you want to try another of the bottled potions (turn to 337) or will you choose not to put your faith in any more of the mad scientist's concoctions and flee the building (turn 291)?

254

Even as you turn to run you sense the monstrous wolf launch itself into the air behind you. There is a moment of terrible stillness and then the full weight of the creature lands on top of you, sending you sprawling on the ground. You gasp in pain, the breath knocked out of you, as the wolf sinks its cruel teeth into your shoulder and rakes your back with its steel-sharp claws. (Lose 4 STAMINA points.)

You suddenly hear a gruff voice bellowing at the beast to release you. You feel the wolf on top of you tense. The pressure of the steel gin-trap of its jaws around your shoulder abruptly eases, as your would-be



by her cold, piercing stare. Roll two dice. If the number rolled is less than, or equal to, your **CHANGE** score, turn to 10; if it is greater, turn to 52.

256

Among the clutter and detritus that has been dumped at the base of the windmill, now lying under a thick covering of dust, you find a gleaming Iron Rod, polished to a blue-black finish, with a sphere of metal at one end and a gleaming spike atop that. It is a curious piece and you may add it to your Equipment List if you wish. There is nothing else of value so will you settle down to sleep (turn to 279) or climb the wooden staircase to the next level (turn to 163)?

257

Three figures appear, picking their way among the guy ropes of the tents. They are taken by surprise when suddenly confronted by you. But you don't know who is more shocked, you or they, for you are faced by three surly circus folk. There is the Carnivale fire-eater (his naked torso covered with a tattoo of a serpentine dragon) and the bald-headed, moustachioed strongman, who is leading a hulking, green-skinned ogre by a length of chain attached to a spiked collar. 'We've found them!' the fire-eater gasps.

'You should think about giving yourself up,' the gruff-voiced strongman says, tugging meaningfully on the lumbering ogre's chain, making the barrel-chested brute grunt with annoyance. As he does so, the fire-eater moves round behind you, blocking off your



escape route. Will you give up, as the strongman suggests (turn to 281), or prepare to take on all three Carnivale characters together (turn to 294)?

258

Stifling a yawn you make for the stairs that lead out of the bar and up to the guest-rooms. As you leave, you hear the landlord making his demands of the barmaid, finishing with, 'And lay a new fire in the grate, daughter.' To which she mutters something undoubtedly disrespectful in return. Leaving the miserable pair to their bickering, you head upstairs for bed. The room is sparsely furnished – a small table, a chair and a pallet bed – but you do not care. You feel shattered after your meeting with the phantom Highwayman, not to mention the wearying march. You are asleep from almost the moment your head hits the pillow.

You wake from a dream (in which you are chasing through the woods barefoot after a stag) due to your bed being shaken. You open your eyes blearily. You cannot see anyone else in the chamber with you, by the thin shaft of moonlight entering your room between the shutters, but there is the sound of wood scraping on wood, as if the furniture is being moved across the bare floorboards. Cautiously, you ease yourself out of the bed, which has stopped shaking, and pull your sword from its scabbard. You watch dumbfounded as the table and chair rise into the air in front of you. They hover there for a moment, three feet off the ground, and then suddenly hurl themselves at you. Incredibly, you find yourself fighting for your



life against a table and a chair! Fight the two pieces of furniture at the same time.

	SKILL	STAMINA
TABLE	5	6
CHAIR	6	4

If you win, turn to 72.

259

With the day wearing on, the hunting party sets off in search of the Beast. The men who make up the band are used to the hardships of life in an even harder land. They are men of few words, who value action over rhetoric. Their hounds strain at their chains, snarling and slaving, eager to be after their prey. A number of veteran trappers guide the party into the forests north of Vargenhof, beyond the scraggy pastures where the Beast took its most recent victim. You enter the pinewoods under a glowering, overcast sky, and once beneath the overarching branches it is as dark as if dusk has fallen. The path the party takes wends this way and that through the forest, wolfhounds and mastiffs being loosed to sniff out the quarry. Others among the group assure you that you are following signs left by the Beast of its passing. You, with your own heightened lupine senses, however, cannot pick up any scent or sign of such a monster anywhere nearby. As dusk really does begin to fall, in desperation the hunters split up and spread out in an attempt to find their quarry. Suddenly alone, you stumble on through the encroaching darkness. If you have the *Night Creature* special ability, turn to 410. If



not, *Test your Luck*. If you are Lucky, turn to 410; if you are Unlucky, turn to 489.

260

'Here,' says the scholar, proffering a steaming flask, 'drink this.' You take the flask and sniff at the steam clouding at the brim. You instinctively recoil in disgust. You ask Vereticus what the elixir is made from. 'There's a little wolfsbane in there,' he offers, 'tincture of silver and oil of mistletoe.' You are going to have to hold your nose as you drink, if you are ever to stomach this curious potion: but are you even certain you want to drink it? If you do, turn to 178. If you politely decline, turn to 193.

261

Further on, the passageway bends to the right and opens into a large, low-roofed cavern. On the other side of the cave, another tunnel, similar to the one you have just left, continues into the darkness that lies beneath the Abbey rock. But between you and the onward tunnel the floor of the cave is lost beneath a pool of foetid slime, writhing with the bloated white bodies of Giant Maggots. This explains the aggressive attitude of the Giant Flies towards you: the insects were protecting their brood. The stench here is even worse than that of the effluent pipe and you can see nubs of bone picked clean by the hungry maggots. Do you want to risk crossing the maggot-pool to get to the tunnel on the other side (turn to 293), or would you rather retrace your steps to where you entered this stinking underworld and take the other path (turn to 227)?





262

The monks dead, you stumble into the sanctuary and come upon the heart of the corruption in this place. Sloshing about in a pit cut from between lifted flagstones, and filled with cloying green slime, is a maggot of a magnitude you would never have imagined. The thing must be 20 feet long from snout to tail and as you watch it shudders, its tiny blind-head end swaying around, sniffing you out, the maggot's moist white body rippling repulsively. Glutinous slime dribbles from the abomination's incessantly working mouthparts. The sickly sweet smell is at its strongest here and makes you gag. It is then that you realise why it is so familiar to you: it is the stench of decay. Surely evil such as this cannot be permitted to live. If you have the word *Stoggam* written on your *Adventure Sheet*, turn to 365. If not, you could deal with the grotesque Abbot-Maggot with cold steel (turn to 426), or, if you know of another means of fighting the maggot, you will also know a particular name. Turn this name into a number using the code A=1, B=2, C=3 . . . Z=26, add the numbers together and turn to the paragraph with the same number as the total. Alternatively, you could just run from the monstrous maggot's presence and the Abbey (turn to 148).

263

The cloud of black mist moves across the palatial chamber at speed, until it disappears under a tapestry on the far wall. Hurrying after it, you pull aside the wall-hanging and find a hidden door. Beyond it, in a cramped turret chamber, you find the last of the



Vampiress' coffins. Throwing back the lid you see the re-forming body of the undead dominatrix. Without hesitation you plunge your blade into the creature's chest, penetrating her shrivelled black heart. The Countess' eyelids flick open and an unholy scream escapes from her gaping mouth as she expires. Before your eyes her flesh dissolves into slime and her blackened skeleton crumbles to dust. You have destroyed the vampiric Countess Isolde and freed the people of Maun from her tyranny. Regain 2 LUCK points! With the undead Lady of Maun truly dead at last, do you want to spend time searching her chambers for treasures (turn to 325), or do you want to quit this place of evil as without further delay (turn to 346)?

264

With the Golem nothing more than a puddle of melting fat, waxy white chunks and cut candlewicks, you cross the room and examine the ornate looking-glass hanging on the far wall. Close to, you realise that the mirror has been fashioned from black volcanic glass, its ornately wrought frame, burnished gold. As you stare into the black glass, your own shadow-eyed face stares back at you. An inscription has been etched into the frame. It reads:

*If you would my secrets know,
And take all I can bestow,
Take courage now, step forth and speak
And tell me what it is you seek.*

If you know what it is you should ask for, turn the name into a number using the code A=1, B=2, C=3 ...



Z=26, and turn to the paragraph which is the same as the total you come up with. If the paragraph makes no sense the mirror will not give up its secrets to you which leaves you only two options. Will you smash the mirror (turn to 34), or leave the turret room, return to the Map Room and proceed from there (turn to 321)?

265

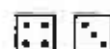
As the curious being darts over the sparkling ground you desperately try to wrack your brains for any way you can possibly think of to rid yourself of the icy sprite. You now need to test one of your abilities, either by *Testing your Skill* or *Testing your Luck*. If you *Test your Skill* and are successful, turn to 287. If you *Test your Luck* and are Lucky, turn to 299. If you fail, no matter which ability you test, in desperation you pull your sword from its scabbard (turn to 218).

266

Apart from the pick, the dead Dwarf has few possessions about his person, which is probably why he risked prospecting in such a perilous place. However, in the miner's pack you find a still-stoppered potion bottle labelled 'Fortune'. The bottle has one tot left in it. Drinking the potion will return your LUCK score to its Initial level. This is a lucky find indeed! Now you must return to 122 to decide which way to go.

267

Out of the foetid pool, the blade appears to shine. It is a magnificent weapon and has not suffered any



tarnishing, despite its resting-place. Turning the blade over you see engraved gothic lettering flash in the lantern light. They spell out a name: 'Wulfen'. You have found a powerful magical weapon. Restore 1 LUCK point and, for as long as it is your weapon of choice, increase your Attack Strength in battles by 1 point. As well as counting as a magical weapon, which will harm the undead, demons and magical creatures, the Wulfen Sword has a charm bound into it, which works against the moon-wrought powers of were-creatures. Injuries you lay against any creature with the word 'Were' in its name, while wielding the Wulfen Sword will cause 3 STAMINA points damage rather than the usual 2. Add the Wulfen Sword to your Possessions. Still marvelling at the magnificent weapon you hold in your hands, you begin to wonder what else might be lying beneath the surface of the pool. Do you want to extend the search for artefacts (turn to 432) or will you climb out of the pit with your wondrous new find (turn to 154)?

268

'... And so I find myself here, a mercenary seeking a job that will pay for a comfortable bed at a warm inn for the night,' you say, concluding your story.

'A sell-sword, you say?' The man never once takes his eyes from you. 'Then you have come to the right place. But let's not talk here. You must be hungry after your travels and *The Suckling Pig* has a roaring fire that will take the chill from your bones.'

You allow the man - who is Konrad, headman of



Strigoiva - to lead you to the village's only tavern, where at his insistence, a bowl of steaming mutton stew is placed before you. You devour the meal hungrily as you listen to what he has to tell you. (Regain up to 4 STAMINA points.)

'We live in cursed times, my friend, and Strigoiva feels this curse more strongly than other places. On a nightly basis we suffer the attacks of a veritable army of ghosts.'

Ghosts? Konrad has captured your attention. 'What ghosts?' you ask.

'Terrible spectres all,' he goes on. 'First there is the Shuck, which preys upon travellers on the western moors and keeps Father Corran a virtual prisoner within the holy shrine to the goddess of the healing spring. Then there is the Headless Highwayman, who preys on folk who travel the road north to Balci, just as he did in his ungodly lifetime. And last, but most terrible of all, there is the Howling, which assails us in our homes each and every night. We have had enough. When you arrived, you found us preparing to meet the ghostly pack and send it on its way back to Hell, or die trying. Will you help rid us of our spectral tormentors? We would reward you in our own modest way.'

If you want to stay and help the villagers in their battle with the Howling - whatever that might be - turn to 40. If not, turn to 434.



There is a definite gap between the edge of the mirror and the frame. Tapping the wall around the edge of the frame you finally find what you are looking for. You apply just the right amount of pressure at the right spot and the reflecting glass swings back. Beyond the mirror lies a small chamber draped with black velvet and lit by a single red lantern. Standing on trestles is a grand black coffin with gleaming gold handles. If you ever had any doubts that Maun Tower is the lair of a Vampire they vanish now. You know that a Vampire's coffin is its last refuge and as long as the undead creature has such a retreat to return to it can never truly be vanquished. You send the coffin crashing to the floor and smash it to smithereens. (Make a note of the fact that you have destroyed the coffin on your *Adventure Sheet* and add 1 to your *ALARM* score.) Feeling more confident about the outcome of your mission you leave the second floor to explore elsewhere (turn to 7).



There being no time like the present, you seize your moment and leap at the thing, sword drawn. Seeing what you are planning, the Changeling hisses and leaps into the rafters above your head. In the same instant, as if compelled by the will of another, Farmer Bauer and his wife march towards you, arming themselves with a stout log from the woodpile and a rolling-pin, ready to defend their unnatural 'child'. The Changeling giggles as the old couple try to batter you with their improvised cudgels. You have no wish to harm the elderly pair and so fight only to disarm them. Farmer Bauer has a *SKILL* score of 6 and Mistress Bauer a *SKILL* of 5. Roll for Attack Rounds as normal, but reducing your Attack Strength by 1 point. You need to win two Attack Rounds to disarm each opponent, and have to fight them both at the same time. If the farmer or his wife win an Attack Round you will suffer damage as normal. Keep a track of how many Attack Rounds it takes to disarm the pair (you will need to fight a minimum of four). When you have disarmed both Farmer and Mistress Bauer, you are at last able to tackle the Changeling. But while you have been distracted the imp has been steadily transforming itself. It is now much larger, and more vicious than it was in its infant form. When you come to fight the monstrous imp you must increase its *STAMINA* score by the number of Attack Rounds it took you to disarm the old couple. You must also increase its *SKILL* score by the same number divided by two (rounding fractions up). Now turn to 137 to resolve this battle.



271

As you battle the Black Wolf you become increasingly aware of the rest of the wolf pack continuing to close in around you, and that momentary distraction is all it takes. You stumble on an exposed root and lose your footing. The huge wolf seizes the opportunity with unnerving animal cunning. Your sword-arm flailing as you try to maintain your balance, the wolf smashes through your compromised defence and hurls you bodily to the ground. You feel its great weight on top of you, the breath knocked out of you. You can smell its foetid, carnivore's breath, hear its snarl in your ear. And then, with a savage cry of animal satisfaction, the wolf sinks its fangs into the flesh of your shoulder. (Lose 1 STAMINA points.) Your agonised cry is suddenly joined by a howl of pain as the wolf releases its grip. Your vision greying, you see a tall, thickset figure standing over the Black Wolf, a sturdy woodsman's axe raised above his head. The axe descends again and the wolf gives a strangled yowl and leaps off you. The woodsman swings his axe again and the wolf flees yelping, the rest of the pack skulking after their leader. Then the great figure is looming over you. Defeated by pain and blood loss, your body cannot take any more and you black out. Turn to 111.

272

You trudge on across Fenmoor, following the narrow paths of firmer ground zigzagging between the marshes that have given these moors their name. The fog that continues to thicken around you adds to your sense of disorientation until you have no idea where



you are going. A shrill sound suddenly cuts through the smothering mist, something like the screaming of demented wolves. All sorts of terrible premonitions assail your overwrought mind and you begin to feel that your fate is inescapable. (Add 1 to your CHANGE score.) And then you see movement ahead. Smoky tendrils dance before your eyes, their twisting course seemingly directed by some gestalt intelligence. As you watch, transfixed, you fancy that you can see monstrous faces appearing through the fog. As you are wondering whether your own eyes are playing tricks on you, a nightmarish visage coalesces from the vapour around you. It has burning eyes and a hideous, fang-filled slash of a mouth. Beneath the misshapen head and neck, two muscular arms emerge from the swirls of mist, ending in savage, rending claws. From the torso down, the creature's body trails away into nothingness as it merges back into the mist. The grotesque creature darts forward, spiralling around you in an effort to confuse, but you do not fail to spot the appearance of a second creature. You have heard tell of these monsters before but had thought them the stuff of fairy tales. Unfortunately for you these Fog Devils are all too real. You have no choice but to fight the creatures together as they close in for the kill, their cries setting your teeth on edge.

	SKILL	STAMINA
First FOG DEVIL	8	6
Second FOG DEVIL	7	6

If you win, turn to 222.



273

At the very top of the spiral staircase you pass through a door and emerge onto the battlements of the tower. Dark rags of cloud scud across the moon, which hangs near full over the landscape. Staring up at the moon you can feel its lunar energy working its way into every fibre of your being, calling to the wolf within. (Add 1 to your CHANGE score.) Momentarily ensnared by the moon's gaze you become aware of a high-pitched squeaking sound that you would never have been able to hear at all before your transformation into a wolf began. Looking up, you see the flapping flock of bats descending from the tempestuous sky. Before you can reach the door that leads back down into the tower, the bats are upon you, all slashing wing-claws and needle-sharp fangs. You are going to have to fight these servants of the night creature who rules here.

FLOCK OF BATS

SKILL 5 STAMINA 10

Deduct your SKILL score from 15; this is the total number of Attack Rounds you will have to fight before you can escape the flock of bats, if you do not defeat them in fewer rounds. If you do manage to drive the bats off and return to the relative safety of the interior of the tower, turn to 7 to explore elsewhere.

274

Drawing your sword, you leap at the landlord's daughter, but before you can land a blow against her the doors of the stable are thrown open by a gale-force



wind and you hear the shrill whinny of a horse in the yard behind you. 'He comes,' Meg says, looking past you, 'my fine gentleman, my brave Lord Lucre.' You turn and come face-to-face, as it were, with the Headless Highwayman once again. The spectre enters the stable on foot, drawn sabre in one hand and his own severed head under the other. 'You would lay a hand on my Meg?' the ghost declares its face contorted in rage. 'Then you will pay with your life!' And with that Lord Lucre attacks.

HEADLESS HIGHWAYMAN SKILL 8 STAMINA 8

If you defeat your ghostly opponent, turn to 115.

275

Another half an hour further down the path and you make camp beneath the outstretched branches of a lightning-sundered elm tree. You may eat 1 Meal's worth of Provisions if you wish, before settling to sleep, but as soon as you close your eyes sleep is not long in coming...

You are woken from a dream (in which you are baying at the moon with the rest of your pack) by some ever-watchful sixth sense. You hear a leathery flapping sound coming from the branches of the dead elm and catch the shimmer of shadowy movement. There is the glimmer of moonlight on glistening, elongated fangs and the Vampire Bats, which have scented you out by the corrupted blood pulsing in your veins, fly down to feed. You are going to have to fight the bloodthirsty creatures all together.



	SKILL	STAMINA
First VAMPIRE BAT	5	4
Second VAMPIRE BAT	6	5

Lupravian Vampire Bats are even more to be feared than those of other lands. They are horribly overlarge creatures with savage, fanged faces, giving them an undead appearance. To add to their unpleasant form, this particular pair are also riddled with rabies. If they manage to bite you – even just once – you must add 1 point to your CHANCE score. If you dispatch both of the cruel creatures you spend the rest of the night wide awake, listening out for more of their kind. You are glad when dawn breaks at last and you are able to go on your way. Turn to 500.

276

When you plunged your sword into the bowl of water outside the onion-domed building, you were in fact anointing the blade with holy water from the village shrine. As a result, thankfully, you are now able to cause the spectral wolf harm (regain 1 LUCK point), but it is still going to be a battle that will test your mettle.

SPECTRAL WOLF SKILL 7 STAMINA 8

If you destroy the wolf-ghost, turn to 443.

277

The effects of the potion you have chosen to drink are not constant, changing from one minute to the next. Roll one dice and consult the table below to see what effect the elixir has on you.



Dice Roll	Effect
1-2	Restore your current SKILL score to its <i>Initial</i> level.
3-4	Restore your current STAMINA score to its <i>Initial</i> level.
5-6	Restore your current LUCK score to its <i>Initial</i> level.

Will you now drink one of the other potions (turn to 337) or would you prefer to leave the burning building (turn to 291)?

278

You lift the mace down from its mountings and test its weight in your hand. It is heavy enough to break bone and stone with equal ease, causing conventional opponents 3 STAMINA points of damage. But because of its weight, if you wish to use the mace in battle, rather than a bladed weapon you might have, you must reduce your Attack Strength by 1 point. As you are getting used to the feel of the mace you hear an ominous grating sound behind you. You turn to see one of the suits of armour climb down from its pedestal, the iron plate clattering noisily as it does so. It too pulls a mace down from the wall and advances on you with slow clanking steps. (Add 1 to your ALARM score.)

ANIMATED ARMOUR SKILL 8 STAMINA 8

As with your mace, every time the suit of armour wins an Attack Round you will suffer 3 points of STAMINA damage. You may escape after two Attack Rounds by turning to 7. If you stay the fight and destroy the metal





menace, it collapses on the carpeted floor of the corridor, now just so many pieces of battered armour. Will you now take down one of the shields from the wall (turn to 203) or will you leave to explore elsewhere (turn to 7)?

279

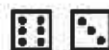
Pulling an old, moth-eaten blanket over you for extra warmth, you make yourself a make-do bed for the night, using your backpack as a pillow. You are fast asleep and snoring soundly when somebody creeps up on you and knocks you over the head with a heavy cosh. Lose 2 STAMINA points and, if you are still alive, turn to 476.

280

The old woman gives a startled cry and spins round. On seeing you her beady black eyes narrow and an ugly grimace contorts her already unattractive features. She quickly flicks to another page in her book and, chanting the incantation she finds there, points her wand at the creatures at her feet. Realising the crone's evil intentions you prepare to defend yourself. Then the spell takes effect: one of the toads at her feet starts to swell, rapidly increasing in size. Having started off as big as a man's fist, it is soon the size of a dog but keeps on growing. The transformation does not stop until the bloated toad is as large as a pony. Pushing itself forward on its huge webbed feet, the witch's familiar moves to attack, the tip of its tongue darting in and out of its mouth.

GIANT TOAD

SKILL 6 STAMINA 7



If the toad wins an Attack Round, it lashes you with its poisonous sticky tongue; on a roll of 5 or 6 you lose 4 STAMINA points instead of the usual 2. If you kill the toad, you must now deal with the witch. Turn to 65.

281

Suddenly surrounded by Carnivale folk, you are seized and your weapon taken from you. You are taken inside the larger, grinning maw tent at the centre of the encampment. You find yourself standing at the centre of a circle of the strange Carnivale players. Many of them bear some kind of mutation. You see one man with gills in his neck like a fish, and a woman joined at the hip to her twin. The diminutive Carnivale Master pushes his way through the crowd and peers up at you from beneath the shadowing brim of his top hat.

'People are suspicious of us Carnivale folk, with our unfamiliar Carnivale ways, but we do not mean any harm. We are just trying to make our way in the world like everybody else. We offer sanctuary to the dispossessed, the unwanted and the outcast. Most are happy to leave us be, paying for the privilege of glimpsing a world they are fortunate enough not to be part of. But then some people like you,' he says, stabbing an accusing finger at your chest, 'never let us be and force us to move on from town to town, village to village, never able to rest for fear of the false accusations that follow us. And what kind of person are you anyway, to think the worst of us?' If you have the codeword *Relik* written on your *Adventure Sheet*,



turn to 418. If not, roll two dice and add 2 to the total. If the total is equal to or less than your current CHANGE score, turn to 3; if it is greater, turn to 509.

282

The dressed stone walls soon give way to hard packed earth, within which have been cut long, low recesses, each large enough to hold a coffin. These must be the catacombs of the Abbey, in which the predecessors of the present-day brethren are interred. The catacomb tunnels wind through the ground beneath the Abbey complex, lit by flickering tallow-tapers. Turning a corner you hear a sudden skittering sound, which is then joined by a shrill squeaking. You can see that a number of the coffin-alcoves have been disturbed, the shroud-bound remains being gnawed at by the creatures your arrival has interrupted. At first glance you take them to be rats but as you begin to see more clearly through the gloom, you glimpse patches of bare skin, suppurating sores and oozing buboes, exposed ribs, jaundice-yellow eyes and bony, fleshless tails. These are no mere rats, they are contaminated carriers of the lethal Yellow Death, and would much rather feast on warm fresh meat than old, dry bones. Fight the undead rodents as if they were one entity.

GHOUL RATS

SKILL 6 STAMINA 10

If the rats bite you more than twice, you become infected with the vile plague they carry. Lose 1 SKILL point in addition to any STAMINA you may lose, and add 1 to your CHANGE score. If you survive this pestilential encounter, turn to 362.



283

'Why, everyone knows the name of Wulfen. And, aye, I've heard tell of the Mad Prince, not to mention his brother, Count Varcolac, who is head of the family now. Although how much is fiction and how much is truth I wouldn't like to say,' Konrad warns you. 'What I've heard is that this Garoul was locked up in a tower of Castle Wulfen and was driven mad by his incarceration. Now it is said that he will eat only raw meat and howls at the full moon, when it appears in the heavens.' Now turn to 395.

284

Higher up the tower, on the fourth floor, you come to a long corridor lined with large portraits in heavy frames. They depict various members of the same aristocratic family, their shared likeness being a hungry, hawkish look. Some of the paintings must be several hundred years old. They range from gaunt-looking old men in ill-fitting suits of ceremonial armour to full-length portraits of a striking, platinum-haired young woman. In fact, there are more paintings of her than any other person on display. One representation of the noblewoman in particular grabs your attention. Realised in earth-toned oils and broad brushstrokes, it shows the subject standing before crenelated battlements, a stormy night's sky behind her and the silhouettes of bats and carrion birds flitting across the glowing orb of the moon. You feel as if the woman is staring from the canvas directly into your eyes, and are suddenly overwhelmed by the feeling that you are being watched. (Add 1 to your



ALARM score and make sure the codeword *Dehtaw* is recorded on your *Adventure Sheet*.) Unable to shake the feeling of unease this has left you with you hasten away from the gallery and try another floor of the lower. Turn to 7.

285

Somehow you manage to master the beast struggling to free itself from inside the fleshy cage of your body for just a few more precious moments. You might still get out of this alive, and still human! Regain 1 LUCK point and turn to 189.

286

The black mist rushes out of the chamber with inhuman speed, leaving you alone in the palatial domed room. The vampiric Countess has retreated to one of her hidden coffin-sanctuaries to recuperate. Although you have won a victory over her, it is only temporary. The vampiric Lady of Maun will return, of that you can be assured! (Lose 1 LUCK point and add the codeword *Daednu* to your *Adventure Sheet*.) Alone at the top of the tower, will you spend some time searching the Countess' chambers for valuables or artefacts of power (turn to 325), or will you quit this place of evil as quickly as you can (turn to 346)?

287

Of course, it seems so obvious to you now. The elemental is a creature of ice and cold, so heat would be a natural defence against it. Quickly, you pull your tinderbox from your backpack. Using the kindling



you carry with you, you light a small fire and are able to get a dry tree branch to burn. Waving your burning brand in front of you, you force the sprite back and out of your way. 'Frost and snow and chill winds blow, the warming comes away we go!' the creature shrieks and then seems to evaporate into thin air. Regain 1 LUCK point and turn to 314.

288

Changing course you pick your way through the undergrowth towards the lilting music and flickering firelight. It does not take long to reach the encampment, which has been made in a sheltered clearing. A number of brightly painted wagons have been drawn up in a rough circle, the horses and mules that brought them here now freed of their traces and grazing nearby. At the centre of the ring of wagons a large fire is burning furiously, and dancing barefoot before the flames is a beautiful young woman. She lifts her skirts as she dances, as her legs kick and leap, bracelets around her wrists and ankles jangling, providing a percussive accompaniment to the accordion. There are other people present too, sitting around the fire, clapping in time to the music. They are dressed in brightly coloured skirts and trews, waistcoats and shawls. All of them are olive of skin and dark of hair, and all of them show their wealth about their person in an ostentatious fashion, gold-hoop earrings, necklaces of semi-precious stones and large rings. These are the Mortari gypsies, native people of the cursed land of Lupravia, descendants of the original nomadic tribespeople who first settled the mountain-



shaded valleys of Mauristatia. A few of them give you sideways glances as you approach, but none try to stop you. And all the time the music drums its way through you. Roll two dice and add 2 to the number rolled. If the total is less than or equal to your CHANGE score, turn to 336; if it is greater, turn to 323.

289

Thankfully, despite her terrible ordeal, the old woman is still alive, although badly injured. The kind-hearted woodsman takes Grandmother Zekova up in his arms and carries her to her bed, where he does his best to make her comfortable. Her eyes flickering, between ragged gasps, she says, 'Ulrich, is that you?'

'It is, Grandmother,' he replies, his voice low and gentle.

'So what brings you to my cottage, so fortuitously, at this late hour?' she wheezes.

You listen anxiously as Ulrich relates the events that have led you both to this point. The old woman takes in all he has to say with remarkable calmness. When he is done she turns her head to look at you. 'So you have been bitten by a lycanthrope and now carry the same dread disease?' You nod wearily. 'Lycanthropy is a terrible and crippling curse indeed, but you are fortunate to have met Ulrich this night, and that he had the foresight to bring you to me. But if I am to help you now, you must tell me again about the creature that attacked you.' If you have a Signet Ring, turn to 369. If not, turn to 326.



Picking up the transformed hand you hurl it into the fire with a scream of rage and then watch as the fingers blacken and burn, the flesh crisping and crackling in the hungry flames.

'Then I am doomed,' you say, in utter despair as you gaze into the fire. 'Doomed to become a creature of bloodthirsty appetites I shall be unable to control when the moon waxes full. I shall be an outcast, an animal, a murderous beast.' (Add 3 points to your CHANGE score.)

'Maybe not,' Ulrich says, fixing you with an unnerving stare. There is something old and forbidding about the dark pits of his eyes, as if there is something else looking out of Ulrich at you. 'There may still be hope - for you.'

There is? Then what is to be done? You press the woodsman to tell you more. What does he know that you do not?



'I know of two cures for lycanthropy, but we will have to act quickly.' Ulrich will help you? But why? 'Let us just say that we all have our secrets.' So what are the cures? 'The surest way, is to find the werewolf that infected you with its bite, and kill it. You could also eat a sprig of the herb belladonna, if you could find some. And there is one other course of action we could take. We could seek the assistance of Grandmother Zekova, the wisest person I know, who lives further into these woods, over the border in Lupravia. But it is up to you. What do you want to do?' Will you choose to:

- | | |
|--|-------------|
| Pursue the wolves in the hope of hunting down the animal that bit you? | Turn to 473 |
| Search the woods for the herb belladonna? | Turn to 195 |
| Go in search of the wisewoman Grandmother Zekova? | Turn to 302 |



291

The staircase leading to the windmill's lower levels is on fire so, in a feat of courageous derring-do, you throw yourself out of the top of the building, landing on one of the ragged, broken-battened sails, and allow the sails' rotation to carry you down to the ground. Dropping the last six feet, you run hell-for-leather away from the blazing structure as its dilapidated framework finally gives in to the ravages of the raging conflagration and the storm, and collapses in on itself. You spend the rest of the night being battered by the unrelenting storm and when morning comes you go on your way, weary with sleep-deprivation and soaked to the skin, but nonetheless grateful to be alive. Turn to 500.

292

You spot the large, flat, circular boulder almost flush with the floor of the cave just in time to escape the attempt on your life that follows. The stone flips up, like an opening hatch, and a huge, hairy brown spider – over ten feet in diameter – leaps out of the hole now revealed in the cavern floor. The arachnid's powerful, grasping front limbs hit the rocky floor barely a foot from you but, realising that its surprise attack has failed, the Giant Trapdoor Spider retreats into its hole, pulling the boulder back into place over the top of its tunnel to protect itself. Do you want to heave the stone out of the way and take the fight to the spider (turn to 514) or would you rather get away from here as quickly as possible (turn to 236)?



293

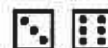
As soon as you wade into the slimy pool the maggots' blind heads turn towards you, drawn to your body-heat. Unperturbed, with one hand on the pommel of your sword, you take one determined step after another across the lake of ooze. The slime sucks at your feet; it feels just like walking through a clinging swamp. A bloated maggot rolls over and bumps into your leg, making you jump, but the fly larvae do not attack. They are only interested in consuming dead flesh. You are halfway across the disgusting cavern when your foot knocks against something under the surface of the slime. Do you want to reach into the slime to pick up whatever it is you have inadvertently found (turn to 307), or will you keep going without stopping, just in case (turn to 322)?

294

'Grendel, kill!' the strongman shouts, releasing his hold on the beast's chain. With a bellow the hulking beast bounds towards you, the knuckles of its massive fists dragging on the ground, as the strongman and fire-eater arm themselves with long knives and advance towards you. You must always fight two of your opponents at the same time (in whatever combination you choose), until there is only one left alive.

	SKILL	STAMINA
GRENDL	8	10
STRONGMAN	9	8
FIRE-EATER	7	6

■ the Grendel-beast scores a hit against you roll one



dice; on a roll of 6 the creature's massive club fists cause you 3 points of STAMINA damage. If you lose two Attack Rounds in a row (to any of your opponents) the Fire-Eater breathes a gout of flame at you, causing you an additional 2 STAMINA points' damage. If you overcome all three opponents, you can either flee the Carnivale straight away (turn to 29), or risk continuing your search of the camp (turn to 281), but whatever you choose to do, add the codeword *Rellik* to your *Adventure Sheet* first.

295

You snatch up the skull and then, there in front of you, is the headless ghost once again. You have no choice but to fight as the Headless Highwayman tries to reclaim his skull.

HEADLESS HIGHWAYMAN SKILL 8 STAMINA 8

If you win, you hurl the skull onto the cobbles of the stable yard where it smashes into bony shards. Turn to 76.



296

Talking to the cheerful smith does not tell you anything about the malaise affecting the people of Maun but you do get on to the subject of your own quest. Without revealing any of the pertinent – and potentially contentious – details, you do tell him that you could do with some help. 'Then you should try Countess Isolde, the Lady of Maun Tower. She is a sorceress. I'm sure she would be willing and able to help you. And then there are the Black Monks, they might be able to help too. You'll find them at their abbey, north of here.' Do you want to take the smith up on his advice and seek an audience with the Lady of Maun (turn to 255), or will you press on and quit the village (turn to 350)?

297

As you descend the staircase the shadows deepen, as the wall-mounted torches peter out. The crypt itself is pitch black and you will need a lantern if you are to progress any further. If you have a lantern, the Night Creature special ability or the codeword *Nethcir* written on your *Adventure Sheet*, you can enter the crypt safely (turn to 320). If you don't have any of the above, but still want to risk entering the crypt, turn to 309. If you don't want to enter the crypt after all, turn to 7 to choose another floor of the tower to explore.





298

The mist thickens in front of you, coalescing into the shape of a grotesque, phantasmal creature. Everything about it is a macabre exaggeration of what a wolf would be in life; horrific dagger-length fangs, shredding scythe-hook claws, blazing coal-eyes and that incessant wailing howl. You have no choice but to defend yourself against the leader of the spectral pack. If you dipped your sword in water earlier, turn to 276. If not, turn to 96.

299

Rising from the depths of your subconscious comes a rhyme that you remember being taught as a child.

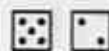
*'Beware the Shiversprite, my dear, when the moon
is fat.*

*Sharp of claw and spindle-limbed he is, and cunning.
With icy breath and freezing touch he brings the
snowfall chill.*

*But Winter hungers and has teeth, my love, and
sharpened ones at that.*

*So beware the Shiversprite, my dear, when the moon
is fat.'*

The cautionary rhyme was more than just a child's bedtime tale, it was a warning for those who might find themselves at the mercy of one of Grandfather Winter's minions. The ditty even tells you the elemental creature's name and to know such a being's true name is to have power over it. 'Shiversprite!' you shout. Hearing you utter its name, the creature almost jumps out of its icy skin. Without a moment's



hesitation you declare the sprite to 'Begone!' With an ear-piercing shriek the elemental appears to evaporate and is gone. Turn to 314.

300

Count Varcolac, Prince of Lupravia, Were-Lord of Wulfen Castle and first of his cursed werewolf blood-line lies dead at your feet. You have exacted your revenge on this monstrous tyrant, this begetter of wolf-spawn. But what is this? Even as you are looking down at Varcolac's corpse in triumph you see the many wounds you inflicted on him knit and heal bloodlessly. The werewolf's eyes flick open but now they burn like the fiery pits of hell itself. Your hackles rise and suddenly a series of vision-memories that are not your own assail your conscious mind...

You see five gathered within shadow-haunted ruins - a monk, a sorceress, a black-shrouded widow, a noblewoman and a younger Count Varcolac - as they embark upon some unholy ritual. In your mind's eye you see them cast treasures, valuable to each, into a pit of darkness. You hear the chanted invocation, see



the silver-wrought daggers they have consecrated for their dark rite, feel the gathered Cadre's fear and excited anticipation. And then you briefly glimpse the thing they summon forth from the Infernal Pit, a wolfish demon, its insubstantial flesh black as an evil man's dreams, snarling like a caged beast. You see the demon possess the astounded Count and witness his transformation into a wolf for the first time...

You understand now what is happening under your appalled gaze. The demon the Cadre summoned, which possessed the rakish young prince and wrought its changes so dramatically upon him, is resurrecting Count Varcolac's werewolf body from the dead. But what can you do to stop this demonic resurrection? If you have the codeword *Degnahc* recorded on your *Adventure Sheet*, turn to 399 immediately. If not, have you collected any Silver Daggers during your adventure? If you have collected no daggers at all, turn to 133. If you have collected five daggers and know what to do with them, turn to the relevant page number you noted down earlier. If you have less than five daggers, or you do not know what to do with them, turn to 464.

301

There are various chapters within *Grymm's Folk-lore* and the pages of wooden-block print are accompanied by woodcut illustrations of subjects such as a man extracting the stone from a toad's head and a hag being put to the ducking-stool. Much of *Grymm* is knowledge that any peasant child would know. But in



a chapter entitled 'Of Myths Concerning the Cycles of the Year', the author writes about beliefs surrounding the changing of the seasons, stating that such times of transition are when elemental forces, tied to the different times of the year, have most influence in the world. The seasons themselves are given the personifications of Mistress Springtime, the Summer Lord, Dame Autumn and Grandfather Winter by the peasant folk of Lupravia, whose lives and livelihoods are closely bound to the seasonal cycles. The chapter describes one of these elementals, a minion of Old Man Winter, called the Shiversprite, who heralds winter's return, bringing hard frosts and sudden blizzards. You reach the end of the chapter just as Vereticus returns to the library. Turn to 260.

302

Ulrich sets off through the night at such a pace that, in your current condition, you find it exhausting to keep up. Your panting breath mists before you in the cold night air, but Ulrich shows no sign of slowing: your predicament is just too dire. And so you continue, half running to keep up with the woodsman as he hurries through the brooding forest, leading you deeper and deeper into this dark domain.

You have been travelling in this way for almost an hour when you come in sight of a stone cottage, complete with sagging thatched roof. Without breaking his stride, Ulrich marches up to the sturdy, iron-bound oak door and beats on it with the haft of his axe. From inside the cottage comes the sound of shuffling steps,



followed by a cracked, irritable voice: 'Who's there? And what do you want?'

'Grandmother!' the woodsman calls. 'It is Ulrich with a friend in need of your help.' A tiny hatch in the middle of the door slides open and two cataract-blurred eyes peer out before the opening closes again. There is the grate of bolts being pulled back until at last the door opens. A hunched figure ushers you both into the warm glow before the door is slammed shut and rebolted.

Wrapped in a woollen shawl, the wizened old crone looks you up and down, suspiciously. She has a hooked nose and chin, and looks every part the witch, with a chain of silver charms hanging round her neck. 'So it's you who needs my help, is it?' Grandmother Zekova says. You listen in nervous anticipation, as Ulrich tells the old wisewoman of the fate that has befallen you. The old woman appears to take in what Ulrich says with dispassionate interest. When he is done she turns to you. Without saying a word she starts to prod and poke you, looking in your eyes and getting you to stick out your tongue. She also takes a look at the wolf-bite on your shoulder.

'Lycanthropy is a terrible and crippling curse indeed,' she says at last, 'but you are fortunate to have met trustworthy Ulrich here, who has had the foresight to bring you to me. For I can help you, although I cannot cure you. The disease is still just taking hold and if we act fast we might yet be able to counteract the effects of the werewolf's saliva-venom. I can prepare a potion



brewed from the belladonna weed, which will help, but with your consent, I would like to bleed you first, so that the concoction might have a faster, more potent, effect.'

Will you let the wisewoman bleed you before administering her potion (turn to 335), or will you refuse and simply ask her to prepare the belladonna concoction (turn to 358)?

303

Lightning courses through your body in an outburst of primal fury. (Lose 4 STAMINA points and, for as long as you remain in the windmill, reduce your SKILL by 1 point as well.) However, fortuitously, the force of the explosion also melts the manacles securing you to the equipment bank and hurls you across the room to land before the now-electrified table. The man-made monster laid out on the slab shudders as the force of the storm animates it with unnatural life. 'It's alive!' the scientist shouts with unbridled glee. 'Never again will they dare to accuse Professor Arcanum of infamy. Now they will have to declare me a genius rather than insane!' The hulking construct turns to face you and with lumbering, clanking steps advances on you, arms outstretched. Turn to 152.

304

Lantern in hand, you run towards the monster's web, while trying to avoid the ravening monster at the same time. *Test your Skill*. If you are successful, turn to 125. If you fail, you cannot avoid the stalking Black Widow (turn to 252).



305

Night Creature - Werewolves are creatures of the night, their powers influenced by the lunar cycle. You now have a closer affinity to the darkness and your night vision has improved considerably. You no longer need a lantern to see by when it is dark, whether it is in the depths of a moonless night or you are exploring subterranean tunnels. If you are told that you must have a lantern to follow a particular route you may ignore this instruction. Make a note of this new special ability on your *Adventure Sheet* and turn to the paragraph with the same number as the one you were last instructed to write down.

306

'Ah, good,' says the second as you draw your blade, 'something to sharpen my claws on!'

'Like a lamb to the slaughter,' says the third.

'No,' the first barks, sniffing the air again, her muzzle-nose wrinkling, 'more like a wolf in sheep's clothing!'

Screaming, Count Varcolac's Wolf Brides attack, clawed hands ready to tear your flesh. Their path to you is obstructed by the dining table and chairs. You are able to manoeuvre yourself so that you can fight them one at a time.

	SKILL	STAMINA
First WOLF BRIDE	7	7
Second WOLF BRIDE	6	7
Third WOLF BRIDE	7	8



A silver weapon will harm the brides just as it would other were-creatures. If you are wounded more than three times, add 1 to your **CHANGE** score. If you manage to kill all three of the savage brides, turn to 352.

307

Blind white heads nudge at your hands as you fumble about in the slime, making you shudder in disgust. Your hand closes around what feels like the hilt of a weapon. Withdrawing it you wipe the clinging slime from the object now in your hands and are amazed to discover that you are holding a beautifully crafted Silver Dagger.

If you want to take the Silver Dagger, add this item to your *Adventure Sheet* and add the codeword *Stoggom* to your *Adventure Sheet*. You may use the dagger in combat but if you do so you will have to fight with your **Attack Strength** reduced by 1 point. Injuries you cause any creature with the word 'Were' in its name will suffer increased damage (3 **STAMINA** points rather than the usual 2) as the pure metal is inimical to their kind. The Silver Dagger will also harm Undead and demons but only causes the usual 2 **STAMINA** points damage.

It takes a few moments for you to realise that there has been a cost to putting your hand into the slime, for it is mildly acidic. Your hand begins to burn and the skin reddens, just as if you had been burned. In time the pain will pass but you still suffer 1 **STAMINA** point of damage caused by the acid burn. Turn to 322.



308

The barmaid utters the last line of her spell with a final flourish of her hands staring towards the stable door. You realise that she can see you, but seems unperturbed by your presence. 'He comes,' she says, looking past you, 'my brave Lord Lucre.'

Hearing the jangle of harness behind you, and the impatient snort of a horse, you turn around and come face-to-face, as it were, with the Headless Highwayman once again. The ghost of Lord Lucre enters the stable on foot, drawn sabre in one hand and his own severed head under the other. Without uttering a single word, the spectre attacks.

HEADLESS HIGHWAYMAN **SKILL** 8 **STAMINA** 8

If you defeat your ghostly opponent, turn to 115.

309

With cautious steps, keeping one hand on the wall to your left, you enter the crypt. The silent darkness swallows you up, but it does not remain silent for long. A ghastly hissing sound alerts you to the dire nature of your situation. Then you feel the first of half a dozen pairs of filthy talons seize hold of you and, as you struggle to ready your weapon, the first decaying teeth sink into your flesh. You end your adventure as the main course in a ghoulish feast for the undead.



310

Passing through the door you enter what appears to be an artificer's workshop. The mechanical guts of all manner of clockwork contraptions cover shelves and workbenches, along with the tools used to construct them. However, one object stands out beyond all others. It is a life-size, brass replica of a man. The metal mannequin, an exquisite work of art more delicate than any suit of armour, stands immobile, like nothing so much as an artist's poseable maquette. Right over where the figure's heart would be is a large keyhole. If you have a Brass Key and want to turn it in the keyhole, turn to 452. If not, there is nothing else for you in the artificer's room and so you will have to return to the junction and take the door that is now ahead of you (turn to 428), or the one that is to your right (turn to 459).

311

'Then I pity you your predicament,' the man says darkly, 'but I cannot permit a cursed creature of the night to live, and risk the contagion spreading.' With that, he raises his pistol again and in response, realising that combat is inevitable, you unsheathe your sword. Turn to 465.

312

'Pretty things indeed,' agrees the second.

'Wondrous, my sweeting, wondrous!' warbles the first, snatching the item from you. (Cross it off from your Possessions.) 'Now, be on your way.'



Will you now depart, as instructed (turn to 352), or will you turn on the brides when they are least expecting it (turn to 306)?

313

Lycanthropy: The Curse of the Werewolf surprises you because it has been copied out by hand, each new page of information beginning with a sinisterly illuminated capital letter. Much of the book is filled with incorrect and downright ridiculous rumours, half-truths and utter lies about the nature of Were-creatures, lycanthropy, and how to contract the condition. Of what is left you feel that you know most of it already – that silver is harmful to lycanthropes and that they are forced to transform once every lunar cycle when the moon is full. However, there is other information here that you know will help you manage the transformation from man to wolf. (Lose 1 CHANGE point.) In time Vereticus re-enters the library. Turn to 260.

314

With the rising of the sun, the ice melts again and the forest is free once more of the attentions of Winter's minion. The trees begin to thin until you emerge from the woods and cross a tussocky heath, dotted with the standing stone markers of some ancient and long-forgotten tribe. Your path descends through this purple and green landscape of heather-thick heathland until you come in sight of another village. Turn to 250.





killer's attention is drawn to the new arrival. The wolf gives voice to its blood-curdling growl and you feel it rumbling through your body as the weight of the beast still pins you to the cold, damp floor of the forest. There is another shout and then an agonised yelping. The weight on top of you is released. Hearing another howl of pain you manage to roll onto your side. But something is wrong; you feel woozy and your head starts to spin. Your vision greying, you see a tall, thickset figure standing over the Black Wolf, a sturdy woodsman's axe in his hand. The axe descends again and the wolf gives a strangled yowl. The axeman swings his makeshift weapon again, landing another blow, and the wolf flees yelping, the rest of the pack skulking after their leader. Then the hulking figure is looming over you. Overcome by pain and blood loss, your body cannot take any more and you black out. Turn to 111.

255

The Tower of Maun, home of the Countess Isolde, stands on a blasted escarpment overlooking the village. The sun has already set by the time you reach the tower and you are surprised to find the gatehouse unmanned. Crossing the bridge that spans a chasm in



front of the tower, you enter a high-walled courtyard. Climbing a broad flight of steps up to a grand entrance, you knock on the large double doors. The doors are opened by a gaunt-faced man, dressed in the apparel of a servant. You tell him that you are here to seek the help of the Countess and are ushered into a large, circular entrance hall. From there the manservant takes you up a polished stone staircase to the top of the tower. Finally he leads you into a grand, high-ceilinged chamber, ornately decorated with heavy velvet window drapes of black and red, the dome of its ceiling painted with a zodiacal map of the heavens. At your abrupt arrival, a striking, platinum-haired woman dressed in crimson and black, her skin as white as ivory, rises from a high-backed wooden chair. Her scrawny servant tells her you are here seeking her help. 'Is that right?' the Countess says, approaching you. 'And how can I help you?' You are captivated by her beauty and find yourself transfixed



315

The werewolf snaps as you thrust the Silver Cross of Saint Crucius into its face. A brutal clawed hand lashes out, snatching the cross from your hand and raking the flesh of your arm. Lose 2 STAMINA points and turn to 150.

316

Ducking inside the wagon you shut the door carefully behind you. You hold your breath as whomever you heard walks right past the caravan and around the Carnivale camp. It is only after their voices have faded into the distance that you dare to breathe again and take in your surroundings. Puppets appear to cover every available surface inside the wagon. Glove puppets lie in piles on the bed, while painstakingly painted and varnished marionettes hang from the roof beams. Other incomplete puppets, some operated by wires, lie on a workbench to your right. You walk the length of the caravan amazed at the detail and craftsmanship on display. The first inkling you have that something is wrong is the *tap-tap-tap* as of a wooden leg on the boarded floor behind you. You turn, expecting to see the caravan's owner returning, but instead you see a gaggle of marionettes moving jerkily towards you - and no one is pulling their strings! What malign magic is at work here? And then the puppets are on you, wooden-jointed knights and sock-puppet dragons fighting alongside grinning papier mâché skeletons and hook-nosed jester-clowns, trying to swamp you with their multitudinous numbers. And all the while chiselled wooden jaws



clack-clack-clack as they try to bite you. You have invaded the Puppetmaster's innermost sanctum and now you must pay the price.

PUPPETS

SKILL 6 STAMINA 12

Where one puppet falls to your hacking blows, it seems that another takes its place in an instant. If you have not defeated the puppets within ten Attack Rounds, and you are still alive, turn to 344. If you win this battle within ten Attack Rounds, all it means is that you have managed to fight your way back to the door and so can escape from the caravan (turn to 329).

317

With a deft move you cut in under the automaton's guard and succeed in knocking the key out again. Straightaway, just as you hoped, with a grinding of gears the attacking automaton becomes still again. (Regain 1 LUCK point.) There is nothing else of interest to you in the artificer's room so you return to the junction and take the door which is now ahead of you (turn to 428), or the one to your right (turn to 496).

318

'Why, that's a dark place. No one goes there any more. It's more home to wild animals now. Of course it wasn't always like that but I wouldn't even think about going there if I were you. The only thing that awaits anyone there is madness and a slow, lingering death, if you're unlucky. A quick, brutal death if you're more fortunate. No, I'd steer well clear of that accursed place.' Now turn to 395.



319

The corridor leads you down a flight of steps into the smoky heat of the castle kitchens, but the gods alone know what foul meal is being prepared within. A crone stands at a large cauldron, bubbling and steaming over a roaring fire blazing in the grate, muttering to herself. At her feet hop, scuttle and slither all manner of toads, newts, cockroaches, snakes, spiders and rats. She consults a book open on a stand next to her, bends down, picks up a wriggling salamander and tosses it into the pot, stirring it in with a gnarled length of wood that looks like it could be a wand. A vile, acrid smell fills the kitchen. Will you:

Call out to the crone, to attract her attention?

Turn to 280

Enter and attack her?

Turn to 65

Leave the kitchens and take the other passageway leading from the entrance hall?

Turn to 340

Leave the kitchens and ascend the grand staircase and pass through the double doors at the top?

Turn to 146

320

The crypt extends beneath the foundations of the tower, the vaulted roof supported by a series of stone arches. Between the columns stand numerous stone sarcophagi. Moving towards you between the tombs are four shambling corpses, their rotting flesh covered by filthy grave-shrouds. You will be able to escape from the crypt before the zombies ever reach you, if



you leave immediately (turn to 7). However, if you would rather face the undead in battle, in the confines of the crypt you can fight them one at a time.

	SKILL	STAMINA
First ZOMBIE	5	6
Second ZOMBIE	6	5
Third ZOMBIE	5	5
Fourth ZOMBIE	6	6

If you defeat the undead crypt stalkers, add 1 to your ALARM score and turn to 333.

321

You enter a mahogany-panelled corridor festooned with black velvet drapes, the spaces between hung with the portraits of the ruling house of Lupravia. Above them are the plaque-mounted heads of deer, wild boar and more exotic animals, including a unicorn among them, hunting trophies of the Wulfen family. The members of the Wulfen line all bear an uncanny resemblance to one another, with lean, gaunt faces and hungry, wolfish expressions. Passing along the corridor you come to the portraits of the two current princes of this dark land. First there is Prince Garoul, the werewolf you first killed. His portrait seems to stare at you with its piercing, red-gleaming eyes, right out of the canvas. His untidy black hair hangs down around his shoulders like a mane, a streak of grey running through it from a widow's peak. Then there is the mad prince's brother, Count Varcolac. He is a forbidding man indeed. Where his brother is dark, he is grey, although he has the same



untamed look about him but tempered with a lordly air. He is ruggedly handsome and has pronounced canine teeth. The eyes of the painting seem to bore into yours, and suddenly instinct tells you that this is the creature you have come to kill. Roll two dice. If the total rolled is less than or equal to your CHANGE score, turn to 485. If it is greater, turn to 158.

322

Eventually you reach the other side of the cave and breathe a sigh of relief. You duck down the new stretch of tunnel, the stony floor becoming steadily drier underfoot until it joins another tunnel running perpendicular to it. To your right, the passageway dissolves into darkness whereas, to the left, the tunnel soon ends at a circular grille. In turn, beyond that, lies a torch-lit, stone-walled corridor. It seems the logical choice. Turn to 341.

323

The gypsies readily welcome you into their gathering and soon you are tucking into roasted rabbit and cask-brewed fiery vodka. (Restore up to 4 STAMINA points.) Caught up in the fervour of good feeling – watching the Mortani dance the night away, your soul soothed by the music – the evening seems to pass like a dream and eventually, exhausted after your long trek through the woods, sleep takes you.

You wake refreshed from a dreamless sleep to find the grass glistening with dew, the ground cold beneath you, and the Mortani gone: only the blackened embers



of their campfire remain. Mystified by the strange behaviour of the capricious gypsies, you prepare to set off again when something about the weight of your backpack makes you stop and check inside it. Roll one dice. On a roll of 1-2, turn to 353; on a roll of 3-4, turn to 366; and on a roll of 5-6, turn to 378.

324

You burst through the farmhouse door and into a fire-lit kitchen. Cowering in the corner are an elderly couple and next to them – you note with some surprise – a cradle. Seeing their anxious expressions you bluster an apology and something about wanting to shelter from the storm. Once they are reassured you are not here to murder and rob them, the aging farmer and his wife make you welcome, offering you a seat by the fire and a bowl of turnip soup, warming you inside and out. Bearing in mind what you have seen so far, you converse with the couple cautiously and taste the soup with some trepidation. You are pleased to find that there are no unpleasant ingredients included (restore up to 3 STAMINA points). Your preternatural senses tell you that there is nothing malevolent about the couple but that some evil enchantment has the farm under its spell. Your questions inevitably turn to the disturbing nature of the farm. 'A holding like this must take some work to maintain,' you say. 'Is there anyone else working for you here?'

'No,' says Farmer Bauer, 'just meself, the wife, Mistress Bauer and our little one.' Little one? Surely



the couple are far too old to have a new baby! But Farmer Bauer points to the cradle. 'That's right, our baby boy, our pride and joy, long wished for and now here with us. A foundling he was, not these two months past. One day our house and home was as quiet and cheerless as it ever had been, since we lost our Tomas these twenty summers past, the next there he was on our doorstep, and suddenly hearth and home knew joy and laughter once again.'

'Have a look, why don't you,' says Mistress Bauer. 'Pick him up if you like.'

Your animal senses snarling at you from your subconscious, you lean over the cradle and pull back the covers. It is all you can do not to cry out in shock and recoil from the cot. Lying there wrapped in a woollen blanket is no baby – at least no human child. The thing looks more like a malevolent imp, a wolfish sprite covered in thick fur, with pointed ears, fangs and claws, and a grotesque gargoyle's smile splitting its warty face. The Changeling fixes you with darkly burning eyes and its sinister smile widens, a guttural growl rising from its throat.

'Isn't he a bonny boy?' Mistress Bauer says. This sprite has enchanted the farmer and his wife into believing that it is what they want it to be, but its evil influence has also spread to the rest of the farm. How long before it increases in power and its influence spreads to the lands beyond? Your own changing state has prevented the Changeling's spell from working on you, and only you can do anything about it. But how



are you going to resolve this situation? Will you challenge the Changeling outright (turn to 270) or will you attempt to use cunning to achieve the same goal (turn to 468)?

325

Among the Vampiress' possessions are a number of items that may be of value to you, including a Gilt Mirror, a brass telescope, a lodestone and gold and jewels to a value of 20 Gold Pieces. You also find a small, teak chest. Inside, lying on a bed of black velvet is an ornate Silver Dagger.

If you want to take the Silver Dagger, add it to your *Adventure Sheet*. You may use the dagger in combat but, if you do so, you will have to fight with your Attack Strength reduced by 1 point. Injuries you cause any creature with the word 'Were' in its name will suffer increased damage (3 STAMINA points rather than the usual 2) as the pure metal is inimical to their kind. The Silver Dagger will also harm the Undead but will only cause the usual 2 STAMINA points of damage.

There is nothing else for you here so you run back down the long winding staircase. Turn to 346.

326

Having heard you out, Grandmother Zekova gives you her considered opinion. 'There is only one other course of action left open to you now. If you are to rid yourself of this terrible curse, you must find and kill the first of the werewolf bloodline before the next full



moon, or become a werewolf yourself.' The first of the bloodline, but that could be the black-furred werewolf that infected you in the first place.

Ulrich has obviously made the same connection. 'We must hurry my friend, if we are to catch your killer and save your soul.' Turn to 124.

327

You hold the mirror out in front of you, reflecting Varcolac's transformed visage back at him. At first the Werewolf appears to recoil, yellow eyes widening in surprise. Then the creature lashes out with a tautly muscled arm, smashing the silvered glass from your hands. It smashes on the floor of the chamber as the claws gouge your arm. Lose 2 STAMINA points and turn to 150.



Despite its sensationalist title, the *History of the Cadre Infernal* is a rather dry tome regarding the debauched activities of a group of ambitious aristocrats from the principalities of Mauristatia. Their main aims being social advancement and control of lands at the centre of the Old World, the Cadre was something like a cult for the idle rich. Through connections with the Cadre, its members were able to arrange politically advantageous marriages, burgeoning business alliances and partake of every illicit substance, pastime and magical practice they could think of. It was at its height a hundred years ago, drawing its members from the noble families of Mortvania and Bathoria, as well as Lupravia, but lost popularity in the years after the War of the Four Kingdoms. However, the author concludes by stating that there are rumours of the Cadre Infernal being revived two decades ago by a band of Lupravian aristocrats. Perhaps Vereticus'



investigations have uncovered something about this group. (If you want to ask him about the Cadre Infernal, the next paragraph in which you encounter the scholar, subtract 50 and turn to that new paragraph.) As Vereticus has still not returned, you decide to skim through one of the shorter reads you have found. Will you look at *Lycanthropy: The Curse of the Werewolf* (turn to 313) or *Grymm's Folk-lore of Lupravia* (turn to 301)?

Out in the open, under the blind white gaze of the moon again, will you flee the strange Carnivale (turn to 29), or persist in your investigation (turn to 281)?

To reach the crags north of Vargenhof, you pass through a spur of dense pine forest. As you progress through the undergrowth you notice that the trees are becoming festooned with thick drapes of webs that cover the branches like a shroud. The close-packed pines thin out again and you find yourself at the foot of a sundered peak, standing before the dark slash of a slanting cave mouth. The woods are eerily still within the vicinity of the cave. Perhaps this is a sign that the Werebeast has its lair here? Not taking any chances, you approach the entrance weapon in hand. The washed-out grey light penetrates only a little way into the cavern beyond. You listen intently and hear only the occasional drip of water and the sound of your own heart thumping in your ears. If you are going to explore whatever lies beyond this cave



mouth, you are going to need your lantern. If you want to turn back from the gaping darkness (or if you cannot use your lantern), turn to 244. However, if you do want to enter the cave in search of the Beast, you can either do so immediately (turn to 70), or wait until nightfall to surprise the creature in its lair (turn to 45).

331

Retracing your steps through the claustrophobic caves, you find your way back to the chamber by which you entered the caves beneath Sundered Peak. From there you make your way out, emerging into the clearing before the cave mouth by which you first entered the underworld. Turn to 244.

332

'I seek to rid the land of the dark forces that would claim dominion over it, for I too have sworn myself to a quest such as yours,' the man says grandly. 'Let us sit and talk awhile, for I am always on the lookout for allies in the eternal fight against Evil.' The man holsters his pistol and sits down on a sundered roof beam opposite you. 'But I am forgetting myself,' he goes on, proffering his hand in comradeship, 'my name is Van Richten and I am a Vampire Hunter.' The two of you get to talking about all the evils that threaten the security and sanctity of the world. 'The Were has its filthy claws well and truly sunk into the principality of Lupravia,' he tells you, his voice suddenly hushed and conspiratorial. 'I fear that the corruption has even infected the ruling House of Wulfen and there are precious few of us left to counter



the threat of Old Night, men such as myself, Doktor Kafka and the hermit priest Corran. Even that grief-stricken scholar Vereticus has become a recluse and turned his back on old acquaintances. Myself, the Doktor and the priest are in fact all who remain of the secret Order of the Black Rose, and I have not had word from Corran for many months now. But it is not only the power of the Were that threatens the mortal souls of this land. There are others among the aristocracy of the night who would see the people of Lupravia subjugated beneath the yoke of their blasphemous oppression. My current mission concerns the ungodly creature that threatens the people of Maun, not half a day's journey east of here. I could make use of one such as yourself. Will you join me in my quest?' If you agree to help Van Richten, turn to 379. If you decline his request, turn to 419.

333

With the zombies dead you are able to explore the crypt without fear of further hindrance. Among the broken tombs and mouldering sarcophagi, you find a blackwood coffin, finished with brass fittings, resting on a polished granite plinth. It is open and empty, lined with red velvet, but it must be here for a reason. If you want to destroy the coffin make a note of the fact that you have done so on your *Adventure Sheet*. There is nothing of any use to you that you can take away from the crypt, so you head back to the spiral staircase and set about climbing the worn steps once again (turn to 7).





334

Over the roars of the enraged Beast you hear the twang of a crossbow firing, and another bolt buries itself in the monster's shoulder. The young woman has recovered herself and her weapon. Side-by-side the two of you prepare to finish the brutish Beast. And then, howling like a beaten dog, it is gone, away through the woods to escape its end.

'I must thank you, stranger,' the young woman says, turning large, limpid eyes on you. Her striking beauty takes your breath away but it is tempered by a hard, unsmiling mouth and eyes that tell of many dark things seen and overcome. 'I fear that were it not for your intervention, the Beast would have been the end of me.' It is nothing, you tell her, and introduce yourself. 'It was anything but nothing,' the woman chides, 'and I, Katya of the Crimson Cloak should know, being a hunter of were-creatures myself. But we must be away; our quarry eludes us even now. We cannot let it get away!' (Add the codeword *Aylak* to your *Adventure Sheet*.)

The injured Werebeast leaves a trail that even one unskilled in the ways of the tracker could follow. The trail of blood spots and gouging paw-prints leads you back to the town and right up to the steps of the meeting hall! You burst in, expecting a scene of carnage and chaos to greet you but there is no sign of any monster and everything seems calm. What is going on? The Werebeast must have resumed human form! Gathered before you in the hall are five men. Your lupine senses flaring, you know that one of them



is the creature you now seek, but which one? You and Katya scan their surprised faces, as you try to discern which is the savage, murdering monster you seek. Will you strike at:

Veteran hunter Johannes?	Turn to 493
Gregor the blacksmith?	Turn to 377
Trapper Sorn?	Turn to 504
Burgomaster Straub?	Turn to 62
Piotr, Master of the Hounds?	Turn to 199

335

Grandmother Zekova sits you down on a chair and then, without making any great show of what she is doing, pulls up the sleeve of your jerkin and puts a knife to an exposed vein. Your blood starts to flow hot and dark, and she collects it in a shallow wooden bowl. The wisewoman keeps the wound open for several minutes until you start to feel light-headed and woozy. (Lose 3 STAMINA points.) Just as you think you are going to pass out she staunches the blood-flow with a poultice of herbs and then quickly binds the wound with a strip of cloth bandage.

As you take a moment to recover from the bleeding, Grandmother Zekova takes a stoppered gourd-bottle from a shelf and warms its contents in a small cauldron over the fire. She adds a bundle of dried herbs and then leaves the concoction to simmer. The close air inside the cottage is filled with an acrid aroma. Another half an hour and the potion is ready. 'Drink this,' Grandmother Zekova commands, shoving a ladleful of viscous grey-green liquid in front of your



lips. Holding your nose you swallow the potion in a single gulp, hoping not to taste it. Although you feel no obvious effects, the potion begins to act immediately, slowing the transformation that the lycanthropy is working upon your physical form. (Subtract 2 points from your CHANGE score.) Now turn to 382.

336

Unable to help yourself, you push through the ring of observers and join the gypsy girl in her dance. Rather than push you away she takes your hands in hers and whirls you away in a spinning dance around the fire. Faster and faster you spin, and all the time her smiling brown eyes are locked on yours. It feels as if you are drowning in those limpid pools, and then suddenly...

You are elsewhere, a grim market town where a band of hunters is gathering, but you spurn their company and set off on the hunt alone . . . You find yourself in front of a gaping cave mouth, lighting your lantern you brave the darkness . . . You are entering a forbidding castle . . . A moment later you are at the top of a staircase, standing before two doors. You turn the handle of the door to your left and enter the room beyond . . .

And then you are back at the gypsy camp, staring into the fire, the images you thought you just saw fading amid the flickering flames. Turn to 323.

337

You have tarried too long here. As you reach for another potion, the floor of the lab burns through beneath you, plunging you into the burning heart of



the building. No one could survive such a fall and the roasting effects of the fire combined. Your adventure is cruelly and abruptly over.

338

The crone's Cook Book is in fact a book of spells. Most of the charms recorded on the crinkled parchment pages in a spidery hand are curses or simple hedge wizard's love spells. However, there is one that catches your eye, a Transfiguration Spell on page 79, a potent charm against skin-changers. Taking the crone's Cook Book with you, will you:

Sample some of the concoction she was busy brewing?

Turn to 119

Leave the kitchen and take the other passageway leading from the entrance hall?

Turn to 340

Leave and ascend the grand staircase to the double doors?

Turn to 146



339

'Werewolves?' Konrad says, his voice suddenly a harsh whisper. 'Why yes, there are plenty of stories concerning werewolves in these parts, and other skin-changers besides. But why do you ask? What interest do you have in such malevolent matters?' *Test your Luck.* If you are Lucky, you manage to fob Konrad off with a convincing excuse you make up on the spot, turn to 395. However, if you are Unlucky, turn to 355.

340

You follow the passageway past and through abandoned rooms and empty spaces that appear to have all the characteristics of an animal's den rather than a nobleman's family seat. At last you come to another set of stone steps that descend into the bedrock of the cliff, on which the castle is built. Do you want to:

Continue down these steps?

Turn to 74

Return to the entrance hall and take the left-hand passage?

Turn to 319

Return to the hall and climb the staircase to the double doors beyond?

Turn to 146

341

A few firm tugs on the grate frees it from the mouth of the tunnel. Clambering through, you set off along the larger, illuminated passageway. A few yards further on you come to a junction, of sorts. To your left is a locked cell door, and you do not have a key. To your right another passageway leads away into darkness, while directly ahead the torch-lit tunnel continues.



There are only two viable ways onward. Will you follow the passageway to the right (turn to 282) or continue straight ahead (turn to 421)?

342

The mists part and you find yourself in sight of an unassuming stone-built chapel, the slates of the roof bathed in the silvery light of the gibbous moon. This must be the shrine to Saint Crucius, the location of the healing well you so desperately seek. The shrine stands at the edge of a wind-blown spur of land, the worn path that leads to it, following the precipitous lip of a rocky escarpment that drops away 100 feet to the undulating expanses of moorland beyond.

A hideous howl cuts through the night, chilling you to the core and sending a thrill of adrenalin rushing through your body. You turn to face the spot where the sound originated and see something big and black moving towards you. It is a dog, but as big as a pony, its fur bristling like a wildcat's. And yet it is the creature's muzzle-face that horrifies you most. One eye burns red, while the other is white and blind, like the orb of the moon. The dog's slavering jaws are lined with savage, dagger-like fangs and from its heavy paws sprout claws that might gut a man with one powerful swipe. You unsheathe your sword. The monstrous midnight-black hound growls, measuring you up with its one good eye. Roll two dice. If the total rolled is less than or equal to your CHANGE score, turn to 389. If it is greater, turn to 18.



343

According to the author of *The Fall of the House of Wulfen*, the ruling family of Lupravia has a long history of madness and strange inbred behaviour. One chapter recounts a great battle between the Wulfens, who are descended from a berserker barbarian tribe, and a vampire bloodline, fought for control of the principality. In those days the Wulfen family were seen as champions of Good, but the head of the vampire cult cursed the family with his dying breath. The frontispiece of the book is decorated with the Wulfen family tree, which shows the line of descent from Dragomir, the first lord of Lupravia, through to the current Count Varcolac and his brother, Prince Garoul. And then Vereticus re-enters the library. Turn to 260.

344

As you struggle against the possessed puppets, the animated marionettes hanging from your arms and jerkin by their chisel-sharp teeth, the door of the



caravan opens and a stooped old man enters. He is stick-thin, with an overly large head – not unlike a marionette in his proportions – and he glares at you from behind a pair of pince-nez spectacles. ‘So, you would like to know more about my precious pets, would you?’ he hisses. ‘Then so be it.’ With a surprisingly sudden movement the old man hurls a handful of sparkling red powder at you. There is a flash and a puff of lurid crimson smoke. As the smoke clears you find yourself looking up at the now towering Puppetmaster. In fact everything appears to have grown in size around you. The old man bends down and picks you up in one hand. You are unable to move, your limbs feeling stiff – almost wooden . . .

When the Carnivale moves on to its next destination, people will marvel at the intricate detail of the carved wooden figures in the puppet show, particularly with regard to the character of a sword-wielding – yet tragically doomed – hero. Your adventure is over.



345

Two hideous wolfish forms round the corner at the end of the street. You feel that they are loping straight towards you, heads swaying from side to side, sniffing the air. Then they pass your hiding place, without reacting to your presence, and you see that in places their scabrous hides are holed and pulled back to reveal bare bone, green-grey internal organs, and fleshless ribs. The Werewargs – grotesque undead werewolves, trapped in a semi-lupine form – disappear again. You let out your breath in a shuddering sigh of relief. With the immediate danger passed, you proceed on your way. Turn to 390.

346

Back in the entrance hall of the tower, you discover that the doors are now open again and you are able to flee this house of horrors. There is only the moonlit courtyard to cross and then you will be beyond the bounds of the dark tower's power. If you have the codeword *Daednu* written on your *Adventure Sheet*, turn to 360. If not, turn to 373.

347

The aquatic creature's blood staining the water purple, its corpse sinks back into the depths from which it arose. Lungs straining fit to burst, it is then that you catch sight of white nubs of bone between the entangled weeds and the glint of gold. You surface gasping for oxygen, taking in heaving lungfuls of air. Having recovered your breath, do you want to dive back down into the pool to see what treasures you can



retrieve (turn to 414), or will you drag yourself out of the clinging, slimy water and continue your way through the woods (turn to 499)?

348

The third floor of the tower is spartanly furnished and decorated in contrast to the rest of the tower. You pass what seem to be a number of cell doors leading off a corridor that follows the outside wall of the tower. Reaching a door, from under which blows a chill night breeze, you stop to listen and can hear a *scritch-scratch* sound coming from the other side. Trying the handle you discover that the door is not locked. If you want to open the door and enter the room beyond, turn to 361. If you would rather leave well alone, turn to 7.

349

'Ooh, pretty things,' chuckles the last of the wolf-women as you carefully extract an artefact from your backpack. But what can you offer them? If you offer the brides a Garnet Ring, a Gilt Mirror, a Bloodstone Amulet, or a Moonstone Amulet, turn to 312. If you offer them a Silver Mirror, a Charm Necklace, a Silver



Locket, a Silver Crown, or a Silver Dagger, turn to 381. If you have none of the above, snarling, their patience used up, the brides stalk towards you (turn to 306).

350

You are several miles from Maun, passing through a range of low hills with the day wearing on, when you come in sight of two dark silhouettes jutting up from the landscape. To the west you can see an unidentifiable crumbling ruin. Away to the east the hills rise towards jagged peaks that look like the teeth of some sleeping Earth Dragon. But the outline of one of these peaks is obscured by a solid citadel-like structure still some miles away. The road splits at this juncture. The main road continues north through the hills, while a less well-travelled track winds away into the higher hills to the east. There is no longer any clearly defined path leading to the ruins to the west. Mindful of the approach of nightfall, will you seek shelter at the citadel away to the east (turn to 11), investigate the ruins to the west (turn to 5) or simply keep on along the road you are following towards Vargenhof (turn to 98)?

351

Under the hulking Beast's relentless attack, you flounder and stumble backwards – over the edge of the roof of the carriage. And then you are falling, plummeting to your death at the bottom of Garou Gorge, the stagecoach, with the Werebeast roaring in triumph atop it, racing away into the night. Your adventure is over.





There is nothing more for you here. At the far end of the banqueting hall, a magnificently carved wooden staircase, covered with a rich claret carpet, leads up to yet another set of double doors. Taking a deep breath in an attempt to steady your nerves and keep the beast within at bay, you ascend the staircase. At the top you pause before the double doors. The family crest of the House of Wulfen has been carved across them both. (Now is your chance to make any final preparations you may wish to before entering the highest chamber of Castle Wulfen.) You throw open the doors and stride boldly through.

The chamber beyond is an example of opulent splendour. Fine tapestries bedeck the walls, antique Arantian rugs cover the floor, all lit by light-splitting crystal chandeliers. However, everything has an air of neglect about it. The tapestries are faded and dusty, the rugs scratched and frayed, the chandeliers dulled by grime. Framed by a tall window directly in front of you is an ornately carved chair, throne-like in its magnificence. Sitting slouched, one leg swinging over the chair arm, is someone you recognise from the portrait gallery you passed through. A tousled mane of grey hair hangs down to his shoulders, shot through with a single streak of lustrous black. He is wearing an unbuttoned jacket, exposing a ruffled shirt beneath, and fine black trews with knee-length boots. The man is darkly handsome, the visible skin of his chest, arms and hands covered with coarse black hair. He is toying with a pewter goblet in one hand, and on his middle

finger you notice a gold signet ring, as it catches the light. In front of the chair lie two huge wolves. They watch you intently with cold, unblinking yellow eyes. For his part, the lord of Castle Wulfen watches you with languid interest as you stride slowly, yet confidently, towards him.

'Let me introduce myself,' the nobleman says. 'I am Count Varcolac. Don't worry about introducing yourself. I know who you are.' He sniffs the air sharply. 'You are my brother's killer. But let that not stand between us and friendship. More importantly, you were remade by my brother. That practically makes you family! Your wolfish abilities have served you well, for you to get this far. I have high hopes for you. Bow before me. Swear fealty to me, and I will show you all that your gift has to offer you.'

Inwardly, every wolfish fibre of your being howls that this is the Arch-Lycanthrope, the first of the Werewolf bloodline, the one whom you seek and whose demise will free you from your vile curse. But you cannot help being taken aback. The creature whose death you have desired from the outset is offering you the chance to join with him. And his arrogance may have given you the perfect opportunity to rid the world of his malign, cunning evil. Will you bow before the Count, in the hope that you will be able to strike when his guard is down (turn to 441), or will you simply draw your weapon with no such pretence (turn to 47)?



353

In the bottom of your pack you find a bottle of the gypsies' vodka as well as flatbreads and cheese enough for 2 Meals. (Add these items to your *Adventure Sheet* and regain 1 LUCK point.) You may drink the vodka whenever you want, but there are only three tots in the bottle (make a note of this as well). The vodka is sterling stuff: each tot restores 3 STAMINA points. But the next time you are instructed to *Test your Skill* after drinking it, you must reduce your SKILL by 1 point. However, the drink also fortifies your courage so, for the duration of the next battle you fight after drinking, you may increase your Attack Strength by 1 point. Then it is time to be on your way again. Turn to 500.

354

Cursed Bloodline - The disease coursing through your blood is potent and potentially fatal. As your body slowly transforms into that of a wolf you are wracked by crippling pains. Lose 4 STAMINA points and add 1 more point to your CHANCE score. If you survive this bone-wrenching transformation, turn to the paragraph with the same number as the one you were last instructed to write down on your *Adventure Sheet*.

355

You 'ummm' and 'err' as you try to think up a convincing excuse on the spot. 'What's wrong with your shoulder?' Konrad suddenly blurts out. You were not even aware of the fact that you were scratching your shoulder while talking to the village leader. Suddenly,



without even a by-your-leave, Konrad rips open your tunic and sees your wolf-bite for himself. He gasps in horror and takes a step back. Surprised by his reaction, you glance sideways at the shoulder wound yourself. You cannot contain your own appalled cry of disgust as you see that the skin surrounding the injury is now bristling with thick black hair. (Add 1 CHANGE point.)

Before you know what is going on, you are grabbed and bundled out of the inn. You find yourself out in the village square again, surrounded by a mob of villagers, who are spoiling for a fight. Turn to 246.

356

You find yourself in a cramped room packed to overflowing with bookcases, the shelves crammed with dusty tomes, large leather-bound volumes and rolled scrolls. The dusty air smells strongly of mouldering parchment and rotting leather. There is another door in an adjacent wall between the teetering bookcases. Do you want to leave the room by this door, without delaying (turn to 88), or would you rather linger a while in the Abbey's archive to see what you might glean from its dusty records (turn to 401)?

357

There are four tomes which have particularly caught your attention, but which one would you like to spend your time studying?

The Fall of the House of Wulfen?
Evil and Excess: A History of the Cadre
Infernal?

Turn to 343

Turn to 328



Lycanthropy: The Curse of the Werewolf?
Grymm's Folk-lore of Lupravia?

Turn to 313

Turn to 301

358

'Have it your own way,' the old woman says testily. Taking a stoppered bottle from a shelf, she warms its contents in a small cauldron over the fire. She adds a bundle of dried herbs and then leaves the concoction to simmer. The close air inside the cottage is filled with an acrid aroma. Another half an hour and the potion is ready. 'Drink this,' Grandmother Zekova commands, shoving a ladleful of viscous grey-green liquid in front of your lips. Holding your nose you swallow the potion in a single gulp, hoping not to taste it. Although you feel no immediate effects, the potion will slow the transformation that the lycanthropy is working upon your physical form. (Subtract 1 from your CHANGE score.) Now turn to 382.

359

The old woman suddenly drops to her knees crying, 'Spare me and I can help you defeat the lord of Castle Wulfen, the ultimate evil power in all of Lupravia. That is why you're here isn't it?' Will you let the witch live, in the hope that she will prove true to her word (turn to 183) or will you finish her now, while you have the chance (turn to 50)?

360

You are halfway across the courtyard when a shadowy spectral form materialises in front of you. You recognise the twisted, bat-like features of the shade.



The undying spectre of the Countess Isolde has come to stop you ever leaving her domain of darkness and to visit unholy vengeance upon you. You will have to triumph in one final battle to escape the Lady of Maun's clutches.

VAMPIRE-WRAITH

SKILL 8 STAMINA 6

If you win but the Wraith wounded you, turn to 397. If you overcome the Countess' spectral form without sustaining any injury, regain 1 LUCK point and turn to 373.

361

Opening the door you are assaulted by the stench of guano and a startled beating of wings as the birds making their home in the chamber are disturbed by your sudden arrival. The room is open to the night through a large arched opening. Monochrome moonlight enters the filthy roost, gleaming dully from the sharp black beaks and obsidian talons of the throng of huge ravens that have made the chamber their home.



Their cracked croaking caws are deafening and the birds are certainly not happy at your intrusion. However, you can also see something else glinting in the moonlight among the feathers and muck covering the floor. Do you want to risk entering the ravens' roost to claim this 'treasure' (turn to 375) or will you leave and quit the third floor too (turn to 7)?

362

Pressing on through the winding tunnels, you finally come to a stone staircase that leads up and out of the Abbey catacombs. It is obvious that some malign power had infested the Abbey of the Black Monks and that the place is now rotten to the core. At the top of the steps a new passageway leads away left (turn to 44) and right (turn to 406).

363

Without knowing how, you seem to have developed an unerring sense of direction, which is not hampered by the presence of the clinging fog and ever-present gloom. It is almost as if you can smell your way through this trackless wilderness. As you make your way along spits of dry ground, managing to steer clear of the ensnaring swamps all around you, the eerie sound of a canine wail reaches your ears. One hand on the hilt of your sword you press on, hoping to reach the shrine before you meet whatever it is that is making that mournful noise. Turn to 342.



364

With the metamorphosed Black Widow dead, you search her chamber. Roll two dice and add 12. This is the total number of Gold Pieces you glean from the floor of the cave. You also find a string of pearls, worth 6 Gold Pieces, a Silver Crown, worth 10 Gold Pieces, and gemstones worth 12 Gold Pieces. Regain 1 LUCK point. Having fought the Spider-Queen in her lair and won for yourself a king's ransom, where will you go from here? To leave the spider-infested cave network altogether now, turn to 331. If you would rather keep exploring the caves, will you leave the chamber via the stalactite-hung tunnel (turn to 122) or the stalagmite tunnel (turn to 405)?

365

Taking out the Silver Dagger you found in the maggot pit, you sense the disgusting, overgrown monstrosity recoil from it. This blade of pure silver has power over the maggot-monster. If you choose to fight the monster, you must do so with your Attack Strength reduced by 1 point, but any wound you cause the creature will cause it 3 STAMINA points damage, rather than the usual 2. Bearing this information in mind, return to 262 and make another choice.



366

You cannot believe it: your purse is missing! One of the gypsies has robbed you. Cross off all your remaining Gold Pieces and lose 1 LUCK point. You have no idea where the gypsies have gone, there is no sign of any tracks leaving the clearing, and so it would be a futile waste of time to try to pursue them. Cursing the capricious Mortani, you set off again through the forest, feeling thoroughly miserable and dejected. Turn to 500.

367

'You look like you could do with somewhere to rest and recover,' the wild-looking priest says, ushering you into the shrine and barring the door behind him. He leads you past an altar to Saint Crucius, placing the silver cross upon it as he does so, and on into a warming room. You sit down at a stall next to the fire blazing in the hearth there, while the priest ladles out a bowl of steaming broth from the cauldron bubbling over it. You gulp down the soup and finish it in no time (add 3 STAMINA points). 'So,' the priest says once you have eaten, 'what has brought you to the shrine of Saint Crucius and an encounter with the demon Shuck?' What will you tell the priest?

That you have been cursed with lycanthropy and seek a cure?

Turn to 386

That you are on a quest to rid the land of evil and seek holy aid?

Turn to 404



368

You are in a small chamber, its walls plastered with the dust-covered shrouds of spiders' webs. Whatever made these webs must have been very large indeed, or there were a great number of them. As you move cautiously across the chamber, you notice two web-bound bundles. From the look of it, the two bundles each contain a small, humanoid body and you get the impression of green skin and pointed ears. If you want to linger a while longer and search the bound bodies, turn to 85. If you would rather leave with delaying, which exit will you take out of the cave?

A tunnel from which a damp breeze blows?

Turn to 97

A tunnel with an obvious seam of black stone?

Turn to 433

A puddle-floored passageway?

Turn to 207

369

You tell Grandmother Zekova how Ulrich hacked off the werewolf's paw when you were first attacked, how it turned into a human hand afterwards, and of the Signet Ring you found on the middle finger. 'Let me see it,' the old woman demands, so you take it out



and show it to her. She cannot suppress her gasp of dread. 'This is the crest of the House of Wulfen, the ruling house of Lupravia,' she explains, her voice quavering. 'Lupravia is a cursed land and theirs is a cursed bloodline. The stories surrounding the Wulfen curse are many and terrible, tales of nightmarish monsters, people being taken from their homes, murder and madness. Castle Wulfen lies at the furthest point of Lupravia, in the foothills of the Orsov Mountains. It is said to be a sinister shadow of what it was in more prosperous times. There are stories of monsters roaming the streets of Wulfenstein, the village that lies beneath the castle, where people live in constant fear, as the howling of wolves and worse haunts their nights. The wretched people of that damned place rarely venture far from home. The tales of Mad Prince Garoul of the Wulfen family have reached even as far as these woods. It is said that he prefers the company of wild beasts to that of human beings and from what we have witnessed this night I believe that the curse on the Wulfen line is the curse of the werewolf. It was Garoul who infected you with lycanthropy. If you are to escape that curse you must hunt him down and finish what you started here. You must destroy the head of the Were-bloodline before the next full moon.'

Grandmother Zekova has given you information that can do nothing but help you in your quest to rid yourself of the cursed disease you have contracted. (Write the codeword *Avoket* on your *Adventure Sheet* and turn to 124).





370

Tugging back a piece of canvas, you duck inside. You wait, your heart racing, listening as the owners of the voices pass by and then disappear, as they check another part of the camp. It is then that you hear a dry, rapid rattle behind you and the scraping of scales on the floor. Before you can even turn round and pull your sword from its scabbard, you feel something thick and muscular slide around your legs and trap you within its constricting coils. You are bodily pulled round to face your assailant. A lamp is burning somewhere so you can make out the hideous features of the creature that has ensnared you. It is a grotesque amalgam of snake and woman. The upper half of her body is human, although totally hairless, her fingernails long talons and her face misshapen by ophidian features. From the waist down she is entirely serpentine, and her whole body is covered with mottled brown and green scales. The monster fixes you with its orange-yellow eyes and a forked tongue darts out between her lips, her cry of disgust at your intrusion a spitting hiss. The furious snakewoman opens her mouth, her jaw stretching horribly wide and exposing long, cobra's fangs. You gasp as the coils tighten about you with bone-crushing force. You are going to have to fight your way free, and fast.

SERPENSA THE

SLAKEWOMAN

SKILL 9 STAMINA 9

Before you can tackle your adversary in the usual way, you are going to have to free yourself from her crushing coils. Fight this battle with your Attack Strength



reduced by 1 point, until you manage to win two Attack Rounds; after that you can consider that you have managed to free yourself and will no longer suffer this penalty. However, Serpensa has several different methods of attack, depending on which Attack Round it is. If you lose an Attack Round check on the table below to discover what damage you suffer.

Attack Round Attack and Damage

- | | |
|-----------|--|
| 1-2 | Constricting coils – lose 3 STAMINA points. |
| 3 | Cobra's kiss – her fangs deliver a poisonous bite. Lose 4 STAMINA points and 1 SKILL point. |
| 4 | Tail-lash – a swipe from her tail knocks you off your feet. Lose 2 STAMINA points and reduce your Attack Strength by 1 for the next Attack Round as you struggle to stand again. |
| 5 onwards | Tearing talons – lose 2 STAMINA points. |

If you manage to slay the Snakewoman, turn to 385.

371

Of the three books listed below, which would you like to spend some more time perusing?

Evil and Excess: A History of the Cadre Infernal?

Lycanthropy: The Curse of the Werewolf?

Grymm's Folk-lore of Lupravia?

Turn to 328

Turn to 313

Turn to 301



372

As with any other battle, you have time to use the crossbow once before Varcolac is on you. *Test your Skill.* If you succeed, your crossbow bolt causes the werewolf 2 STAMINA points of damage, unless it is tipped with silver, in which case it will cause 3 points of damage. When you come to fight the Arch-Lycanthrope, adjust the monster's STAMINA score accordingly, if you wound him with a crossbow bolt. Turn to 150.

373

As you pass beneath the gatchouse and leave the environs of the Tower of Maun you immediately feel the oppressive atmosphere lift. You shelter for the night in the lea of a huge, mossy boulder and the next day you set off again, circumnavigating the village before joining the road leading north. Turn to 350.



374

There is a loud *Crack!* as the pistol fires. A split second later you gasp in pain as the bullet hits you (lose 2 STAMINA points)! How can ghostly bullets injure a living being, you wonder, looking down at the splash of ectoplasm on your leather tunic where the bullet struck, feeling a numbing, ice-cold sensation in your chest. You are dragged back from your musings by a shout of, 'Have at you!' from the phantom Highwayman. Turn to 501.

375

You are not halfway across the room when the birds lift off from their perches and swoop at you, trying to peck out your eyes and scratch your face with their hard black talons. You are forced to defend yourself.

UNKINDNESS OF RAVENS SKILL 7 STAMINA 8

If you defeat the birds you can take it that those ravens still alive return to their perches but continue to caw harshly at you as you rummage through the filth covering the floor (add 1 to your ALARM score). Among the detritus you find a total of 10 Gold Pieces, a closed Silver Locket on a chain, and most disconcertingly of all, the skeleton of a man picked clean by the murderous birds. If you want to open the locket, turn to 394. If not, you may take the locket and Gold Pieces with you (adding them to the Equipment List on your *Adventure Sheet*) before leaving the foul aviary. Turn to 7.



376

The force of the bullet striking you feels like being clubbed with a sledgehammer and you reel backwards. Pain burns through your shoulder like molten quicksilver. You have never known a sensation like it and howl in agony in response. The bullet now lodged in your shoulder was fashioned from silver, a metal which is inimical to your lycanthropy-cursed kind, and will have a permanent debilitating effect on your body. (Lose 4 STAMINA points, 1 SKILL point and 1 LUCK point.) Driven by pain-induced rage and a furious need for vengeance against your aggressive assailant you meet the man in combat. Turn to 398.

377

The blacksmith howls as you strike him, clutching his right forearm where you have wounded him (lose 1 LUCK point). Then you hear another dreadful howl from beside you and something claws at you with rapidly extending talons. Lose 2 STAMINA points and turn to 62.

378

One of the gypsies has left you a present. Inside your pack you find a Moonstone Amulet. If you want to keep the treasure, you put it on around your neck. Bewildered by the whimsical behaviour of the mysterious Mortani, you go on your way again through the forest. Turn to 500.



379

'To hear you say that fills me with renewed hope,' Van Richten declares. (Add 1 LUCK point.) 'There is something else I must yet do, so for now our paths must part, but look for me again tomorrow night at the house of Doktor Kafka the surgeon, in Maun. We must go about our work as our enemies do, under cover of darkness, but at our next meeting I shall reveal all concerning our mutual quest. As a sign of my faith in you I give you this,' the Vampire Hunter says, handing you his Flintlock Pistol and a leather pouch containing six round Silver Bullets. Add these items to your *Adventure Sheet*, along with the codeword *Nethcir*. (If you want to find out more about how to use the Flintlock Pistol, you may turn to paragraph 400 at any time, making a note of the paragraph you are on at the time first.) 'Until tomorrow night,' Van Richten says, by way of farewell, and then he is gone. You spend the rest of the night in fitful sleep. When you wake in the morning to a dull grey misty dawn, you set off without further delay. Turn to 250.

380

With whinnying shrieks of terror, the horses attempt to leap the gap in the broken bridge. But they are fatigued after their frantic chase through the forest. Their hooves clatter against the opposite edge of the bridge but cannot find purchase, and pulled down by the weight of the coach behind them, the horses plunge after it into the gaping chasm. You and Katya follow, plummeting to your deaths on the jagged rocks far below. Your adventure ends here.



381

'What do you think you are doing?' screams the first, as you offer the bride the silver object. Then, with a snarl, she leaps at you, biting your wrist and making you drop your proffered gift. Lose 2 STAMINA points and 1 SKILL point and turn to 306.

382

'So, am I cured?' you ask the wizened wisewoman. 'Have you rid me of the curse of the werewolf?' Before Grandmother Zekova can answer, a chilling howl cuts through the night: it came from outside the cottage. 'Spirits preserve us!' she gasps, clutching the necklace of charms around her throat. 'They're back!' Ulrich hurries to double-check that the iron-bound oak door is secure.

The howl is joined by other lupine voices, coming from all around the cottage. The wolves have Grandmother Zekova's cottage surrounded. There is



a sudden, and totally unexpected rap at the door, which makes the old woman start and Ulrich tighten his grip on the axe. And then comes the voice that you will never forget as long as you live: 'Little pigs, little pigs, let me come in.'

'Begone, night creature!' Grandmother Zekova screams. For a moment the only sound is the snuffling of creatures prowling the perimeter of the cottage. The relative peace is violently broken by furious fists beating on the door.

'Let me in, you wretched swine!' the malevolent – yet refined – masculine voice continues. 'My brothers and I wish to dine with you. And if you won't let us in, I'll huff and I'll puff and I'll break my way in!' The unseen man's scream of rage seems to transform into an unearthly howl. The wolf pack take up the cry, and deep inside you, something strains to answer their call. Roll two dice and if the total rolled is less than, or



equal to, your current CHANGE score, turn to 416. If it is greater, turn to 37.

383

Before you know what's going on, a large flat stone in the centre of the cave floor – which you hadn't noticed before – flips back like a trapdoor and a huge, arachnid with filthy, matted brown fur leaps out of the hole and grabs hold of you with powerful limbs. Before you can fight your way free, the giant spider scratches your skin with the tips of its venomous fangs (lose 2 STAMINA points). And then you are free, sword drawn, ready to fight back.

GIANT TRAPDOOR SPIDER SKILL 7 STAMINA 8

If you slay the spider, you look for a way out (turn to 236).

384

Which of the following books from Vereticus' library would you like to spend some time over?

<i>The Fall of the House of Wulfen?</i>	Turn to 343
<i>Lycanthropy: The Curse of the Werewolf?</i>	Turn to 313
<i>Grymm's Folk-lore of Lupravia?</i>	Turn to 301

385

Serpensa the Snakewoman lies dead at your feet, her reptilian blood soaking into the packed earth of the floor. (Regain 1 LUCK point for prevailing in such a challenging fight and add the codeword *Rellik* to your *Adventure Sheet*.) You are certain that one of the circus



folk must have heard you struggling with the snake-woman so, whatever you decide to do next, you must act quickly. Will you leave the tent and flee the Carnivale immediately (turn to 29), or do you want to search the tent first (turn to 402).

386

The wild priest jumps up from his seat. 'Begone, creature of evil!' he exclaims, rushing back to the altar and taking up the silver cross once more! 'So that is how you could dominate the Shuck. You and the devil dog are kindred spirits!' He spits the words out as if they are poison. 'Begone, and never darken my door again!' With that he thrusts the cross at you, which starts to glow with holy light. You feel its power as you would a naked flame against your skin; it burns and you feel repelled by it! You cannot bear to stay here any longer. Giving voice to your own howl of agony you run from the chapel. The priest's banishing curse has taken a physical toll on you as well. Lose 2 STAMINA points and 1 LUCK point, adding 1 to your CHANGE SCORE.



You spend the rest of the night under the stars and come the morning, by dawn's wan light, you descend from the rolling moors to the valley-lying settlements to the east. As you do so you catch sight of a flock of blackbirds circling in the sky over a spot some half a mile away to the north. Such behaviour suggests the birds have found something in this wild place. Do you want to take a diversion north, to see what you might be found there (turn to 243), or will you continue east, back to the road (turn to 69)?

387

The Werewarg dies on the end of your sword with a grisly moan. You leap down from your horse to Katya's aid – but you are too late. The were-hunter's opponent lies dead in the dirt, Katya of the Crimson Cloak lying next to its stinking carcass. Blood pours from terrible lacerations all over her body and as her eyelids flicker open you already know that she is not going to survive her wounds. 'I know I'm not much longer for this world,' she splutters, gargling on her own blood, 'but don't let my death be in vain. There is an insidious evil rooted in this place, one that has spread its malicious influence throughout all Lupravia. Root it out, put an end to it – free Lupravia from the curse of the Were.' And then she is gone. Before you continue with your quest alone, you may take Katya's crossbow, if you wish. She also still has six silver-tipped quarrels to use with it. Having cast up a brief prayer for Katya's departed soul, to whatever gods might still be listening to one as tainted as yourself, you enter Castle Wulfen. Turn to 510.





Although your conscious mind tells you there is nothing to fear, and that only you can free the Daughters from their direful predicament, as they surround you with their spiralling dance your subconscious screams that something is deeply wrong. The warnings of your subconscious mind are too strong to resist and you unsheathe your sword, deep below the surface of the pool. You lash out at the mysterious maidens, who break off their singing and shriek like banshees, darting away into the even darker depths of the pool. As awareness returns you realise that your lungs are burning, desperate for you to take a breath of fresh air. Instinctively you kick out, in an effort to reach the surface, as a cold, scaly hand closes around your ankle. You look down and from the green gloom of the depthless pool a horrific visage rises. It appears to be semi-humanoid and female and yet at the same time it reminds you of a sinister, snaggle-toothed water-dweller. The woman's bulging, glassy eyes are those of a trout while her gaping maw is filled with needle-sharp pike's teeth. You have come face-to-face with the true elemental power of the Drowning Pool, the Water-Wyrd. With your sword already free of its scabbard you fight to free yourself from the fish-woman's clutches.

WATER-WYRD

SKILL 7 STAMINA 7

If you defeat your opponent in fewer Attack Rounds than your current SKILL score, turn to 347. If not, you will drown before you can ever escape the cold embrace of the predatory Water-Wyrd.



389

Unaware that you are doing it, you find yourself growling back at the creature. Although you shock yourself, you shock the demonic dog even more. The beast cowers before you, realising that it has come face-to-face with a creature more terrible than itself. Seizing the initiative you strike the hell-hound with your sword before it can regain its composure. Now turn to 18 where you will fight the cruel canine but before doing so you may reduce its SKILL score by 1 point and its STAMINA by 2 points.

390

And then, at last, you find yourself at the gates of Castle Wulfen, ancestral home of the lords of Lupravia. Your heightened animal senses can smell the reek of the Were about the place, and you realise that you have found the lair of the lycanthrope you have been hunting, ever since the Black Wolf infected you with its unholy affliction. It is as if something is calling to the wolf inside you, summoning it home. You pass beneath the barbican, through the open castle gates, and into the lair of the beast. Turn to 510.

391

'Look for me again tomorrow night at the house of Doktor Kafka,' were Van Richten's words to you, and now that you have reached Maun, you have the opportunity to meet with the Vampire Hunter again and find out more about the clandestine quest he



spoke of in hushed whispers at your last meeting. Do you want to look for the house of this Doktor Kafka, with the intention of meeting with Van Richten again (turn to 412), or, if you consider your own undertaking to be of the utmost importance, do you want to pass on through Maun and continue your way (turn to 350)?

392

Clambering over a fence, you begin to cross the quagmire that the rain-sodden pasture has become. Through the heavy rain, and under an overcast sky that spreads its pall across the barren landscape like the dusky mantle of night itself, you find it hard to discern distant shapes on the other side of the field. The going is hard, the thick mud sucking at your boots. You are halfway across when you hear a gruff snorting, and the clanking of an iron bell, and turn in time to see a monstrous bovine creature galloping across the field towards you, splashing through the mud. You would have said it was a cow, were it not for the branching, antler-like horns, claw-split hooves and savage tusks protruding from between ulcerated lips. But whatever it is, you have to fight it.

BOVINE BEAST

SKILL 8 STAMINA 9

As you fight the cow-creature you find the sucking mud hampers your movements. Unless you have the *Quickening* special ability or *Unnatural Vigour*, you must reduce your Attack Strength by 1 point for the duration of this battle. If you win, turn to 420.



393

Igor's second blow unbalances you and you topple backwards down the stairs to land in an unconscious heap at the bottom. Lose an additional 2 STAMINA points and turn to 476.

394

Popping open the locket you find yourself gazing upon the miniature portrait of a striking, platinum-haired young woman. It is so realistic you have to admire the skill of the artist who painted it. In fact, unable to tear your eyes away from the haunting beauty portrayed there, you begin to feel as if the woman is looking back at you. (Add 1 to your ALARM score and make a note of the codeword *Dehtaw* on your *Adventure Sheet*.) Unnerved, you hurl the locket out through the arched window and run from the ravens' roost. Turn to 7.

395

As dusk falls, you leave the inn with Konrad and return to the village square, where a group of villagers has gathered. They are armed with everything from bows and arrows to axes and short swords, even pitchforks - anything they could lay their hands on. The people of Strigoiva have been terrorised by their spectral assailants for long enough. Tonight they are going to fight back and lay their demons to rest once and for all.

When all are ready Konrad leads the brave Strigoivans towards the southern edge of the village. As the hunters file out of the square they dip their weapons



into the water that has collected in a stone bowl outside a shingle-clad building with a tattered gold onion dome for a roof. The people mutter to themselves and make curious gestures with their hands as they do so. Some even splash themselves with the water. Soon it is you who is passing the bowl. As you do so, do you want to mimic the villagers by dipping the tip of your sword in the water (turn to 407), by splashing some of the water on your face (turn to 437), or will you do neither and simply follow the others out of the village (turn to 497)?

396

A loud crack from above you spurs you on along the tunnel and then, with a sharp snap, a rocky spear breaks free of the tunnel ceiling. The heavy stalactite drops as the monstrous spider-woman squeezes herself underneath. The stone spear crushes the monster's distorted skull, killing it instantly. (Regain 1 LUCK point.) If you want to return to the cave to search the chamber, turn to 364. If not, turn to 122.



397

Roll one dice. If you roll 1-4, the chilling, ghostly touch of the Vampiress' wraith has also drained 1 SKILL point from you. If you roll a 5 or 6, you have fortunately avoided this extra damage. Turn to 373.

398

Those who would dare challenge Van Richten, Vampire Hunter extraordinaire and champion of the light, will meet their end in righteous battle. So do I decree! As is so often the way, cold steel will settle your disagreement with the paranoid Vampire Hunter once and for all.

VAMPIRE HUNTER

SKILL 10 STAMINA 9

If you triumph in your struggle against the Vampire Hunter, turn to 182.

399

Count Varcolac's werewolf corpse twitches, as you stand there panting for breath, your human awareness rapidly being taken over by the feral instincts now controlling your changed body. The corpse spasms and falls limp again, as choking black smoke begins to pour out of the Arch-Lycanthrope's slack maw. The smoke takes on the form of a savage wolf-creature, eyes glowing red. The insubstantial demonic form rushes into your own gaping mouth. The last thought that passes through your barely dissolving consciousness is the realisation that the demon has found a new, stronger host, through which to maintain its cruel grasp on this cursed land. As the new lord of Wulfen



Castle, you will continue to suppress the populace of Lupravia beneath the yoke of oppression, as monstrous as the last. Your adventure is over.

400

To use your Flintlock Pistol against an opponent before engaging in conventional combat you first have to work out whether you have the initiative to use the following rules.

1. If your opponent has a higher SKILL score than you, they are too quick for you and you cannot use your pistol in time. Conduct the battle as normal. If your SKILL scores are the same you are able to get off one shot. If your SKILL score is greater, go to 2.
2. Subtract your opponent's SKILL score from your SKILL score. This is how many shots you have time to fire before your opponent is on you, as long as you have enough bullets.



3. For each shot *Test your Skill*. If you are successful you wound your opponent, go to 4. If you fail, your shot misses, go to 5.
4. Roll one dice. If you roll a 6, go to 7. If you roll 1-5, go to 5.
5. Conventional bullets will cause 2 STAMINA points of damage. Silver Bullets will cause Were-creatures 3 STAMINA points of damage and all other opponents 2 STAMINA points. However, Silver Bullets will also injure Undead and Demons.
6. If you still have more shots to fire (and you want to) go to 3. If not you must engage your opponent in hand-to-hand combat.
7. You have made a kill shot. Your opponent is dead! Continue as you would if you won the battle hand-to-hand.

Now return to where you have just come from.

401

Among all the others, you find one scroll that tells of the life of one Saint Crucius. In centuries past he carried out his holy work throughout the provinces of Mauristatia, putting right countless wrongs and banishing the servants of Evil. The scroll claims that such was his righteous influence that calling upon his name, even to this day, can physically harm corrupt creatures.

Your perusal of the archive is interrupted by a curious munching sound and suddenly one bookcase collapses under the weight of the creatures feasting on the



parchments stored there. Unpleasant, grey, six-foot-long bodies rippling repulsively, the giant bookworms sniff you out and move hungrily towards you. Fight them one at a time.

	SKILL	STAMINA
First VERMIS LIBRIS	7	7
Second VERMIS LIBRIS	8	6

If you kill the bookworms, you are able to leave the archive through the other door. Turn to 88.

402

Close by is the snakewoman's cage, the barred gate hanging open. Someone has been careless. Inside the cage you are surprised to find, among the mouldering straw, a bundle of oilskins. Unwrapping it you are even more surprised to find a gleaming Silver Dagger with a razor-sharp edge. What would a freakshow mutant be doing with such a finely crafted item?

If you want to take the Silver Dagger, add it to your Equipment List. You may also use the dagger in combat if you wish but because it is not as long as your sword, nor balanced in the same way, if you do so you must fight with your Attack Strength reduced by 1 point. However, injuries you cause any creature with the word 'Were' in its name will suffer increased damage (3 STAMINA points rather than the usual 2) as the pure metal is inimical to their cursed kind. The Silver Dagger will also harm Undead creatures but in this case will only cause the usual 2 STAMINA points of damage.



There is nothing else among the Snakewoman's possessions that is of interest to you so you leave the tent. Will you also leave the Carnivale at this juncture (turn to 29), or will you explore further (turn to 281)?

403

With humbling honesty you relate your own wretched story to Vereticus who listens with growing intensity. When you have finished, it is the scholar's turn to speak, and his response surprises you. 'I can help you, and I want to help you, even though I cannot help my own son,' he says earnestly, scratching the Wolf-Were behind the ears as he might a pet hunting dog. You look at the Wolf-Were again with new eyes. Can this transformed creature really be the man's son? 'Come with me and I will explain everything,' Vereticus says, as if reading your mind, and leads you inside his house. 'I have made the study of lycanthropy my life's work,' Vereticus explains as he ushers you into his extensive private library, 'along with that of the myths and legends of Lupravia, in an attempt to find a cure



for this terrible affliction.' The mahogany-panelled room is filled with books. 'I have learned much, but equally, I have begun to realise how much more there is yet to discover about this malign condition. For one thing, the most common strain of the disease in existence, in Lupravia, cannot be cured by the usual means: eating sprigs of poisonous belladonna and suchlike. But then I suspect you have found that much out for yourself already.' You nod, confirming the scholar's assumption. The two of you then get to talking about your own experiences of the disease and he tells you the sorry tale of how his son came to be infected.

'He was thirteen years old. I had sent him out into the forest to collect toadstools and other fungi for me to catalogue, but he went much deeper into the heartwoods than I had anticipated and was still out after dark. He was on his way home when he was attacked. I had set out to look for him, when he did not return at sunset, and heard his cries, along with the savage snarls of a wolf. I drove the creature off with compound of silver nitrate and carried the boy home. I cleaned and dressed his wounds with all the care a father could give his child but, although he appeared to recover from the attack, at the next full moon the truth was revealed to me when he transformed into the creature you see here for yourself. He is neither one thing nor the other, trapped in this Wolf-Were form. I have been searching for a cure ever since.'

'How long ago was that?' you ask.



'Ten years,' the scholar replies, a sorrowful faraway look in his eyes. 'But this is not helping you. There is an elixir I can prepare for you, but it will take a little while. While you are waiting, why don't you avail yourself of the information contained within my library? Knowledge is power after all.'

Vereticus bustles out of the room to prepare his elixir, leaving you to your own devices. The wealth of knowledge stored in this room is phenomenal and would rival that of some temples of Hamaskis. Perusing the spines of the books on the shelves several attract your attention in particular. If you have written down the codeword *Avokez*, turn to 384. If you have written down the codeword *Dloterof*, turn to 371. If you have both of the codewords recorded, turn to 357. If you neither, which of the following tomes would you like to spend time reading?

<i>Lycanthropy: The Curse of the Werewolf?</i>	Turn to 313
<i>Grymm's Folk-lore of Lupravia?</i>	Turn to 301

404

'Is that right?' the priest says, his tone almost challenging. 'But what kind of warrior would willingly brave the perils of Fenmoor and then prevail?' He reaches out a hand towards you and closes his eyes, as if trying to sense the aura of power around you. The priest's eyebrows knit in consternation. 'I sense something of the darkness about you,' he says. 'Is it from consorting with the evil ones you fight against, or is it something else?' Roll two dice. If the total rolled is less



than your CHANGE score, turn to 386. If the total is equal to or greater than your CHANGE score, turn to 425.

405

You find yourself in a web-draped passageway. You cannot hope to proceed without breaking many of their sticky strands. The huge webs are home to a multitude of blood-red spiders, each no bigger than a man's fist. The arachnids immediately home in on you, drawn to the heat of your body in the cold cave. As you fight your way through the hangings webs, the spiders swarm all over you, seeking out bare flesh into which they can sink their bloodsucking fangs. The vampiric spiders are too small to fight with your weapon. All you can do is hurry through the web-strung passageway, desperately trying to brush them from you and crush their blood-bloated bodies beneath you heels. Roll one dice and add 1: this is the total number of STAMINA points you have to lose. (If five or more spiders bite you, add 1 point to your CHANGE score as well.) If you survive this vampiric encounter, you find yourself at another junction in the claustrophobic spider tunnels. Will you now follow:

The stalagmite filled tunnel?	Turn to 442
The tunnel covered with green algae?	Turn to 142
A tunnel with its walls running with water?	Turn to 14
A subterranean tunnel leading under one wall?	Turn to 433





406

The passageway leads to an open archway which, in turn, leads into a charnel house. Human skulls fill row upon row of niches in the walls, while skeletal angels of death gaze down from chiselled roof bosses. Several raised stone slabs in the centre of the chamber bear the decomposing bodies of black-robed monks. But there is one of the living among the dead. With a cockroach hiss, a monk rises, turning from the corpse over which it was hunched – and that you can see now see that it was eating! The monk's heavy cowl falls back to reveal a head misshapen by savage, beetle-like mandibles and grotesquely bulging compound fly's eyes. Appalled by the horrific appearance of the abomination you stare aghast as two extra pairs of black, chitin-armoured legs unfold from beneath the mutated monk's habit. Jaws and limbs clicking repulsively, the hybrid scampers towards you, closing in for the kill.

COCKROACH MONK

SKILL 8 STAMINA 8

If you manage to slay this grotesque abomination, you flee the morbid charnel house. Your mind awl with questions that you wonder if you would dare to know the answers to, you go back the way you came along the passage. Turn to 44.

407

You plunge the blade of your weapon into the icy water but are unaware of any effect it might have had. Will you now splash some of the water on your face (turn to 437) or will you just follow Konrad and the other villagers (turn to 497)?



A short corridor leads off from the staircase on this level, ending at a narrow wooden door which bears the image of a chalice. Opening the door you find yourself inside a large, torch-lit chapel. A pillared nave leads up to a cloth-draped altar on which stands a golden chalice set with glittering precious stones. The flickering flames of rush-lights reflect from a number of exquisitely painted stained-glass windows. The most magnificent of these is set in an alcoved recess above the altar and shows a knight in full armour kneeling in penance before a white-robed priest. The knight holds his sword out before him like a cross. The chapel appears to be a place of peace and you can see no obvious dangers. You approach the altar and take a look at the contents of the chalice: it appears to contain nothing more than water. If you want to drink from the chalice, turn to 424. If not you must leave the chapel and ascend, or descend, the staircase to another part of the tower (turn to 7).

And then, with a hollering cry, the crazed man barges past you and out into the night. Before you can follow him Ulrich is suddenly there beside you, slamming the door to the cottage shut again and bolting it securely from the inside. You both immediately turn your attention to the old woman lying motionless on the floor. *Test your Luck.* If you are Lucky, turn to 289. If you are Unlucky, turn to 32.



You narrowly avoid falling into one of the many wolf-traps that riddle these woods but as you start to make your way back to join the main party again, you come face-to-face with one of the hunters' dogs. The wolfhound is as big as the wolves it has been bred to hunt and its canine senses tell it that there is something of the wolf about you. Snarling, it bares its teeth and leaps at you, ready to tear out your throat. If you have the *Call of the Wild* special ability you are able to terrify the dog so much that it runs yelping back to its master, its tail between its legs (turn to 151). If not, you are going to have to fight it.

WOLF HOUND

SKILL 7 STAMINA 6

If you kill the dog, you are able to return to the safety of the rest of the hunting party as they are preparing to return to Vargenhof before moonrise (turn to 151).

You plunge your sword into the rogue's chest, right up to the hilt. The Highwayman's head lets out a shrill death-cry, its eyes rolling up into its head. Pulling your sword free, you stagger back from the rider as the horse snorts and stamps the ground with its glowing hooves. But the horseman's wailing cry does not stop but turns into a grotesque, gurgling cackle once more. His dead eyes fix on you again and you feel the blood in your veins turn to ice-water. 'Oh dear, what a shame,' he says with mock regret, 'it would appear that I am already dead, and you cannot kill that which is not alive!' (Lose 1 LUCK point.) 'I would



suggest you run. I'll give you a head start,' the Highwayman laughs. Without a moment's hesitation, you sprint for the safety of the inn. You hear the phantom horse's hooves on the road behind you again but then you are at the door to the stone-built coaching inn and suddenly both rider and steed are gone, like mist on the night-breeze. The echo of maniacal laughter lingers for a moment and then that too is gone. Turn to 6.

412

Maun is not a large place and it does not take you long to find what you are looking for. Down a narrow side street off the village square is a stone building bearing a brass plaque, on which has been etched 'Doktor Kafka - Surgeon'. Having knocked at the door, you have to wait so long that you are about to turn away when it suddenly opens a crack. You find yourself looking down at the bespectacled and heavily lined face of a stooped old man. His pate is bald, what little hair he has left white, wispy and wild. 'What do you want?' he asks in a gruff, curmudgeonly tone. 'If you've cut yourself with that sword of yours, I'm not interested.' Being careful to keep your voice down, you mutter that you have come to meet with Van Richten. At mention of the Vampire Hunter's name, the surgeon's eyes narrow suspiciously. 'Is that right?' he challenges. 'But how do I know if you are truly a friend or simply an agent of Old Night? If you really have arranged to meet with such a man, at this place and this hour, tell me, which Order was he a member of?' If you think you know the answer to Doktor



Kafka's question, convert the words you are looking for into a number using the code A=1, B=2, C=3 . . . Z=26, totalling the individual numbers of the letters, and then turn to the paragraph which is the same as that total. If the paragraph you turn to makes no sense, or if you have no idea what the answer is, nothing you can say will persuade the old man of your good intentions and so you have no choice other than to pass on through Maun without meeting the Vampire Hunter again (turn to 350).

413

Walking through the village, seeing the zombie-slack sad expressions of its populace, your honourable adventurer's nature wishes there was something you could do to help. But what is the problem? You can see a blacksmith working at his forge and a priest doing his rounds. Do you want to talk to the blacksmith (turn to 296), the priest (turn to 177), or would you rather press on and leave Maun (turn to 350)?

414

Taking a deep breath you submerge again and swim back down to the treasure-strewn depths. Beneath you, ensnared by the pernicious water-weed, are the skeletal remains of the Water-Wyrd's previous victims. Churning up the silty bed of the pool you recover what you can. Roll one dice and add 6. This is the total number of Gold Pieces you manage to collect. Your lungs aching, you realise that it is time to return to the surface. *Test your Luck*. If you are Lucky, turn to 499. If you are Unlucky, turn to 431.



Clambering over the spurs of broken stalagmites, you emerge from the cave tunnel into a wider cavern, the sight of which takes your breath away. Stalactites and stalagmites formed over thousands of years fill the cave like a forest. In places they even join to form natural columns of glistening stone. The mineral deposits in the rock formations have coloured Nature's sculptures a myriad of colours, from coppery green and acid yellow, through bronzy oranges and burnt umbers, to vermilion, crimson and black. There are even shades of cyan and purple, and to think that, until now, such beauty has been hidden in total darkness. As you gaze in wonder at the forest of stone, at the periphery of your vision you glimpse movement. There above you, perched between natural limestone buttresses and spires, is a gigantic spider with a bulbous black body and long, spindly legs. Held by the talons at the end of its legs is a finely spun web. You realise what the spider intends to do when, with a flick of its feet, the arachnid releases its silk net. *Test your Skill.* If you succeed, you evade the Tangleweb Spider's trap and draw your sword, ready to defend yourself. If you fail, you become ensnared by the resilient web-net. In the battle to come it will take you two Attack Rounds to cut yourself free from the spider's cast web, during which time you will not be able to injure the Tangleweb, although the spider will be able to injure you.

TANGLEWEB SPIDER

SKILL 9 STAMINA 7

If you manage to kill the web-spinner you continue



your way across the cavern of wonder and choose a way out. Will you take:

The narrow twisting tunnel?	Turn to 14
The heavily cobwebbed passageway?	Turn to 9
The wide cleft in the rock with an obvious seam of blue crystal?	Turn to 70

Something in the tone of the man's voice speaks to the primal creature that is awakening within you. Unable to stop yourself, and before Ulrich or the old woman realise what you are doing, as if in a trance you walk over to the threshold, draw back the bolts, and fling open the door. Standing in the doorway is a wild-looking man dressed in only a shirt and torn britches. His black, tousled hair hangs down around his shoulders like a mane. Behind him you see the wolves circling in the moonlight. The man fixes you with a piercing red-eyed stare and a hungry smile spreads across his bloodstained lips, revealing protruding canine teeth. Then you catch sight of the stump where the man's left hand should be. The shock of realisation snaps you out of your trance-like state and you just manage to draw your sword before the lunatic leaps at you, trying to claw you with the dirt-encrusted, talon-like fingernails of his remaining right hand.

LUNATIC

SKILL 7 STAMINA 9

As you fight the crazed lunatic on the threshold to the cottage, neither Ulrich nor the old woman can do anything to help, so you have to face the madman



alone. After three Attack Rounds, or if you reduce the madman's STAMINA to 6 or less, whichever comes first, turn at once to 457.

417

Just for a second – just the briefest moment – the wolf inside gets the better of you. You only regain control of your body again once the scholar is lying dead at your feet. What have you done? And what is becoming of you? You begin to wonder if it is inevitable that you will succumb to the curse of the werewolf. (Lose 1 more LUCK point.) Howling in tortured anguish you flee from the scene of your brutal crime and do not stop running until you are deep in the embrace of the darkening forest again. Turn to 46.



418

'I'll tell you what you are,' the diminutive Carnivale Master spits, his voice dripping with venom. 'You're a killer! You murdered one of our own and Carnivale justice demands retribution.' You are dragged to



another part of the tent where rotating board that forms part of a knife-thrower's act stands. You struggle vainly as the Master's assistants manacle you to the board. Then someone sets it spinning and the knife-thrower steps up. He is a dead-shot and during his act can miss his assistant by only a hair's breadth. Tonight, however, he chooses not to miss. Carnivale justice decrees it! Your adventure is over.

419

'Then I feel that this is where our paths must part again,' Van Richten says, obviously annoyed and disappointed, and stalks off again into the night. You feel that perhaps you have made an error of judgement in letting the Vampire Hunter down, giving in to the darker side of your personality, which is becoming stronger all the time. (Lose 1 LUCK point and add 1 to your CHANGE score.) You spend the rest of the night in fitful sleep, and in the grey haze of morning are on your way again. Turn to 250.

420

Eventually you make it to the main compound and enter the farmyard. Two buildings of note stand here, the farmhouse itself and a large, shingle-roofed barn. Where will you shelter from the downpour: the farmhouse (turn to 324) or the barn (turn to 215)?

421

The corridor ends at a door of mouldering green planks, which opens into a square room reeking of damp. Strings of fibrous plant growths hang from the



ceiling. The floor of the dank chamber is covered with all manner of fungi. Large yellow puffballs grow against broad-capped white toadstools and bulbous grey mushrooms. There is not a square inch of floor that is not covered. On the other side of the room is another door. To get to it you are going to have to cross across the carpet of fungi. Will you:

- Run across the chamber? Turn to 446
 Creep carefully across the fungus room? Turn to 461
 Return to the last junction and go the other way? Turn to 282

422

With cries of, 'Mathter! Mathter!' the Hunchback lopes away up a second flight of stairs to the top of the tower. You know now that there is something sinister afoot here and so you waste no time in pursuing Igor. You arrive out of breath in what can only be described as a mad scientist's laboratory. The space at the top of the tower is crammed full of all manner of curious pieces of equipment and mechanical contraptions. There are spinning globes that crackle with the static charge of the storm raging outside and glass-cased gauges, the needles within them quivering around the danger line. Thick bundles of copper wire descend from the topmost part of the windmill and connect all the various pieces of equipment to a tilted metal table, on which rests one of the most bizarre and monstrous things you have ever seen. It is at least half the height again of a man and almost as broad across. It appears to be made from slabs of dead grey flesh crudely sewn



together and yet, in places, missing organic parts have been replaced with mechanical apparatus. Around its ugly head is a band of metal secured with a number of unsubtle bolts. Standing next to a bank of steel levers is a tall man wearing a long, once-white lab-coat, his eyes hidden behind thick-lensed goggles. Cowering behind him is the hunchback. 'Welcome,' the tall man says, the excited tone of his voice suggesting to you that he is totally unhinged. 'You are here just in time to witness the creation of a new form of life!' Thunder rolls ominously across the sky and lightning flashes around the top of the windmill, as if having waited for the most dramatic moment to do so. Before you can do anything to stop him, the crazed scientist throws a lever just as lightning strikes the top of the tower itself. *Test your Luck.* If you are Lucky, turn to 120. If you are Unlucky, turn to 454.

423

In the presence of the Arch-Lycanthrope himself, you are unable to contain the beast within you any longer. You give voice to an agonising howl as your body contorts – bones reshaping, muscles and internal organs realigning, the furry hide of the wolf ripping through your skin – until you are no longer human but instead utterly animal. Count Varcolac offers his hand and, rather than bite it, you lick it with your rough wolf's tongue paying your new master homage. 'That's right,' he purrs, 'you are mine now, my pet.' Totally under the Count's control you will join his pack and run with the other wolves, when the moon is full, preying on the weak. Your adventure is over.





424

You sniff the liquid but can still find nothing to suggest that it is anything other than water and so you swallow a large mouthful. Starting in your stomach, a warm prickling sensation spreads throughout your body. You can feel it revitalising you as it spreads to the tips of your fingers and the very roots of the hair on your head. You have just drunk an Elixir of Life. Restore your STAMINA, SKILL and LUCK scores to their *Initial* levels! The elixir also does something to combat your steadily worsening lycanthropy; reduce your CHANCE score by 2 points. Feeling reinvigorated and ready to face anything, you turn from the altar and start walking down the aisle. But rewards such as those that you have just received come at a price in the lair of one of the aristocracy of the night.

The first warning you have that anything is wrong is when a shuddering vibration fills the chapel, which puts painful pressure on your eardrums. The panes of the stained-glass windows rattling behind you, you turn to see the knight's window coming apart at its leaded seams – only now it shows the warrior, standing over the body of the slain priest, sword bloodied. You watch as the painted segments making up the knight pull free of the window and descend in front of you, maintaining the shape of the priest's murderer in the air in front of you. The corruption that has taken root within the Tower of Maun has desecrated even this once sanctified refuge. The knight's glass sword looks painfully sharp, as the chapel's guardian swings it about threateningly, determined not to let you escape alive.



GLASS KNIGHT

SKILL 9 STAMINA 7

If you are fighting the knight with a mace, when you win an Attack Round roll one dice. If you roll a 6, the entirety of the knight's glass body shatters under your blow, destroying it in one fell swoop. If you win the battle you are able to exit the chapel without further obstructions. Add 1 to your ALARM score and turn to 7.

425

The priest's expression relaxes and he opens his eyes again. 'I sense only goodness and a true heart,' he says, smiling. He introduces himself as Corran, the guardian of the spring that was first brought forth from the ground by the blessed saint. 'And you are worthy to partake of its holy healing gift,' he says. Corran leads you out of the warming room to a spiral stone staircase that winds down into the earth, leading you beneath Fenmoor. At the bottom, in a circular stone-walled chamber lit by smoking wall sconces, stands the well of Saint Crucius. Corran draws a bucket of clear water from the well and decants some into a golden chalice that stands at its lip. 'Here,' he says, offering you the cup, 'drink, and may the saint's blessings pour down upon you.' Reverently you accept the chalice and gulp down its contents.

As soon as the liquid reaches your stomach, you grip your belly in agony, teeth clenched and tears streaming from your eyes. The water that comes from Crucius' well has been blessed by the saint, which



makes it holy water, and holy water is inimical to your kind. There is no escaping the fact that you are now well on your way to becoming a creature of the night. (Lose 2 STAMINA points.) Thankfully the knot of agony eases and, as the overwhelming pain passes, you become aware of another feeling inside you. The waters of the healing well have slowed the spread of the lycanthropic infection riddling your body. Roll one dice, divide by 2 (rounding fractions up) and then add 1; this is how many points you should reduce your CHANGE score by (but make a note that it cannot drop below 1). Regain 1 LUCK point too. Corran fixes you with a suspicious look. 'I have never seen the blessed waters affect anyone in that way before,' he says. If you have the codeword *Nomed* written down on your *Adventure Sheet*, turn to 455. If not, turn to 484.

426

Despite its massive size and ungainly bulk, the maggot is able to move surprisingly quickly. The creature is a truly horrific corruption of nature. However, more horrifying than its grisly nature is the fact that the creature you are fighting was once the Abbot of the Black Monks, now changed beyond all recognition. That said, it is not the most cunning of killers and so shouldn't prove too much of a challenge to an accomplished warrior such as yourself.

MAGGOT

SKILL 6 STAMINA 16

The maggot will attempt to bite you with its perpetually mashing mandibles. If it wounds you, roll one



dice. On a roll of 6, rather than bite you, the maggot will spit acidic slime at you, causing 3 STAMINA points damage. If you kill the Abbot-abomination, turn to 114.

427

'Friend,' you say, but the man's aim does not waver, his eyes narrowing, in case you should try anything. Roll two dice. If the total is less than or equal to your CHANGE score, turn to 123. If the total rolled is greater, turn to 506.

428

Opening the door, you enter Castle Wulfen's extensive library. Row after row of bookcases groan under the weight of innumerable dusty tomes. Within this great repository of knowledge, one book has been given pride of place, lying on a lectern carved to resemble a dragon. The book is bound in black leather and bears the title *On the Conjuraton and Banishment of Demons*. The air around the book seems suffused with a grim malfesance and you are sure it is colder at this spot. If you dare to open this forbidding book to see what aid it can offer you, turn to 100. If you would rather leave well enough alone, you vacate the library and take either the door that is now to your left (turn to 496), or the one directly ahead of you (turn to 310).

429

Peering around the door jamb, and seeing no one outside in the corridor, you set off towards the stairs. As you creep along the darkened corridor you pass



another door which stands slightly ajar, the room beyond lit by the soft yellow light of a guttering candle. Perhaps this is the room that the mystery midnight wanderer vacated. Glancing through the open door you see an empty unmade bed, a rickety bedside table, on which stands the dripping candle, and a large wooden chest against one wall. The room appears to be empty so will you enter and explore further (turn to 449) or will you continue after whoever it was who just left this chamber (turn to 226)?

430

You while away a quarter of an hour watching the Puppetmaster at work. On the small stage of his booth a brave knight battles a despicable wizard, conquering his monstrous dragon to rescue a beautiful princess and free the kingdom from an evil enchantment. It is a traditional tale that has been told a thousand times over but you find this particular performance captivating, almost as if you were under a spell yourself. This is in part due to the lifelike qualities of the tiny marionettes and their naturalistic movements. You have been amazed by the puppet show, but you have also been slightly unnerved by it. (Make sure that the codeword *Egnarts* is written down on your *Adventure Sheet*.) Leaving an equally engrossed crowd still enjoying the show, you move on through the fayre. Turn to 167.



431

You kick out with you feet to return to the languidly rippling surface but go nowhere. You can feel a vice-like grip around your ankle. Looking down through the murky water you see that your foot has become caught in the trap of a human ribcage lying among the tethering weeds. You kick out again, lungs fit to burst, but still cannot free yourself. You then take your sword to the skeletal snare but the more you hack at the ribcage, twisting and turning in the soupy green water, the more you become entangled in the pernicious water-weed yourself. Eventually you can hold your breath no longer and, involuntarily gasping for air, you suck in great lungfuls of foetid water. The Water-Wyrd may not have claimed you for its supper, but the Drowning Pool has won itself another victim nonetheless. Your adventure is over.

432

Keeping a watchful eye on the ichor-clouded water where the horror's body sank – just in case – you wade through the pool looking for anything else of value that might be lying forgotten beneath the surface. And, incredibly, you do find several other treasures. There is a Silver Mirror, an Ebon Wand, a Bloodstone Amulet and a Garnet Ring. (If you decide to take any of these objects, add them to your *Adventure Sheet*.) Now you are ready to leave, but the abomination lurking in this place is not prepared to let you. All the while you have been searching its waterlogged lair, the horror's unnatural physiology has begun to regenerate. You are about to start climbing the stone



shaft when a slime-slick, regenerating tentacle coils out of the murky water and wraps itself around your ankle, pulling you back towards the centre of the pool. Sword in hand you hack at the suckered pseudopod to free yourself.

REGENERATING TENTACLE SKILL 7 STAMINA 4

If you defeat the tentacle, you recommence scaling the pit-shaft before any more of the monster can regenerate. Turn to 154.

433

The passageway opens out into a much larger, cavernous space. A distinctive mammalian smell hangs in the still, moist air of the cave. Lying against a congregation of limestone stalagmites is the body of a wolf, only now it is little more than a husk of skin and bones. Surely this can't be the Beast you are hunting. It looks, and smells, like it has been lying hear for some time, all fluid having been drained from the carcass. Then you hear the skittering, scratching sound of something moving across the cave towards you. Creeping down the vertical wall of the cave is a huge spider. Its body alone is at least five feet in length, the spread of its legs more than double that. As if the size of the monstrous arachnid were not horrendous enough, its head is some grotesque amalgam of wolf and spider, a long muzzle forced out of shape by huge mandibles. Making a sound that is halfway between a hiss and a growl, the mutated Giant Wolf Spider launches its attack.

GIANT WOLF SPIDER

SKILL 8 STAMINA 7



If you slay the lupine arachnid, there is nothing for you here so you have no other choice than to leave the rocky chamber. Will you take:

- | | |
|---|-------------|
| A tunnel with an obvious seam of black stone? | Turn to 368 |
| A sandy-floored tunnel? | Turn to 207 |
| A subterranean tunnel leading under one wall? | Turn to 405 |
| A musky-smelling tunnel? | Turn to 9 |

434

Konrad is unable to hide his disappointment at your refusal. 'Well if that's how you feel,' he says obviously disgruntled, 'then you won't mind paying for that meal.' He rises abruptly and points at the bowl in front of you, before storming out of the inn. You feel obliged to pay for the meal you have just consumed and, as dusk is already falling outside *The Suckling Pig*, you decide to pay for a room for the night as well. (Deduct a total of 3 Gold Pieces from your *Adventure Sheet*.)

You spend a fitful night sleeping on a lumpy, lice-ridden mattress in a cold room, kept awake by an eerie howling that echoes from somewhere beyond the edge of the village, seemingly calling to something in your blood. (Add 1 CHANGE point.) You eventually fall asleep as dawn is breaking. When you wake you discover it is already past noon, and you feel no better for having paid for what you had hoped would be a decent rest. Leaving Strigoiva, will you follow the road to the north (turn to 160) or the east (turn to 478).



or will you take the less well-travelled track into the forest, the scrubby outskirts of which lie a mile or so to the north-east of the village (turn to 8)?

435

In a small ante-room off the main staircase you come to a set of black-lacquered double doors. Above them is the same crest you saw on the floor of the entrance hall – a skull surmounted by a bat with wings outstretched. Your unfailing sixth sense tells you that you have found the lair of the Lady of Maun. Boldly, you push open the doors, and find yourself at one end of a gloomy corridor, a second set of double doors stands at the other end. Roll one dice. If the number rolled is less than or equal to your ALARM score, turn to 448. If the number rolled is greater than your ALARM score, turn to 477.

436

You spring forward and plunge your blade into the creature. The tip of your sword pierces its heart and the Wolf-Were dies with a piteous howl. With apparently no regard for his own safety, the man runs over to the dead creature and, falling to his knees, cradles its misshapen head in his hands. 'What have you done?' the man screams, tears glistening in his eyes. 'He was no threat to you! He did not know what he was doing. He was only acting on instinct, and now you have murdered him – my son!' The man fixes you with a look of burning hatred and says quite clearly, 'I curse you in the name of Almor, Lord of Wolves, for



the life you have taken.' Your skin suddenly feels like it's on fire and you claw at your clothes to try to stop the pain as something bestial claws at you from the inside – the wolf in you hungers for freedom. (Add 2 to your CHANGE score and lose 2 STAMINA points, as well as 1 LUCK point.) Roll two dice. If the total is greater your CHANGE score, you turn tail and run from this tragic scene, not stopping until you are well away from the estate (turn to 46). If the total is less than or equal to your CHANGE score, turn to 417.

437

You plunge a hand into the icy water but even as you splash your face with it you can feel it burning. You stifle a cry of pain but the burning sensation continues. (Lose 2 STAMINA points.) You look at your hand and see that the skin is twisted as if it has been plunged into boiling water. You imagine that your face must look the same. None of the other villagers suffered in this way, but then you aren't like other people any more. The stone bowl contains blessed holy water and, like it or not, you are slowly but surely becoming a creature of the night. Holy water is anathema to you! (Lose 1 LUCK point.) The burning pain eventually passes but you have been permanently scarred. There is nothing you can do but hurry after the hunting party. Turn to 497.

438

As you make your way along the barely perceptible track, spindly branched trees encroach further onto the path, until you are picking your way between



distended knotty boles and half-protruding roots. The sun sinks, veiled behind heavy grey clouds and the dark silhouettes of trees. A carrion bird croaks hoarsely into the dusk and then is ominously silent. You wonder where you should make camp for the night, as the air is getting noticeably colder around you. In fact the chill feels more like what you would expect of a midwinter night. You take another step forward, your booted heel crunching on a thick layer of ground frost. Hearing a perceptible crackling in the air around you, you watch as feathery tendrils of ice spread across the trunks and naked skeletal branches of the gnarled trees, covering everything in a hoar frost. Icicles form on the ice-heavy boughs and your breath mists in clouds before your face. This sub-zero scene sparkles, glitters and glows under the ghostly luminescence of a moon near full. Some battle of the seasons is taking place at this spot but that is not the only change that is occurring at this moment. Write the number 103 on your *Adventure Sheet* and then turn to 20.

439

You are unaware of the presence of the two Black Monks lying in wait for you beyond the archway until it is too late. The two holy men leap out of the shadows with preternatural speed and seize you, holding you in a grip of iron that surprises you. Leaving you in the hands of his brother, one of the monks produces a chalice from somewhere and brings it to you. 'You have been truly blessed,' he says. Oozing slime hangs in strings from the lip of the chalice. 'The Abbot has



deemed you worthy of an audience and offers you this sacrament. Take the cup, and drink.' There is nothing you can do as, between the two of them, the Black Monks force your mouth open and empty the nauseous contents of the chalice into your mouth. Spluttering and gasping for air you cannot help but swallow a mouthful of the revolting stuff. Roll two dice. If the total rolled is less than or equal to your current CHANGE score, turn to 491. If it is greater, turn to 474.

440

As the last of the wolves turns tail and flees, you follow Ulrich as he strides up to the iron-bound oak door of the cottage, the wood gouged to splinters by savage claw marks. 'Grandmother!' he calls. 'It is Ulrich with a friend in need of your help.' A tiny hatch in the middle of the door slides open and two cataract-blurred eyes peer out before the hatch is shut fast again. There is the grate of bolts being pulled back and then finally the door opens. A hunched figure ushers you both into the warm glow, muttering something about 'Damned wolves' before slamming the door shut again and throwing back the bolts.

Peering out from under a woollen shawl, the old crone looks you up and down, blinking myopically. She has a hooked nose and chin, and looks every part the witch, with a chain of silver charms hanging round her neck. 'So, it's you who needs my help, is it?' Grandmother Zekova asks. You listen in nervous anticipation as Ulrich tells the old wisewoman what



has happened. You expect her to cry out in horror and run screaming from the cottage at any moment, but the old woman appears to take in what Ulrich is telling her with earnest concentration. When he is done she turns to you. Without saying a word she starts to prod and poke, looking in your eyes and getting you to stick out your tongue. She also takes a look at your wolf-bite.

'Lycanthropy is a terrible and crippling curse,' she says at last, 'but you are fortunate to have met trustworthy Ulrich this night, and that he had the foresight to bring you to me. The disease will still just be taking hold, so if we act fast we might yet be able to counteract the effects of the werewolf's saliva-venom. I can give you a potion brewed from the belladonna plant, which will help, but, with your consent, I would like to bleed you first so that the potion might have a faster, more potent, effect.'

Will you let the wisewoman bleed you before administering her potion (turn to 335), or will you refuse and simply take the potion without being bled first (turn to 358)?

441

Approaching Count Varcolac's throne you kneel before him, keeping a watchful eye on the huge wolves that, in turn, keep a wary, jaundiced eye on you. The Count extends his signet ring so that you might kiss it and, maintaining the pretence for as long as you dare, you touch your lips to the warm gold. 'That's right, my pet,' Varcolac growls. 'Now, reveal



your true form to me!' At his command, agonising pains seize every muscle of your body. Roll three dice. If the total rolled is less than or equal to your CHANGE score, turn to 423. If it is greater, turn to 247.



442

Before you reach the end of the twisting tunnel you make out sparkling light coming from the chamber that lies at its end. You emerge from the passageway behind a large stalagmite and enter a cave lit by glittering crystals set into the dark limestone walls. This strange luminescence sparkles from myriad webs strung across the chamber – almost like curtains and drapes – making the webs look like they have been spun from pure silver. The light also reflects from genuine treasures. Gold pieces lie scattered on the floor of the chamber, along with other, less valuable objects: battered helmets, rusty swords and axes, rotten backpacks and gnawed pieces of leather armour. Then you hear the voice: it is that of a woman, but strained with anxiety and with a hissing impediment. 'Where is it?' the voice is saying. 'Who's taken it? Where's my fine sharpness, my glittering silverness? Who has it? Where is it?' the woman repeats over and over.

Rounding the edge of the stalagmite you gasp in amazement and horror at what you see before you. Covering the far end of the crystal-lit cave is the most intricate, most beautifully woven, and largest web you have ever seen. It is decorated with strings



of pearls and precious stones, but amid all this ostentatious wealth squats one of the most hideous things you have ever seen. At first glance it appears to have all the proportions of a spider only on a colossal scale. At second glance, however, you see that it is much worse than that. The monstrous arachnid body appears to have grown from that of a human woman. From the waist down the abdomen of the monster is a swollen, hairy black pulsating sac ending in silk-oozing spinnerets. From the waist up, however, the creature looks more human except that she has a total of six arms and two legs which, although they begin as human, become the long, bony black limbs of the spider, ending in cruelly barbed chitinous claws. Her matted hair is short and spiked, like spider fur, and her possibly once beautiful face has been warped by yet more arachnid attributes. An additional six eyes have formed on her forehead above her human eyes, looking like ripe black blisters, and her mouth has been stretched impossibly wide by the protrusion of huge spider fangs, each as long as your sword arm. Lying on the sandy floor of the cavern are the desiccated bodies of adventurers – dwarfs as well as humans – sucked dry of all bodily fluids. And then the grossly mutated spider-woman sees you.

'Ah, the thief returns to the scene of the crime!' she hisses. 'Was it you? Did you take it, my precious sharpness?' If you have the codeword *Snillbog* recorded on your *Adventure Sheet*, turn to 2. If not, turn to 219.



At your final, killing stroke, the body of the spectral creature unravels, dissolving back into mist with one final, soul-rending howl. But as their pack leader departs the Earthly Plane, so too do the other phantom creatures of the Howling. The last of the wolf-ghosts nothing but tendrils of night-mist, the dreadful wailing ceases. For a moment the villagers look around in stupefied silence and then, as they realise what you have done for them, a cheer goes up from the hunters. You have banished the Howling and saved the people of Strigoiva from their torment. (Regain 1 LUCK point.)

You spend the rest of the night making merry with the elated villagers back at *The Suckling Pig*. Eventually, as dawn is breaking, you stumble off to bed in one of the inn's guest-rooms, the use of which you have been given for free with the Strigoivians' thanks. When you wake again, from a thankfully nightmare-free sleep, you discover that it is already well past noon. You feel much better for the rest and tuck into a brace of wood pigeon cooked for you by the landlord's wife. (Regain 4 STAMINA points.) But a great feeling of unease still hangs over you. Your personal quest demands that you move on from Strigoiva again. Leaving the village and its grateful populace, you can either follow the road where it divides, to the north (turn to 160) or the east (turn to 478), or you take the less well-travelled track into the forest that lies a mile or so to the north-east of Strigoiva (turn to 8)?



444

At first you think you are winning, then you misjudge the best route to take to avoid a boulder on the road in front of you. One of the carriage wheels hits the rock, sending the stagecoach veering off the road. With whinnying shrieks of terror, the horses are pulled over the edge of the gorge as the coach topples past the point of no return, and down the side of the cliff, taking you and Katya with them. Your adventure ends here, your bodies smashed on the jagged rocks far below.

445

'Who will face the challenge of the Cage?' a bald-headed strongman dressed in a leopard-skin leotard and sporting a fine moustache calls to the crowd from a roughly erected stage. 'Tame the savage Grendel and 10 Gold Pieces could be yours!' Standing behind him, before a painted backdrop, is a large cage. Inside it is the beast he speaks of. It is at least a head taller than the strongman and as broad across the shoulders as a gorilla. Its arms are as thick as ship's cables, corded with muscle, and end in club-like fists. The creature's skin is green and pitted, its face suggestive of a primitive ogre bloodline. As you are considering taking up the challenge you see that a thickset, bearded man – whom you take for a blacksmith – is being led away from the stage holding a hand to his bloodied and broken nose. The aim of the game is to enter the Cage unarmed and subdue this Grendel. If you want to take up the challenge it will cost you 2 Gold Pieces (turn to 458). If you would rather leave it to some other mug to tame the beast, turn to 167.



446

You inevitably crush any number of puffballs and mushrooms beneath your feet, the fungi releasing clouds of spores into the damp air. As you could have predicted, the spores irritate your airways and lungs. You burst through the door on the other side and collapse in the corridor beyond, your body convulsed by hacking coughs. (Lose 3 STAMINA points and add 1 to your CHANGE score.) Turn to 492.

447

You misjudge your timings and suffer the consequences as the heavy swinging blade slices into you. Roll one dice and add 2: this is the total number of STAMINA points you must lose. If you survive such a terrible injury, you collapse on the floor of the corridor on the other side of the pendulum blade (turn to 208).

448

As soon as you enter the corridor, the doors slam shut behind you and something begins to manifest. Some unholy phantasm is clothing itself in shadows, taking on a threatening form. Your actions within the Tower of Maun have alerted the Lady to your presence and your arrival has been anticipated. The necromancer that is the power in this place has brought forth entities that normally dwell on the Spirit Plane, until a practitioner of the Dark Arts summons them to the earthly realm. Trailing smoky tendrils, the faceless shadow-born creatures circle you, ready to rake your flesh with claws formed of impenetrable darkness. If you have the codeword *Nethcir* recorded on your



Adventure Sheet, turn to 463. If not, you have no choice but to take up your weapon and defend yourself. In the narrow confines of the corridor, fight the shadow-born one at a time.

	SKILL	STAMINA
First TENEBRAE	7	7
Second TENEBRAE	7	6
Third TENEBRAE	8	7

Fortunately cold steel is just as effective against the Tenebrae as silver or magic. If you manage to defeat these creatures of darkness, turn to 477.

449

A floorboard creaks ominously under your foot as you enter the room and you step swiftly inside. Shutting the door, you make your search undisturbed. There is nothing unusual about the bed or the small table next to it, but the chest is another matter altogether. Inside you find a number of folded dresses, which leads you to believe that you are actually inside the bedchamber of the landlord's daughter. Underneath the dresses you find a strange collection of objects that includes bundles of herbs, dried powders in small glass bottles



and a book covered in unsettling symbols. You decide to leave these well alone, as their connection to the practice of witchcraft is obvious. However, you also find a bundle of letters, tied up with pink ribbon. A quick glance at these reveals that they are love letters, written and signed by 'Meg' to someone simply referred to as 'My love' or 'My fine gentleman'. This is a curious mix of possessions to find in a barmaid's bedroom. Right at the bottom of the chest you find an ornately carved wooden box secured with a brass lock. There is no key but you think you could force the box open with your sword. Do you want to force the lock (turn to 481), or will you leave the room and continue in your pursuit of the person who you now suspect is in fact Meg the landlord's daughter (turn to 226)?

450

Pistol in hand you take aim and fire. Divide your SKILL score by 4, rounding fractions down: this is the number of times you may fire the pistol before the Varcolac Werewolf will be on top of you, providing you have enough bullets loaded in the pistol. There is no time to reload now, given your dire predicament! *Test your Skill* as you would normally to resolve whether your shots hit the werewolf. Conventional lead bullets causes the creature 2 points of STAMINA damage each. Silver bullets, however, will each cause 3 STAMINA points of damage. When you come to fight the Arch-Lycanthrope in hand-to-hand combat, alter the Werewolf's STAMINA score according to how many times you wound him with your pistol shots. Turn to 150.



451

'Then you have heard of my studies concerning the powers of darkness and want my help,' the man says in a musing tone. 'Well, I am sorry to disappoint you but the services of Vereticus the Scholar are no longer for hire; I have my own work now that takes up all my time. I suggest you leave by the same way that you entered my estate.' Will you leave as Vereticus requests (turn to 46) or will you make the most of the opportunity and do away with the vicious Wolf-Were and (turn to 436)?

452

Inserting the key in the hole, you turn it until you hear a ratchetting click. With a sudden lurch the automaton takes a step towards you, and without hesitation tries to strike you with its crushing gauntlet-hard hands. You have no choice but to take up your own weapon to defend yourself.

CLOCKWORK AUTOMATON SKILL 9 STAMINA 9

As it was the key that activated the Automaton, perhaps removing it would shut down your clockwork attacker again. If you want to try to knock out the key you must fight with your Attack Strength reduced by 2 points. However, if you win two consecutive Attack Rounds, fighting in this way, turn to 317. If you defeat the automaton, leaving its exquisite bodywork battered and broken on the floor of the workroom you quit and return to the junction, from there you take the door which is now ahead of you (turn to 428), or, alternatively, the one that is now to your right (turn to 496).



453

The veteran hunter curses as you strike at him and ducks out of your way. Cries go up from the others in the hall and you hear a terrible sound which makes your blood curdle - something like a cross between the roar of a bear and the howl of a wolf. You turn in horror to see what is happening to Burgomaster Straub. Turn to 62.

454

Lightning streaks down inside the building via the network of wires and cables, stray sparks flying in all directions, lighting the space with their wild, electric-blue brilliance. One of these jagged bolts strikes you and hurls you backwards into a bank of humming machinery. (Lose 4 STAMINA points. For as long as you remain in the windmill you must reduce your SKILL by 1 point as well.) Something is moving with jerky spasms at the centre of the chamber amid the blaze of white storm-light. Picking yourself up you prepare to face the worst you can imagine, made brutally real. Turn to 120.

455

'I sense that your mission to rid the land of evil is a personal quest for retribution or an act of repentance,' the priest says. 'And having seen you put an end to the Shuck where others, including myself could not, I can tell that you are a hero on whom the gods are smiling. For that reason I wish to bequeath you something to aid you in your quest.' Corran leads you back up through the shrine to the altar to Saint Crucius. He



takes up the cross that stands there and places it into your hands. 'Take this,' he says, 'and may it guard you as well in your quest as it has protected this shrine these many years.' Add the Silver Cross to your Equipment List and turn to 484.

456

You decide that you can work more effectively without others around you – making a lot of noise and scaring your would-be prey away – and set off alone without further delay. Once outside the town you scout the surrounding landscape, trying to work out where a monster like the Beast of Vargenhof would have its lair. Directly beyond the perimeter of the town lie the pastures, paddocks and pine forests where the monster's attacks have been centred, but to your mind these places are its hunting grounds and not its home. South of Vargenhof lie the blasted heaths, where you doubt any creature would look for shelter. That leaves the wooded hills to the east of the town and the craggy peaks that form the foothills of the Orsov Mountains to the north. Where will you look for the Beast?

In the eastern hills?

Turn to 28

In the crags to the north?

Turn to 330

457

You manage to drive the lunatic back out of the cottage and Ulrich slams the door shut again, bolting it securely once more. The wolves howl mournfully at the moon, the sound retreating as the lunatic leads



them back into the forest. The woodsman and wise-woman stare at you grimly. 'The lycanthropy is still within you,' Grandmother Zekova says. 'You are not cured. Tell me again about the creature that attacked you.' If you have a Signet Ring, turn to 369. If not, turn to 326.

458

A young woman takes your backpack and sword-belt from you, once you have handed over your 2 Gold Pieces, and then, taking a deep breath to steady your nerves, you enter the Cage. The Grendel-ogre goes for you immediately. You are not trying to kill your opponent in this contest: your aim is merely to subdue the beast. To do this you need to win two Attack Rounds in a row. Roll for Attack Strengths as normal (reducing yours by 1 as you are not using your sword) but do not remove STAMINA points for damage sustained, merely keep track of who has won the round.

GRENDEL

SKILL 8

If you win two consecutive Attack Rounds first, turn to 470. If Grendel wins two consecutive Attack Rounds before you, turn to 488.

459

At your killing blow, the demon dissolves into a sulphurous black cloud again, leaving you free to study the book to which it had been bound. On page 216 you find a ritual to banish demons. It involves marking out a pentacle – a five-pointed star – using consecrated artefacts. Who knows when such information might





come in useful? With this knowledge safely stored away, you leave the library before it suffers any further demonic visitations. Returning to the junction, will you take the door now to your left (turn to 496), or pass through the one directly ahead of you (turn to 310)?

460

Two forlorn-looking scarecrows watch over the failed crop, strung up on poles like condemned men on the gallows. Wading your way between the rotten stalks of wheat, you see how badly the corruption has set in here. The whole crop is blighted. You are not far from the perimeter of the farmyard when you hear a swishing sound in the sodden stems around you and glimpse shadowy movement. Something has changed – the two scarecrows are missing from their posts. With a shrill banshee-wail the two straw men burst out of the mouldering crop in front of you. With claws made from sharp splinters, the Scarecrows attack you, leaping and capering with jerky, insect-like movements. Fight them both at the same time.

	SKILL	STAMINA
First SCARECROW	7	5
Second SCARECROW	6	5

Their bodies stuffed with hay, your bizarre assailants shouldn't cause you too much trouble. Once you have hacked their cobbled-together bodies to pieces, turn to 420.



461

Watching where you put your feet, you take your first steps into the fungus-filled room. *Test your Skill* three times. If you fail any of the tests, turn to 446. If you pass every single one, turn to 475.

462

Standing your ground you unsheathe your sword, ready to face the approaching rider. The phantom reins in his wild steed with a shout of, 'Whoa there, Barushka!' The greenly glowing apparition trots the last few paces before coming to a halt directly in front of you. The headless rider drops the reins and reaches under its cloak with both gloved hands. When it withdraws the right one again you see that it is now holding a cocked flintlock pistol. In its left hand it is holding a man's head by the hair. The eyes in the head fix you with a needling stare, while a cruel smile spreads across its lips. 'Stand and deliver!' the head declares. 'Your money *and* your life!' And with that the ghostly highwayman pulls the trigger. *Test the Skill* of the Headless Highwayman, who has a SKILL of 8. If he passes the test, turn to 374. If he fails, his shot misses you; turn to 501.

463

'The Tenebrae are creatures born of darkness and so their greatest weakness is light. Quickly, light your lantern!' If you have a lantern, and can use it (the *Night Creature* special ability will not work as a substitute here), you must spend one Attack Round lighting it, during which time you will be vulnerable to attack.



However, if you accomplish the task, when you do come to fight the Tenebrae they will be repulsed and weakened by the light. (Reduce all of the creatures' SKILL scores by 1 point and their STAMINA scores by 2 points.) Now return to 448 and face your foes.

464

The werewolf's flesh sizzles and burns at the touch of the silver, cruel wounds opening all over its corpse – but it is not enough. Under the influence of the demon possessing it, the Arch-Lycanthrope rises again. Snarling with unrestrained infernal rage the Wolf Demon attacks. (For every Silver Dagger you have been able to use, you may reduce the demon's STAMINA score by 2 points before resolving this battle.)

WOLF DEMON

SKILL 10 STAMINA 14

If you manage to overcome the Varcolac-demon, and you have the codeword *Deliugeb* recorded on your *Adventure Sheet*, turn to 21. If not, turn to 515.

465

The whetted edge of your blade rings as it slides from its scabbard. It only takes a split second for your midnight-black challenger to react. There is another sharp *Crack!* as the man fires the pistol held in his outstretched hand. *Test the Skill* of the Vampire Hunter, who has a SKILL score of 10. If he passes the test successfully, turn to 376. If he fails, he misses you, turn to 398.



466

The cold earth is your bed, the chill night air your blanket. Despite such unpleasant conditions, weariness forces sleep upon you. You wake feeling something tugging at your leg and come to with a start. Kicking free, you provoke whatever it is that was pawing at you to snarl in defiance. You find yourself staring into the cold yellow eyes of a mangy cur, a hunting dog, but one that is barely more than skin and bone, and rotting flesh. The Ghoul Hound should be dead, but these moors refuse to let sleeping dogs lie. You pull your sword from its scabbard as the snarling undead dog bounds towards you.

GHOUL HOUND

SKILL 7 STAMINA 6

If the hound wounds you more than 3 times, add 1 to your **CHANGE** score. If you defeat the dog, as far as you are concerned morning cannot come soon enough. And when it does you are eager to be on your way again. Turn to 69.

467

As soon as you turn your back on the old woman, and hear her muttering the words of another incantation, you realise that you should never have trusted a witch. Before you can do anything else to defend yourself, you feel the change you have been dreading come over you, freeing the wolf inside you from its fleshy prison. Howling in pain and frustration, your clothes and possessions falling from your new lupine form, you run from the witch's kitchen on all fours, out of the castle and into the night, in search of a pack to call your own. Your adventure is over.



468

Somehow you find the words to compliment Mistress Bauer on her 'handsome' son. You tolerate the pair's anecdotes about their babe-in-arms and bide your time beside the fire, you and the Changeling eyeing each other warily. *Test your Luck*. If you are Lucky, turn to 137. If you are Unlucky, turn to 270.

469

The Quickening – Your reflexes have become sharper, your reaction times faster, and you are now as agile as a wolf. Add 1 more point to your *Initial* as well as your current **SKILL** score. Record the *Quickening* on your *Adventure Sheet* and turn to the paragraph with the same number as the one you were last instructed to write down.

470

To the uproarious cheers of the crowd you force the beast into a headlock and, with the ring of a bell are declared the winner. Reluctantly the strongman hands



over your winnings (a bag containing 10 Gold Pieces) and his assistant returns your other possessions. As you leave the stage the strongman tells the crowd that the Cage is closed for business for the rest of the day to a chorus of light-hearted boos. Turn to 167.

471

Watching the rhythmically swinging blade, you step into the corridor. *Test your Luck*. If you are Lucky, turn to 42. If you are Unlucky, turn to 110.

472

The door to the house is suddenly flung open, a middle-aged man standing in the doorway, wearing scholarly robes and with a neatly trimmed goatee beard. He commands the creature to be still and, to your amazement, the Wolf-Were breaks off its attack and takes a slouching step away from you. 'What do you think you are doing here, trespassing on my land?' the man demands. How will you answer him? Will you:

Say that you are on a quest to rid the land of evil?

Turn to 451

Tell him the truth that you are seeking a cure for your lycanthropy?

Turn to 403

Or will you seize the moment and finish the Wolf-Were?

Turn to 436



473

Ulrich leads you back to the spot where you were first attacked. From there it is not hard to pick up the trail left by the wolves as they made their flight. By the flickering yellow light of your lantern – and thanks to Ulrich's knowledge of these oppressive woods – the two of you follow the animals' tracks deeper and deeper into the forest. The trail you find yourself following leads you a merry dance indeed, and on more than one occasion you find yourselves doubling back along paths you have already taken. And then the eerie howling reaches your ears again, deadened by a mist that is rising from the darkened hollows between the trees. You quicken your pace, determined to catch up with the Black Wolf and its kin before they can escape you again.

You crest a rise and suddenly find yourselves looking down on a stone-built thatch-roofed cottage nestled between the looming trees at the bottom of a slope.



By the cold, silver moonlight you can see the wolves circling the cottage, but from the snarling of the animals, and the scraping of claws on wood, it sounds very much like the creatures are trying to force their way into the cottage. 'By the spirits!' Ulrich suddenly exclaims. 'Grandmother! Grandmother Zekova!' And then he is rushing down the slope ready to meet the wolf pack with his axe. You cannot let him fight this battle alone and so, despite your weariness, you sprint after him, sword drawn. You will fight the Wolf Pack as if it were one creature. Every Attack Round, as well as rolling for your Attack Strength, also roll for Ulrich's (he has a SKILL score of 8). During an Attack Round, if his Attack Strength is higher than that of the wolves, then he also delivers wounds totalling 2 STAMINA points to their total score.

WOLF PACK

SKILL 7 STAMINA 14

Keep a careful note of how many Attack Rounds the battle lasts. If you reduce the pack's STAMINA score to zero, it means that you have driven them off. If you and Ulrich manage this in seven Attack Rounds or less, turn to 440. If it takes you eight Attack Rounds or more to win the battle, turn to 486.



474

Your entire physical being riles at the presence of the putrescent slime in your stomach and you vomit violently (lose 2 STAMINA points and add 1 CHANGE point), the monks releasing their steely grip on you. Drained as you might be, there is no time to rest and recuperate. Without a moment's respite, the monks are on you again. As they leap to attack, the monks' robes fall open to reveal monstrous insectoid mutations. With a sharp intake of breath you see that the head of the first is halfway between that of a cockroach and a man. As the mandibled monk hisses at you, malformed jaws snapping, the second reaches for you from within the voluminous sleeves of his habit. The sleeves fall back to reveal mantis-like claws where the monk's arms should be. You have no choice but to fight the Black Monks at the same time.

MANDIBLED MONK

SKILL STAMINA

7	7
8	6

MANTIS MONK

If you manage to defeat both the mutated monks, turn to 262.

475

Unbelievably, you make your way between the bloated, bruise-coloured fungi without causing any of them to release their spores. Regain 1 LUCK point. Opening the second door you enter another stone-walled corridor. Turn to 492.



Your head thumping as if your skull is fit to burst, you regain groggy consciousness to find yourself manacled to a bank of arcane, mechanical equipment within what can only be described as a mad scientist's laboratory, which you judge to be located at the top of the windmill. Bundles of copper cabling descend from the criss-crossed rafters above you, connecting all the pieces of equipment in the lab to a tilted metal table on which rests one of the most bizarre and monstrous things you have ever seen. It is at least half the height again of a man and almost as broad across, made from slabs of dead grey flesh as well as gleaming mechanical components. Around its ugly head is a band of metal secured in place with a number of unsubtle bolts. Standing next to a bank of steel levers is a tall man wearing a long, once-white lab coat, his eyes hidden behind thick-lensed goggles. And cowering behind him is the hunchbacked Igor. 'Welcome,' the tall man says, his excited tone of voice suggesting to you that he is mentally unhinged. 'You are here just in time to witness the creation of a new form of life!' Thunder rolls ominously across the sky and lightning hits the top of the tower, as if it had been waiting for the most dramatic moment to strike. *Test your Luck.* If you are Lucky, turn to 303. If you are Unlucky, turn to 495.



You know that you cannot risk tarrying here any longer. Running to the other end of the corridor, you fling open the doors there and burst into the room beyond. You find yourself in a grand, high-ceilinged chamber, ornately decorated with heavy velvet drapes of black and red, its ceiling painted with a zodiacal map of the heavens. The windows of the chamber are covered by the heavy hanging drapes. At your abrupt arrival, a striking, platinum-haired woman, dressed in crimson and black, her skin as white as ivory, rises from a high-backed wooden chair. At her side stands a gaunt-faced man, dressed in the apparel of a servant, and with a feral look about him. For a fleeting moment the noblewoman looks startled but this expression is soon replaced by a look of arrogant superiority, and a sinister smile forms on her rose-red lips. 'Ah, look, Gustav, we have company,' she says, addressing her servant. She rises and moves gracefully across the room towards you, her movements so fluid that you could almost believe she were gliding across the floor a few inches above it, her feet never actually touching the polished marble tiles. You are captivated by her beauty and find yourself transfixed by her piercing cold-eyed stare. If you have the codeword *Nethcir* recorded on your *Adventure Sheet*, turn to 494 immediately. If not, roll two dice, subtracting 2 from the total if you have the codeword *Dehtaw* written down on your *Adventure Sheet*. If the final total is less than or equal to your *CHANGE* score, turn to 10; if it is greater, turn to 52.





Taking the well-trodden road east out of Strigoiva, you continue under a leaden sky, wary of any potential dangers on the road in this mysterious and sinister land. As the sun sinks towards the horizon behind the steadily darkening cloud cover, you start to think about finding somewhere to sleep for the night. To the north, some miles from the road, you can see the forbidding silhouetted tree line of an expanse of forest, but just off the road to the south, beyond untended fields running riot with gorse and thistle, stands the remains of a gamekeeper's cottage. All that is left now is the tumbledown ruin of the chimney and fireplace and one sheltering wall. You decide that this would make an ideal place to camp for the night. On reaching the ruined cottage you set a fire in the smoke-blackened hearth to keep the chill of the night at bay. Having eaten (cross off 1 Meal of Provisions) you settle down to sleep, pulling your travelling cloak tight about you.

You are just drifting off to sleep, the night breeze sighing through the leafless boughs of a copse, when you hear the sharp *Crack!* of a dry twig snapping underfoot. You are on your feet in a moment. A shadow detaches itself from the enveloping darkness and takes a step closer towards you. By the dull red glow of the dying embers of your fire you study the imposing figure standing at the threshold to the cottage. It is a man dressed from head to foot in black. His coat is long, the leather durable, he wears heavy leather gloves and sturdy leather boots, and on his



head is a tall, wide-brimmed hat, on which shines a silver buckle that holds a scarlet ribbon in place. Only the steely orbs of his eyes are visible beneath the brim of the hat, the rest of his face being covered by a red scarf. Ember-glow reflects from the polished barrel of a flintlock pistol that the man has aimed at you. From a sword-belt at his waist hangs a gleaming rapier blade. 'Do not move!' he commands, his voice as cold as steel. 'Are you friend or foe?' How will you react to this challenge? Will you unsheathe your own sword (turn to 465) or will you hold your hands up above your head in a gesture of non-aggression (turn to 427)?

479

While using the Silver Dagger in your battle with the Arch-Lycanthrope you must reduce your Attack Strength by 1 point, as usual, but wounds delivered with it will cause the Werewolf 3 STAMINA points of damage. Also, if you are using a Silver Dagger that you found hidden somewhere within Castle Wulfen, you may reduce Varcolac's SKILL score by 1 point for the duration of the battle. Now turn to 150.

480

And then a brief window of opportunity presents itself and you seize it with both hands. Plunging your blade downwards, you slice through the leathers securing the horses to their traces. Leaping onto the back of the horse next to Katya's, with a 'Yaah!' you set the untethered steeds galloping free of the carriage.



Glancing back over your shoulder, as the horses pull away, you watch with deep satisfaction as the stage-coach veers off the edge of the road, the Werebeast raging in vain atop it. Down, down, down it plunges into the gaping void of Garou Gorge. You have put an end to the Beast of Vargenhof at last: regain 2 LUCK points. Unfortunately, you feel no different within yourself. The Werebeast could not have been the Arch-Lycanthrope you seek. Free of the threat of the monster at last, you and Katya ride on, further into the mountains towards Wulfenstein, in hope of finding your true quarry at last. Make a note of the number 140 on your *Adventure Sheet* and then turn to 20.

481

You manage to prise the box open and find that it is lined with red velvet. Lying within a shaped hollow is a Flintlock Pistol. It is an exquisite piece but it is unloaded, and you cannot find any bullets for it in its case. (If you want to find out more about how to use the Flintlock Pistol, make a note of the paragraph you are on at the time and turn to paragraph 400.)

You are about to leave the room when you notice something marked out in red chalk underneath the bed. Moving the bed aside you see an esoteric star and circle symbol drawn on the floorboards, with other, smaller runic marks at the apex of each star-point. You are not sure whether it is a warding sign, to guard against the evil eye, or a witch-mark intended to attract evil. Feeling increasingly uneasy you leave the room. Turn to 226.



As you reach into the pit several Leechworms latch onto your exposed skin, cutting your flesh open with rings of razor-sharp teeth, before engorging themselves on your blood. Roll one dice and lose that many **STAMINA** points. If you survive the attentions of the hungry Leechworms, when they have eaten their fill they release their grip and drop back into the pit. It is only then that you realise the hilt you risked your health to recover is attached to a worthless, rusted blade. Casting the corroded dagger back into the pit you storm back down the corridor nursing your wounds. Turn to 181.

Turning from the derelict farm, you set off for the town again through the rain. You have not gone far when you hear a sloshing and a splashing behind you. Turning, you see three large creatures galloping down the mud-slick track towards you. At first, from their proportions and their vicious, sabre-like tusks, you would have taken them for wild boar. But their warty



hides, although covered with bristly hair, are not as thickly furred as boars'. These are some kind of monstrous mutation. It is just as you had thought, there is some rotten magic at work at the farm. The monstrous pigs have caught up with you so you have to defend yourself against their slicing tusks, and belligerent porcine temperaments.

	SKILL	STAMINA
First SAVAGE SWINE	6	5
Second SAVAGE SWINE	5	4
Third SAVAGE SWINE	5	5

Fight the animals two at a time on the farm track. If you defeat the three, bloodthirsty animals, do you want to return to the farm to investigate further (turn to 420) or will you stick to your original plan and return to Vargenhof (turn to 244)?

You spend the rest of the night at the shrine and in the morning, with the sun struggling into a cloud-hazed grey sky, you bid Corran farewell. As you leave the security of the shrine, its guardian watches your progress long after you have left, the orange glow of the warming room emanating from the open portal behind him.

By dawn's wan light, as you descend from the rolling moors to the valley-lying settlements to the east, you catch sight of a flock of blackbirds circling in the sky over a spot some half a mile away to the north. Such behaviour suggests that there is something there, out in the cold of this wild place. Do you want to take a



diversion north, to see what might be found there (turn to 243), or will you continue east, back to the road (turn to 69)?

485

Even as you are studying at the Count's portrait, it feels as if Varcolac is looking through you to the animal within, and you feel the wolf trying to break free again. The creature howls, using your throat and vocal cords, straining to be free. To your tortured psyche it seems as though you can hear the trophy heads braying and hooting in response to the presence of the Were inside you. Add 1 to your CHANGE score. Desperate to escape your fate and bring on the final confrontation that you know must be coming, you race on along the corridor, past the smiling lords of Lupravia and the howling heads. Turn to 158.



486

As the last wolf falls you look up to see Ulrich running towards the now open door of the cottage, the sturdy iron-bound oak gouged by what are, unmistakably, claw marks. Something has got in. You follow the woodsman as he runs inside. In the single room beyond you find a wild-haired man standing over the crumpled body of a white-haired old woman. 'Grandmother!' Ulrich cries and on hearing his voice, the stranger turns to look at you. He has a horrid leering grin on his face and the manic look in his staring eyes tells you that he is quite mad. But there is one other thing you cannot help noticing that sends a chill of horror shivering down your spine: he is missing his left hand. Ulrich simply stands there dumbfounded and in that moment's hesitation, the lunatic leaps past him, trying to make for the door, where you bar his way to freedom. Snarling like an animal he tries to claw you with the talon-like fingernails of his remaining right hand, seemingly unconcerned as to the harm your sword could cause his unprotected flesh.

LUNATIC

SKILL 7 STAMINA 9

After three Attack Rounds, or if you reduce the madman's STAMINA to 6 or less, whichever comes first, turn at once to 409.



487

Dropping down from the broken-mortared top of the wall you land in a pile of russet leaves and, shooting darting glances all around, you creep towards the house. You freeze once on hearing a cry, but it is only the croaking cry of a woodcock and nothing to be afraid of. You are only ten yards from the door when you hear the furious scraping of paws clawing the ground to get at you, the rattling of a long chain and then a snarling bark that sounds like it must belong to some monstrous dog. Running around the side of the house is a creature that at first you take to be a wolf. A moment's consideration later and you see that, despite rushing towards you on all fours, the wolf actually has the physical proportions of a man. It is not unlike the Werewolf you fell foul of and yet looks like it has been trapped mid-transformation – and night has still not yet fallen.

WOLF-WERE

SKILL 8 STAMINA 8

If the Wolf-Were wounds you more than twice, add 1 point to your CHANGE score. You may escape after three Attack Rounds, if you wish, running back to the entrance to the estate and climbing back over the wall, as the Wolf-Were will be held at bay by its chain (turn



to 46). However, if you choose to fight and reduce the Wolf-Were's STAMINA to 4 points or less, turn to 472.

488

The Grendel grabs you with both of its huge hands and lifts you bodily off the ground. With a grunt of delight the ogre hurls you against the bars of the Cage and you fall to the ground, cradling bruised ribs (lose 4 STAMINA points). If you are still alive, you stagger from the Cage to reclaim your possessions before disappearing into the crowds to hide your embarrassment (turn to 167).

489

The people of these parts have been protecting their flocks, herds and homes from the predations of wild animals for far longer than they have had to worry about a Werebeast, so the forest paths are riddled with wolf traps – which are just as effective against unwary humans. Walking along a seemingly little-used track alone you succumb to one such trap, as what you had taken to be fallen branches strewn the path give way under your weight, dropping you into a deep pit lined with sharpened stakes. You cannot stop yourself from falling in and being speared by the cruel pit-stakes. Roll one dice, add one and lose this many STAMINA points. (If you have *The Quickening* special ability you may divide this damage by 2, rounding fractions up.) If you are still alive, you eventually struggle out of the pit-trap and do what you can to bind your wounds before rejoining the rest of the party as they are preparing to return to Vargenhof. Turn to 151.



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490

The way through the woods that you have chosen widens as it passes between drifts of fallen leaves between the trees. The pale disc of the sun sinks lower in a featureless grey sky, the monotonous skyscape broken only by the flapping specks of birds returning to their roosts. Their hoarse croaking cries echo across the leafless canopy. Your mind turns to thoughts of where you should camp for the night as the moon appears like a luminescent lantern above you. Without any warning you are seized by crippling pains that force you to your knees, gasping for breath. Something is happening to the very fibre of your being. Write the number 234 on your *Adventure Sheet* and turn to 20.

491

Even as you are gagging on the putrescent slime you feel its metamorphosing power take hold of you. The effects of the mutagenic slime, combined with the lycanthropy riddling every fibre of your being, forces you to undergo a catastrophic transformation. Muscles contract and twist, bones melt and reform, skin become chitin, hair becomes rank fur, until what is left resembles an unholy cross between a cockroach and a wolf. Your rapid transformation, exacerbated by the lycanthropy, shocks even the monks. But you no longer care about such things or even remember your life before this moment as all the humanity you once had is gone. Your adventure ends here, as you scuttle down into the dark sanctuary of the dungeons beneath the Abbey, where you begin your new life among the vermin, as one of them.



492

You follow the corridor to another junction, where the stench of death hangs heavy in the musky air of the subterranean passageway. The carcass of a huge rat – six feet long from nose to tail – lies against one wall. Crawling over it, picking at the dead creature with massive, bone-crushing mandibles, are four large carrion feeders, each one over three feet in length. The insects' heads look just like horned human skulls. The Death's Head Beetles pause in their consumption of the rat corpse, hideous skull-heads turning in your direction, mandibles clicking. You sense that they could attack at any moment. Will you take the new right-hand turn at the junction (turn to 181) or will you continue straight ahead, past the feeding beetles (turn to 503)?

493

The Changeling lies dead at your feet. The elderly couple gasp in horror but not at the thought that you have killed their baby. It is as if a veil has been lifted from their eyes, for now they can see the Changeling in its true guise at last. They apologise to you profusely as the imp dissolves into bubbling slime and soaks into the floor. They have nothing to offer you by way of a material reward but they do force you to take an earthenware jug of cider and a cured cheese with you. (Add 2 Meals to your Provisions and regain 1 LUCK point for freeing the couple from the Curse of the Changeling.) There is nothing more for you to do here. Bidding Farmer Bauer and his wife farewell you leave their farm to find that the rainstorm has passed as



well. Disconsolate that you have not managed to track down the Beast of Vargenhof but satisfied that you have done good at Bauer Farm, you retrace your steps through the hills, negotiating the wooded slopes as dusk falls and the town comes in sight again. Turn to 244.

494

'Do not meet her gaze!' you hear Van Richten shout, although his voice comes to you as in a dream. 'Do not look into her eyes!' you hear him cry, louder this time. You somehow manage to break free of her beguiling power, tearing your eyes away from hers. There is no doubt in your mind that this is the Countess Isolde, Lady of Maun, vampiress and necromancer. And you know what must be done. But before you can act, the Countess' servant gives a piercing, high-pitched cry and throws himself at the Vampire Hunter, even as Van Richten is taking aim with his pistol. Time seems to slow as the gaunt-faced man's body warps, changing shape dramatically. His arm bones appear to contract even as his finger bones lengthen, membranes of leathery skin unfurling between



them. The man's ears become even more pointed as his nose becomes an ugly snout, his fur-covered body bursting free of the torn remnants of his clothes. No longer a man but now a bat of unbelievable proportions, with a wingspan approaching 12 feet, the Vampiress' servant swoops on Van Richten. The Werebat snatches hold of him with clawed feet and, with two strong wing-beats, drags him up into the vault of the dome. You catch a glint of steel and hear the Werebat screech in pain, as it is sent tumbling towards one of the velvet-draped windows. With a splintering crash, the Vampire Hunter and the Werebat smash through the glass and plunge to their deaths trapped in a mutual murderous embrace.

It suddenly dawns on you that you are alone again, and the Vampiress has realised that fact too. With a banshee scream of her own she throws herself at you, claws and fangs revealed, the deceptive glamour of her alluring beauty replaced by her true bat-like undead form. If you have a Silver Cross and want to use it, or a Pair of Silver Candlesticks with which you can improvise, turn to 17. If not, turn to 141.

495

Secured by iron manacles to what is effectively a large block of metal, you become the unfortunate focus for the elemental fury of the electrical storm. With several hundred thousand volts of raw electricity passing through your body, you are cooked to a frazzle until all that is left is a human-shaped lump of charcoal. Your adventure is over.





496

You open the door and step through into a vast banqueting chamber. What was obviously once a luxuriously laid table – with finest bone china, gleaming gilt cutlery and magnificent glittering crystal centrepieces – is now nothing better than a dog's dinner. Platters of rotting food, white with solidified grease, litter the soiled tablecloth, while the carcasses and bones of many passed meals lie strewn across the table and over the floor. Hearing a chomping, slaver-ing sound you look towards the far end of the hall. Sitting at the other end of the table are three veiled women wearing gowns that were once no doubt fabulous examples of the dressmaker's art, but which are now torn and dishevelled. The noise is the sound of their disgusting table manners, as they pick at the remains of chicken carcasses. One of the women stops abruptly, even as she is sucking the marrow from a leg bone, and sniffs the air sharply. 'We have company, sisters,' she snarls. The other two women both cease their messy eating then and sniff the air, turning your way, their faces hidden behind their veils. Moving as stealthily as cats, the three woman glide towards you across the banqueting chamber.

'What's this,' asks another, her tone imperious and mocking, 'another guest for dinner?'

'Or another course?' says the third, gleefully. 'I do hope so. I'm still hungry.'

'What have you brought us, fresh meat?' the first asks, addressing you directly. 'Are you the next course or



do you have something else to delight us with?' At that she pulls aside her veil and you gasp in unexpected horror as you catch sight of the face beneath. It is a hideous amalgam of human being and animal, somewhere between that of a woman and a she-wolf. The wolf-woman licks a long pink tongue across canine fangs and something like a smile splits her horrible visage. How will you react to this revelation? Will you ready your weapon and prepare to fight (turn to 306) or will you offer the wolf-woman something from among your Possessions (turn to 349)?

497

The battle-ready Strigoivans stop at the edge of the fields beyond the southern perimeter of their village. Fires have been lit in iron-wrought braziers, the smoke from the fires drifting away over the blighted fields. Some 30 yards away you make out the dark shape of a wooden watchtower, positioned in front of a line of straggly trees. 'They always come this way,' Konrad states ominously. And then you wait.

Several bone-numbing hours later you hear the muffled tolling of a bell, marking midnight. And then you hear the Howling for the first time: the sound sends a chill of ice-water running through your veins. A voice screams from up in the watchtower, 'They're coming!'

Your eyes straining, you peer into the darkness. Twisting between the scraggy trees you can see what appear to be writhing tendrils of mist. As the tendrils come closer, they take on the form of insubstantial



wolf-like creatures, with savage dagger-length fangs and elongated tearing claws. And all the while, the dread howling continues. Roll two dice. If the total is less than or equal to your CHANGE score, turn to 175; if it is greater, turn to 298.

498

'Don't go!' the spider-woman shrieks as you turn tail and run. 'Stay with me and my husbands,' she cries as she scuttles after you over the desiccated husks of men and dwarfs that litter the floor of her chamber. You can hear the monster closing on you as you reach a tunnel, the roof of which is thick with the spear-like points of heavy stone stalactites. Your footfalls ringing from the bedrock, you launch yourself down the tunnel. Seconds later the Spider-Queen squeezes her great bulk into the passageway after you. She is not going to let you get away that easily. *Test your Luck.* If you are Lucky, turn to 396. If you are Unlucky, the monster catches up with you; turn to 252.

499

Your clothes dripping with the foul-smelling stagnant water of the pool, you haul yourself out onto the bank. Before going on your way you stop to check over your equipment and the contents of your backpack. Your sword and leather armour, apart from being wet, are fine, as are most of the things stowed inside your oil-skin backpack. However, a certain number of your Provisions have been spoiled by contact with the water. (Roll one dice and remove up to this number of Meals from your Provisions.) Your lantern is still intact



too, but the dry powder and kindling you keep inside your tinderbox has got wet and will take a while to dry out. The next time you are told you may only do something if you light your lantern, you may not choose that option. The subsequent time you are given such an option the tinder will be dry and you may make that selection from then on. Now turn to 46.

500

As soon as you arrive at the small market town of Vargenhof you sense that something is wrong. A pall of fear and uncertainty hangs over the place like a smothering shroud. A group of men with spike-collared hunting dogs are gathered in front of Vargenhof's meeting hall. A portly man – the town's burgomaster – is addressing the party. Over the general hubbub of the town square, where traders ply their trade, your heightened hearing catches odd snatches of the burgomaster's rousing speech, phrases such as 'plaguing our lands', 'Werebeast' and 'something must be done'.

If you want to avail yourself of the services Vargenhof has to offer, turn to 82. If not, you can either join the party of hunters gathered before the meeting hall (turn to 201) or quit the town without dallying here at all (turn to 507).

501

Stuffing the discharged pistol into the leather belt looped around his torso, the Headless Highwayman unsheathes a basket-hilted sabre, ready to face you in



hand-to-hand combat. Ready with your own blade, you prepare to defend yourself.

HEADLESS HIGHWAYMAN SKILL 8 STAMINA 8

While you are fighting, the Highwayman maintains a grip on the head in his other hand, which shouts encouraging comments to its body as it fights, which you find most off-putting! You must also reduce your Attack Strength by 1 point because your opponent is still in the saddle and so has an advantage over you. If you defeat the phantom felon, turn to 411.

502

Defying death, and gravity, the horses make the jump, dragging the stagecoach over the brink of the broken bridge behind them. As the coach crashes down onto the road on the other side of the chasm, Katya is thrown from her seat at the front of the carriage onto the back of one of the horses. At the same time the road veers to the right again and emerges from the dense-packed pines to follow an equally precarious course along the edge of another precipitous gorge to the left. The carriage slides sideways, sending a cascade of pebbles from the road into the void. If you don't seize control of the careering carriage – and soon! – your pursuit of the Werebeast could still end in all your deaths. Vaulting into the driver's seat you grab hold of the slackened reins. *Test your Skill.* If you succeed, turn to 112; however, if you fail, turn to 444.



503

At the height of your battle with the Werewolf, the full moon comes into view beyond the tall window at the end of the chamber, bathing the Count's chambers in its mystical luminescence. Moonlight washes over you and it feels as if the cold, white beams are soaking into every pore. You were so close to completing your quest. If only you can keep the beast contained a little longer maybe you still can. Roll three dice. If you are wearing a Moonstone Amulet, subtract 3 from the dice roll. If the new total is less than or equal to your CHANGE score, turn to 25. If it is greater, turn to 285.

504

Trapper Sorn dies on the end of your sword with a curse on his lips (lose 2 LUCK points). And then the figure standing next to him is transforming into a terrifying monster. The thing that was once the Burgomaster slashes at you with lengthening claws, dealing you a savage wound. Lose 3 STAMINA points and turn to 62.

505

The Death's Heads make a sinister hollow knocking sound that intensifies as you draw nearer. *Test your Luck.* If you are Lucky, turn to 136. If you are Unlucky, turn to 95.

506

Slowly the man lowers his pistol. 'So, what brings a lone traveller like you out on a night such as this, in these accursed lands?' he asks. Will you tell the stranger the truth, that you are seeking a cure for the



curse of a werewolf's bite (turn to 311), or will you tell him that you are on a personal quest to rid the land of Lupravia of the many evils that mar its reputation among the principalities of Mauristatia (turn to 332)?

507

You journey for a night and a day, taking the road north through the pinewoods, crossing a bridge spanning a dark chasm, and onwards along the edge of the precipitous Garou Gorge, following signs to Wulfenstein. Make a note of the number 140 on your *Adventure Sheet* and then turn to 20.

508

As the day wears on and the shadows lengthen you pass the boundary that marks the point where scrubby heathland becomes forest. The paths are thick with fallen leaves, the skeletal forms of the trees sinister as their shifting shadows reach for you with black clawing fingers. You have not travelled far into the forest when you come upon a high stone wall that cuts across between the trees, marking the perimeter of what must be the demesne of a hunting lodge or some secluded manor house. A little further on you come to a pair of large, rusted iron gates that are firmly locked. The track that leads up to these gates is even less regularly used and more overgrown than the path you are following. A weather-faded sign on one of the gates reads, 'Beware of the Dog'. Through the rust-flaking bars you can see the rundown mansion that the wall and the gates enclose. You cannot tell how occupied or otherwise the estate may be - it could be



entirely empty for all you know – but you are aware that the day is drawing on and that you may well have to spend another night under the stars. There is no obvious way to attract the attention of anyone inside the mansion, so do you want to scramble over the wall to investigate further (turn to 487) or will you go on your way without trespassing (turn to 46)?

509

'Your place is not with us,' the Master says, his face a grim mask of indifference. 'So you are not welcome here.' Before you can speak, the little man tosses a handful of sparkling powder in your face and you collapse unconscious in an instant...

When you come to again it is still dark and something tells you that you are a long way from where you started. You are lying at a crossroads surrounded by dense woodland and you are utterly alone – there is no sign of the Carnivale. A quick check of your backpack reveals the theft of all your Gold Pieces and any Silver items you may have had with you. (Lose 2 LUCK points.) Cursing your misfortune, although doubtless you brought it on yourself, you decide what to do next. A signpost marked with four place names stands at the crossroads: Balci to the north-west, Strigoiva to the south-west, Vargenhof to the north-east and Maun to the south-east. Having travelled from the west already, and sensing that your onward path lies to the east, you are left with two choices. Will you head in the direction of Vargenhof (turn to 490), or follow the less well-trodden path to Maun (turn to 438)?



510

Standing in the courtyard beyond the unguarded gatehouse, you look towards the main doors to the castle at the top of a grand set of stone steps. Above the entrance to the castle is emblazoned the crest of the ruling family of Lupravia – a howling wolf's head against a full waxing moon. Rousing your courage, you climb the steps and push open the main doors. You find yourself in a dusty, dimly lit entrance hall. The place seems deserted. Broad passageways lead away, further into the castle, to left and right while directly in front of you, a grand, macabrely carved stone staircase rises to a balcony and another set of closed double doors. How do you want to progress through Castle Wulfen?

- | | |
|---|-------------|
| Along the passageway to the left? | Turn to 319 |
| Down the corridor to the right? | Turn to 340 |
| Up the grand staircase and through the double doors beyond? | Turn to 146 |

511

Konrad said that the Healing Well of Saint Crucius lies across the moors north and west of Strigoiva. If you want to set off in search of the shrine, turn to 87. If not, you will have to camp out under the stars for the night (turn to 466).

512

You climb some way higher into what you guess must be one of the castle's turrets. The steps end at last at a dark corridor. At its far end you can make out another





door, but before you can reach this you must avoid the huge axe blade that swings at the end of an iron pendulum pole back and forth across the passageway. If you want to proceed, trying to dodge the pendulum blade to reach the door at the end of the corridor, turn to 471. If you would rather not risk it, you will have to descend the staircase again, return to the Map Room, and leave through the alternative exit there (turn to 321).

513

'Very well,' Varcolac growls with barely contained fury, 'I shall have to deal with you myself. Rising from his chair, the Count throws back his head giving an unadulterated howl of animal delight. With the horrible cracking-crunching sound of bones warping and re-forming, Varcolac's body grows in stature, his ribcage broadening, spine arching, arms becoming longer, nails thrusting from the ends of his fingers, turning to claws. Fangs push through bleeding gums as the Count's skull reshapes itself, becoming a lupine muzzle, his ears stretching to hairy arrow points. His feet lengthen and change shape, bursting free of his boots, until standing before you is no longer the mortal ruler of this cursed land but a terrifying cross between wolf and man. It is the largest, most awe-inspiring werewolf you have ever seen. You can feel pure evil intent pouring off the transformed Varcolac like musky scent, a mixture of savage animal cunning and pure human malevolence.

Now is your moment to strike, while the Varcolac-wolf is gathering its wits following its sudden, violent



transformation. If you know of a spell that might work against the Arch-Lycanthrope, you can try to use it now by turning to the paragraph which is the same as the page number on which you found it. If you do not know of such a spell, or would rather not use it, what will you use against the werewolf (if you have the relevant item)?

A Silver Cross?

Turn to 315

A Silver Mirror?

Turn to 327

A Crossbow?

Turn to 372

A Flintlock Pistol?

Turn to 450

A Silver Dagger?

Turn to 479

Some other weapon?

Turn to 230

514

The spider is lying in wait for you, venom-dripping mandibles at the ready. As soon as you heave the stone cover from the Trapdoor Spider's lair, the monstrous arachnid pounces again. This time it cannot miss. The spider grabs you and pulls you down into its hole, sinking its huge fangs deep into your neck. The trapdoor closes again and the spider begins to feast. Your adventure ends here.

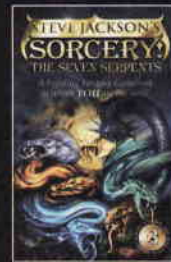
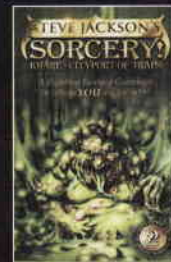
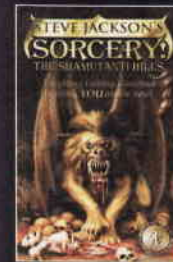
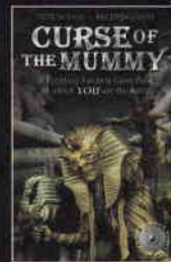
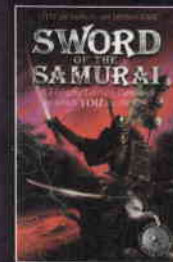
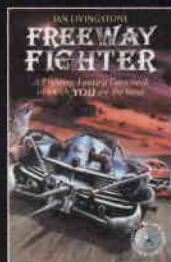
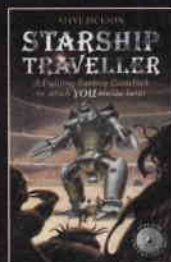
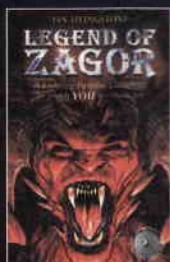
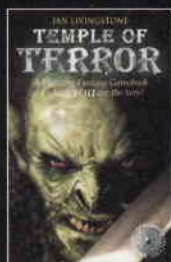
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With the wolf-monster that has terrorised Lupravia for so many years lying dead at your feet at last, you feel a change come over you. Your hearing becomes suddenly dulled, colours seem less vibrant, and the myriad scents of the chamber are reduced to an indistinct, muddled smell. Something has changed, the beast within is gone. You are entirely human again.



Moving to the window, you watch the full moon as it continues its path across the heavens, no longer fearing the chill touch of its ethereal light. In fact you luxuriate in its silvery glow, knowing that it can do you no harm, knowing that it has no power over you. By defeating the Arch-Lycanthrope, before succumbing to the Were yourself, you have escaped a fate worse than death. But that is not all you have achieved. Thanks to you the land of Lupravia has been freed from Count Varcolac's cruel tyranny; its people need live in fear of the howl of the werewolf no longer, and neither need you.





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