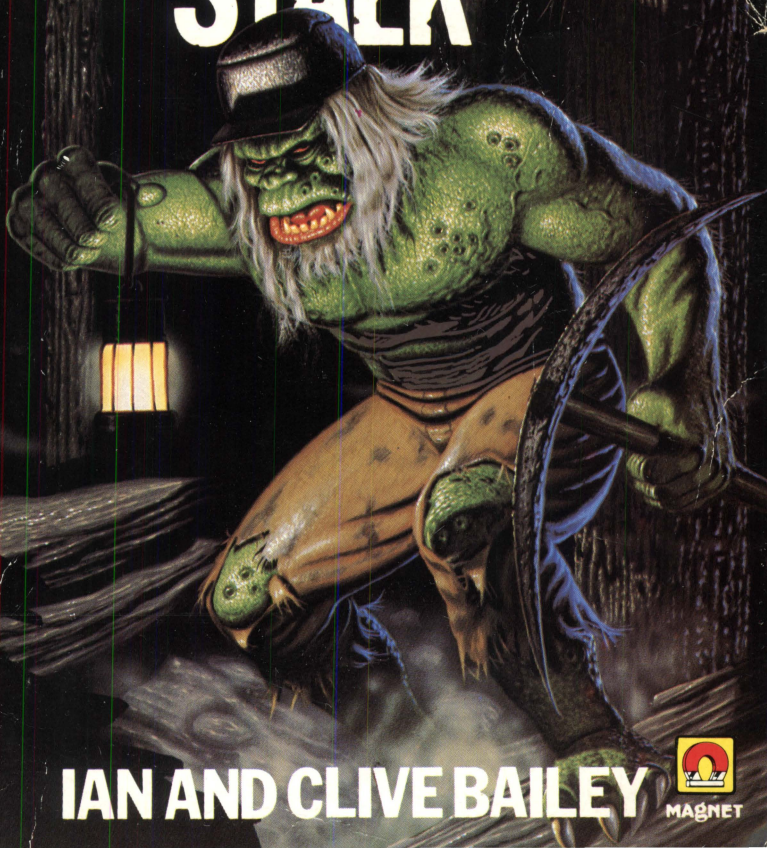


A NEW DIMENSION ADVENTURE GAMEBOOK

FORBIDDEN
GATEWAY

WHERE THE SHADOWS STALK



IAN AND CLIVE BAILEY

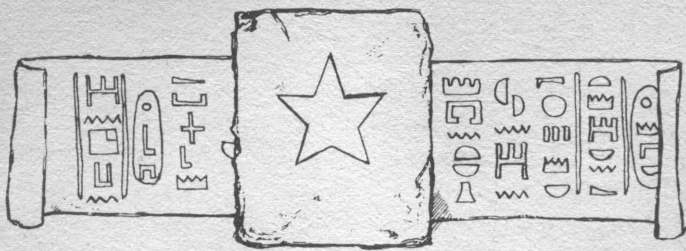


Where the Shadows Stalk

'... most people never quite know how much or how little they believe of matters ab-human or ab-normal, and generally they never have an opportunity to learn.'

The Thing Invisible, William Hope Hodgson

Deep underground in the abandoned tunnels of the disused crumbling mine, lurk the alien horrors you must face. As a famous psychic investigator, you have been summoned to this remote Welsh valley which is afflicted by strange and evil hauntings. You have both scientific knowledge and arcane lore, but will that be enough to protect you from the hideous monsters and ghastly mutations you encounter in the abandoned mine? Will you be able to unravel the mystery of Quarry Valley and destroy the unearthly forces which threaten it, without losing your life or your sanity?



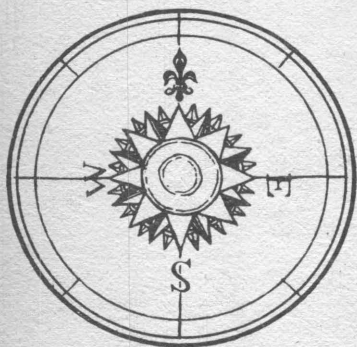
Forbidden Gateway Book 1



Where the Shadows Stalk

CLIVE and IAN BAILEY

Illustrated by Jonathan Heap



A Magnet Book

To S.P.W.B.S.T.

Also available in Magnet Books:

Terrors out of Time

About the Authors

Clive and Ian Bailey have a long association with adventure games. Dedicated gamers since 1974, they both joined Games Workshop in 1981 (where they helped to select and launch Runequest) and they have been involved in developing and marketing new games ever since. In their spare time they write for fantasy role-playing magazines and organise games conventions.

Both authors know the ingredients for a good game: a simple but efficient and adaptable rules system, a coherent plot with plenty of variety and a cracking pace – and lots of scope for the imagination. Both authors also have a weakness for last century's gothic horror stories, revealing the mysteries behind the commonplace. One dark November night, with an eerie wind whistling outside, they began to swap weird tales and horrid imaginings – and the Forbidden Gateway opened . . .

First published in Great Britain 1985

by Methuen Children's Books Ltd,

11 New Fetter Lane, London EC4P 4EE.

Text copyright © 1985 Clive and Ian Bailey.

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Printed in Great Britain by Richard Clay (The Chaucer Press) Ltd
Bungay, Suffolk

British Library Cataloguing in Publication Data

Bailey, Clive

Where the shadows stalk. – (Forbidden gateway; 1)

– (A Magnet book)

I. Title II. Bailey, Ian III. Heap, Jonathan

IV. Series

823'.914[J] PZ7

ISBN 0-416-52530-X

Forbidden Gateway

Where the Shadows Stalk is your first adventure as a psychic investigator, dedicated to fighting the powers that lurk beyond the light of sanity and science. In this book your decisions will affect the course of events for better or worse. To interact with the adventure you will need two six-sided dice (2D6), a pencil, a rubber and a sheet of paper for any notes or maps you wish to make. A Character Profile Sheet has been provided to help you keep track of your character's health and possessions throughout the adventure.

Before you can begin the adventure, you must generate a character to play with. To do this, follow the instructions below.

Generating your character

Investigators in **Where the Shadows Stalk** require a number of special attributes. You will need one six-sided die (1D6) to generate these attributes and you are advised to record them on the Character Profile in pencil.

Strength This is a measure of your physical power. Roll one six-sided die and add three to the score. Enter this figure in the box marked Strength on your Character Profile.

Stamina This is a measure of your ability to sustain physical damage and is a product of your Strength. Multiply your Strength by two and enter the total in the box marked Stamina. If at any time during the course of the adventure your Stamina is reduced to zero or less, then your investigator will die. See the Insanity and Death section at the end of these rules.

Mentality This is a measure of your intellectual ability and mental fortitude. Roll one six-sided die and add three to the score. Enter the total in the box marked Mentality.

Endurance This is a measure of your ability to withstand shock or mental stress. Multiply your Mentality by two and enter the score in the box marked Endurance. If at any time your Endurance is reduced to zero or less, your character will enter a state of severe shock and will be unable to continue the adventure. See the Insanity and Death section at the end of these rules on page 10.

Dexterity This attribute measures your ability to handle mechanical devices, or to perform any actions requiring mental and physical co-ordination. Roll one six-sided die and add three to the score, then enter the total in the box marked Dexterity.

The Game System

During the course of the adventure, you will be required to perform tasks which test your attributes to the full. To discover if you have completed a task you must roll two six-sided dice and compare the total to the rating of the attribute in question. If you have scored a sum that is equal to or less than the rating then you will have succeeded. A score over the rating signifies you have failed and must follow the instructions that will be provided. This rule is the one that you will most commonly encounter.

Example:

38

You aim a two-handed blow against his head. Roll against your Dexterity to see if you hit. If you succeed, turn to **49**. If you fail, turn to **123**.

Let us presume your investigator has a Dexterity of 7 and you roll a 4 and a 2 on the two dice. $4 + 2 = 6$ so you have rolled under your Dexterity and may turn to **49**. If you had rolled a 5 and a 3 (for a total of 8) you would have rolled over your Dexterity and been forced to follow the instruction to **123**.

Combat

All the battles and encounters in this adventure have been programmed to provide you with a variety of choices and ease of play. Generally the rule above will cover most options in an encounter but occasionally, if you enter hand-to-hand or psychic conflict, you will be instructed to refer to the Conflict Table. This table is presented below and is repeated after your Character Profile..

The Conflict Table is a simple matrix, designed to reflect the influence varying values have on each other when they interact. For instance, if you are struggling with a powerful assailant, his superior Strength is bound to tell in the fight, and the Conflict Table reflects this effect.

To use the table, take the relevant attribute and cross reference the attacker's rating with the defender's, then roll two six-sided dice against the new rating generated by the Conflict Table.

Conflict Table

	ATTACKER											
	2	3	4	5	6	7	8	9	10	11	12	
DEFENDER	2	7	7	8	9	10	11	A	A	A	A	A
	3	6	7	7	8	9	10	11	A	A	A	A
	4	5	6	7	7	8	9	10	11	A	A	A
	5	4	5	6	7	7	8	9	10	11	A	A
	6	3	4	5	6	7	7	8	9	10	11	A
	7	2	3	4	5	6	7	7	8	9	10	11
	8	-	2	3	4	5	6	7	7	8	9	10
	9	-	-	2	3	4	5	6	7	7	8	9
	10	-	-	-	2	3	4	5	6	7	7	8
	11	-	-	-	-	2	3	4	5	6	7	7
	12	-	-	-	-	-	2	3	4	5	6	7

NOTE

A = Automatic success

- = Automatic failure.

Example:

130

The madman falls upon you with a scream and tries to grapple with you. Match his Strength (9) against your Strength on the Conflict Table. If he overcomes you, turn to **107**. If he fails to overcome you, turn to **61**.

Let us presume you have a Strength of 7. You are the defender, so you look along the defender's line until you find the column marked 7. You then follow this column across until it crosses the attacker's row marked 9 (the Strength of the madman). Where they cross, you will find a new rating of 8 and it is against this number that the madman must now roll two six-sided dice to determine whether he succeeds or fails.

As a general guide, if you are stronger than your opponent the Conflict Table will increase your chance of success, but if you are weaker it will have the opposite effect.

Weapons and Artefacts

To kill or defeat creatures in **Where the Shadows Stalk** you must either perform an heroic action, or reduce their Stamina or Endurance to zero. To reduce Stamina or Endurance, you need a weapon capable of damaging one or both of these attributes. You must also succeed in hitting your opponent with that weapon by rolling against your Strength or Dexterity as the book requires.

'If you look at your Character Profile, you will notice a section marked Weapons. You start the adventure with a knobkerrie (a type of heavy walking stick) and your

bare fists. Your fists have already been entered on the Character Profile and listed as inflicting 2 points of STA (STA = Stamina; END = Endurance) damage. Under this entry list your knobkerrie and its STA damage factor of 3. These figures represent the amount of damage each weapon inflicts if it hits an opponent. The position of the damage factor either to the left (STA) or the right (END) of the dash denotes whether the damage acts against your opponent's Stamina or Endurance.

As you progress through the adventure, you will discover other weapons, and their uses and damage factors will be explained as they are encountered. You may also come across one or more artefacts – items which have the power to affect both you and your opponents. As a word of warning, artefacts are usually very powerful but have a tendency to turn on their user, so they should always be used sparingly.

Finally, there is one general rule covering the use of weapons and those artefacts capable of inflicting damage. If you roll a double one on the dice when using such an item, you score double the usual damage with that blow. This rule represents good luck.

Insanity and Death

If your Endurance is reduced to zero or less, your character is presumed to have suffered such mental stress that he is no longer capable of continuing with his investigations. If your Stamina is reduced to zero or less, your character dies and the adventure ends.

To try and avoid such an occurrence, at the end of each day the book will instruct you to regain half of any lost Stamina or Endurance rounded down. To calculate this recovery, take your original Stamina rating and then subtract the current rating. Divide the

resulting number by two and, dropping any fractions, add this final total back on to your current rating.

Example: If you start the adventure with a Stamina of 16 and lose 7 points during the first day, you will end up that night with a current Stamina of 9. Subtracting 9 from 16 leaves 7 and half of 7 is $3\frac{1}{2}$. Drop the fraction ($\frac{1}{2}$) and add the result of 3 back on to your current Stamina, giving it a new total of 12. At first glance, this calculation may seem a little confusing but it is really very simple and reflects our body's limited ability to recover from wounds through rest.

Exactly the same process is applied to calculate any Endurance recovery. Please note that recovery is always based on the difference between your original and current ratings. Consequently you can never end up with a rating higher than the one you started the game with.

If, despite the recovery rule you are killed (Stamina reduced to zero), or your mind snaps (Endurance reduced to zero), you will be instructed to turn to a death or insanity exit. **If no exit is offered, make use of either of the reference numbers printed on your Character Profile.**

Remember, if your character comes to an untimely end, simply roll up a new investigator and start again.

This is all you need to know to start investigating
Where the Shadows Stalk.

Good luck!

Investigator's Character Profile

NAME:

Attributes:
Strength (STR)

Stamina (STA)

Mentality (MEN)

Endurance (END)

Dexterity (DEX)

If at any time the investigator's Stamina or Endurance are reduced to zero (0) and no exit is provided in the text, use the following entries:
Stamina 219 Endurance 233

Combat

**WEAPONS DAMAGE
 STA / END**

Fists 2 / -

Possessions

REMEMBER:

When fighting, a roll of two ones on the dice indicates double damage. Deduct twice the amount of damage from the Stamina or Endurance of the creature you are fighting.

Encounters

Monster	STR	STA	MEN	END	DEX	DAM
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21						
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Conflict Table

	ATTACKER											
	2	3	4	5	6	7	8	9	10	11	12	
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	5	4	5	6	7	7	8	9	10	11	A	A
	6	3	4	5	6	7	7	8	9	10	11	A
	7	2	3	4	5	6	7	7	8	9	10	11
	8	1	2	3	4	5	6	7	7	8	9	10
	9	-	-	2	3	4	5	6	7	7	8	9
	10	-	-	-	2	3	4	5	6	7	7	8
	11	-	-	-	-	2	3	4	5	6	7	7
	12	-	-	-	-	-	2	3	4	5	6	7

NOTE

A = Automatic success

- = Automatic failure.

My dear friend,

I hardly know where to begin, for I am nearly at my wit's end. But I must be calm and put down the facts for you to consider.

It began with an earthquake. Yes, an earthquake here in Wales! A subtle rumbling and settling in the earth, as if some monstrous creature stirred. There followed a week in which several disturbing, but apparently unconnected, events occurred. An old man, noted hereabouts for his eccentric ways, was found wandering the hills above Bryn Coedwig, suffering from severe burns. On his deathbed he rambled about unnamable things inhabiting the disused mines. Several people have succumbed to a strange disease: their bodies seem to be eaten up by fungus! Now a strange unnatural mist has come to cling to the hilltops about Bryn Coedwig. The wind seems to have no effect on it and this morning the postman told me it now threatens to cut off the road to Corris.

The villagers are mumbling that we are cursed, but I believe the earthquake has released dark forces. Now no-one walks abroad after dark. Even I write to you from behind shuttered windows, for I sense some nameless horror which lurks out there in the shadows. Please come to us at once! Help me solve the mystery which haunts these valleys.

I am ever your friend,

Charles Petrie-Smith

Charles Petrie-Smith.

Petrie-Smith is a famous scholar and explorer, not a character who scares easily. The urgency of his letter and

the shaky signature at its foot disturbs you. Hastily, you pack a bag and, as you leave the house, grab a stout knobkerrie from the umbrella stand. (You should have already entered this weapon on your Character Profile sheet – see rules on weapons.)

A steam express train takes you as far as the town of Corris in North Wales. Here you alight and cadge a lift in a farmer's cart. Your destination is Bryn Coedwig, an isolated hamlet almost untouched by the twentieth century. Turn to **19**.

2

With a howl of rage, the mutant turns upon you. It clamps both arms about your waist and attempts to throw you against the truck's side. Match the mutant's Strength (6) against your Strength on the Conflict Table. If the creature's attack is successful, turn to **12**. If it fails, turn to **33**.

3

'Now, I leave you to your destiny,' says Myriddin. With these words, he turns and disappears into the mist. Uneasily, you stand alone in the ruined village whilst the ancient oak creaks and sways above you. A ghostly light begins to fill the empty windows and doorways of what was once a mill. A strange clanking noise comes to your ears and you see a distorted shadow capering in the pale light.

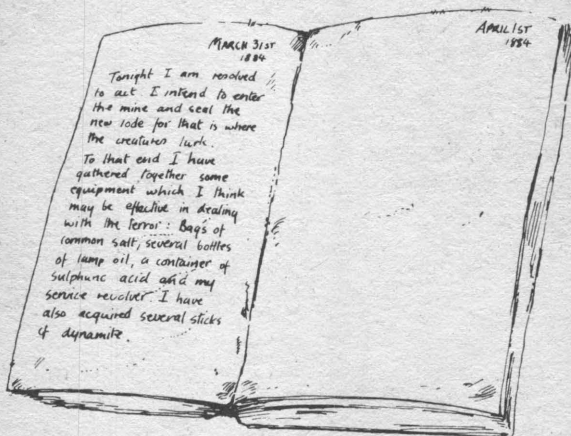
Will you advance to investigate the strange shadow? Turn to **13**. Or will you stay beneath the oak? Turn to **37**.

4

The package bounces off the creature's back and bursts uselessly on the cavern floor. You must now fight this creature. Turn to **15**.

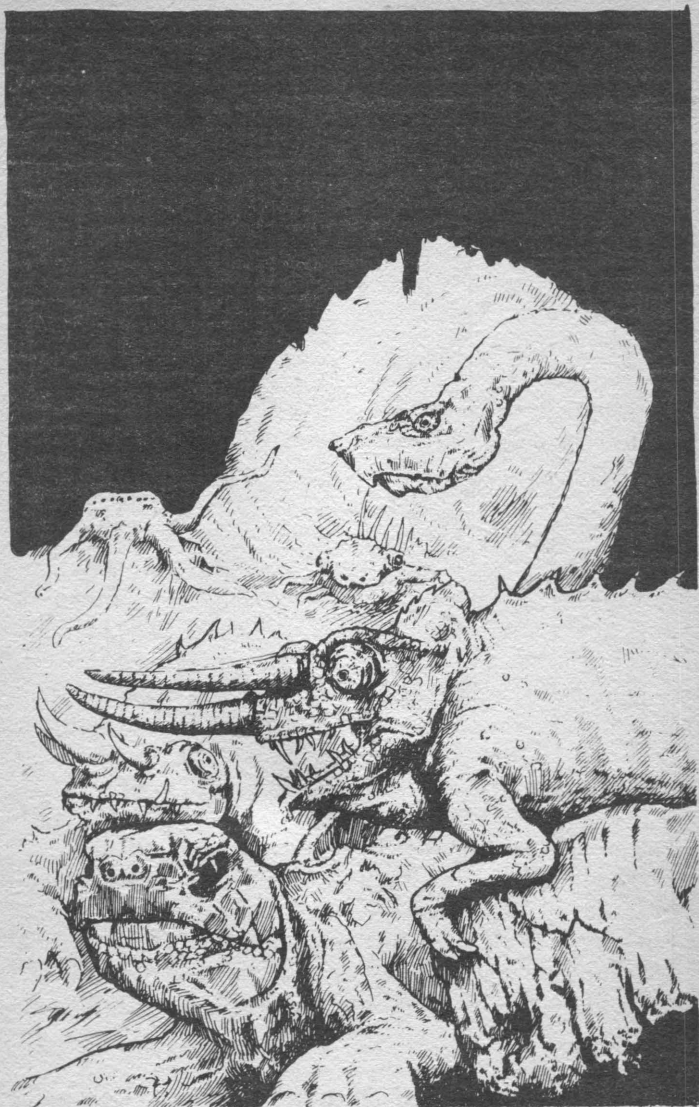
Too slow! The hunter's spear catches you full in the chest.

'Join us,' he hisses, as you feel your soul draining away. You have become a lost soul to be dragged and tumbled through the wastes of time. You have failed Myriddin, and perhaps mankind. This is the end of your adventure.



The ground is more open here and less boggy. Briefly, you pause and sit upon a stone to recover from your ordeal. Now the black waters are silent, disturbed only by the wind. As you sit, you begin to hear the sound of a child sobbing. Will you go in search of the child? Turn to 17. Or will you hurry on around the reservoir? Turn to 249.

You see creatures like the formless horror you slew in the tunnel. Creatures from another world, a world covered



with a pale green fog. You learn the thing you are in is a semi-sentient creature-ship which can travel through space and time! It has been entombed beneath the mountain for millions of years. You see a great valley, teeming with reptiles; the alien ship lies within it. The tentacled creatures appear once again, but this time they are commanding a whole horde of alien and unspeakable creatures. The horde slithers, flaps and crawls away from the creature-ship. Everything it meets is killed and devoured. When the creatures return to the ship, bloated with prey, they are dissolved in huge vats and the knowledge they have gained is shared amongst the aliens . . . Suddenly the images fade, the scene goes black and you hear hideous cries . . . alien chants echo out of the void . . . then there is only silence . . .

You slip away into a numb blackness. Turn to 16.

8

Your knobkerrie connects with the man's skull; he groans and falls senseless to the ground. He appears to exhibit none of the strange abnormalities that afflicted the man-things who assaulted Petrie-Smith's house last night. Leaving him, you descend the hillside to an embankment which drops almost sheer to the quarry road. You slither down the muddy verge and look warily about. To your right, down the road, stand the quarrymen's cottages. To your left, the road disappears round the hill spur. You turn left and make your way up the road towards the quarry. Turn to 72.

9

Paralysed, you watch the vicious slate fall towards you. Then a boot crunches into the mutant's arm. Strong hands haul you out of the water and you hear a shriek as the vengeful villagers hurl the mutant off the slag heap.

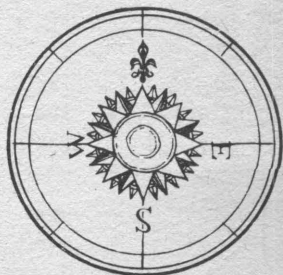
Shivering with fear and exhaustion, you pocket the prism and scramble up the slates with the villagers. Record the

prism on your Character Profile. As you reach the top, a great explosion rocks the valley and, turning, you see a cloud of steam mushrooming out of the quarry. A wailing scream fills the air and a huge black shape rises slowly out of the waters. It hovers for a while then, with a tremendous roar, shoots away into the east, leaving a rainbow trail in its wake. The alien ship has escaped to the stars! Turn to **54**.

10

Petrie-Smith and Lucy feed you and attend to your cuts and bruises. You recover 3 points of Stamina. They listen avidly as you recount the day's adventures. When you have finished your account, Petrie-Smith rises and goes into his study; in a moment he returns with a tattered document.

'Look here,' he says. 'This is a plan of the mine before it was closed by the 1884 earthquake. From your description, we can conclude that the strange alien tunnel follows the line of the new lode which was sealed by the earthquake. Presumably the creatures, whose representative you encountered today, would have been entombed by that disaster. But what recent event can have re-activated them?'



Petrie-Smith flops back into his armchair and draws upon his pipe for a few moments. Then he leans forward and excitedly jabs at the plan.

'Why, of course!' he exclaims. 'Look here. The new lode and the alien's tunnel both lead east – directly towards the quarry. Perhaps the answer lies there.' Turn to **31**.

11

Can you blast the creature before it attacks you? You draw your revolver, crouch and prepare to fire. But, just as you are about to squeeze the trigger, you feel a terrible itching sensation all over your body and, looking down, see that your body is covered in a mass of writhing insects! In fact, the whole quarry seethes with millions of bugs. Centipedes crawl over your gun, beetles stir in your hair and maggots squirm round your feet. Roll against your Mentality. If you succeed, turn to **20**. If you fail the roll, turn to **70**.

12

You are flung back against the truck's side and winded. Deduct 2 points from your Stamina. Now the mutant clenches its fists and moves in to finish you off. Can you scramble out of its way and regain the initiative in this fight? Roll against your Dexterity. If you are successful, turn to **33**. If you fail, turn to **52**.

13

Cautiously you creep to the mill, making for a side wall where the shadows lie thickest. The wall quivers to the hum of machinery as you peer round the corner at the doorway. But, as you look, the clanking stops and the light blinks out! Confused, you wait for the light to come back but, when nothing happens, you resolve to look inside.

In the half-light you can just make out the dark shadow of some machinery to the rear of the mill, but your attention is caught by a small box that lies discarded in the centre of the floor. It is of simple construction and glows with a faint blue light – could this be the source of the pale light that so recently filled the mill? Will you advance to pick up the box? Turn to **160**. Or will you return to the tree? Turn to **86**.



14

The hunt draws to a halt around you. The riders regard you in silence, whilst the hounds skulk between the horses' legs. The riders' skeletal forms seem to sag in the twilight, but one figure stands out as the leader. His eyes hold yours in a cold gaze, then as if in pain, he slowly dismounts. He speaks to you with a voice which seems to come from a great distance.

'I am the warrior leader of the Wild Hunt. Our quarry are the souls of erring mortals. Since you stand alone here in the borderlands, I presume you are our prize.'

With these words, he raises his spear. Two riders stiffly dismount and advance towards you. Turn to **34**.

15

Enter the Dark Lurker's details on your Character Profile: Stamina 20, Dexterity 8, Weapon (Slime) 4/-.

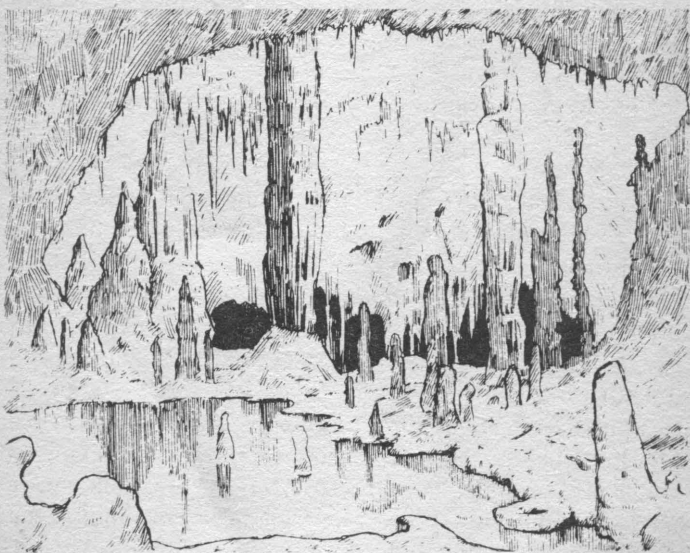
If you used salt against this creature, deduct the damage you caused from its Stamina before you proceed. If you fired your gun, quarter the damage you scored and deduct the result from the creature's Stamina. If the creature is killed, turn to **111**.

If it is still alive, the creature attacks you with two streams of slime. Roll separately for each slime attack. If the creature catches you, turn to **32**. If the creature misses, you can run away, turn to **53**. Or try your gun, turn to **22**. Or try salt, turn to **64**.

16

You awake inside the alien room. The fleshy helmet has shrunk back into its prism and the ribbed floor quivers beneath you. Your head throbs and you feel exhausted. You have lost 4 points of Endurance! If this has reduced your Endurance to zero, turn to **36**. The floor is exuding a sticky substance that stings your hands, so you stagger to

your feet, resting against the prism. Your experience has better equipped you for the horrors to come and, as a result, you may add 2 points to your Mentality (remembering your Mentality can never be higher than nine). If you can increase your Mentality, then this will also raise the maximum size of your Endurance. Double your Mentality to find your new maximum Endurance rating, but remember that this will not alter your current Endurance rating. (See the rules for Insanity and Death.) Now turn to **369**.



17

The child's sobs seem to come from up a stream which feeds the reservoir. Hastily, you splash and climb your way up the terraced watercourse until you discover the child sitting on a flat boulder.

The child sobs, 'Lost . . . I'm lost.'

Perhaps this is one of the village children? You step forward to touch the child on the shoulder and introduce yourself, when the scene suddenly changes. Instead of a small child, you touch the rubbery hide of some vile creature! Turn to **39**.

18

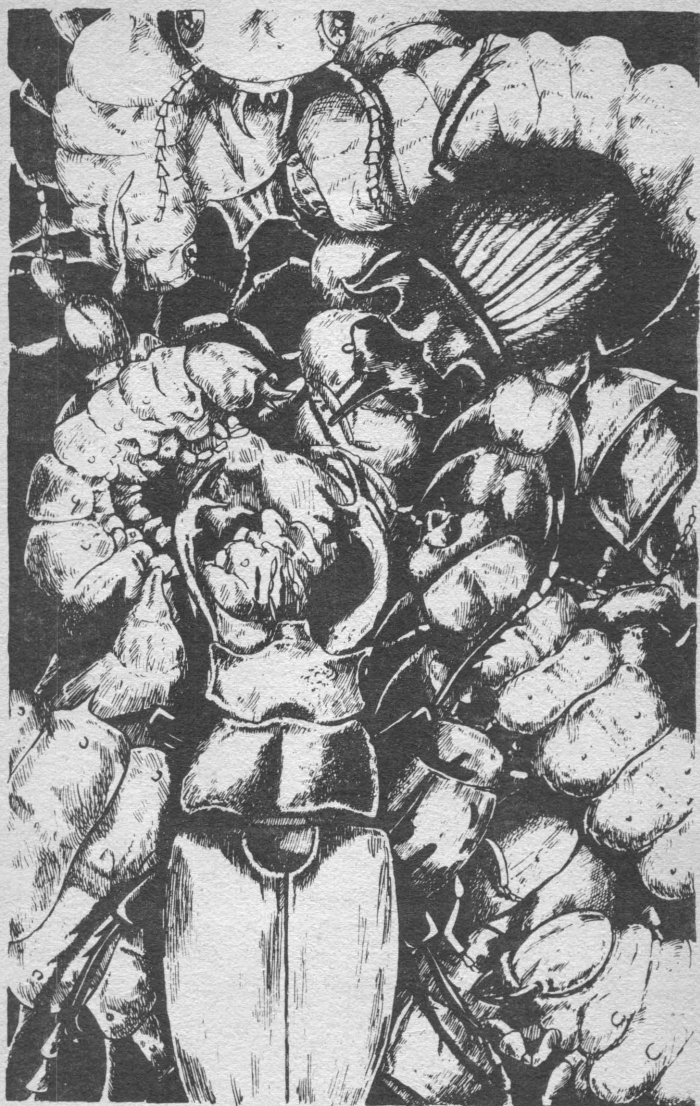
The blade digs into the turf by your neck. At that instant, you summon all your strength and attempt to throw your assailant. Match your Strength against the madman's Strength (7) on the Conflict Table. If you succeed, turn to **40**. If you fail, turn to **107**.

19

The road climbs out of Corris up the valley side. Below, to your right, the valley is already beginning to fill with shadows. You glance at your watch and note the time: half past five. A short while later, the cart sways to a halt at a crossroads.

The farmer turns to you and says, 'I must leave you here, for my way lies straight ahead. That is the road to Bryn Coedwig.' He points to a narrow track which leads over a hill ridge.

You thank the farmer for bringing you this far, wave goodbye then tramp up the ridge. The track leads you up into a world of windswept rock and coarse grass. You walk over the ridge and come to a sudden halt. An immense fog bank stretches across the valley below, from hilltop to hilltop, its upper reaches stained red by the sunset. Here the way to Bryn Coedwig hugs a narrow ledge and, to your right, the valley side falls precipitously into the darkness. Boldly, you advance into the fog. Turn to **35**.



20

This must be some kind of terrible hallucination, willed upon you by the alien. Spiders crawl upon your face as you will your revolver back on target. The gun bucks in your hand and instantly the crawling horrors disappear. You may fire as many rounds as you wish, remembering to roll against your Dexterity for accuracy. Delete the number of bullets you fire from your Character Profile and calculate the damage you have caused. Turn to **90**.

21

Downcast, you wander back down the tunnel, past the fissure and into the cavern. Here you despondently follow the wall to the north. Turn to **336**.

22

Coolly, you aim your gun. Decide how many bullets you fire (deducting each from your Character Profile), then add together their damage. Turn to **15**.

23

You slip aside and manage to grab the spear, wrenching it from the rider's skeletal hand. With a yell of fury, the hunter wheels away to rejoin his brothers. You are left in possession of a new weapon. Rub Myriddin's spear from your Character Profile and insert in its place the following: Spear -/4. To use the spear, roll against your Dexterity. Each time you successfully strike a target, you will remove 4 points from its Endurance. Now turn to **14**.

24

With a yell, you charge from your hiding place and throw yourself upon the nearest mutant. You may strike twice. This creature has a Stamina of 12. If your attack slays the creature, turn to **63**. If the creature still lives, turn to **2**.

25

You pick up the helmet and shudder – it's alive! Then, in one swift motion, you place it over your head. Instantly, it moulds itself to the contours of your face and waves of energy begin to bombard your mind. Your body goes limp and you fall on to the soft floor. Now your mind is filled with a procession of strange images which flicker and merge like some weird film. The images flow faster and faster and your body shakes from the pounding energy. Turn to 7.

26

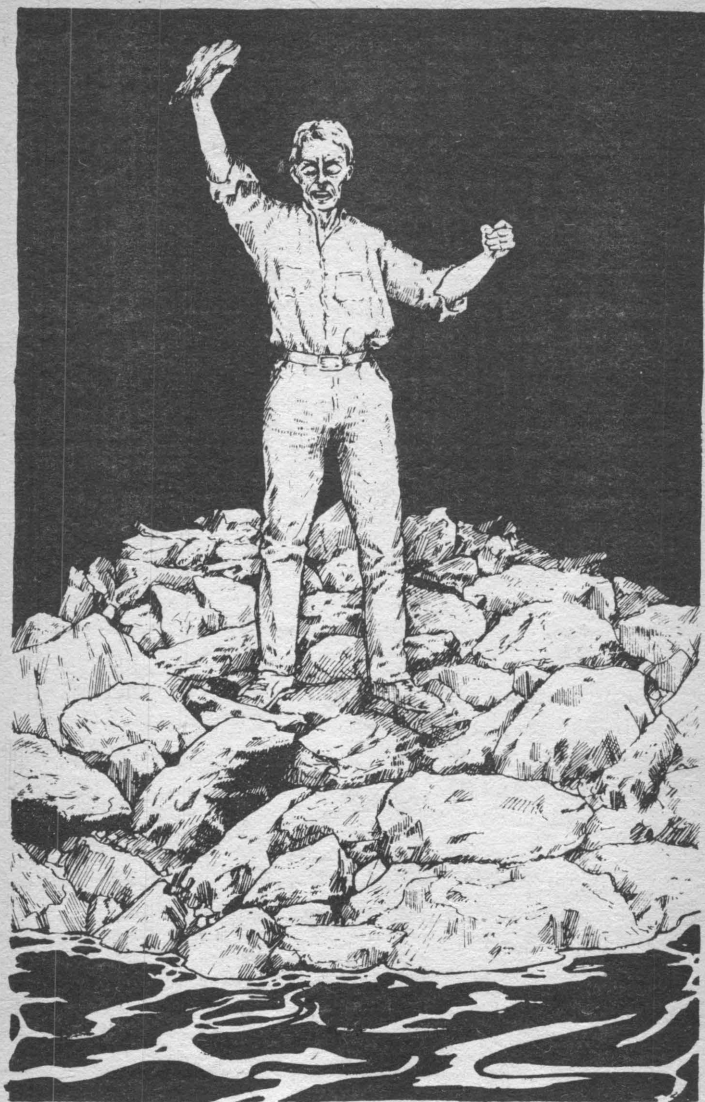
'The changeling?' Myriddin looks puzzled. You tell him of your encounter and battle with the strange creature and he listens carefully.

'These valleys are troubled by many evils. Their focus is a terror that has been entombed in this valley since the dawn of time. A terror which serves the ultimate horror of the Outer Darkness – a power which lurks beyond this world and thirsts always to destroy it. Inevitably, the presence of such an evil force attracts many strange powers and manifestations. Look closely at anyone you meet!'

Myriddin pauses and tilts his head as if he were listening for something. 'We must hurry, for even now the hunt rides!' Turn to 147.

27

As you gasp for breath, you notice a strange crystal wedged between two slates. Reaching out, you find yourself holding a glass prism that glows with an inner light. Intrigued, you pull yourself up to examine this find, but at the same moment a jagged slate crashes to the ground beside your arm! Looking up, you see a ghastly mutant, his face twisted with hatred. His arm rises and you see he holds a sharp slate. Turn to 9.



28

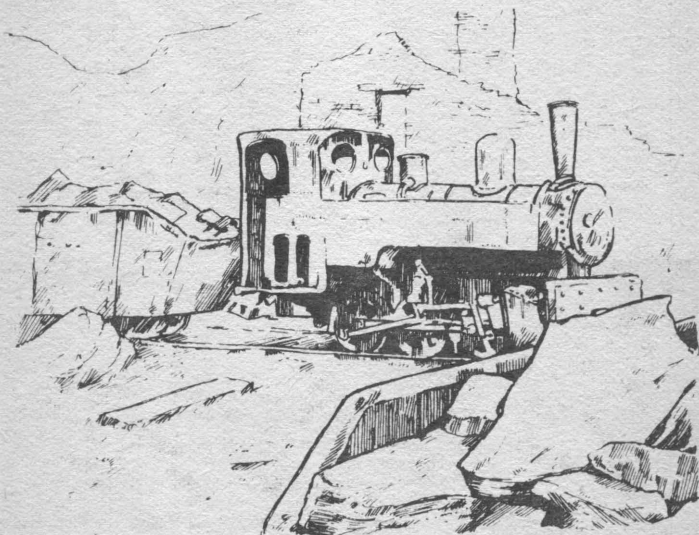
You run for your life between the cliffs and the vile churning water, as the creatures fall around in a nightmare rain. Some, you pulp underfoot and others, you spatter with the back of your hand. You run and run, until the cliffs roll away from the reservoir and you are free of the ghastly spawn. Turn to 6.

29

The dagger pierces your throat and, with a gurgled scream, you die. This is the end of your adventure.

30

Slipping from your hiding place, you drop behind the train and run to the end truck. Here you unhitch the coupling, slide down the slate chute so that the villagers will be able to



board, then jam a piece of slate under one of the wheels to prevent the truck from rolling away.

As you finish your task, you feel your scalp tingle and a horrible sensation, like cold water, fills your skull. Peering round the truck, you see one of the aliens wafting across the quarry towards the villagers. Turn to **51**.

31

After further discussions, you resolve to visit the quarry in the morning. Petrie-Smith turns down the lamps and bids you goodnight. You are left to complete your last chore: reloading your revolver. Note that you have six bullets on your Character Profile.

With the gun loaded, you fall back on to your bed and go to sleep. As you sleep, you regain half of any Stamina and Endurance lost during the day's battles. Adjust these characteristics on your Character Profile, then turn to **56**.

32

Deduct 4 points of damage from your Stamina for each slime stream that caught you. Now you must try to break free from the elastic burning gunge. Match your Strength against the slime's Strength (12) on the Conflict Table. If you fail, turn to **159**. If you succeed, you can try to escape from this monster, turn to **53**.

33

Desperately, you strike at the mutant with your knobkerrie. If the creature still lives, turn to **52**. If you have slain it, turn to **63**.



34

This will be a hard fight, for both your body and soul will be in peril. The fight will last until either you destroy both of your spirit adversaries or they slay you. Both riders are armed with vicious hunting spears.

Hunter 1: Endurance 10, Dexterity 5, Spear 1/2

Hunter 2: Endurance 7, Dexterity 8, Spear 1/2

You have the first blow, then they will hit back at you for as long as they are able. On each turn, you may attempt to hit only one of your opponents but they are both able to hit you!

If your Stamina is reduced to zero, turn to **57**. If your Endurance is reduced to zero, turn to **84**. If you slay both of your foes, turn to **117**.

35

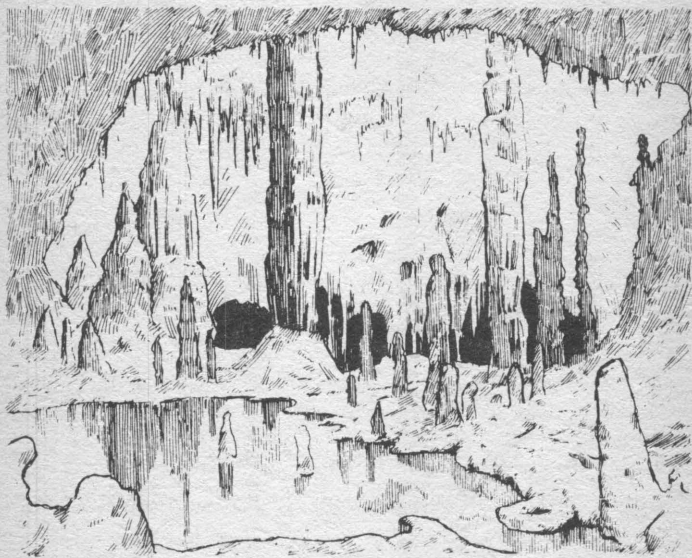
There is something curiously unsettling about this fog. It drags at your clothes and your every movement seems to excite weird pink and blue lights which flicker about your body. Your progress is painfully slow. Visibility is no more than an arm's length in any direction; you are obliged to feel for the crunch of gravel that lies in the middle of the road to avoid falling over the precipice.

Your feet feel like lead weights and you begin to sweat. Within a few minutes you find yourself gasping for breath, as if you are drowning. A strange pulse begins to quiver in the fog. It swells around you and fills your skull with an incessant churning beat. You cover your ears, but the mad noise only grows in magnitude. Desperately, you try to run, but your feet seem to lose their purchase and you begin to stagger to your right – towards the unseen precipice!

You battle to regain control over your body, but your mind is dominated by the hellish beat. You must make a Mentality roll to overcome this phenomenon, or risk falling into the abyss. If you succeed, turn to **59**. If not, turn to **77**.

36

You slump back into oblivion as the ribbed floor begins to exude a sticky acid. You are about to become a meal for the creature-ship! This is the end of your adventure.



37

The noise increases and the shadow flits across the doorway, as if its owner were hard at work. The mill begins to shake and the shingles rattle. Suddenly, some whirl into the air and hurl themselves at you! Will you stand your ground? Turn to **55**. Or will you attempt to duck out of the way? Turn to **66**.

38

You aim a two-handed blow against his head. Roll against your Dexterity to see if you hit. If you succeed, turn to **49**. If you fail, turn to **123**.

39

The creature possesses a mass of writhing red tentacles, at the centre of which clicks a vicious beak. Its body is squat and lumpy. Gill-like slits open and close, emitting a fluty imitation of a child's voice.

'Won't you come and play? We've been waiting for you all day,' cackles the beast. It lurches towards you, propelled upon its single slug-like foot. Roll against your Mentality. If you fail, turn to **97**. If you succeed, turn to **112**.

40

With a grunt the man rolls on to his back and you are free to grab your knobkerrie. Now you can end this contest. Turn to **8**.

41

The package bursts across the creature's back. For a moment the creature continues its stealthy advance, then it begins to writhe as phosphorescent weals break out upon its body.

Roll 2D6 – the score represents the amount of damage you have caused the creature. Now you can try to finish off this abomination, turn to **15**. Or you can try to escape, turn to **53**.

42

The man-thing is slumped beside the truck. Dead yellow eyes glare balefully up at you. Briefly, you stoop to examine the body and detect a curious musty stench. Taking the electric torch from your pocket, you play its narrow beam upon the corpse. This 'man's' body appears to be corrupted by a leprous white fungus!

Gathering your resolve, you turn away and enter the tunnel heading east, deeper into the mines. Turn to **138**.



43

Once again you find yourself descending along a narrow tunnel, but now you can feel a fresh breeze on your face. You round a bend and see daylight pouring into the tunnel through a triangular opening. You squeeze and squirm your way through this exit and emerge on the hillside high above Bryn Coedwig. Picking your way down the hill, you return to Petrie-Smith's house. Turn to 10.



44

The hounds snap at your legs, while the riders surge about you. Then one of the hunters peels off and charges, his spear held forward to impale you! Your only hope is to dodge the hunter's thrust and grab the spear as he rides

past. Roll against your Dexterity. If you succeed, turn to 23. If you fail, turn to 5.

45

You gaze up at a vaulted ceiling. It is as if you are standing beneath the ribs of some gigantic creature. The place hums and whirs, not with mechanical bustle, but with the murmurings of semi-living things. Venous cables recoil from your touch as you explore the room. Giant prisms, connected to living tissue, fill the room with an ever-changing display of colour, which plays upon the prone form of another human being.

It looks as though he died during some fiendish experiment. A fleshy helmet-like object, connected to one of the prisms by a venous cable, lies near his head.

What does all this mean? You gaze around, trying to understand the function of the weird paraphernalia which clutters this room. Once again your gaze falls upon the strange device. Will you place the fleshy helmet over your head? Turn to 25. Or will you leave this mad laboratory and make for the outside world? Turn to 184.

46

Your grip on the sharp slates weakens, then the dark waters wash over you. This is the end of your adventure.

47

'Buried beneath this valley is an evil which serves the ultimate horror of the Outer Darkness. It has been entombed since the dawn of time but the delvings of man have unearthed it and now it seeks to escape!'

Myriddin pauses and cocks his head, as if he were listening for something. 'We must hurry, for even now the hunt is close!' Turn to 147.

48

Now you realise that the dark waters of the reservoir churn with the spawn of some alien terror. Loathsome fan-headed things with segmented bodies writhe in the cold water. The black lake reverberates with a vile chorus of clicks and hisses. Roll against your Mentality. If you fail, deduct 2 points from your Endurance.

You turn away in horror and, in turning, feel the subtle impact of a small body which flops upon your shoulder. A glistening tail flexes, then springs. Your teeth clench as a searing pain explodes across your cheek. Lose 2 points of Stamina. As you flick the creature from its perch, more of the things begin to fall from above. Turn to **28**.

49

Your blow smashes into the side of his head, knocking him sideways and causing another 3 points of damage. If you have killed him, turn to **325**. If he still lives, turn to **162**.

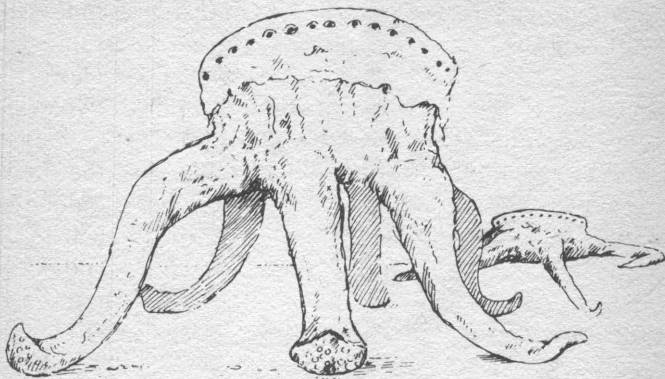
50

You tell the fellow that you have been sent by Petrie-Smith, but he ignores you and stealthily advances up the ridge. With a yell, the madman jumps at you. Turn to **130**.

51

The creature's body seethes with a mass of orange and black stripes, while its tentacles fidget excitedly. As a group, the villagers begin to move towards the monster.

Their minds must be enslaved by the alien! You must fight the alien in order to release the villagers.



Running forward, you burst out into the open ground between the shuffling people and the alien creature. Will you draw your revolver? Turn to **11**. Will you use dynamite? Turn to **267**. Or will you cast the warrior's wand? Turn to **323**.

52

The mutant swings one of its gnarled fists towards you. Roll against its Dexterity (5). If it succeeds in hitting you, subtract 2 points of damage from your Stamina. If your Stamina is reduced to zero, turn to **85**. Otherwise, turn to **33**.

53

The creature stands between you and the tunnel. You will have to leap right over it or use its back as a stepping-stone! Roll against your Dexterity. If you fail, turn to **99**. If you succeed, turn to **79**.

54

You wait on the slag heap until the flood abates. Then you help the villagers back to Bryn Coedwig. Turn to **168**.

55

You flinch, but the shingles all fall short of the tree's span. The lights in the village blink out and a terrible cry pierces the gloom. Shuddering, you tighten your grip on the spear and glance around at the dark ruins which loom out of the twilight all about you. Turn to **235**.

56

You awake with a start, positive you have just heard something. The study is immersed in shadow; the house is heavy with silence. You fumble for your fob watch before you remember it still doesn't work. Something is scratching at the window. Turning, you are just in time to spot a disfigured face pressed up against one of the panes, then it is gone.



Leaping out of bed, you rush to the window and wipe away the condensation. Peering out, you see a white mist carpeting the ground. The garden shrubs stand like dark sentinels but there is no sign of the trespasser.

Will you search the grounds immediately? Turn to **78**. Or will you first check the house is secure? Turn to **96**.

57

The hunter deftly sidesteps your spear and plunges his own into your chest. 'Join us,' he hisses and you feel your life draining away. You have become another lost soul to be dragged and tumbled through the wastes of time. This is the end of your adventure.

58

You have lost 2 points of Endurance. But undaunted, you thrust the spear up into the shadow beast. The tendrils spring away from the spear and the dark mass behind seems to shudder as the blade bites. You thrust the spear again and again and the shadow beast writhes in agony. Its tendrils flicker towards you, but you drive the spear in yet again and gradually the shadow collapses and dissolves. As you turn and walk to the oak tree you see that the fire has burnt out. Turn to **150**.

59

You are lying close to the edge of the cliff, bathed in sweat. The pounding is receding; now you realise it was only your own heartbeat, magnified a hundredfold. Turn to **134**.

60

Do you have any bullets left to fire? If you do not, turn to **250**. If you do, then as the mutant raises his mattock, you blast him with your gun. You may fire once or twice (if you have the ammunition) but you must roll against your Dexterity for each shot. If you hit, total the damage (2D6 for each bullet) and deduct it from the mutant's Stamina. If you have killed the mutant, turn to **240**. If you missed, or if he survived your attack, turn to **250**.

61

You have one chance to overcome him with a well-aimed blow from your knobkerrie. Roll against your Dexterity and if you succeed, turn to **8**. If you fail, the madman will attack you with his dagger. Note his details on your Character Profile: Strength 7, Stamina 5, Dexterity 7, Weapon (Dagger) 4/-.

First the madman attacks you, then you attack him. The battle proceeds in this way until one of you triumphs. If you win, turn to **8**. If you lose the battle, your adventure ends here.

62

Slipping from your hiding place, you drop behind the train, run to the front of the locomotive and dash across the open ground to the villagers. They are a forlorn group. Their arms hang limply and they gaze absent-mindedly into space. They appear to be in some kind of a trance. Worse, many of them already exhibit the vile mutations caused by exposure to the creature-ship's rays: white fungal blisters and yellowing eyes. How will you ever lead these zombies to safety?

As you desperately try to think of some stratagem, you feel your scalp tingle and a horrible sensation, like cold water, fills your skull. Turning, you see one of the aliens wafting across the quarry floor towards you. Turn to **51**.

63

Having despatched the first mutant quarryman, you look for the second. But he has fled away into the cavern's impenetrable darkness. You are alone with a corpse. Turn to **42**.

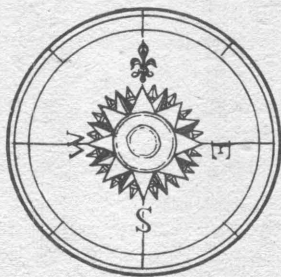
64

Hastily, you draw the fragile package from your bag. Perhaps a creature of slime can be dealt with like a garden slug? Roll against your Dexterity. If you succeed, turn to **41**. If you fail, turn to **4**.

65

Now you climb beneath rocky cliffs and see in the distance a great expanse of water. Presumably, this is the reservoir that feeds the village and the slateworks.

On reaching the reservoir, you find that you must walk upon a narrow boggy margin between the sheer cliffs to your left and the black waters of the reservoir to your right. Each time you raise your foot, the ground sucks and your footprint immediately fills with water. Walking here is hard work, so you pause and gaze out over the reservoir towards the southern hills. Turn to **48**.



66

Ducking, you run from the tree but somehow the shingles still smash to the ground around you. Demonic laughter fills the air, then a peal of thunder rocks the village, the lights blink out, and you are plunged back into the supernatural gloom. Lose 2 points of Stamina from the blows the shingles dealt you. If this damage reduces your Stamina to zero, turn to **171**. If not, turn to **235**.

67

You sink amid a world of bubbles and dark water, then bob back up to find you have been swept from the defile. Choking for air, you are smashed into the side of a slag heap and, desperately, you cling to its jagged side. Deduct 4 points of damage from your Stamina. If this reduces your Stamina to zero, turn to **46**. Otherwise, turn to **27**.

68

Ahead you can see the prone form of another human being! You run forward and find the body of a middle-aged man. He is quite dead and his face is horribly black, as if he died from asphyxiation. Then the truth dawns upon you – this is the mummified corpse of a man who died years ago. His hair is dry and brittle, the paperlike skin is stretched taut over the skull and his lips are parted in a ghastly leer.

The body lies on its side, dressed in the day clothes of the late nineteenth century. A necessarily brief search reveals a silver fob watch, much tarnished, on the cover of which is engraved: Geo. Hindlett 1875. If you wish to take the watch, as a grisly memento, note it on your Character Profile.

Presumably, Mr Hindlett suffered some grievous wound during his solitary exploration of the caverns and expired here, alone. Perhaps he was struggling for the way out of this maze! He is lying with one arm thrown out in front of him, pointing towards the south-west. Turn to **43**.

69

Determined to finish this battle, you grasp the knobkerrie with both hands and lunge forward, thrusting the iron tip at the mutant. Used in this fashion, the knobkerrie will inflict 5 points of damage if it hits. Roll against your Dexterity. If you hit and kill the mutant, turn to **357**. If you hit, but the mutant survives, go to **368**. If you miss, turn to **377**.

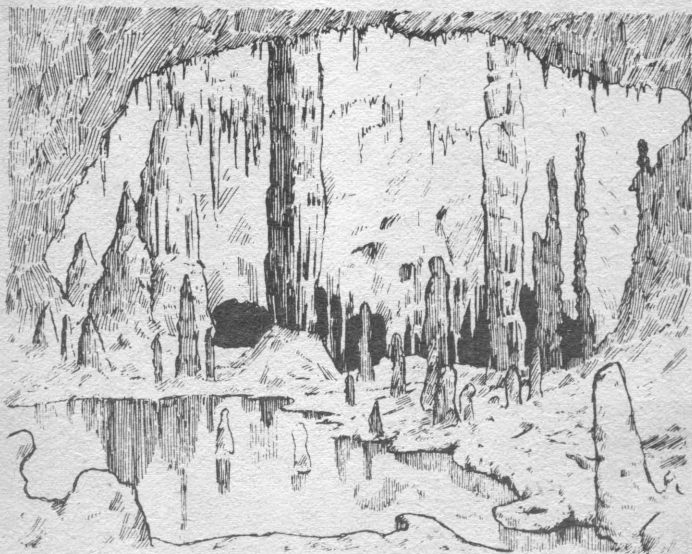


70

The crawling terrors cover your face! Myriad pincers pinch, stingers sting and jaws chew. Unable to stand the torment, you run screaming from the quarry to be cut down and killed by the quarry guards. Your adventure ends here.

71

As you emerge into the weirdly-lit cavern, you realise that this warm moist wind is quite unnatural. It nuzzles clammy at your face and drags stickily at your feet. Coils of strangely palpable air are wrapping themselves about your legs and slowing you down. Dusty pads of fibrous



material are blowing out of the gloom. They cling to your clothes and then begin a hideous looping motion up towards your face. In a moment they cover your nose and

mouth and try to pry inside! You tear them away in handfuls, but the evil wind only brings them back to you.

Now you spy something writhing out in the centre of the cavern, along the railway line. Your escape route is blocked. To your left, the tumbled boulders simply give out. To your right, they cut a swathe out over the sea of fungi. Will you stand and face this new horror? Turn to **98**. Or will you follow the boulders out across the cavern floor? Turn to **161**.

72

To your right, only a few paces from the road, run the gleaming lines of the quarry railway. You follow the road to the quarry's entrance where a strange sight meets your eyes. The flickering, opaque, alien mist covers the quarry like a canopy. It is as if you are about to enter a brightly-lit cavern.

Keeping close to the left-hand slate embankment, you stealthily advance along a narrow defile that leads out into the quarry. Ahead you can hear the noise of a steam engine. Turn to **91**.

73

You lash out with your foot and land a powerful blow in his stomach, causing 3 points of damage to his Stamina. The mutant crashes back against the truck's side. If the damage killed him, turn to **325**. If he is still alive, will you attempt to strike him again? Turn to **38**. Or will you grapple with him? Turn to **253**.

74

Bursting from your hiding place, you run towards the truck. The second mutant man-thing emits an unnatural shriek, then dodges beyond the lantern's arc of light. You run behind the truck but the creature has escaped into the cavern's impenetrable darkness. For a moment you pause

listening, then detect the sound of footsteps scurrying away to the west. You are alone with a corpse. Turn to **42**.

75

The wind whistles eerily through the windowless houses and tugs insistently at your clothes. Horses' hooves drum nearer and nearer: the wild hunt is coming.

A mass of horsemen suddenly surges into the village. They glow an unwholesome green and carry with them the reek of death and decay. Pale corpse hounds leap among the horses, crying to the wind, whilst the steeds, their dead eyes filled with madness, charge towards you. As the cold eyes of the spirit warriors gaze upon you, your stomach knots in fear.

Will you run for cover within one of the ruined houses? Turn to **100**. Or will you stand your ground? If this is your choice, and you have lost the spear, turn to **44**. If you still possess Myriddin's spear, turn to **14**.

76

Cautiously, you step inside the mouth-shaped opening. The floor is soft and mushy. An overpowering stench wafts along the ribbed corridor, which reminds you, uncomfortably, of the inside of a giant throat. You walk along this horrid passageway for several minutes, occasionally staggering as the whole crazy place lurches. You step out into a large circular space. Turn to **45**.

77

As you plunge over the precipice, the pounding stops. Desperately, you grab for some roots that hang over the cliff edge to check your fall. Roll against your Strength. If you succeed, turn to **94**. If you fail, turn to **113**.



78

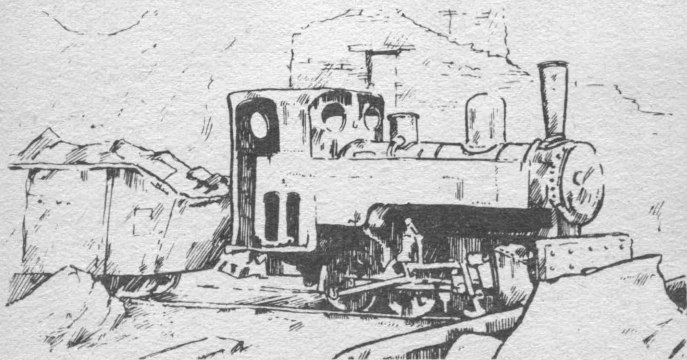
You draw on your dressing-gown, pick up your revolver and open the door to the parlour. Moving briskly across the darkened room, you open the hall door, but immediately recoil as a hideous shadow flits across the hall windows. You stand in silence and see a second, more human, shadow join the first. Then the handle of the front door turns and clicks back into place. A nerve-racking silence descends, disturbed only by the banging of the door that leads from the parlour to the dining-room. Will you wait in the hall doorway? Turn to **144**. Or will you investigate the dining-room door? Turn to **265**.

79

You leap on to the creature's back and for an instant your foot sinks into the rubbery flesh. Then you are running back up the tunnel. At the junction you can turn south-east, turn to **200**. Or north-west, turn to **140**.

80

Stunned, the mutant crashes back against the truck's side. Will you attempt to hit him again? Turn to **202**. Or will you try another mode of attack? Turn to **69**.



81

Time is running out! How will you save the villagers before the creature-ship blasts off? Or before Petrie-Smith's party destroys the mine and commences hurling explosives down into the quarry? There appear to be two grim alternatives. You could either join the villagers and try to lead them to safety, turn to **62**. Or you could unhitch the rear slate wagon from the train and herd the villagers into it. There is just a chance that the truck can be made to roll, in which case it will trundle under its own momentum back down the gentle incline of the defile and Quarry Valley, all the way to Bryn Coedwig. Turn to **30**.

82

The dagger flashes down towards your neck! You have one last chance to evade the vicious blade. Roll against your Dexterity. If you succeed, turn to **8**. If you fail, turn to **29**.

83

The ground begins to rumble beneath your feet and loose stones start to crash into the defile. Suddenly you are running through ankle-deep water! In destroying the mines, Petrie-Smith must have accidentally brought down the whole of the quarry's back wall and, with it, the waters of the reservoir.

Glancing back, you see a great wave of black water rushing into the defile and, unable to avoid it, you are thrown off your feet and tumbled along at alarming speed. Turn to **67**.

84

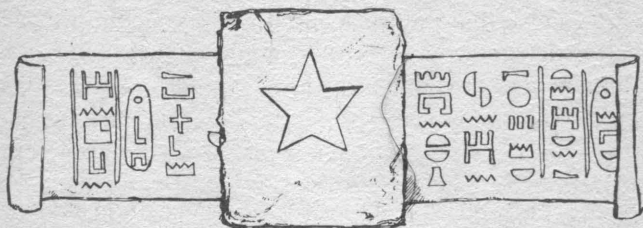
You awake in a strange room, lying in a clean bed. Rising unsteadily to your feet, you look out of the barred window and see a sign in the drive below:

Badenfeld House
Home for the Deluded

This is the end of your adventure.

85

The mutants converse in some kind of inhuman gibberish. Then, together, they hump your lifeless corpse up on to their truck. The mine will keep its dark secrets. Your adventure ends here.



86

Sensing this may be a trap, you pull back and begin a cautious retreat to the oak tree. As you stare back, the darkness in the doorway seems to thicken, then it coils out, creeping over the ground towards you. Horrified, you watch the tendrils creep closer and closer, unable to turn and run. To break this trance, you must roll against your Mentality. If you succeed, turn to **353**. If you fail, turn to **110**.

87

Your hand prises free a curious alien crystal in the shape of a prism. It glows with an inner light but, as soon as you stare into it, the light disappears. Petrie-Smith and his party of villagers appear round the far end of the slag heap and an irresistible urge to hide the prism fills your mind. Pocketing it swiftly, you hail Petrie-Smith and together you return to Bryn Coedwig, swapping experiences. Note down the prism on your Character Profile and turn to **168**.

88

With a scream, you lose your grip and slide to your doom over the edge of the abyss. Your adventure ends here.

89

The thing is large – a squat oval some ten feet long. It moves with a horrid sucking noise, audible even above the waterfall. There is no evidence of any mouthparts or eyes, simply two rows of obscure tendril things at its rear and a pair of fidgeting palps at the front.

Two streams of noisome mucus spurt forth from these palps and splatter close by you. Some of this stringy ichor falls upon your skin and you feel a smarting sensation. Now the thing extends a trunk-like proboscis from within its foul body and begins to reel in its spit. This dark lurking thing intends to ensnare and digest you at one and the same time!

How will you deal with this creature? If you want to use salt, turn to **64**. If you want to shoot the thing, turn to **22**.

90

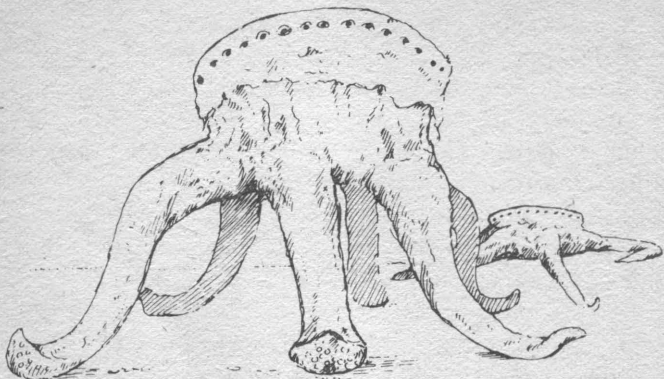
The alien has a Stamina of 12. If the damage you have caused has killed it, turn to **256**. If it still lives, turn to **119**.

91

Immediately inside the quarry stands a small locomotive, linked to a line of slate trucks. For the first time in three days you see a machine that actually works. But you are even more surprised by what is happening beyond the train. Crouching low, you run to the trucks and shelter behind them.

Some forty yards in front of you a group of villagers and mutants are feverishly working about a dark cleft in the quarry wall. In the strange diffused light the villagers appear ashen-faced and there is a disturbing hint of green to their pallor. They move like automatons and they seem

to be under the control of three of the tentacled alien creatures.



At some unheard signal from the aliens, the villagers and mutants retreat across the quarry and take cover behind some stone slabs. The aliens retreat too. There is a series of explosions and the rock face to either side of the cleft falls away. Turn to **120**.

92

As the truck rolls towards the quarry defile, the air is filled with the unceasing crackle of dynamite explosions. Glancing over the steel side, you see the aliens and their mutant minions scurrying through the dust to cut off your escape. How will you deal with this new threat? Will you use the warrior's wand? Turn to **114**. Or will you hope the truck has enough momentum to smash through the creatures? Turn to **193**.

93

You step past the remains of the creature and move down the tunnel. Some yards further on, you step out into a cramped cave before what seems to be a giant mouth. Warm foetid breath plays upon you. This seems to be the entrance to some abominable device. Do you dare enter

the thing? Turn to **76**. Or will you hurry back to the cavern? Turn to **184**.

94

Swinging from the root, you manage to hook one foot into a crevice. You haul yourself up and over the clifftop and collapse on the roadside. This ordeal has quite exhausted you: lose 1 point of Stamina. Turn to **134**.



95

The mutant staggers backwards against the truck. The lantern crashes to the ground, plunging the cavern into darkness. As the thunderous echoes of your shots die away, you hear the sound of scurrying feet to the west, then silence reigns.

You pull the electric torch from your pocket and slip from your hiding place. The narrow torch beam reveals the abandoned truck. There is no sign of your victim or his accomplice. No blood stains the cavern floor, only a scattering of a queer musty-smelling dust.

Gathering your resolve, you enter the tunnel heading east. Turn to **138**.

96

You draw on your dressing-gown, pick up the revolver and open the door to the parlour. You can smell the coal on the hearth and the only light comes from the dying embers of the fire. The house is silent. Will you investigate the hall? Turn to **116**. Or the dining-room? Turn to **164**.

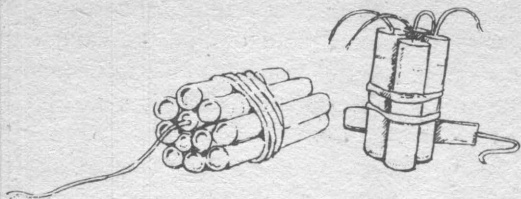
97

You have lost 2 points of Endurance. Now you must roll against your Dexterity, or risk being ensnared by the creature's tentacles. If you succeed, turn to **112**. If you fail, turn to **321**.

98

Now you see the thing itself: an amorphous being, composed of the same strange filaments that seek to stifle you. It advances by throwing parts of itself forward, anchoring these extrusions, then contracting its bulk in on these points. The evil wind that slows its prey emanates from within or around this creature, tearing off parts of its body to fly through the air towards you.

Will you draw your revolver? Turn to **108**. Or throw dynamite? Turn to **118**.



99

You leap right over the creature, but land badly and sprawl headlong. Before you can get up, you feel a great weight advance over your legs, pinning you to the ground. You glance over your shoulder as the creature pours a jet of mucus over you. Your adventure has ended.

100

In terror, you run for the cover of a ruined cottage, but you are too slow. The corpse hounds leap upon your back and drag you to the ground. As you struggle to free yourself, a



rider looms above you, spear arm upraised. Pain sears through your chest as his spear enters your body.

‘Join us!’ hisses the rider. ‘We hunt for souls!’

You are now another lost soul to be dragged and tumbled through the wastes of time. You have failed Myriddin, but, worse still, you have failed mankind! This is the end of the adventure for you.

101

An awesome sight greets your eyes. A great gout of smoke and fire is pouring from the black hole that was once the creature-ship’s tomb. Petrie-Smith has destroyed the mines! A ball of dense black smoke boils across the quarry, blocking your view of the carnage. Now you can hear a terrible rumbling and the ground begins to shake.

Could it be another earth tremor, a new explosion, or has the alien ship begun to take off? A cold sweat breaks out on your brow as you realise the awful truth – the explosion has brought down the whole of the quarry wall and, with it, the waters of the reservoir. You turn to run but in a moment you are swept up by a deluge of water. Barely able to breathe, you are tumbled over and over in a maelstrom of black water, then your head hits a rock and you lose consciousness. Turn to **136**.

102

After a light breakfast, you prepare to leave for Quarry Valley. As you pull back the table to leave the house, Petrie-Smith calls you back and gives you two kerosene bombs. Enter them on your Character Profile.

‘They are nasty weapons,’ he remarks. ‘But they may come in handy.’

Thanking him, you leave the house and walk down the road to the stone steps that lead into Quarry Valley. At the top you follow the cinder track. Clearly it would be foolish to take the turning that leads directly to the quarrymen’s

cottages, so once again you take the path to the mines. Turn to **373**.

103

After helping the wounded villagers to get out of the truck at Bryn Coedwig, you trudge warily back up Quarry Valley to view the scene of devastation. Walking between puddles of steaming water and piles of shattered rock, you spot something glinting at the base of one of the slag heaps. A quartz crystal perhaps? Turn to **87**.

104

The fog is a living entity, hostile to all who seek to pass through it. It is a manifestation of the Outer Darkness, a force which lurks in the Outer Void and thirsts to consume the world. The Outer Darkness has created the fog to gain time for its servants, who even now toil to effect their escape from a tomb that has held them for thousands of years. You should beware of those servants but you should also beware of the warrior, for even now he rides upon Ratgoed!' Turn to **147**.

105

The mattock crashes into your shoulder, numbing your whole body. Deduct 6 points of damage from your Stamina. If this reduces it to zero, turn to **378**.



Otherwise, if you wish to use your knobkerrie turn to **202**. Or, if you wish to use your fists, turn to **38**.

106

Carefully, you train your revolver upon the nearest mutant, silhouetted against the glow of the lantern. You squeeze the trigger and a jagged flame bursts forth from the gun-barrel.

The man-thing has a Stamina of 10. You may fire as many shots as you wish, noting their expenditure on your Character Profile. If the man-thing still lives, turn to **95**. If it is dead, turn to **74**.

107

You are on the ground beneath the madman. His arm is raised and his hand holds a vicious dagger. Roll against your Dexterity. If you succeed, turn to **18**. If you fail, turn to **82**.

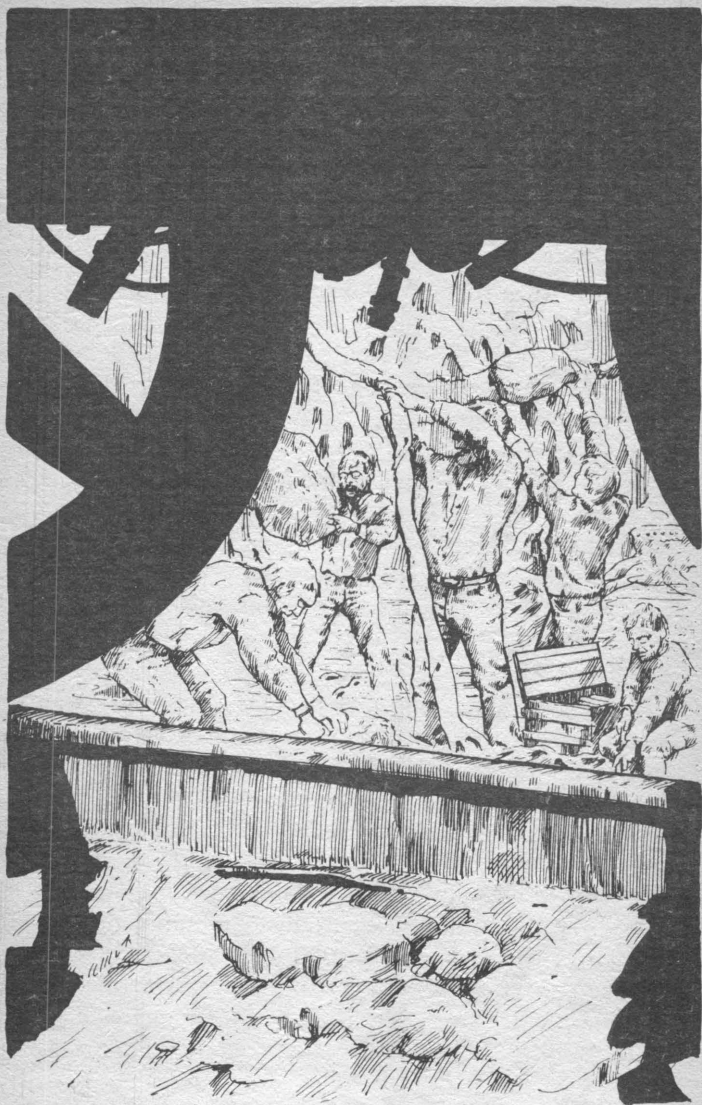
108

No matter how many times you fire, your bullets have no effect on this creature. Turn to **137**.

109

Peering from your hiding place, you see the villagers standing just yards away from the train. Away across the quarry floor looms the bulk of the aliens' creature-ship. It has been dragged from its ancient tomb, out into the middle of the quarry. Now three aliens appear to be supervising the labours of man-things who scuttle around and over the ship, which resembles a great black slug.

As you watch, the ship heaves and mutants topple from its back. There comes a weird crackling sound and pulses of orange and violet light spit from the creature-ship's rear into the quarry wall. The rock blackens and then melts! After centuries of slumber the creature-ship awakens. Turn to **81**.



110

The creeping darkness writhes around your feet, coiling up your legs. With a sickening sense of foreboding, you begin to move towards the mill. Soon the dark doorway looms before you, more tendrils shoot out, and you are drawn in towards the glowing box. Turn to **160**.

111

The creature is dead. White pus oozes from its wounds. With a shudder, you edge past its unwholesome mass and hurry back along the tunnel to the junction. Will you go south-east? Turn to **200**. Or north-west? Turn to **140**.

112

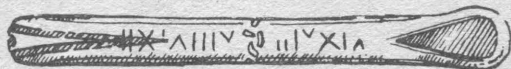
You dodge back from the creature's lashing tentacles. However, you have lost 1 point of Endurance. How will you fight this monster and not betray your presence in Quarry Valley? Will you make use of the kerosene bombs? Turn to **143**. Or will you try something else? Turn to **196**.

113

With a sickening tearing sound, your slender hold on life breaks. Still clutching the useless root, you fall with a strangled scream. This is the end of the adventure for you.

114

You pull the frail wand from your jacket pocket. The runes carved along its length glow with a blue light and you are filled with a fierce joy. With a yell of triumph, you hurl the wand at the aliens. It turns into a burning spear that streaks across the sky, leaving a fiery trail in its wake.



A chill wind sweeps the quarry, thunder drowns the explosions and the quarry darkens. You hear the baying of hounds and the pounding of hooves; you turn gleefully to the villagers, but their blank faces tell you they cannot hear or sense the hunt. Are you dreaming? Turn to **297**.

115

Puffing and wheezing, the man-things push their burden across the cavern and disappear along the tunnel to the west. You remain crouched behind the pillar until their noise recedes, then dodge into the tunnel heading east. Turn to **138**.

116

The door creaks open and you peer into the deserted hall. Everything appears secure and you are turning away, when the stealthy crunch of footsteps outside arrests your movement. Someone is standing outside the front door. The handle turns and then clicks back into place. A nerve-racking silence descends, disturbed only by the banging of the door that leads from the parlour to the dining-room. Will you wait in the hall doorway? Turn to **144**. Or will you investigate the dining-room door? Turn to **265**.

117

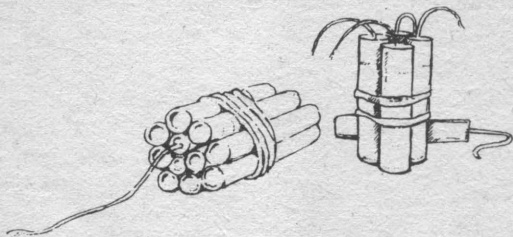
One hunter lies dead as you drive your spear deep into the other hunter's side. A choked groan escapes his withered lips and he falls to the ground, dragging your spear with him. His body crumples and dissolves, leaving behind only a tattered cloak.

Exhausted, you look up. The hounds are whimpering with fear and the riders' horses are restive. The cold eyes of the warrior lock on to you and they are filled with hatred.

'The dead will not be denied!' he hisses and, raising his spear, hurls it at you! There is no time to dodge. Turn to **139**.

118

Crouching down, you thrust a stick of dynamite into a crevice. You strike a match and, cupping your hands



around the tiny flame, hold it to the fuse. The fuse splutters into life. You stand up and hurl the explosive at the creature. There is an enormous flash and you are flung backwards. When you struggle to your feet, the creature is re-assembling itself. Turn to **137**.

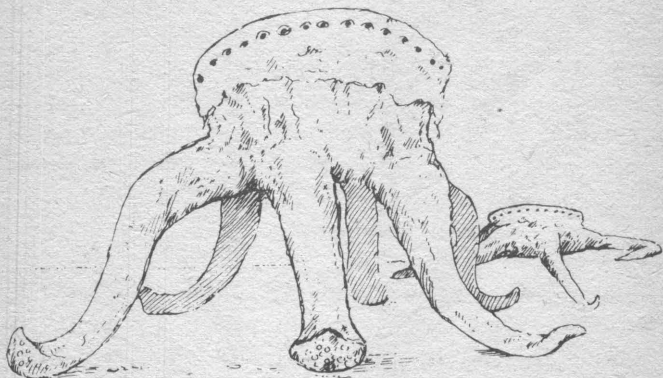
119

As the alien hangs in the air, an incandescent blotch begins to grow on its body. You are about to be attacked by an energy bolt! Roll against the alien's Mentality (7). If it succeeds, turn to **201**. If it fails to launch a bolt, you must decide how you will attack it. If you still have some bullets left and want to use your revolver, turn to **146**. If you wish to try dynamite, turn to **267**. If you want to use the wand, turn to **323**. If you have none of these weapons, you must try to escape from the quarry, turn to **179**.

120

The rock fall reveals part of a dusty black object. As you watch, the thing begins to writhe and the quarry is suddenly filled with an intense blue light, stabbing out from the object like a dragon's fiery breath. The light splits into myriad beams of colour – red, orange, blue and violet –

accompanied by a high-pitched hum. Finally the light beams cut off with an audible crack. Your skin tingles and you feel giddy.



The human slaves are stirred to action by the tentacled aliens and return to excavate the creature-ship from its tomb. A blotch glows incandescent on the body of one of the aliens. Then a ball of light curves gracefully across the quarry floor towards you. Turn to **141**.

121

Tenaciously, you grip the spear. The fire numbs your hands, draining them of life. Lose 2 points of Stamina. Then, as quickly as it appeared, the fire flickers out and feeling returns to your hands. You rub your hands together and shudder as an unnatural wind begins to gust out of the darkness. Turn to **75**.

122

You have misjudged your leap. With a sickening thud, you career into the rim of the chasm and sprawl on to the cavern floor. Now you are sliding back to your doom. Your hands

claw for a purchase among the loose stones of the tunnel floor, while your feet kick out for a toe-hold on the chasm wall. Roll against your Strength. If you succeed, turn to **361**. If you fail, turn to **88**.

123

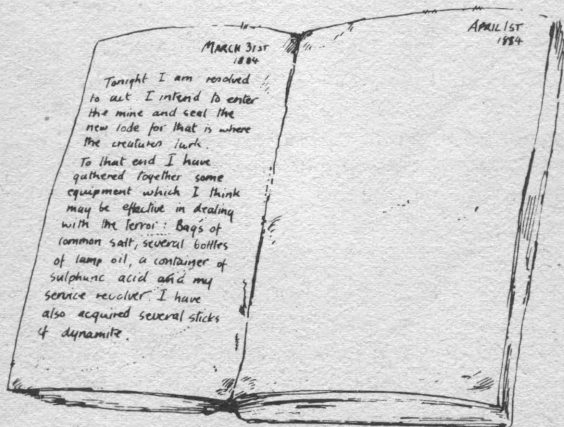
You miss the mutant, who has slipped to one side and your blow crashes down on the side of the truck. Howling with agony, you deduct 2 points from your Stamina. If this reduces your Stamina to zero, turn to **378**. Otherwise, proceed to **162**.

124

Several questions come to mind, but Myriddin seems to sense this.

Raising his hand, he says, 'The hunt is close. You have time to ask one question only.'

Will you ask what is the fog which surrounds the valley of Bryn Coedwig? Turn to **104**. What is the great evil which stalks the valley? Turn to **47**. Or what was the changeling which ambushed you on the road to Petrie-Smith's house? Turn to **26**.



Petrie-Smith returns to confirm the house is secure. You tell him of your thoughts and, seating himself, he makes his reply.

'You know the creature in the hall reminded me of old Ivor Jones – it had his characteristic slouch. He worked at the quarry and, if he has fallen foul of the terror in the mines, it seems reasonable to assume most, if not all, of the quarrymen have as well.' Petrie-Smith draws out his pipe, and then continues. 'But what disturbs me, is why these mutants attacked the house. If they had wanted to kill us, why didn't they wait until we were out by ourselves? The more I think about it, the stranger it seems. But one thing's certain, tonight was a rushed job.' He strikes a match and puffs on his pipe. 'I would hazard a guess they were out to kidnap us but I haven't the faintest idea why they would want to do such a thing. Still, a visit to Quarry Valley in the morning might answer that problem.'

He lapses into silence and together you wait for the dawn. Turn to **102**.

The truck is travelling faster than you thought and, instead of landing on your feet, you crash to the ground. Pain sears through your body as the sharp slates strewn across the broken ground stab into your chest. Then the black wall of water engulfs you, sweeping you along and crushing the air from your body. This is the end of the adventure for you.

The alien creature sways drunkenly to one side of the tunnel and crashes to the floor. Its tentacles thrash momentarily, then fall limp. A foul-smelling liquid oozes from its wounds. Now you can return to the cavern. Turn to **184**. Or you can continue along this tunnel. Turn to **93**.

128

The truck has picked up a fair speed as you turn to witness the villagers pushing out the last mutant. Three villagers are wounded and four are dead but otherwise your plan has worked!

As you kneel to help the wounded, a terrific explosion rends the air. Looking back to the quarry, you see clouds of smoke and steam boiling into the sky and a great gout of water spurts from the quarry defile, sweeping everything before it. Petrie-Smith's dynamite must have released the reservoir waters into the quarry! A painful wailing begins to fill the air and, through the smoke and steam, you spot a large dark object rising above the hill. The wailing rises in pitch, then the creature-ship shoots into the sky! But part of it falls away and the ship begins to tumble, careering across the valley until it crashes into the far mountainside and is buried beneath a massive landslide. You have witnessed the destruction of the creature-ship. Turn to **103**.

129

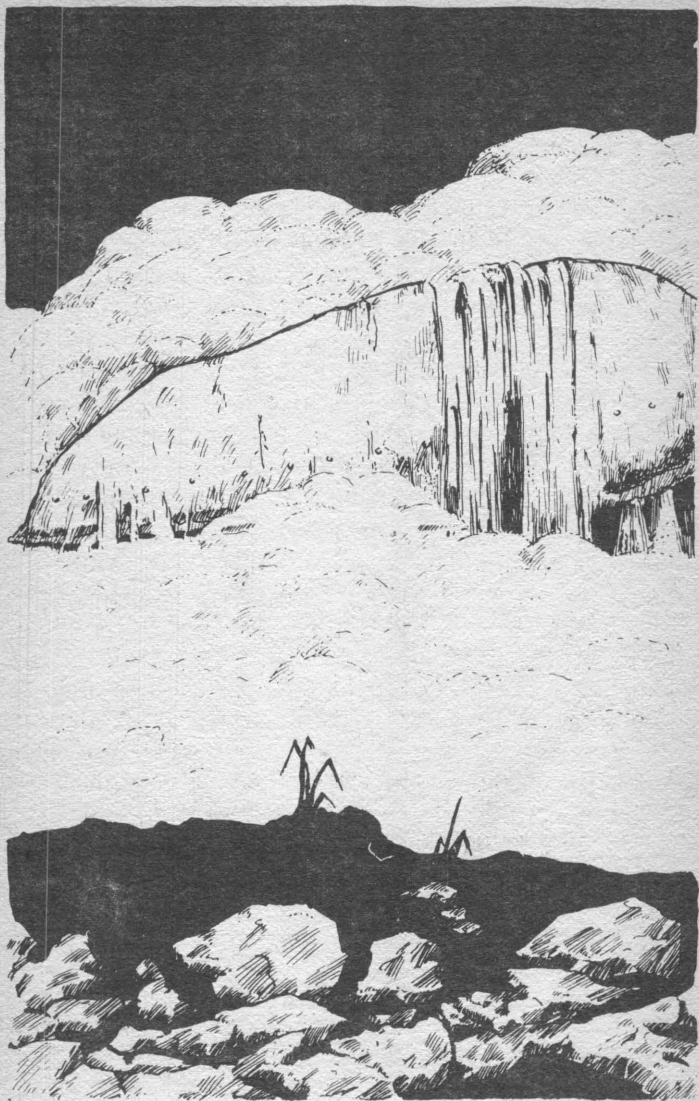
Somehow you must overcome both of these mutant quarrymen. Will you use your revolver and risk alerting other horrors in the mine? Turn to **106**. Or use your knobkerrie and hope for a swift and decisive ambush? Turn to **24**.

130

The madman falls upon you with a scream and tries to grapple with you. Match his Strength (9) against your Strength on the Conflict Table. If you are overcome, turn to **107**. If you resist the man, turn to **61**.

131

Amazingly, the quarry guards take no notice of the train as they work the points which direct the locomotive into the



quarry defile. After nervously testing the confusing array of controls, you discover the brake and bring the locomotive to a halt on the spur line where you first encountered it yesterday. Turn to **109**.

132

With a bone-jarring thud, you land safely beyond the far lip of the chasm. A shower of stones rattles away into the



darkness. You turn and proceed up the tunnel which now leads north-west. In a short time, you arrive at another junction. Turn to **68**.

133

With a yell of triumph, you lead the villagers into the defile. As you run, you hear a deep rumbling sound that begins to drown the unending crackle of dynamite explosions. Will you run on with the villagers? Turn to **83**. Or pause to look back into the quarry? Turn to **101**.

134

Struggling to your feet, you stumble on and suddenly emerge from the fog. Ahead, the road winds down into a peaceful valley between tall hedgerows; behind you looms the unnatural fog bank, totally undisturbed by the breeze which fills the valley. The only light comes from a full moon riding high in the sky. Then you realise the moon should

not be that high – after all you entered the fog when the sun was still setting. Pulling out your fob watch, you find it has stopped at ten minutes past six and, no matter how hard you try, it will not restart.

Confused, you walk on through the dappled shadows that lie between the hedgerows, surrounded by the murmur and rustle of leaves. Soon your mind begins to play strange tricks. You imagine someone or something is keeping pace with you behind the hedgerow on your left. A twig snaps and you stop to listen, but only the wind in the leaves disturbs the silence.

Will you step forward and investigate the hedgerow? Turn to **158**. Or will you hurry along the road? Turn to **176**.

135

While Petrie-Smith checks the rest of the house, you muse over the night's events. The mutant's deformities were similar to those which afflicted the creatures you encountered in the mines. What power can warp a man's body into a shuffling monster? If you used your revolver, take this opportunity to reload. Note that you have six shots on your Character Profile. Turn to **125**.

136

You awake in Petrie-Smith's house as the doctor drives away. You have regained all of your lost Stamina and Endurance. Petrie-Smith explains that you have been unconscious for three days. The attack on the quarry was a success. There has been no sign of the aliens or their creatures since the quarry flooded, and life in the village is gradually returning to normal.

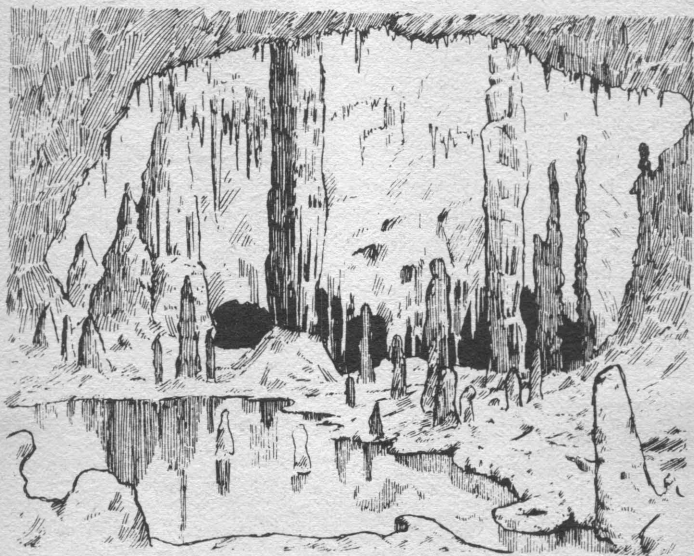
The next morning you take your leave of Petrie-Smith and Lucy. As you shake hands with Petrie-Smith, he presses a strange object into your hand. Looking down, you see a curious crystal prism.

‘A little memento I thought you might like. We found it lying beside you, outside the quarry.’

Petrie-Smith smiles and you thank him for the gift. Enter this artefact on your Character Profile. The postman’s pony and trap take you to Corris, from where you catch a train to London, turn to **238**.

137

Great wads of living tissue fly at you out of the gloom. You try to tear the stuff away, but it is horribly elastic. You feel your body enshrouded by a raging clammy wind and know that you have succumbed to the wind beast. Your adventure ends here.



138

This tunnel slopes downward through a tangled mass of fresh pit-props. Ahead, you detect a glowing radiance and presently find yourself standing on the edge of an eerily-lit cavern. Turn to **163**.

139

But the spear stops in mid-flight and falls harmlessly to the ground. Between you and the hunt stands the cowed figure of Myriddin. His hand is held up against the warrior.

'You have been defeated and must abide by the decision of the fates. Be still and await my command!'

Myriddin turns to you. 'These valleys lie under the shadow of the Outer Darkness and this combat was ordained to test whether you were capable of facing such a terror alone. With this victory, you have proved your worth and I am now bound to offer you two choices. You may either agree to remain in these valleys and take up the fight with the terrors of the Outer Darkness, or you may choose to leave, in which case I will return you to the lands beyond the fog.'

Which option will you take? If you choose to stay, turn to **194**. If you choose to leave, turn to **167**.

140

Fantastic stalagmites hang from the roof of this tunnel, obliging you to duck and weave as you walk along. As you trudge, you note that the atmosphere has warmed somewhat. Perhaps you are close to the surface. Ahead, you can see a sliver of light; you must be emerging from the caverns at last. Turn to **190**.

141

The burning globe glides over the top of the slate trucks and ignites on the quarry floor, scattering vicious rock splinters.

Roll 1D6:

If you roll 1–4, you suffer 1 point of damage to your Stamina.

If you roll 5–6, you suffer 2 points of damage to your Stamina.

If this damage has reduced your Stamina to zero, your adventure ends here. Otherwise, turn to **153**.

142

You leap through the air and land perfectly. Then you race to the side of the defile and begin to climb up the rock face. But you are too late to escape the dark waters, which sweep you from the rock wall and suck you under. Turn to **67**.

143

You scramble on to the bank of the stream and jump on to the terrace above the creature. Here you pull out a kerosene bomb, light the wick and fling it down as the creature slithers to a halt below you.

Roll against your Dexterity. If you succeed, turn to **155**. If you fail, turn to **217**.

144

More footsteps crunch across the gravel outside and a furtive murmur starts up on the other side of the door. Abruptly, it stops. The door groans under a great weight. Some wood splinters, but the bolts hold. Will you advance to the door and challenge the intruders? Turn to **156**. Or will you stand your ground, resolved to gun down anything that breaks into the house? Turn to **172**.

145

As the first mutant hauls himself over the side, you deal him a jarring two-handed blow. The creature grunts and falls off the side, but his mattock clatters down on to the truck's floor.



'Grab that weapon,' you yell to one of the villagers, 'and fight for your life!'

Then something flops to the floor behind you. Turn to **280**.

146

You crouch and bring your revolver to bear upon the alien. You may fire as many bullets as you wish, remembering to roll against your Dexterity for accuracy. Delete the number of bullets you fire from your Character Profile. Calculate the damage you have caused, then turn to **90**.

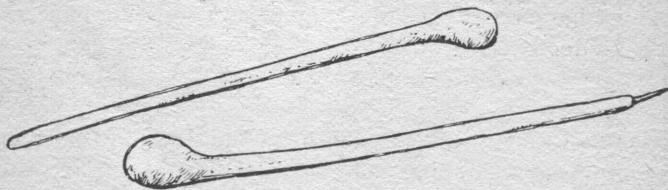
147

'Guard my spear well,' says Myriddin. 'For it is a spirit blade and your only means to defeat the dead.'

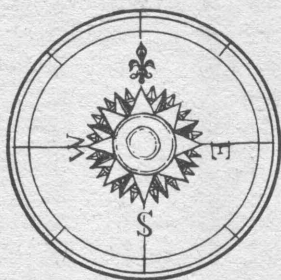
To use the spear, roll against your Dexterity. Enter the following details on your Character Profile under Weapons: Spirit Spear $-1D6+2$. Each time you successfully spear a target, you will cause damage to its Endurance equivalent to the roll of one dice (1D6) plus two. Now turn to **3**.

148

The mutant slips to one side, dodging your blow. The knobkerrie splinters on the rim of the truck! Cross this weapon off your Character Profile. Turn to **162**.



This tunnel descends still deeper beneath the mountain. Deeper and deeper you trudge, first to the north-east and then to the north-west. Some way off, you can hear water falling and presently you find yourself standing on the



threshold of a cavern. If you wish to explore this cave, turn to **375**. Otherwise, you must return to the junction and either go north-west, turn to **140**. Or south-east, turn to **200**.

150

A strange unnatural wind begins to gust through the ruined village, impeding your progress towards the oak. Over the wind you can hear the baying of hounds and the frantic drumming of horses' hooves. Fearfully, you realise you are about to be caught in the open by the wild hunt. Note on your Character Profile that you are not standing beneath the protective oak, then turn to **75**.

151

The mattock rushes over your head and sinks into another mutant who is climbing on to the truck behind you. Hissing with anger, the mutant you are fighting starts to pull his mattock free. Will you use this chance to grapple with the mutant? Turn to **295**. Or will you hit him? Turn to **38**.

152

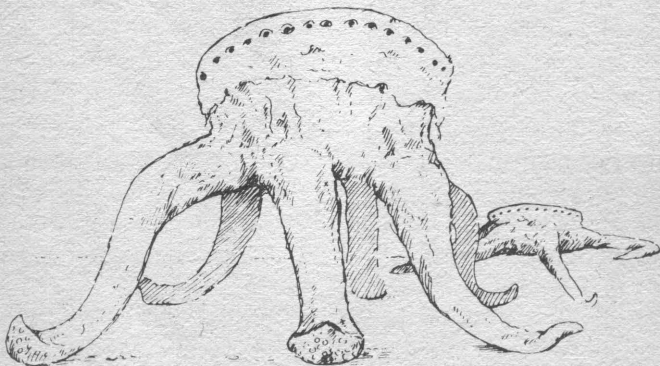
Do you have any bullets left to fire? If you do not, cast the gun aside and turn to **38**. If you do, you may fire as many bullets as you wish.

Roll against your Dexterity for each shot and then total the damage from any hits (2D6 for each bullet). Deduct this score from the mutant's Stamina. If you have destroyed the mutant, turn to **240**. If you missed or failed to kill him, turn to **162**.

153

Obviously you are not welcome here! A second globe punctures the locomotive's side, releasing a great jet of steam. Using the steam cloud for cover, you race for the narrow way out of the quarry and collide with the man who ambushed you on the hillside – somehow he is still alive!

Though the man seems weak after your earlier struggle, he succeeds in grappling with you. A glance over your shoulder reveals the alien guards crowding into the defile. Can you break the man's grip and escape the aliens' energy



bolts? Match your Strength against the man's Strength (7) on the Conflict Table. If you succeed, turn to **178**. If you fail, turn to **198**.

154

You awake to find yourself lying in the pitch dark, upon the cavern's cold damp floor. You must have fainted at the sight of those vile inhuman eyes. Lose 2 points of Endurance.

Warily, you scramble to your feet and take the electric torch from your pocket. The narrow beam reveals that the cavern is deserted. Gathering your resolve, you set off down the tunnel from whence came that nightmare vision. You are heading east. Turn to **138**.

155

The bomb lands close by the creature, shatters and ignites with a satisfying 'whump'. Now is your chance to finish the thing off for good. As the creature backs away from the flames, you attempt to heave a boulder on top of it. Match your Strength against the boulder's Strength (9) on the Conflict Table. If you succeed, turn to **177**. If you fail, turn to **217**.

156

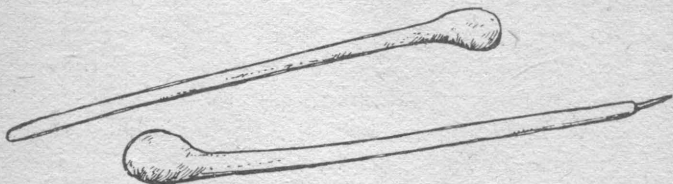
Boldly, you stride to the door and cry out, 'Who's there?'

Your challenge goes unanswered. A silence descends which grows more intolerable with every second that passes. Irritatedly, you start to draw back the bolts to see who is outside and, at the same time, the door groans under another great blow!

Panicking, you fire twice through the door. Cross two bullets off your Character Profile. A low moan greets your ears, you hear footsteps running away and something slumps to the floor outside. Then the kitchen door bursts open and a pale figure leaps upon you! Turn to **337**.

157

The creature emits a series of low gurgling noises and begins to rub its jaws against some nearby boulders. But it cannot dislodge the knobkerrie and its struggles quickly begin to weaken. You have disabled the beast, but it has cost you your trusty knobkerrie. Cross this item off your Character Profile, then turn to **133**.



158

Taking a firm grip of your knobkerrie, you stride up to the hedge and call out, 'Who's there?' You rake the knobkerrie through the foliage and are rewarded by a sudden commotion as a man bursts from the undergrowth! Turn to **199**.

159

The creature advances on you and attempts to knock you down.

Match the creature's Strength (10) against your Strength on the Conflict Table.

If you fail, turn to **170**. If you succeed, return to **32** – you have one last chance to break the slime.

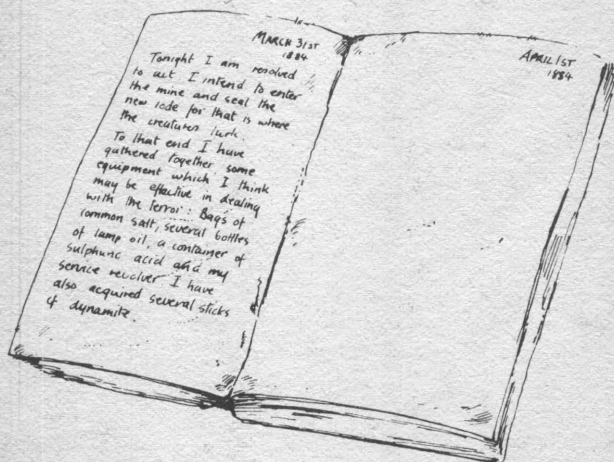
160

As you stoop to pick up the box, you notice your spear is glowing with a golden light – as if it sought to warn you! Leaving the box, you clutch the spear tightly and peer

around you, searching the shadows for the dark presence which haunts the mill. Turn to **197**.

161

You scramble and jump from boulder to boulder, out over the sea of fungi. The strange wind tugs at your clothes and you glance back over your shoulder. The writhing thing is pursuing you. You hurry on, jumping from rock to rock. Ahead you can see the entrance to a tunnel. Turn to **173**.

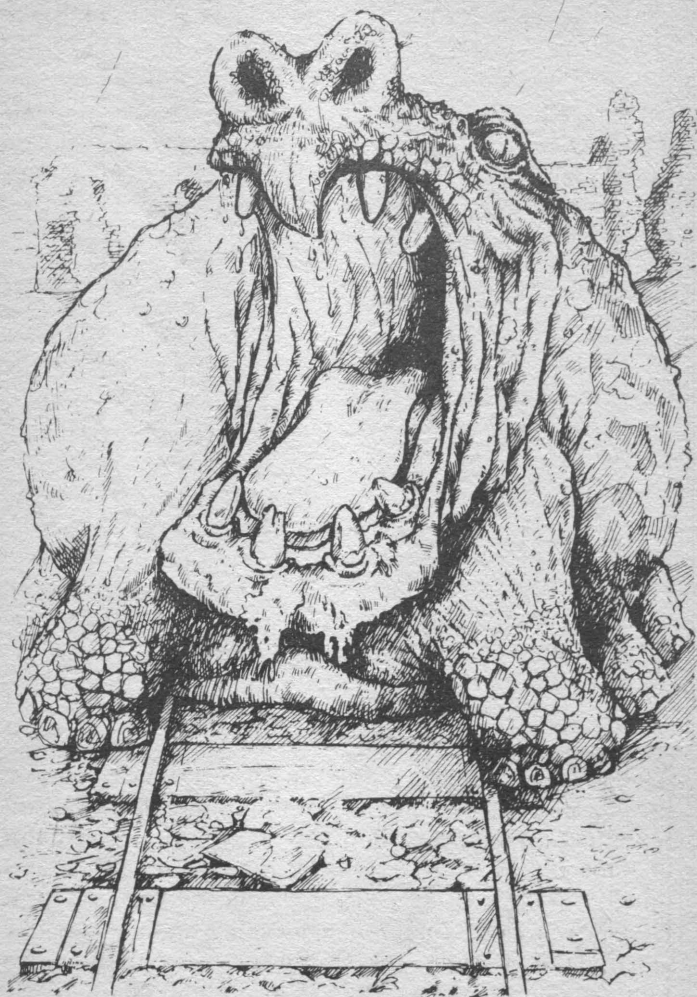


162

With a terrible hiss, the mutant swings his mattock at you. Roll against your Dexterity to see if you can dodge the blow. If you succeed, turn to **151**. If you fail, turn to **105**.

163

The cavern is lit by a greenish glow, given off by a carpet of fungi. If you wish to explore this cavern, you must walk upon the phosphorescent fungi. Turn to **174**. Or you must use the railway line as a bridge. Turn to **227**.



164

As you open the dining-room door, you are greeted by a blast of cold air. A window must be open, which means the intruder could be in the house. Turn to **215**.

165

You take a few steps back down the tunnel, then turn and run. As you get to the lip of the chasm, you push off as hard as you can, out over the void. Roll against your Dexterity. If you succeed, turn to **132**. If you fail, turn to **122**.

166

Yelling to the villagers to follow your example, you lift a heavy slate and hurl it at the beast. In a moment the creature is being bombarded by a barrage of rocks and it soon scuttles away along the edge of the quarry. Turn to **133**.

167

You find yourself sitting at your desk in London. You feel as fit as a fiddle and your Stamina and Endurance are back up to their original levels. Before you lies a letter from Petrie-Smith and, opening it, you turn to **1**. Obviously the fates are not going to be denied!

168

You stay at Petrie-Smith's house for a further four days, helping the villagers and scouring the valleys for any sign of the aliens. During this time you regain all of your lost Stamina and Endurance. On the fifth day you decide it is time you took your leave and in the morning you say your farewells to Petrie-Smith and Lucy. The postman's pony and trap take you to Corris, from where you catch a train to London. Turn to **238**.

169

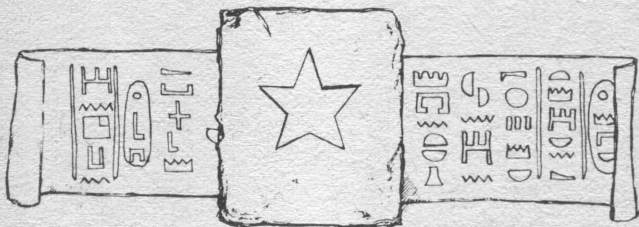
You fail to propel the man-thing from the cabin. Instead, the creature falls against you, breaking your grip on the handrail. Together you fall to the ground. Stunned, you are no match for your inhuman opponent. This is the end of your adventure.

170

The creature slowly advances over your body and begins to absorb you. Your adventure ends here.

171

A cold sensation floods your body, your mind spins and you slump to the leaf-strewn ground. This is the end of the adventure for you.



172

As you aim the gun at the door, you feel an alien will intruding into your mind! It seeks out the nerves and thoughts that command your movement and slowly you begin to move forward. Unable to stop your hand, it starts to draw back the bolts! Desperately, you try to resist the force which is compelling you to this folly.

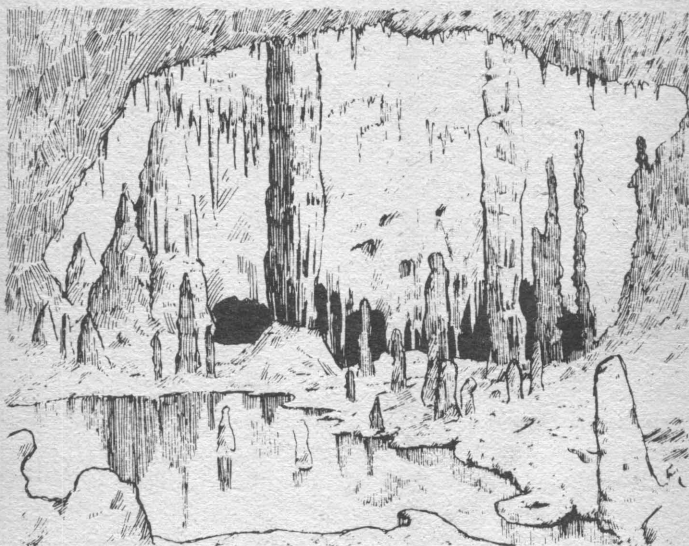
Roll against your Mentality. If you succeed, turn to **191**. If you fail, turn to **302**.

173

You plunge into the blackness of the mine. Your lamplight bounces crazily off the walls, shadows leer and the malevolent wind tugs at your shoulder. You run for your life and see that ahead the tunnel splits. You can dodge north, turn to **344**. Or west, turn to **192**.

174

Where your footfalls crush the fungi, pulses of sickly green light are released. The stuff crumbles beneath you and you feel yourself sinking. Another step and your foot disappears beneath the surface. Thick green slime wells up round your ankle. You try to pull your foot free but the stuff resists. A choking stench begins to rise from the slime. Turn to **195**.



175

Now the hounds of the wild hunt leap around you. A spectral rider beckons. A spectral rider beckons.



‘Join us, stranger! For we are hunters of souls!’ Ghostly laughter rings in your ears.

You are another lost soul to be dragged and tumbled through the wastes of time. Your adventure is at an end.

176

Picking up speed, you take care to keep to the middle of the road, away from the dark hedgerows. Your footfalls fill the chill night air, drowning out all other sounds. A cloud drifts across the moon, plunging the road into darkness. You stop dead. A violent commotion disturbs the hedgerow to your left and you hear a rasping cough.

Moonlight floods back on to the road and before you stands a dark figure. Turn to **199**.

177

With a grinding crunching noise the boulder reluctantly rolls over the edge of the terrace and smashes on to the creature. There is a horrid whistling sound as the creature's life is snuffed out. Its tentacles wave feebly and black evil-smelling puss oozes away across the flat rock. Turn to **274**.

178

With all your might, you swing the man round so that he is between you and the aliens. An energy bolt ignites on the rocks to your right and you feel pain stab through your arm. Lose 1 point of Stamina. Then a bolt ignites upon the back of your opponent, bathing you both in an intense white light. The man screams, then falls limp. The smell of charred flesh clogs your nostrils as you drop the body and run out on to the quarry road. Turn to **218**.

179

Desperately, you zig-zag across the quarry floor, away from the aliens' energy bolts. As you plunge into the narrow quarry defile, you stumble over something soft and bag-like. A great wash of stinking air sweeps over you as you tumble to the ground. Looking over your shoulder, you see a vast, bloated, pumpkin-like thing waddling towards you. A moment later you are sucked up inside it. Your adventure ends here, in the stomach of an alien monstrosity.

180

You pry loose a shard of stone from the tunnel wall and lob it out into the void. You are rewarded by a brief clattering from below, then silence. Then you begin to count: 1, 2, 3, 4 . . . At the count of 27 you hear a faint echoing splash.



Obviously, the chasm is of immense depth. By the dim light of your lamp, you can just make out the other lip of the abyss and the tunnel winding away beyond.

You are faced with a simple choice: to make a prodigious leap across the void, turn to **165**; or to go back down into the cavern, turn to **21**.

181

Brass buckles glint as you fumble to open the bag's flap. Inside, you find the desiccated remains of a piece of bread and what was once, presumably, a lump of cheese. There are also three other objects: a frail grease-proofed bag and two bottles, one green and the other black.

The paper bag contains a substance which appears to be salt, a hunch swiftly confirmed as you taste it. The green bottle once possessed a cork stopper. This has now shrunk with age and, of course, the contents have long since evaporated. The black bottle, on the other hand, has a glass bung which is secured to the neck by copper wire. You carefully undo the wire, remove the bung and place the bottle to your nose. You immediately recoil spluttering – the bottle contains sulphuric acid.

If you want to retain any of these items mark them on your Character Profile. Now return to the junction and go north-east, turn to **149**. Or north-west, turn to **140**.

182

You drop the spear, which is instantly seized by an unnatural wind and sent cartwheeling away through the ruins. You are now unarmed. Turn to **75**.

183

Leaping forward, you grab the mutant's legs and try to heave him out of the truck. Pit your Strength against the mutant's Strength (7) on the Conflict Table. If you succeed, turn to **327**. If you fail, turn to **268**.

184

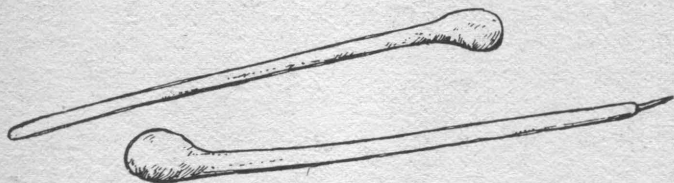
Head throbbing, you stagger back along the strange tunnel. As you approach the cavern, you are somewhat revived by a warm moist wind which beats along the tunnel towards you. Turn to **71**.

185

Looking around, Petrie-Smith draws your attention to a heavy table. Together you drag it across the floor and, up-ending it, block the doorway. With the hall temporarily secure, Petrie-Smith wanders off to check the rest of the house. Turn to **135**.

186

Gagging, you thrust the knobkerrie into the monster's mouth, stabbing down and forcing the other end in until the creature's jaws are locked open! But will your stratagem work?



Match the beast's Strength (10) against your knobkerrie's inherent Strength (7) on the Conflict Table. If the beast manages to snap your knobkerrie, turn to **245**. If it fails, turn to **157**.

187

As you descend the ridge, a boulder smashes to the ground beside you. Turning, you see a man charging towards you.

Through clenched teeth, he hisses, 'Kill all strangers!'

You must turn and face the madman.

Roll against your Dexterity. If you succeed, turn to **359**.
If you fail, turn to **130**.

188

You are led into a ruined village, to halt beneath a gnarled and ancient oak tree.

Turning to you, the old man says, 'For centuries I, Myriddin, have slept beneath the Welsh hills, waiting for a time of need. That time has now come and I have chosen you as my champion. A great evil stalks the valley of Bryn Coedwig, threatening the world of men. We stand in the borderlands between the living and the dead, between waking and sleep. Here, I will summon the wild hunt, spirits of warriors long dead. You must face them alone. If you triumph, I will bind them to you so they may serve you in your hour of need. If you fail, your very soul will be their booty. Wait for the hunt beneath the oak, for it is a symbol of protection.'

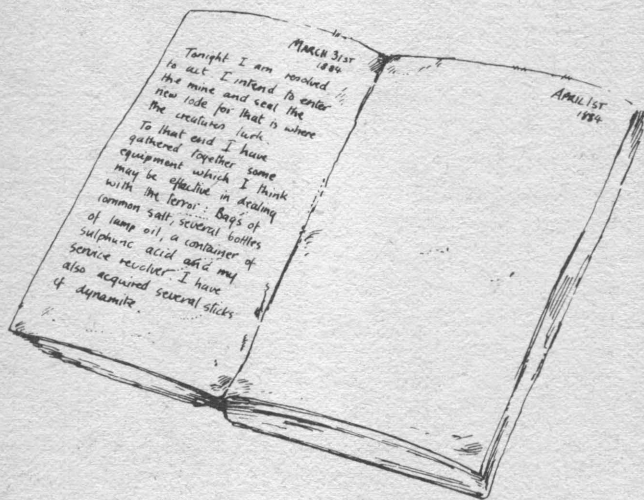
Myriddin hands you his great spear and turns to leave you. Will you risk shattering the dream by asking a question? Turn to **124**. Or will you simply accept your fantastic task? Turn to **147**.

189

With a yank, you overbalance your opponent and the creature topples from the cab. A quick glance at the grotesquely slumped body and lolling tongue tells you that the man-thing's neck is broken. Now, as the quarry guards come into view, you must attend to the locomotive. Turn to **131**.

190

You concentrate upon the light and hurry on. Then, quite suddenly, the light winks out and ahead you can only see the darkness of the caverns. You stop and listen, but no



sounds disturb the silence. Yet your ears strain to hear beyond your swiftly-beating heart, for you are sure that something is waiting for you along the tunnel. Turn to **213**.

191

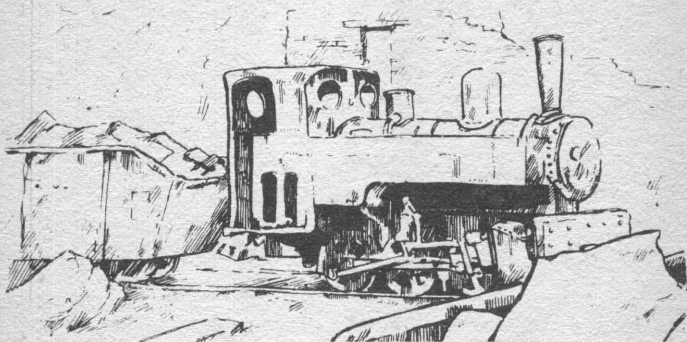
Your will battles with the force controlling you. Slowly the image of a huge tentacled creature fills your mind and, the more you focus on the image, the weaker the alien force grows. Finally the alien will is broken and you shoot the bolt home! Staggering back, you are stunned as the kitchen door flies open and a pale figure leaps upon you. Turn to **337**.

192

You run down this tunnel and burst out into a small cave. Desperately, you hold your lamp high, searching for an escape route. In the dancing shadows you perceive a flight of steps cut into the rock. Turn to **211**.

193

With each second, the truck gathers more speed. However, the mutants are already crouched beside the line and the aliens' flanks are glowing with the tell-tale white patches that precede an energy bolt attack. Yelling to the villagers to keep down, you duck behind the truck's side and await the impact. Turn to **223**.



194

Silence follows your decision, disturbed only by the whimpering of the hounds and the moans of the wind. Then Myriddin speaks.

'Since before the coming of man to this land, a dark terror has lurked beneath these valleys. That the terror came from the Outer Darkness, there can be no doubt; but why it came, or how it was entombed, is a mystery. If it were still buried, it would hardly trouble this land but, because of the delvings of man, it has been uncovered and

now the terror is awake! Still worse, its powers and servants have proved too numerous for such as I to control. Even now it is gradually destroying everything living around it, in its attempt to escape from its tomb.



‘My time with you is running short. For even I cannot bridge the barriers of time and the fog for long. You must stop the terror from escaping and you must destroy it in these valleys – for if it does break totally free, it will spread terror and destruction across the world! But you will not face it unaided.’

Myriddin places a hand in a fold of his cloak and draws out a strange wand, carved with runes. Immediately, the riders shy away and a hiss of anger escapes their leader. Myriddin offers you the wand.

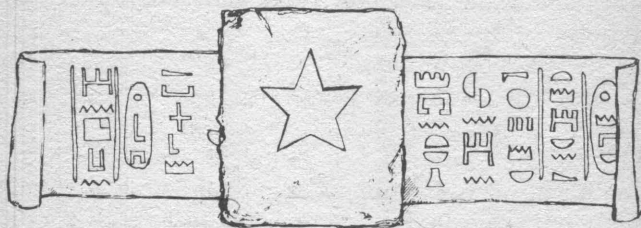
‘This has the power to summon the hunt to your aid. But it can only be used once.’ Turn to **216**.

195

You must roll your Strength against the slime’s Strength (6), if you are to succeed in breaking its hold. If you fail, deduct 2 points of damage from your Stamina because of the poisonous fumes. Repeat this procedure until you manage to pull free, then turn to **210**. If you do not manage to pull free before your Stamina drops to zero, then your adventure ends here.

You leap off the rock and, using a tree trunk, swing on to the bank of the stream. Then you run up the bank and jump on to the water terrace above the creature. Here you hump up a large boulder and hurl it down at the creature as it slithers towards you.

Roll against your Dexterity. If you succeed, the boulder strikes the creature, causing 2D6 damage to its Stamina (12). If the creature still lives, or you failed your Dexterity roll, turn to **217**. If the creature is dead, turn to **274**.



To your right, you spot a patch of darkness hovering in the air. As you stare, a grotesque outline begins to congeal out of the dark mass, gradually turning into the figure of a hideously wizened old man. The spirit's brow is furrowed in concentration and it is staring at a point to your left.

Glancing round, you see the remnants of a barrel rising into the air!

You have encountered a hobgoblin, a creature which modern science calls a poltergeist. Enter its details on your Character Profile: Mentality 9, Endurance 18.

The hobgoblin will attack you by pitting its Mentality against yours on the Conflict Table. If an attack succeeds, it will bombard you with bric-à-brac, causing you 2 points of Stamina damage. If its attack fails, you have succeeded in doubting the hobgoblin's existence and it will lose 1 point of Endurance!

After each of the hobgoblin's attacks, you may attempt to strike at it with your spear, which drains Endurance. Then the hobgoblin will make its next attack. The battle proceeds in this way until the hobgoblin's Endurance is reduced to zero, at which point you will have successfully exorcised it. If the hobgoblin is defeated, turn to **214**. If you are defeated, turn to **370**.

198

You cannot break the man's tenacious grip! Energy bolts begin to ignite around you. Suddenly you are thrown forwards against your opponent and bathed in an intense white light. Pain floods through your body and you lose consciousness. Your adventure ends here.

199

Before you stands not a man, but some ghastly vegetable parody. The thing's face is contrived from tangled roots and shoots which, even as you watch, mould themselves into a grisly mirror of your own features. Its hair is a thatch of dry grass, its ears crumpled leaves, and black beans swivel in its eye-sockets. Tendrils swarm across the body, filling out a woody musculature. A woody jaw drops to reveal a row of thorn teeth and a rank compost breath plays upon your face.



'I am you,' the creature hisses, then crouches and prepares to spring. Turn to **363**.

200

This tunnel proceeds for some yards, then ends abruptly in a jumble of rocks. You are about to turn back for the junction, when you stub your foot on an object lying on the floor of the tunnel. It is a dusty canvas bag. Turn to **181**.

201

An energy bolt emerges from the creature's body, lingers for a moment, then arches with terrible precision across the quarry towards you. There is a slight chance you will be able to dodge the burning globe. Roll against your Dexterity. If you succeed, turn to **220**. But if you are not quick enough, turn to **236**.



202

Raising your knobkerrie, you aim a vicious blow at the mutant's head. Roll against your Dexterity and, if you succeed in hitting the mutant, subtract 4 points of damage from his Stamina. If this kills the mutant, turn to **288**. If you missed, turn to **148**. If you hit the mutant, but he is still alive, turn to **80**.

203

Temporarily dazzled by the strong daylight, you stumble on along the tunnel. But, within only a few steps, your foot slips and you claw at the tunnel wall to prevent yourself from falling into a yawning hole. Turn to **180**.

204

You rush out into the night and glimpse the fleeing figures of more mutants through the trees and bushes. It would be pointless giving chase alone on such a dark night so you turn back to the house. Soaring away into the sky over the house is a huge tentacled creature like a jelly-fish. You fire your revolver but it is too dark to see if you hit.

Inside, Petrie-Smith is dragging a heavy table towards the door. You help him to up-end it and block off the door. Turn to **135**.

205

With a blood-curdling scream, the mutant raises his mattock for a killer blow. The mutant has a Dexterity of 6 and his mattock causes 6 points of damage. Roll against his Dexterity to see if he hits you. If his attack succeeds, turn to **105**. If it fails, turn to **73**.

206

Suddenly a strange blue light begins to play around the spear's blade. It starts to flow down the haft towards your hands, burning them with ice-cold flames. Will you drop the spear? Turn to **182**. Or will you grit your teeth and hold on resolutely? Turn to **121**.

207

This muddy path is treacherous. More than once you almost lose your footing, so you are obliged to plant your feet on either side of the path and make a waddling descent.

The path runs out on to a ridge that sweeps down to the valley floor. Above you must be the reservoir and, over the ridge brow, the quarry. Will you scout out your destination before descending further? Turn to **226**. Or will you continue on down the ridge. Turn to **187**.

208

The mutant swipes at you with the spanner, but your well-timed dodge puts the creature off balance. Seizing this opportunity, you grab the creature's shoulder and try to pull him from the cab. Match your Strength + 2 against the creature's Strength (7) on the Conflict Table. If you succeed, turn to **189**. If you bungle the roll, turn to **169**.

209

As you sleep, you dream. You are standing alone upon a patch of grass, surrounded by a sea of white mist. Something brushes across your shoulder and you turn to face the cowed figure of an old man who bears a great spear. A foreign mind penetrates your own, sifting through your memories, suppressing your thoughts, until only one idea remains – to follow the stranger!

Involuntarily, you step forward and follow him into the depths of the mist. Turn to **188**.

210

At last you wrench your foot free of the slime and stagger across the fungal carpet to the railway line. Turn to **227**.

211

You run up the stairs two at a time and find yourself on the edge of an enormous cavern. The strange wind begins to beat up the stairs towards you. Desperately, you try to think of something to defeat this horror. Will you try dynamite? Turn to **231**. Or will you draw your revolver? Turn to **254**.



212

Boldly, you attempt to jam your knobkerrie inside the creature's mouth. Pit your Dexterity against the beast's Strength (10) on the Conflict Table. If you succeed, turn to 186. If you have the misfortune to fail, turn to 278.

213

Gradually, your racing pulse abates and you hear that other sound. It is a low rhythmic churning that advances upon you out of the shadows. A sort of formless cigar-shaped mass stealthily advances into the radiance of your lamp. With obscene precision, hundreds of stumpy pseudo-legs propel the creature towards you.

The thing halts a few feet away from you. Its blind ragged snout sways from side to side. A weird, dull, red light begins to pulse across the petal-like fronds of the creature's snout and it opens to reveal a livid centre that burns with a searing heat. The creature is trying to mesmerise you. Turn to 230.

214

Breathing heavily, you stumble out of the mill. Outside, the ruins stand dark and menacing against a glowering sky. Turn to 150.

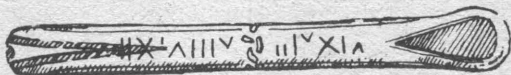
215

You creep into the room, straining every sense in an effort to try and detect anyone who might be in the darkness ahead. Your heart beats faster, you find it difficult to breathe quietly and your grip on the revolver is slippery with sweat. You can detect an open window on the far side of the room. Will you cross the darkness to close it? Turn to 234. Or will you wait to see if you can detect any movement? Turn to 255.

You hold out your hand and Myriddin gives you the wand.

'When you are in peril, cast this over the heads of your enemies,' he advises.

The cold voice of the warrior rings in your ears. 'There is a price to pay, if the hunt are to be used against my will. Cast the wand at your own cost, mortal, for while we must



ride when it falls, we will draw upon your life-force to materialise in the mortal realm.' With these words, the warrior remounts and leads the hunt from the ruined village.

'Heed the warrior's warning and use the wand well!' Myriddin advises. Then he fades from sight and you find yourself falling over and over through darkness. Turn to **246**.

217

The creature coils its tentacles around your ankles and tries to pull you off the terrace. Match your Strength against the creature's Strength (6) on the Conflict Table. If you succeed in breaking the creature's hold, you can continue the battle, either with a kerosene bomb, turn to **143**. Or with a desperate action, turn to **196**. If you fail, you must turn to **232**.

218

The slag heaps and broken ground to the south of the quarry road offer ample cover and a chance to shake off your pursuers. Some while later, you reach Petrie-Smith's house and Lucy quickly ushers you inside. As you enter the study, the old man looks up from his books and invites you

to take a seat by the fire. He listens studiously while you relate the day's adventures. By the time you have finished, the light is fading and, while Petrie-Smith mulls over your story, Lucy takes a taper from the fire and lights the table lamp. Turn to **371**.

219

You stand alone on a dark plain. Distant thunder rolls across a sullen sky. Lightning flickers and a wind howls, yet you do not feel it.

Then you sense someone standing beside you. You turn towards a welcoming white light and realise that your worldly adventures are at an end.

220

You dive to one side and the burning globe explodes on the ground a few feet away. Vicious rock splinters whirl through the air and some tear into your body. Deduct 2 points of Stamina damage. If this damage reduces your Stamina to zero, your adventure ends here.

Rising shakily to your feet, you desperately try to think of a way to defeat this alien. Roll against your Mentality. If you fail, return to **201**.

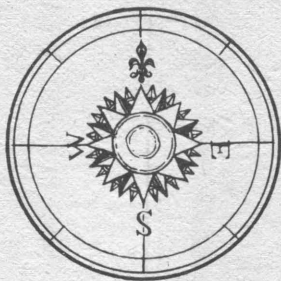
If you succeed, you may either use one of the following weapons: revolver (if you have any bullets), turn to **146**; dynamite, turn to **267**; the wand, turn to **323**.

Or, if you have none of these weapons, you may abandon the villagers and attempt to escape from the quarry, turn to **179**.

221

The tunnel begins a steep descent. The floor is treacherous and you try to check your descent by blocking your body against the tunnel walls. But, in a moment, you lose your footing and begin a ghastly sliding descent that you are powerless to halt. The chute deposits you in a shower of

gravel at a cross-roads. Will you go north-west? Turn to **140**. Continue straight ahead (north-east)? Turn to **149**. Or turn south-east? Turn to **200**.



222

This tunnel climbs up and away from the cavern. In the distance, you can see daylight! You run forward and find that the tunnel wall has been rent by a jagged fissure.

You are looking down into what appears to be a collapsed working: a chaos of boulders and vegetation. Above, you can see the rim of this pit and the sky beyond and realise that you must be close to the surface. Elated, you hurry on up the tunnel. Turn to **203**.



223

With a jolt, the truck rolls through the mutants. A gurgling scream rises from beneath the wheels, then a large

explosion stuns you, and you find yourself lying amongst the villagers at the back of the truck. Looking back, you see the front of the truck has buckled in and is beginning to melt – an energy bolt must have hit it!

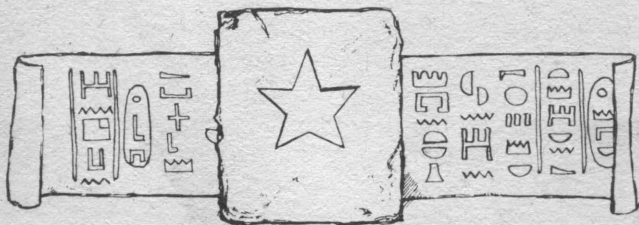
One of the villagers gives a hoarse cry and, turning, you see a misshapen arm appearing over the truck's side! What weapon will you use against this new threat? Your knobkerrie? Turn to **306**. Your revolver? Turn to **339**. Your fists? Turn to **145**. Or the madman's dagger? Turn to **251**.

224

Gasping for breath, the blood pounding in your head, you reach the tree. Swinging round, you thrust the spear up and into a nightmare creature that looms out of the twilight. Then the creature is gone and the fire with it. Lose 1 point of Endurance. If this reduces your Endurance to zero, turn to **84**. If not, turn to **206**.

225

Foolishly, you ignore the warning and charge forward. Your body is torn by a hail of shot and, as you fall, your



eyes begin to mist over. Then the world goes dark. This is the end of the adventure for you.

226

A strange alien fog fills the quarry. What scene does it hide? As you muse over this question, there comes a faint humming sound. In a moment the noise builds up to a sonorous throbbing beat and waves of unearthly colours begin to pulse through the mist. The stuff seethes as if it were boiling. Then the colours fade and the beat trails off into silence.

You hurry west between the clifftop and the reservoir and out on to the ridge of land which sweeps down to the valley floor. Turn to **187**.

227

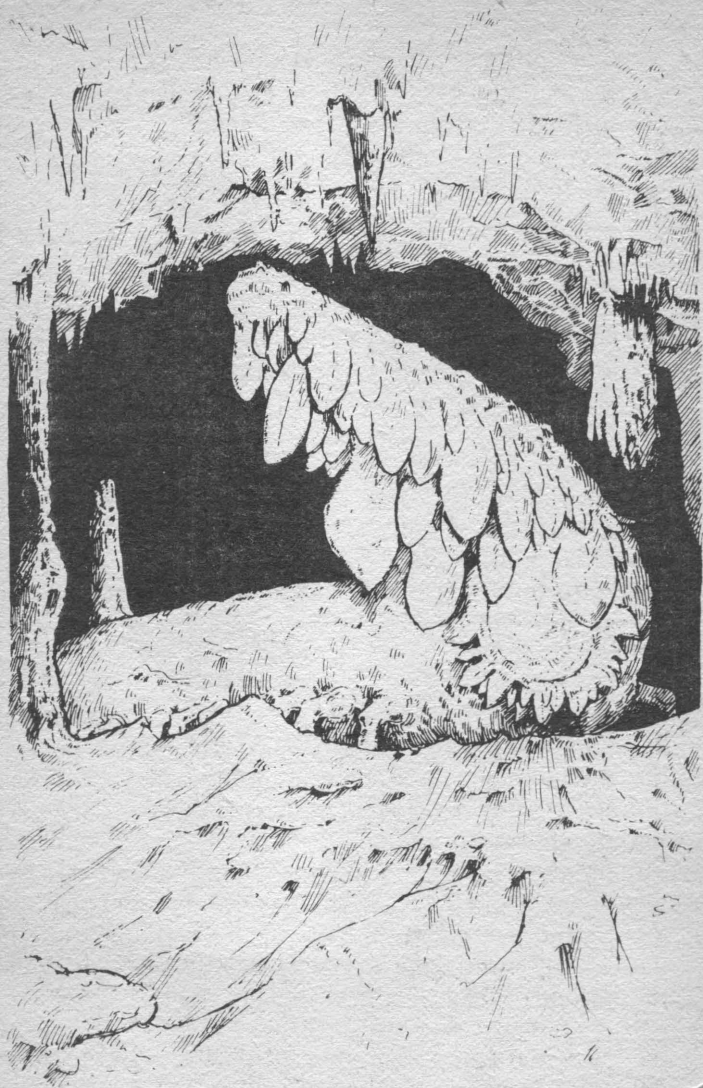
The railway line takes you out across the sea of fungi to the far side of the cavern. Here the line terminates before the opening to a circular tunnel. You scramble over rocks and up to the tunnel mouth to peer inside. By the pale cavern light, you can see that the tunnel's walls glitter like glass. You hoist yourself over the tunnel's lip and cautiously walk away from the cavern. Turn to **237**.

228

Your left hand grabs a handrail as you prepare to spring at the mutant. Can you grapple the creature before he can smash you with the spanner? Match your Dexterity against the Mutant's Dexterity (7) on the Conflict Table. If you succeed, turn to **208**. If you bungle the roll, turn to **330**.

229

You lash out with your foot and catch the creature in the stomach, causing 3 points of damage to his Stamina and knocking him back against the truck's side. If this damage has killed him, turn to **325**. If he is still alive, will you shoot him? Turn to **152**. Or will you try a different tactic? Turn to **183**.



230

You have met a salamander and must fight it for your life. The creature attacks first, attempting to hypnotise you.

Match the creature's Mentality (10) against your Mentality on the Conflict Table. If the creature succeeds, turn to **252**. If it fails, turn to **262**.

231

You crouch down out of the wind and struggle to light the fuse. As soon as the fuse splutters into life, you stand up and hurl the explosive down the stairs, then flatten yourself against the cavern wall. There is a dull thud and a great mass of dust and debris erupts from the stairwell into the cave. Turn to **324**.

232

Now match the creature's strength (6) against your own Strength on the Conflict Table. If the creature overcomes you, turn to **259**. If it fails, attempt to break its hold by returning to **217**.

233

It is three months since you were found wandering alone in a remote Welsh valley. The people of that place say you just appeared one day and began distractedly to stalk the hillside. They summoned the authorities, who brought you here to the sanatorium.

Your memory has failed. You spend the days alone in your room, trying to recall your name. Only your persistent and violent nightmares testify to the horrifying events you have experienced. Dare you turn back the pages and relive those events again?

234

You cross over to the window and, shivering in the draught, pull it to. At that moment, a pale figure leaps out of the

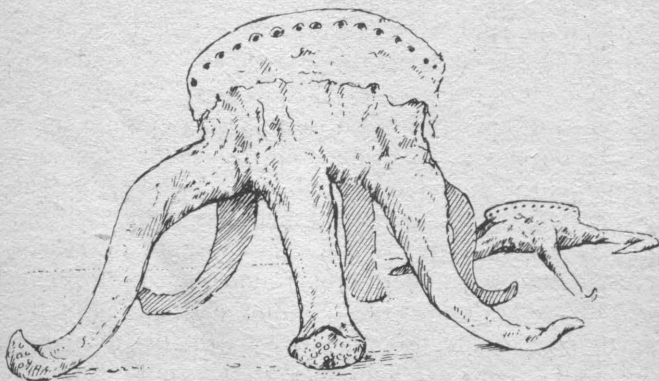
shadows to your right and smashes you against the wall. Turn to 337.

235

A flash of lightning suddenly illuminates the village, crashing to the earth amid the ruins. A roar of thunder growls forth, making the soil quiver. Then, amid the ensuing silence, you realise a new light has come to Ratgoed: one of the ruins is afire with orange and yellow flames. Will you remain by the tree and risk being struck by lightning? Turn to 279. Or will you advance to investigate the fire? Turn to 334.

236

You are unable to move fast enough and the burning globe explodes on your chest, engulfing you in a ball of searing white flame. Take 6 points of Stamina damage. If this



reduces your Stamina to zero, your adventure ends here. If you are still alive, you must prepare yourself for the alien's next attack. Turn to 119.

This tunnel is quite unlike those you have recently followed. Instead of rough-hewn walls, this place has been constructed with mathematical precision. Equally-placed ribbed sections march away into the gloom. Some fantastic heat appears to have been used to bore through the rock.

You slip and slide as you proceed along this tunnel and your footfalls echo away into the distance. You feel sure that, no matter how gingerly you proceed, your every step is being broadcast along this strange tunnel. Your fears are not unfounded, for ahead you detect movement. Turn to 258.

By the time you reach your house in Bedford Terrace, the evening is well advanced. The housekeeper greets you at the door and, after a light dinner, you climb the stairs to your study.

Once in the study, you open the window to let in some fresh air and then draw out the prism to look at it under the desk lamp. It is made of an opaque material rather like glass but you cannot scratch it with your letter knife and it has a disconcerting green tinge to it. It is in the shape of a pyramid and its four sides are all smooth and plain. The base sports a curious symbol, which is not engraved but somehow set inside the object. The symbol is a stylised representation of a dragon curled round upon itself with its jaws devouring its own tail. Nothing else speaks of the object's origin or function, though you do notice that when it is placed directly in a light beam, it does not refract the light like an ordinary prism but instead absorbs it!

Whatever this object is, it certainly is not a prism. The only thing you have ever seen like it before are the ancient Egyptian pyramidions on show in the British Museum. But those miniature pyramids are made of stone, not this

strange glass or crystal, and their sides are usually decorated with hieroglyphs and drawings.

Unable to deduce anything further, you put the strange artefact on your desk and, settling down in your favourite chair, begin to read the newspaper. Turn to **379**.

239

To break the creature's stranglehold, pit your Strength against the creature's Strength (which is exactly the same as your own) on the Conflict Table. If you succeed, turn to **257**. If you fail, turn to **316**.

240

Your gunfire rips through the mutant. For a moment his hands clench in shock and then he slumps to the floor. Lifting up the body, you heave it over the side and then turn to help the villagers. Turn to **128**.

241

For a moment you are falling through darkness, then, with a sickening thud, you find yourself sprawled on the cavern floor. Deduct 3 points from your Stamina. Now, will you



brave the perilous rock-shelf again? Turn to **294**. Or will you limp away along the cavern wall? Turn to **354**.

242

You plunge the dagger into the mutant's shoulder and, with a dreadful scream, he falls off the side of the truck, pulling the dagger out of your hand! Then something flops to the floor behind you. Turn to **280**.

243

You duck, as a hail of shot rushes over your head. With a strangled scream, the mutant dissolves in a cloud of dust and feeble moans come out of the darkness beyond. Will you give chase to the other mutants? Turn to **204**. Or will you stay in the house and help Petrie-Smith secure the door? Turn to **185**.

244

The creature writhes from side to side, spilling flaming spittle on to the tunnel floor. You manage to squirm past the thing, but some of the burning stuff splatters on to your clothes. Deduct 3 points from your Stamina. You limp away along the tunnel, which veers south and leads you to another junction. Turn to **68**.

245

The monster's attack sweeps you off your feet and you plunge head first into its slobbering maw. Soon your struggles weaken; your adventure ends here.

246

You awake with a start and find yourself staring up at Lucy and her father, Charles Petrie-Smith.

'Good gracious!' says the old man. 'You seem to have been fighting in your sleep, armed with your knobkerrie and this curious runic wand.' You gaze in disbelief at the warrior's wand and at the sharp iron spike which your knobkerrie now sports at its tip. Note on your Character



Profile that the knobkerrie will now inflict 4 points of damage to a target's Stamina.

Petrie-Smith listens carefully as you describe your strange dream experience. When you have finished your tale, he asks, 'I suppose you are certain that this spike did not grace your knobkerrie before?' You nod. Putting it down, he turns his attention to the wand.

'This artefact is made from ash and hazel wood and, as you can see, it has been inscribed with ancient runes. Translated, they declare: "Cast me over thine enemies" or words to that effect. I should say that your dream was prophetic – and most helpful, for like Myriddin, no doubt the Merlin of legend, I too believe this valley is threatened by some dark terror. Let me show you the diary of George Hindlett, who was engineer to the Bryn Coedwig Mining Company in the nineteenth century. He disappeared without trace one day in the 1880s.'

If you have already examined the journal you will be forced to admit your snooping. Turn to **260**. But if you have not yet examined the journal, turn to **282**.

247

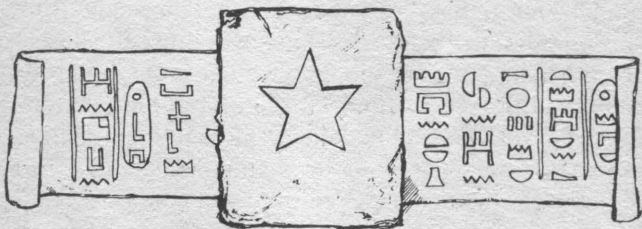
The spanner misses your head by inches and crashes into the steel skin of the locomotive cabin. Seizing this chance, you lunge forward and skewer the mutant. The dagger sinks into the creature's chest and grates on bone. The spanner slips from the mutant's hand and clatters to the floor, while the lifeless body slumps into one corner. You are left holding the dagger, which shows no trace of human blood. A glance through the cab's window reveals the quarry defile and the guards coming into view. Turn to **131**.

248

Your head aches and throbs, but you manage to fumble in your pocket and draw out the talisman. You hold the object up in front of you and begin to recite the mantra.

'Mandala, Mandala, Mandala, Mandala, Mandala . . .'

The alien's mind-attack grows in strength, but its power seems to be absorbed by the talisman. The alien makes one last effort. There is a high-pitched scream; you feel a jolt and your arm goes numb. The talisman has shattered and the alien creature sways silently a few feet in front of you. Deduct 2 points from your Stamina.



Suddenly the creature in front of you collapses. Its tentacles twitch feebly, then it is still. Whatever that talisman did, it was effective! You may return to the cavern, turn to **184**. Or you can continue along this tunnel, turn to **93**.

249

Ignoring the child's sobs, you hurry on. You ford the stream and follow the reservoir's edge, until you stand on the edge of the cliff above the quarry. Turn to **226**.

250

With a blood-curdling cry, the mutant swings his mattock at you. The mutant has a Dexterity of 6 and the mattock has a damage factor of 6. Roll against his Dexterity to see if he hits you. If he does and your Stamina is reduced to zero, turn to **378**. If the mutant misses or only wounds you, turn to **229**.

251

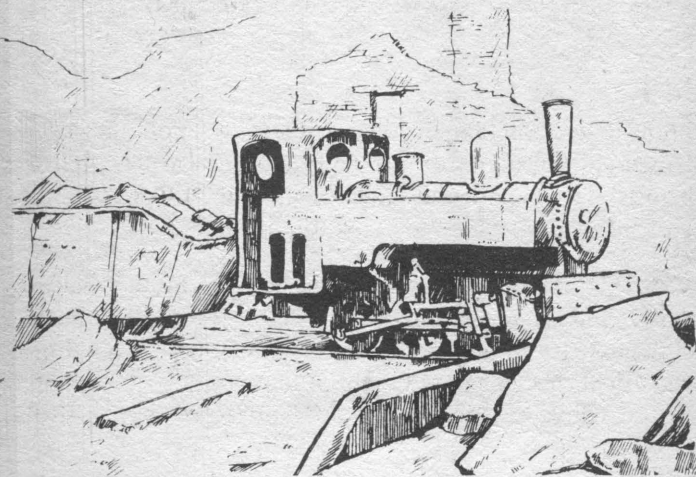
As the first mutant hauls himself over the side, you raise the dagger and strike! Roll two dice and, if you score eleven or less, turn to **242**. However, if you scored twelve, you have fumbled your blow and must go to **263**.

252

You feel your body becoming numb and you suddenly feel very tired. Desperately, you try to break the creature's spell. Match your Mentality against the creature's Mentality (10) on the Conflict Table. If you fail, deduct 2 points from your Mentality and turn to **281**. If you succeed, turn to **262**.

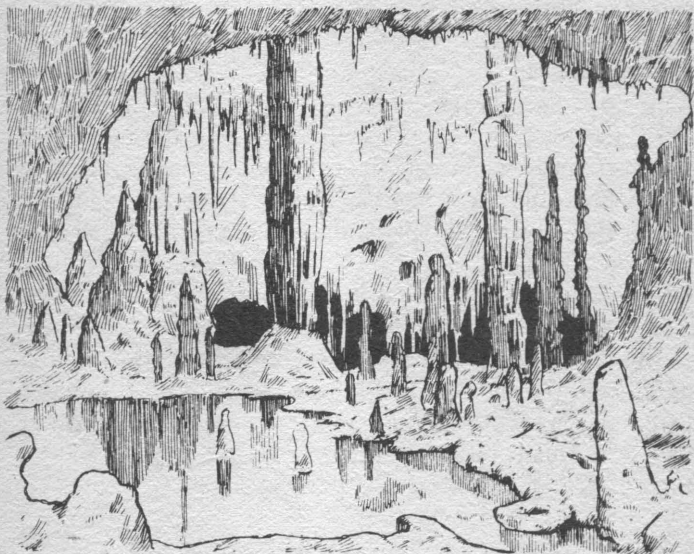
253

Grabbing the mutant by his legs, you try to throw him out of the truck. Pit your Strength against the zombie's Strength (7) on the Conflict Table. If you succeed, turn to **327**. If you fail, turn to **268**.



254

You draw your revolver. Perhaps the noise from its discharge will bring the roof of the cavern down. You run



boldly back down the stairs, point your gun into the gloom and fire. You may fire as many times as you like, but to bring the roof down will require a combined score of 15. *If* you succeed, turn to **264**. If you fail, turn to **137**.

255

Struggling to control your breathing, you wait in the darkness. Then something darts from the dining-room into the kitchen! You hear the pad of feet on the kitchen tiles. Will you give chase immediately? Turn to **285**. Or will you close the window first? Turn to **322**.

256

The bullets rip into the alien's delicate body. A colourless liquid pours from the gaping wounds and the creature collapses in a heap, its tentacles feebly twitching. Now you can begin to guide the villagers from the quarry. If you choose to join the villagers, turn to **367**. If you choose to unhitch the rail truck, turn to **355**.

257

With a wrench, you break the creature's stranglehold. Now roll against your Dexterity. If you succeed, you can choose to run away, turn to **291**. Or you can fight the creature with your knobkerrie. If you fail, you have dropped your knobkerrie and must fight the creature with your bare hands. You attack first, then the creature attacks you.

The changeling has exactly the same Strength, Stamina and Dexterity as you. Note them on your Character Profile. Its weapon is its talons, which can cause 2 points of damage. This is a fight to the death. If you are defeated, turn to **275**. If you survive, turn to **340**.

258

A curious filmy thing is wafting along the tunnel towards you. At first, you imagine that you are watching a luminous globe but, as the thing advances, you realise that here is an imminent encounter with an alien horror and as it draws nearer your head begins to ache. Will you run away along the tunnel? Turn to **184**. Or will you stand and face the advancing creature? Turn to **338**.

259

The creature relaxes its grip for a moment, then gives a powerful tug. When you fall backwards on to the terrace, the creature begins to pull you feet first towards its vicious

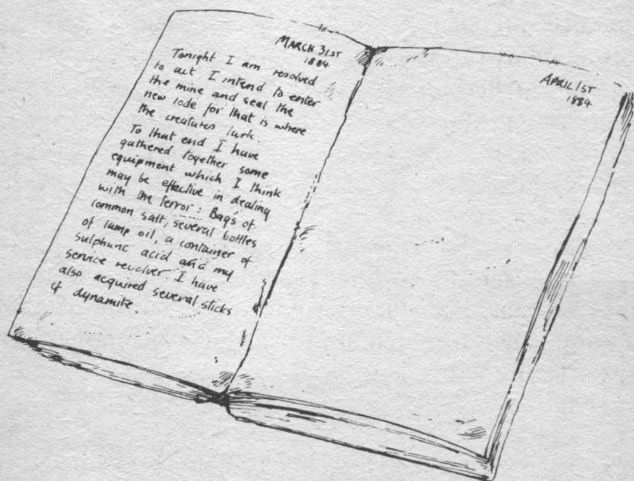
beak. You have one chance to save yourself: on reaching the terrace, you discarded your knobkerrie. If you can only reach it, you may be able to turn the situation to your



advantage. Roll against your Dexterity. If you succeed, turn to 283. If you fail, turn to 376.

260

‘So now you know as much as I,’ says Petrie-Smith. ‘Until tonight I had only this one tantalising clue to our recent



experience. Now, it seems, you have been chosen in an extraordinary way to be our champion. Myriddin urges you

to stand against the "terror" which has been released by the "delvings of men". Given this command and Hindlett's account, I would suggest you begin your investigation in the abandoned mine, in Quarry Valley. It is connected to a series of natural caverns. Your first task must be to discover the nature of the terror that we face. But first, we must all get a good night's rest!

With these words, your old friend bids you goodnight and leads Lucy from the study. Turn to **286**.

261

You awake in the morning refreshed and ready to begin your rescue bid. You have recovered half of the Stamina and Endurance you may have lost in yesterday's encounters. To complete your part in the plan, you must disguise yourself as one of the mutants in order to enter the quarry without alerting the aliens. To that end, you take flour from the kitchen and rub it into your skin to simulate the mutants' pallor. A back-pack would be too conspicuous, so you are obliged to choose just four items of equipment. Take them from this list and note them on your Character Profile: stick(s) of dynamite, the revolver with six bullets, the knobkerrie, the warriors wand, a dagger. Now turn to **287**.

262

You must act fast, for the creature is edging closer to you and the heat is unbearable. Will you draw your revolver? Turn to **309**. Or search in your bag for something to fight the creature with? Turn to **326**.

263

The dagger misses the mutant by a hair's breadth and your hand hits the rim of the truck's side. You drop the dagger and clutch your hand as the mutant swings his mattock. He catches you with a great blow on the head; the world goes

dark and you fall to the ground. This is the end of your adventure.

264

Pieces of stone begin to fall near by and the howling wind is stifled by a great rumbling noise. Hurry, you must get back up the stairs! Make a roll against your Dexterity. If you succeed, turn to **311**. If you fail, turn to **284**.

265

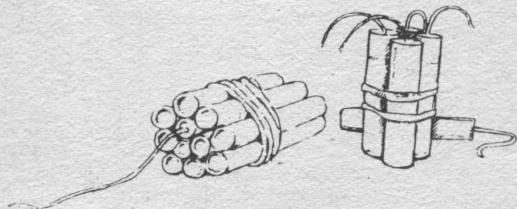
As quietly and quickly as possible, you move through the parlour to the dining-room door. Nudging it gently, it swings open. Instantly you notice a cold draught. Turn to **215**.

266

By the flickering light of your candle, you survey the room. Petrie-Smith is a well-known explorer and antiquarian. His study is lined with books on mythology, folk-tales and arcane magic. The room is dominated by a large desk, on top of which lies a battered journal. Will you examine the journal? Turn to **282**. Or will you respect your host's privacy and go to bed? Turn to **209**.

267

Dropping to one knee, you fumble for a stick of dynamite and a match. Striking the match, you play its flame over the fuse until it splutters into life. Rising, you hook back your arm and prepare to throw the dynamite. But, before you



can fling your arm forward, a villager grabs it! If you don't break free soon, you will be blown up by your own explosive! Match your Strength against the villager's Strength (6) on the Conflict Table. If you succeed in breaking the villager's hold, turn to **289**. If you fail, turn to **299**.

268

The mutant breaks your grip and pushes you back. Grinning, he raises his mattock for another blow. Turn to **162**.

269

You dash for the tree, with the shadow hot on your heels and gaining at every pace. Will you turn and fight? Turn to **358**. Or will you carry on running towards the tree? Turn to **224**.

270

You draw your revolver and blindly fire at the creature, which has a Stamina of 12. You may fire as many rounds as you like. If you have reduced the creature's Stamina to zero, turn to **127**. If you have failed, turn to **352**.

271

The bottle smashes close to the salamander, splashing the creature with concentrated sulphuric acid. The monster begins to writhe in agony. Now is your chance to dodge past it and escape up the tunnel. Turn to **244**.



272

As you enter the cavern, the railway lines begin to vibrate. Something is coming along the tracks towards you. Extinguishing your electric torch, you dodge behind one of the massive slate-stacks which support the cavern's roof. Here you crouch to observe the black maw of the tunnel to the east.

There is a rumbling commotion and a truck, loaded with pit-props, bursts into the cavern. It is pushed by two men dressed in dusty overalls. Presumably, they are from the Bryn Coedwig quarry. For a moment they pause and sniff the chill air. By the light of their lantern, you glimpse their eyes: frightful, inhuman, yellow orbs! You must roll against your Mentality. If you succeed, turn to 374. If you fail, turn to 154.

273

You brace your body against the wall and hear the stone crash on to the cavern floor below. Then, gingerly, you carry on along the shelf. Eventually, your persistence is rewarded for the shelf widens and turns north-east into a narrow tunnel. Turn to 221.

274

You stagger away, back down the terraced stream-bed to the low ground. Here you follow the edge of the reservoir until you stand on the edge of the cliff above the quarry. Turn to 226.

275

The creature crouches over your lifeless body; an evil grin spreads across its face. It opens your bag and dresses in your clothes, retrieves your knobkerrie and stalks off in the direction of Bryn Coedwig. Your brief adventure ends here.



276

Clasping your hands together, you hit the mutant a tremendous blow. He clutches his head in agony and, groaning, collapses to the floor. Breathing heavily, you stagger back. Something crashes into the hall door and you turn just in time to see it burst open. A pale figure leaps in and a voice cries out, 'Duck!'

Will you obey the command? Turn to **243**. Or ignore it? Turn to **225**.

277

Your left hand grips a handrail as you tug the strange dagger free from your belt. Can you despatch the man-thing before he can strike at you with the spanner? Match your Dexterity against the mutant's Dexterity (7) on the Conflict Table. If you succeed, turn to **247**. If you bungle the roll, turn to **330**.

278

The hideous creature charges into you in an attempt to topple you into its gaping maw. Match the monster's Strength (10) against your own Strength on the Conflict Table. If the beast's attack succeeds, turn to **245**.

If it fails, you are thrown off your feet and suffer 2 points of damage to your Stamina. However, you may now retaliate. Which weapon will you use? Your revolver? Turn to **308**. Teamwork with the villagers? Turn to **166**. Or will you rely on your trusty knobkerrie? Turn to **212**.

279

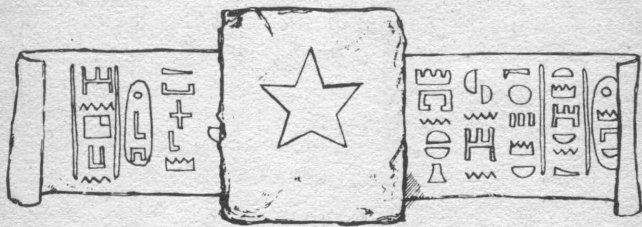
Watching the house from a distance, you quickly realise that, whilst the fire burns vigorously, nothing appears to be consumed. Intrigued, you watch more closely but your concentration is shattered by a splintering crack from above. Glancing up, you are blinded by a garish blue light, but not before you spot a great branch plummeting towards you! Quickly make a Dexterity roll. If you are successful, turn to **296**. If you have the misfortune to fail, turn to **319**.

280

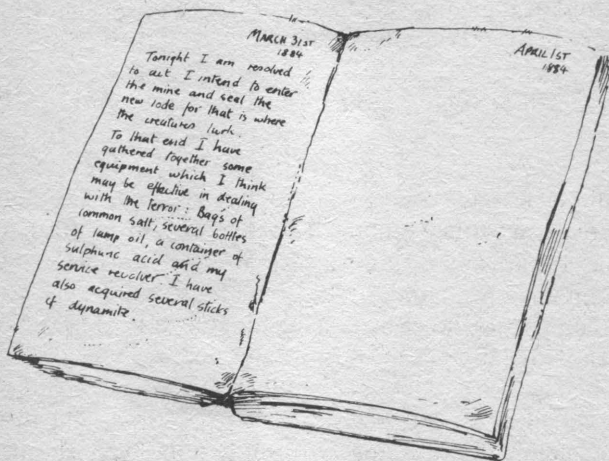
Spinning round, you stare into the ghastly visage of a hideously deformed mutant. The stench of rotting flesh fills your nostrils and you retch as the horror attacks. This mutant has a Stamina of 12 and you must roll against your Mentality to see how you react to his attack. If you succeed, turn to **151**. If you fail, turn to **205**.

281

The salamander attempts to complete its hypnotic spell. Match the creature's Mentality (10) against your current Mentality on the Conflict Table. If the creature succeeds, turn to **351**. If it fails, turn to **372**.



Carefully, you turn the journal's brittle pages. The book records the everyday observations of someone called George Hindlett, engineer to the Bryn Coedwig quarry and



mine during the 1880s. The last few entries in the journal particularly catch your attention; they exhibit a peculiar deterioration in Hindlett's handwriting, from neat copperplate to a distracted scrawl. Here is what you read.

March 23rd 1884

... The house is severely damaged, one corner is completely collapsed and a portion of the roof also. Every dwelling at Bryn Coedwig has suffered more or less from the tremors. Of course, the superstitious amongst the villagers attribute our discomfort to an ancient curse. It is, however, clear to any educated person that we have been the victims of an earthquake ...

March 25th 1884

... For the first time since the disaster I have inspected the mine. Incredibly, it is completely untouched (and the natural caverns also, so far as I could tell). Yet I did not, could not, explore the new lode, for some creeping terror came upon me. It was as if something watched me from beyond the radiance of my lamp...

March 26th 1884

... An air of oppression has fallen over the village. Mechanical things have ceased to function (although my watch began again this morning). Those people who have tried to leave Bryn Coedwig have returned hours later confused and shaken, quite unable to explain what has befallen them...

March 27th 1884

... I have seen them: abominable tentacled things, undreamed of by mortal man. Somehow they and their menagerie of creatures that slither and crawl have been let loose amongst us. The miners and quarrymen are in their power and would have torn me limb from limb today had I not fought like a tiger and escaped to the village...

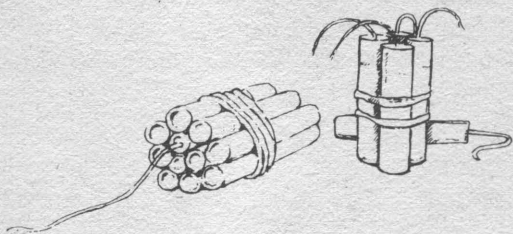
March 29th 1884

... It is a week since the earthquake, yet no help has reached us from the outside world. Villagers have disappeared up Quarry Valley, the farmer of Ratgoed has been losing sheep to monstrous creatures, and I myself have suffered nocturnal visitations by snuffling things...

March 31st 1884

... Tonight I am resolved to act. I intend to enter the mine and seal the new lode, for that is where the creatures lurk. To that end, I have gathered together some equipment

which I think may be effective in dealing with the terror: bags of common salt, several bottles of lamp oil, a container of sulphuric acid and my service revolver. I have also acquired several sticks of dynamite . . .



You note that there are no further entries after March 31st. Note the reference number **282** on your Character Profile, in case you want to read these entries again. If you are reading the journal before retiring, turn to **209**. If you are reading it at Petrie-Smith's request, turn to **260**.

283

With another yank, the creature pulls you over the edge of the terrace, down towards its gaping beak! As your legs disappear over the terrace rim, you tense your body and pivot. Then, holding your knobkerrie in both hands, you fall upon the creature and thrust its sharp iron point down the creature's throat. Roll 1D6+6 to determine the amount of damage this action causes. Remember the creature's original Stamina was 12. If you have slain the creature, turn to **305**. If it still lives, turn to **345**.

284

Tons of rock fall into the cavern, overwhelming and crushing you before you can escape up the stairs. Your adventure ends here, entombed beneath the mountain.

285

You chase after the intruder, through the kitchen and into the hall. You are just in time to see him drawing back the bolts on the door! Steeling yourself for a jump, you hurl yourself through the air at the creature. Turn to **337**.

286

You awake in the morning and find yourself refreshed. You may recover half of the Stamina and Endurance lost in last night's encounters. Petrie-Smith and Lucy bring you your breakfast, instructions for reaching the mine and an arsenal of weapons.

Petrie-Smith hands you a shoulder-bag which contains a selection of Hindlett's weapons. Note the following items under the Possessions section of your Character Profile: 1 bag of salt, 1 bottle of acid, 3 sticks of dynamite.

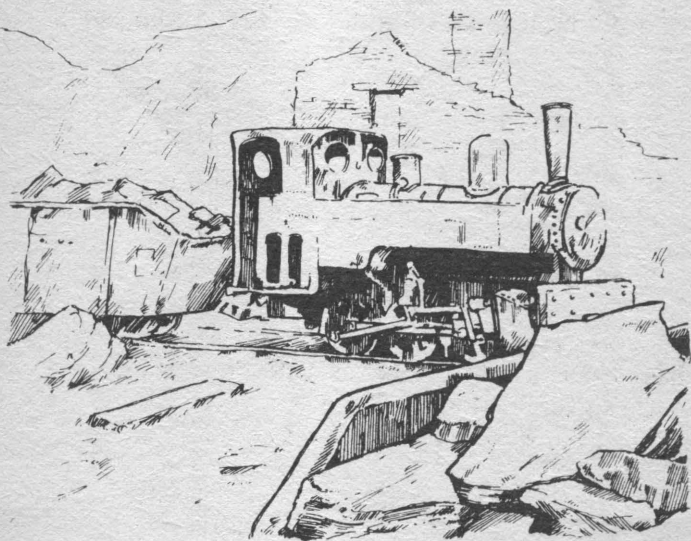
He also offers you his old service revolver, saying, 'Here is the twentieth century's answer to magic and mumbo jumbo!'

To use the revolver, roll against your Dexterity. Enter the following details on your Character Profile under Weapons: Revolver 2D6/-. The revolver holds six shots, note them on your Character Profile. Each time you successfully shoot a target, you will cause damage to its Stamina equivalent to the roll of two dice (2D6).

Finally, as you prepare to leave, your friend Lucy presses a small round object, wrapped in paper, into your hands. Turn to **298**.

287

Armed and ready, Petrie-Smith, Lucy and yourself tramp up to Quarry Valley. Here you join a group of grim-faced villagers, armed with a variety of home-made weapons, shotguns and dynamite. One group is led away by Petrie-Smith and Lucy, while the remaining villagers move off towards the quarry rim with a cargo of dynamite. You are left alone to begin your perilous task. Turn to **301**.

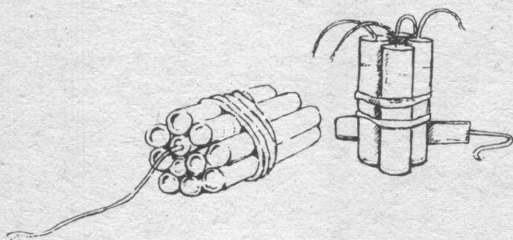


288

You catch the mutant clean on the head with your knobkerrie. Staggering, the creature groans and collapses. Lifting up the body, you heave it over the side and then turn to help the villagers. Turn to **128**.

Wrenching your arm free, you hurl the explosive at the alien. With its fuse spluttering, it cartwheels through the air, but as it nears the alien it comes to a halt suspended in mid-air! Slowly, the dynamite begins to drift back towards you. The alien must be controlling it with its mind.

But the alien has miscalculated. With a searing flash, the dynamite explodes closer to the alien than to you. The blast tears through the alien, smashing it to the ground and hurls you back into the villagers. Deduct 2 points of damage from your Stamina. If this reduces your Stamina to zero, your adventure ends here.



Dragging yourself to your feet, you glance over at the alien's corpse then turn to the villagers. Will you urge them to run for their lives? Turn to **367**. Or will you urge them to climb aboard the slate truck? Turn to **355**.

Evil-smelling pus drips on to your clothes as you push the vile creature's corpse from your legs. You are alive but exhausted. Turn to **274**.

Thrusting the creature backwards, you deliver it a crushing blow across its wooden skull. Then you turn and run

towards Bryn Coedwig. Once you glance over your shoulder, but there is no sign of the weird apparition. You reach your destination, tired and dishevelled. You have lost 3 points of Stamina. Turn to **328**.

292

You attempt to cast the acid bottle on to the ground at the base of the creature. Roll against your Dexterity. If you succeed, turn to **244**. If you fail, turn to **372**.

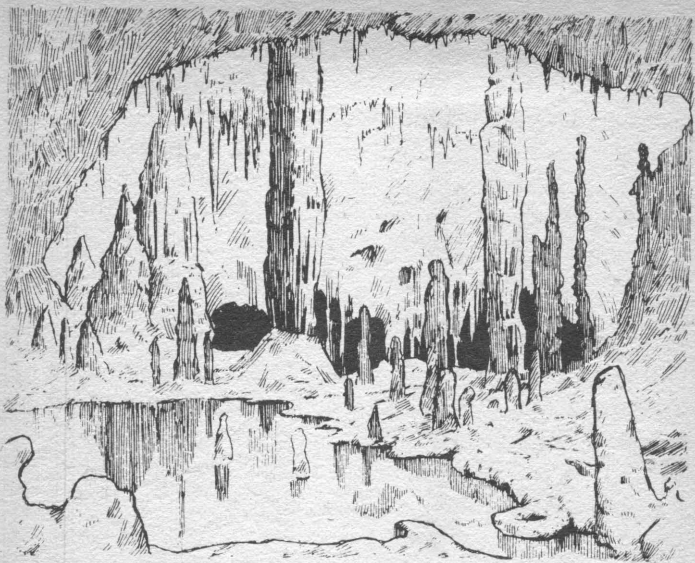
293

Petrie-Smith warns you there are more of the creatures in the garden. Will you run out to give chase? Turn to **204**. Or will you help Petrie-Smith to secure the house? Turn to **185**.



294

The rock-shelf rises high above the cavern floor. It is a precarious path to follow, obliging you to hug the clammy rock wall for fear of falling into the void. Suddenly a loose



rock slips away from under your foot and you stumble. You must roll against your Dexterity. If you fail, turn to **241**. If you succeed, turn to **273**.

295

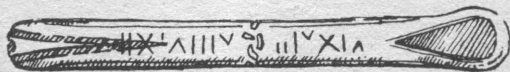
As the mutant pulls the mattock free, you grab its haft and push the creature back against the truck's side, whilst at the same time attempting to wrest the weapon from his hands. Match your Strength against the mutant's Strength (7) on the Conflict Table. If you succeed, turn to **317**. If you fail, turn to **268**.

296

Fast reactions allow you to leap out of the bough's path and watch it crash to the ground. A blue light flickers along its length, then dies. Looking up, you check that the tree's canopy is free of any other mysterious lights and, satisfied the danger is past, you return to your vigil. The fire has gone out. Turn to **206**.

297

Looking into the sky, your face is lashed by the wind and you see the dim outlines of the hunt materialising. But, as the figures grow firmer and nearer, so your Endurance ebbs away and the warrior's laughter fills the air! His grim warning has proved all too real! Lose 5 points of Endurance. If this reduces your rating to zero, turn to **175**. Otherwise, turn to **318**.

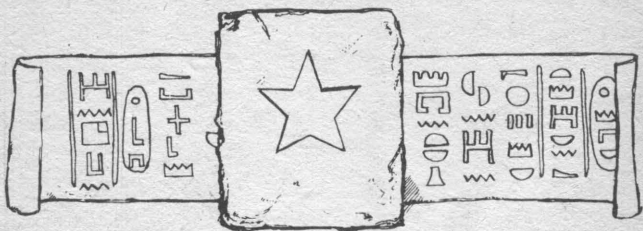


298

The road from the manor descends to the entrance of Quarry Valley. You pick your way over a tangle of railway lines, climb a flight of stone steps set into a bank and step out upon a cinder track. The mine lies up the valley side to the north-east.

As you hurry towards your destination, you examine the strange object which Lucy gave you. The paper wrapper turns out to be instructions for the use of a Magical Talisman – a small clay tablet inscribed with a pentacle.

From the paper you gather that the tablet is useful against 'all manner of magick, sorcery and devilment' when used in conjunction with the simple chant of 'Mandala'. With a



sceptical shrug, you stow the object in your pocket. (Enter the Magical Talisman on your Character Profile under Possessions.) Turn to **314**.

299

Desperately, you struggle to free your arm but the villager will not let go. The dynamite slips from your fingers and you lash out with your foot to kick it away. A tremendous explosion hurls you off your feet, pain engulfs your body and you slip into darkness. This is the end of your adventure.

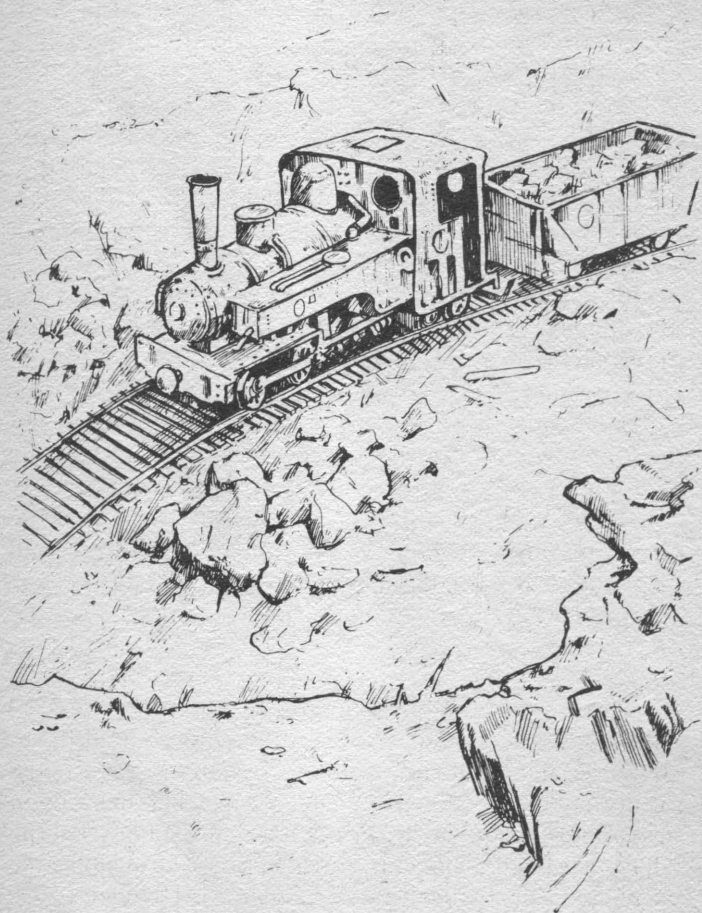
300

To simulate the creature's mind-flail, match its Mentality (10) against your Mentality on the Conflict Table. If the creature is successful, deduct 6 points from your Endurance.

Now you have the chance to retaliate! Will you draw your revolver? Turn to **270**. Or will you use Lucy's talisman? Turn to **248**.

301

Picking your way quickly but cautiously among the slag heaps, you move east towards the quarry. No sounds



disturb the early morning air as you approach your destination. Have the aliens already departed? Or do they lie in ambush near the quarry's entrance? You climb the crumbling flanks of a slag heap and peer over the crest. Below, two mutant man-things armed with mattocks lurk in the shadows of the defile.

As you try to judge your chances of overpowering these guards, the quarry locomotive chugs into view, towing a line of laden slate wagons. The engine pulls out of the defile and rumbles on to a circular track which girds your vantage point. Below you, the train halts and the single mutant driver proceeds to dump the slate.

His task completed, the mutant climbs back into the locomotive's cabin and releases the brake. The train moves off round the slag heap towards you. Here is your chance to enter the quarry. Will you boldly try to overcome the driver and commandeer the locomotive? Turn to **342**. Or will you try to slip into one of the slate trucks? Turn to **320**.

302

Unable to resist the alien, you draw back the last bolt and open the door. Pale hands grab your arms and you are dragged into the night. You remember no more. This is the end of your adventure.

303

Lucy listens intently to your story but, to your surprise, shows no sign of being disturbed by any of the strange events that have befallen you. Nervously you remark upon her composure and, with a grim smile, she explains that the village has been plagued by a whole series of inexplicable events since the mist descended. Machinery has persistently failed, freak storms and earth tremors have battered the village, and a number of strange hauntings have been reported to her father.

When you have finished your supper, Lucy suggests that

you might care to retire and leads you into her father's study where a camp-bed has been set up for your use. Will you go to sleep immediately? Turn to **209**. Or will you first explore Petrie-Smith's study? Turn to **266**.

304

You duck and the mattock whistles over your head, smashing into a mutant scrambling into the truck on your right. Hissing with anger, the mutant starts to pull the mattock out of his accidental victim, who slumps to the floor. Will you use this opportunity to hit the mutant with your knobkerrie? Turn to **202**. Or will you try something else? Turn to **69**.

305

Evil-smelling black pus erupts from the creature's throat. As the monster convulses, its tentacles relax their grip and fall limp. Turn to **274**.

306

As the first mutant hauls himself over the side, you greet him with a crushing blow from your knobkerrie. Clutching his face, he falls backwards, dropping a heavy mattock into the truck.

'Grab that weapon,' you yell to one of the villagers. Then something flops to the floor behind you.

Spinning round, you come face to face with a hideously deformed mutant. The stench of rotting flesh fills your nostrils and, as you retch, the horror attacks. Note that this mutant has a Stamina of 12 on your Character Profile. You must now roll against your Mentality to see how you react to this creature's attack. If you succeed, turn to **377**. If you fail, turn to **341**.

307

Fighting despair, you battle your way out of the darkness to

find that the shadow beast has gone and you are once again alone in the ruins. As you walk to the safety of the oak tree, you see that the fire has burnt out. Turn to **150**.

308

As the creature lurches forward, you aim and fire. But one shot is enough to tell you that bullets will be of no use against this monstrosity; they simply pass straight through



its bag-like body! Deduct one bullet from your Character Sheet. Now the beast is almost upon you. Will you be able to survive its attack? Turn to **278**.

309

You draw your gun and fire at a stalactite suspended above the creature. You may fire one or two shots, but remember to roll against your Dexterity each time for accuracy. You will need to cause 8 points of damage to dislodge the stalactite. If you succeed, turn to **343**. If you fail, turn to **372**.

310

The spanner connects with your left hand, crushing your grip on the handrail. With a yelp of pain, you lose your grip and fall from the locomotive. Stunned, you are no match for the quarry guards and their vicious mattocks. Your adventure ends here.

311

You leap back up the stairs and fling yourself on to the cavern floor. A moment later a great gout of dust and debris erupts from the stairwell. Turn to **324**.

312

The creature plunges its beak into your body and rips your guts out. Your adventure ends here.

313

Your last blow is a deft karate chop to the mutant's neck. A cloud of fungal spores rises into the air as the mutant's eyes glaze over and he slumps to the floor. Breathing heavily, you lean back against the wall.

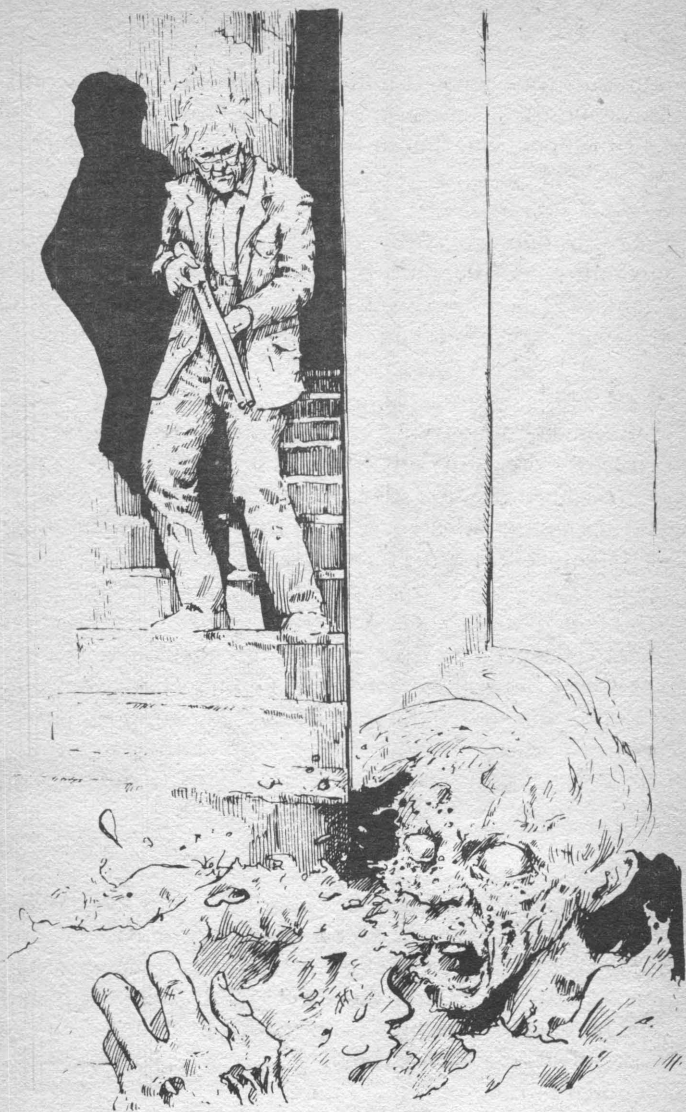
You hear the sound of splintering wood from the hall. The blast of a shot-gun echoes through the house, followed by the sound of running footsteps. Dashing to the hall, you see Petrie-Smith descending the stairs, a smoking shot-gun in his hands. The front door hangs open and the doorway is filled with the sorry remnants of another mutant.

'Look to yourself,' cries Petrie-Smith. 'There are more of the creatures in the garden!'

Will you run out to give chase? Turn to **204**. Or will you help Petrie-Smith secure the house? Turn to **185**.

314

The track leads to a great hole in the hillside, which swallows a railway line. The place seems deserted, but there is some evidence that the railway line has recently been used, for in places the rust of ages has been scored to reveal gleaming metal. You check your equipment and then advance to the tunnel's entrance. A chill wind plays upon your face. Turn to **332**.



315

You fling the bag into the creature's maw, then dodge past and run for your life along the tunnel. Now roll 1D6 to see how much damage you suffer, as the creature erupts into a ball of flame.

1 = 2 points 2-5 = 4 points 6 = 3 points

If this damage reduces your Stamina to zero, your adventure ends here. If you survive, you recover any lost Mentality, then limp away along the tunnel which runs to the south. This leads you to another junction. Turn to **68**.

316

The changeling is trying to throttle you. Roll against the creature's Dexterity (which is exactly the same as your own). If it succeeds, deduct 2 points from your Stamina. If you remain undefeated, turn to **239**. If your Stamina has been reduced to zero, turn to **275**.

317

Tearing the mattock from the mutant's hands, you deal him a crushing blow to the head. The mutant's body goes limp and he falls to the floor. (This is your opportunity to recover the knobkerrie if you were earlier disarmed.) Elated by this success, you turn to help the villagers, as the truck rolls out of the quarry. Turn to **128**.

318

The aliens cluster together, their bodies flickering with translucent colours. They begin to sway; then a streak of energy roars from their midst and burns into the hunt. The screams of horses and the howls of the hounds fill the quarry, but then the hunt is upon the aliens! Spear blades dart and flicker in the half-light and the terrified cries of the mutants join those of the animals.

Suddenly a ball of light erupts from the centre of the

battle, momentarily blinding you, and the sounds of battle fade. Your vision returns as the truck rushes into the defile and your last sight is of an empty quarry floor. Turn to **329**.



319

The bough crashes down on to your shoulder, causing damage to your Stamina equivalent to the roll of one six-sided die. If the result reduces your Stamina to zero, turn to **171**.

Staggering to your feet, you retrieve the spear from where it has fallen. Looking around, you see the fire has mysteriously disappeared. Turn to **206**.

320

As the train rumbles round the slag heap you hastily descend the broken slope and fling yourself on to one of the

trucks. You hoist yourself inside just as the train comes into view of the quarry guards. You have not been detected and the locomotive chugs back into the quarry to halt on the spur line where you encountered it yesterday. Turn to **109**.

321

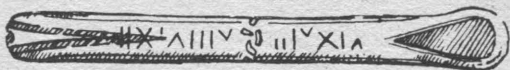
You are ensnared by the creature's tentacles! Slowly it pulls you towards its snapping beak. Match your Strength against the creature's Strength (6) on the Conflict Table. If you fail to break the creature's grip, turn to **345**. If you succeed, you must quickly think of a way to combat this creature. Will you choose kerosene bombs? Turn to **143**. Or will you try something even more daring? Turn to **196**.

322

You move quickly to close the window. As you draw it shut, the sickening realisation dawns on you that the intruder went into the kitchen to get to the front door. There is no time to lose. If you tarry any longer, it may well succeed in letting its accomplices in! Rushing through the kitchen, you hurl the door open – just in time to see a pale figure opening the front door. Without thinking, you hurl yourself at the intruder. Roll against your Dexterity. If you succeed, turn to **362**. If you are unlucky and fail, turn to **349**.

323

You pull the wand from inside your shirt. It looks quite worthless – just like the sort of stick you might throw for a



dog to retrieve. But carved along its length are the strange runes and you remember Petrie-Smith's translation: 'cast

me over thine enemies'. Hooking your arm back, you throw the wand with all your might, up and over the alien creature. Turn to **346**.

324

A few moments later, you step back to the head of the stairs and hold your lamp on high. Through the settling dust you can see that the stairwell is now a mass of rubble. The wind has stopped.



You reach into your pocket and pull out an old battered compass. The needle spins erratically, then comes to a halt. Down here it may not point true north, but at least you can use it for reference. Turn to **365**.

325

The mutant crashes back against the truck's side. His eyes glaze over and he sinks to the floor. (This is an opportunity to recover the knobkerrie if you were earlier disarmed.) Lifting up the body, you heave it over the side and then turn to help the villagers. Turn to **128**.

326

You fumble in your bag. If you have dynamite, turn to **335**. If you have acid, turn to **292**.

327

You lift the mutant and heave him on to the edge of the truck. Then, to your horror, his gnarled hands clasp your shoulders and threaten to topple you out of the speeding truck. You have one chance to avoid being pitched out. Pit your strength once again against the mutant's Strength (7). If you succeed, turn to **350**. If you fail, turn to **366**.

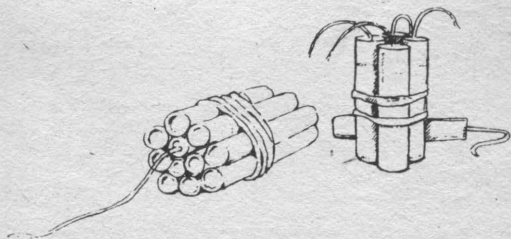
328

As you trudge into Bryn Coedwig, the long shadows of dusk envelop the valley. Your destination is Petrie-Smith's sprawling cottage, known locally as the manor. You knock at the door. Almost immediately, it is opened by your friend, Lucy.

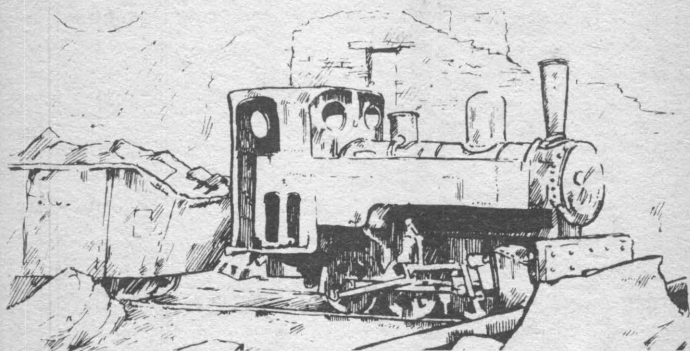
She gives you a tremendous hug, then leads you into a crowded parlour and invites you to take a seat by the fire. Lucy apologises for her father's absence, he is incapacitated with an ague, she says, and has been forced to retire early. She gives you a cup of steaming tea and a bowl of broth (you may recover 1 point of Stamina), then enquires after your health and journey. Turn to **303**.

329

As the truck rattles through the defile, a huge rumble fills the air. The ground begins to vibrate and you hear the sound of tons of rock crashing to the quarry floor, followed



by the roar of water. Petrie-Smith and his villagers must have blown down the quarry walls and, with the rock, have come the waters of the reservoir. Looking back, you see a huge wall of water pouring into the defile. Desperately, you turn to the villagers. Will you advise them to leap from the truck? Turn to **348**. Or to hold on tightly and remain where they are? Turn to **360**.



330

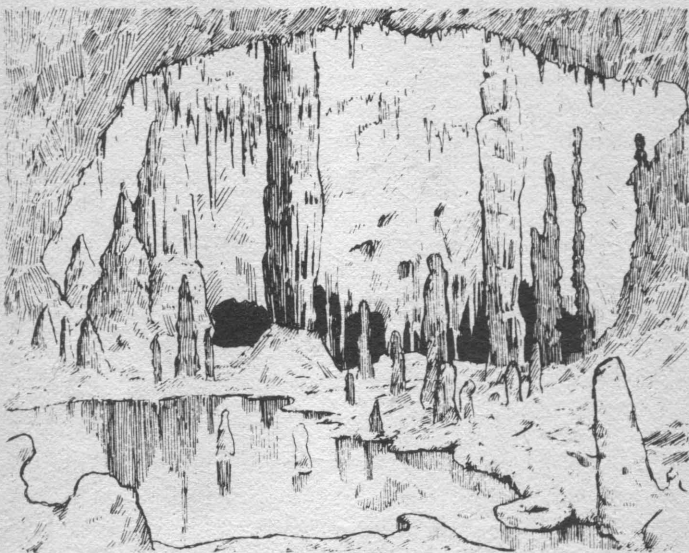
As you totter on the edge of the locomotive's running board, the mutant swipes at you with the spanner. Roll against the creature's Dexterity (7). If his attack is successful, turn to **310**. If the creature bungles his attack and you are armed with the revolver, turn to **356**. If you are armed with a dagger, turn to **247**. If you choose hand to hand combat, turn to **208**.

331

You pull out your revolver and fire it point-blank into the creature's maw. You may fire as many times as you wish. As you perform this grisly task, you are spattered by gobbets of noisome flesh. Now deduct the damage you have caused from the creature's remaining Stamina. If you have slain the creature, turn to **290**. If the creature still lives, turn to **312**.

332

The tunnel descends into the ground at an alarming angle. You are obliged to use the railway sleepers as steps. A gloomy half-light envelops you and your breath begins to



appear as a wraith of pale mist. After a while, the tunnel bottoms out and you find yourself standing in a low passageway. Here and there, the grey half-light is pricked by the glimmer of lamps hanging from the walls. You pause and listen. In the distance you can just detect a vague rumbling noise. You hurry down the tunnel beside the railway line to the edge of a cavern. Turn to 272.

333

The creature resembles a vast bloated pumpkin, supported by numerous tuber-like legs; it is nothing more than a walking mouth and stomach! It yawns and a great wash of stinking air sweeps over you. Peg-like teeth champ and, with a grunt, the monster lurches forward. Roll against your Mentality. If you fail, turn to **278**.

If you succeed, choose your weapon. Will you draw your revolver? Turn to **308**. Will you attack the beast with your knobkerrie? Turn to **212**. Or will you try teamwork? Turn to **166**.



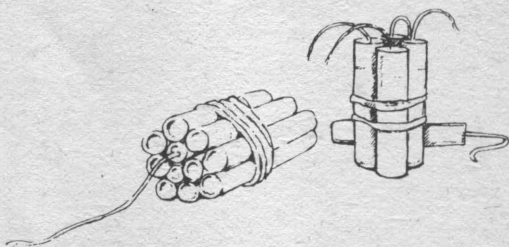
334

The flames lick round the building and shoot into the sullen sky. But, as you draw nearer, you can hear no crackling from the fire or feel any heat. Your eyes must be deceiving you! For, whilst the fire is spreading, none of the building is being consumed!

Realising this must be a trap, you turn to run, only to spot a huge shadow on the ground, cast by some creature that must stand between you and the fire. Will you turn to challenge your assailant with the spear? Turn to **358**. Or will you attempt to flee, hoping the sudden movement will catch the creature unawares? Turn to **269**.

335

You cannot throw the dynamite at the creature, for in doing so you may entomb yourself. What you need is a delayed reaction. You discard everything from your bag except the explosive, and cram this package into a ball. Rushing at the creature, you attempt to fling the ball into its furnace-like mouth. Roll against your Dexterity and if you succeed, turn to **315**. If you fail, turn to **372**.

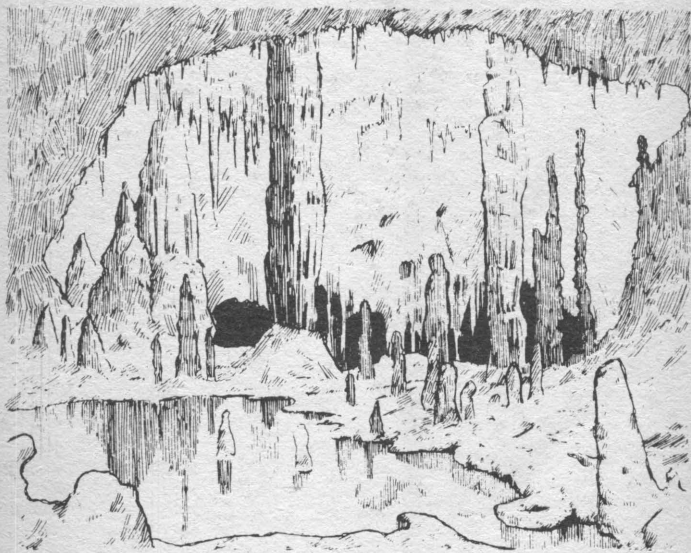


336

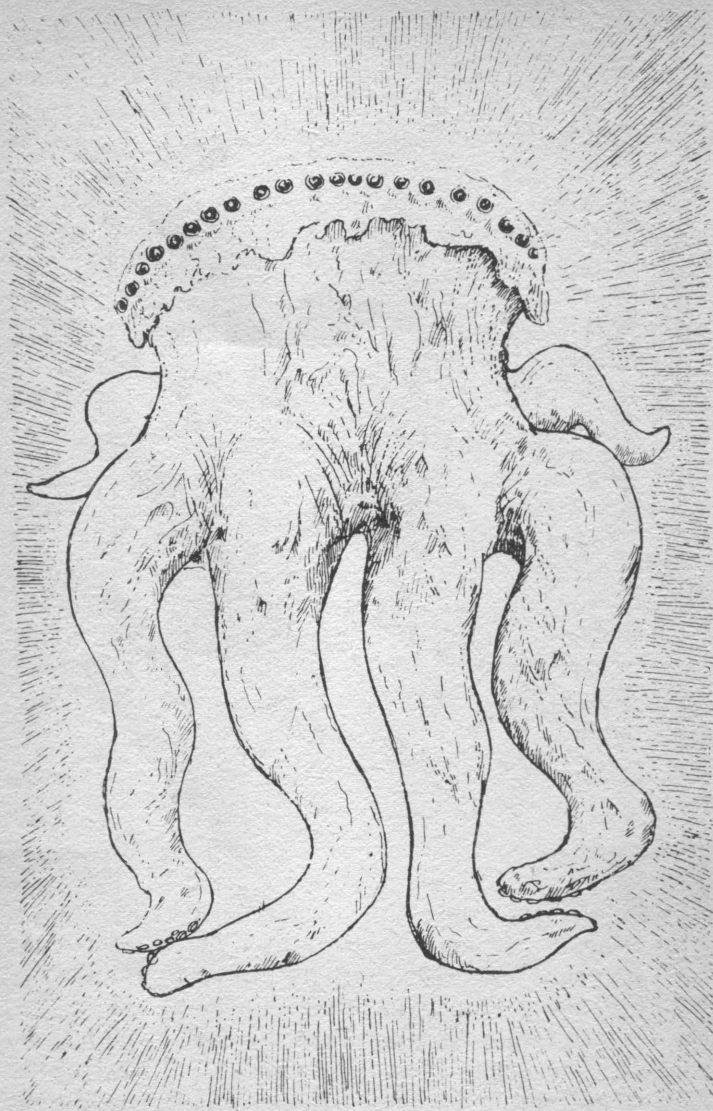
You feel strangely vulnerable as you pad along beside the cold moist walls of the cavern, aware that you are surrounded by a vast darkness that may conceal other terrors. Presently you come across a narrow rock shelf that rises close to the base of the cavern wall, then climbs away into the shadows. If you wish to follow the rock shelf, turn to **294**. Or you could carry on along the cavern wall. Turn to **354**.

You have encountered a mutant human.

Note his details on your Character Profile: Strength 7, Stamina 8, Dexterity 7, Weapon (Hands) 2/-. The creature's skin is pale and leathery and his back is covered by a weird fungal growth. He reeks of mould and decay. His eyes burn yellow as he reaches out to strangle you!



You must fight this mutant with your bare hands. His movements are sluggish, so you have first strike. If the creature survives, he will attack you. The struggle proceeds in this way until either you or the mutant triumphs. If you win and have been fighting in the hall, turn to **276**. If you win and have been fighting in the dining-room, turn to **313**. If the mutant triumphs, he will cast your lifeless body aside – your adventure ends here.



A loathsome thing, like a land jelly-fish, comes to rest some fifteen feet in front of you. Six powerful tentacles sprout from the base of a squat funnel-shaped body. Numerous black eyes, spaced around the rim of the body, regard you. Then, without a sound, the creature rears up on its tentacles and a strange red aura begins to enshroud the monstrosity. You feel great pulses of energy washing over your body and a terrible buzzing noise begins to fill your head. The creature is bombarding you with some kind of mind-flail. Turn to **300**.

As the first mutant clammers over the side of the truck, you fire your revolver. Deduct one bullet from your Character Profile. A cloud of white spores rises from the creature's back and, with a terrible grunt, he falls out of sight.

Then something flops to the floor behind you. Spinning round, you come face to face with another hideous mutant. The reek of decay fills your nostrils and, as you retch, the creature attacks. This mutant has a Stamina of 12 and you must roll against your Mentality if you are to stand a chance of avoiding his attacks. If you succeed, turn to **60**. If you fail, turn to **250**.

The creature emits a final hoarse grunt and collapses. As you watch, its vegetable sinews splinter and fray. The leafy face blisters and yellows, then crumbles into dust. Mildew and slime consume the body and you are wreathed in a noxious stench of decay. Something filmy flows from the corpse and whispers away through the hedgerow.

Once again you are alone on the road to Bryn Coedwig. Did you imagine this dreadful experience? Two throbbing weals on your neck testify that you did not. You pick up your bag and hurry on towards your destination. Retrieve

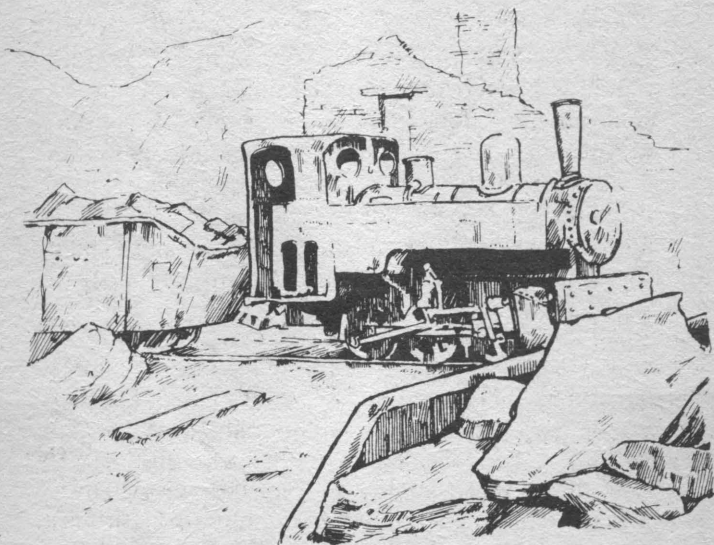
your knobkerrie too, if you lost it during the struggle. Turn to 328.

341

With a blood-curdling scream, the mutant raises his mattock for a killer blow. The mutant has a Dexterity of 6 and his mattock has a damage factor of 6. Roll against his Dexterity to see if he hits you. If he hits you and kills you, turn to 378. If he misses or fails to kill you, turn to 202.

342

As the train rumbles round the slag heap, you hastily descend the broken slope and jump on to the locomotive's



running board. The startled mutant grunts and reaches for a heavy spanner. Can you evade the man-thing's attack and defeat the creature before the train comes in view of the

quarry guards? Will you draw your revolver? Turn to **364**. Use the dagger? Turn to **277**. Or try fisticuffs? Turn to **228**.

343

The stalactite falls from the cavern roof and embeds itself in the salamander's back. While the creature writhes in agony, you seize your chance to dash past it along the tunnel. Turn to **244**.

344

In a moment you find yourself stumbling over loose stones and stooping as the ceiling closes down above you. The way ahead is blocked by an old iron grating. Desperately, you tug at the bars but they will not budge. You are trapped. The unearthly wind is blowing towards you from out of the gloom; you know that you must turn and face the thing that pursues you. Turn to **98**.

345

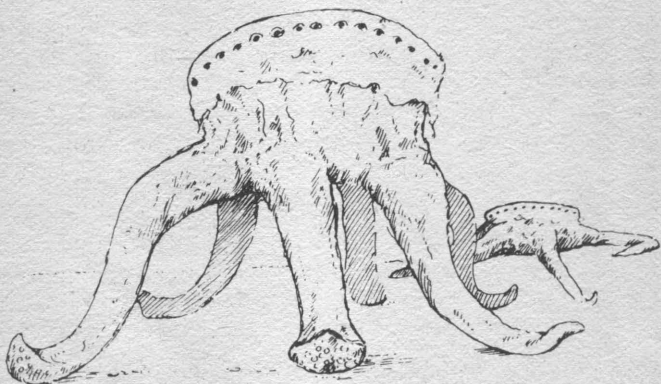
The creature relaxes its hold for an instant and lunges its grotesque body towards you. You squirm and its gnashing beak misses your neck and bites into your shoulder. Deduct 3 points from your Stamina. You have one last chance to save yourself. Can you reach your revolver and shoot the creature before it rips you to pieces? Roll against your Dexterity. If you succeed, turn to **331**. If you fail, turn to **312**.

346

As it flies through the air, the wand seems to change into a burning spear, and a cold wind starts to blow from the east. The quarry darkens and you hear the sound of hooves, the baying of hounds and a terrible laughter. Looking east, you see the dim outlines of the hunt materialising and a chill runs down your spine: the hunt is draining away your Endurance! The warrior's laughter fills the air as your head

begins to spin. You have lost 5 points of Endurance. If your Endurance has been reduced to zero, turn to **175**.

Now the alien is swaying in the fierce wind and its body is glowing a translucent pink. Slowly a white patch begins to form but, before the alien can loose its energy bolt, the hunt sweeps over it! Spear blades dart and flicker in the half-light, then a fierce white light consumes the frenzied scene.



The area before you is empty. You are free to lead the villagers to safety. If you choose to join the villagers, turn to **367**. If you choose to unhitch the slate wagon, turn to **355**.

347

You have lost 4 points of Endurance and find yourself powerless to move. The shadow beast sweeps upon you, its tendrils wrapping round your arms. You are plunged into a world of dark despair. Roll against your Mentality to see if you can survive this ordeal. If you succeed, turn to **307**. If you fail, turn to **84**.

348

Urging the villagers to follow your example, you clamber over the side of the truck and jump. Roll against your Dexterity to see how you land. If you roll under or equal to your Dexterity, turn to **142**. Otherwise, go to **126**.

349

In your haste, you miss your footing and fly headlong into the door, missing the intruder entirely. At the same time, a



loud bang deafens you and the woodwork above your head is peppered with buckshot. At the top of the stairs stands Petrie-Smith, a smoking shot-gun in his hands – your fall has just saved your life!

Turning to face the intruder, you see his crumpled remains on the floor and a fine white dust like a haze, hanging in the air where he had been standing. The body twitches, a hand clutches feebly at the floor – then the creature is dead. Turn to **293**.

350

Smashing your arms upwards, you break the mutant's grip and shove him over the side. Looking over the edge, you see him lying in a crumpled heap on the track. You turn back to help the villagers. Turn to **128**.

351

Your mind goes blank and your body numb. In a moment the creature has gulped you into its fiery maw.



Your adventure ends here in a fiery death.

352

The creature makes a second mind-attack. Match its Mentality (10) against your Mentality on the Conflict Table. If the creature's attack succeeds, deduct 6 points from your Endurance. Will you now try Lucy's talisman? Turn to **248**. Or run away along the tunnel? Turn to **184**.

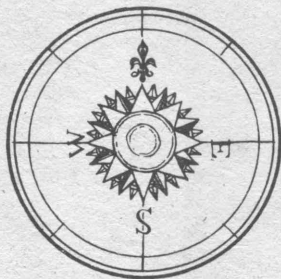
353

Wrenching your eyes from the hypnotic darkness, you flee for the safety of the tree. Looking back, you see the shingles on the mill roof spinning up into the air. Then they begin to hurl themselves at you!

Desperately, you dive behind the tree trunk as demonic laughter fills the air. A peel of thunder rocks the village. Instantly the laughter dies and all the lights blink out.

You have lost 1 point of Stamina and 1 point of Endurance. If your Stamina has been reduced to zero, turn to **171**. If your Endurance has been reduced to zero, turn to **84**. If you survive, turn to **235**.

For some while you tramp by the cavern wall. You must have entered a natural cavern, for there is no sign of mining here. The walls of the cavern run with moisture and, from time to time, you are obliged to negotiate grotesque



stalagmites. It is also very cold. Presently you come across the entrance to a tunnel that appears to run away to the south-west. Will you leave the cavern by this tunnel? Turn to **222**. Or will you go north along the cavern wall? Turn to **336**.

Turning to the villagers, you see that, though dazed, they have recovered their free will. Running over, you urge them to flee the quarry before Petrie-Smith's attack begins. Yet even as you coax them to the slate truck, three great explosions rend the air. Your time has run out; the attack has begun!

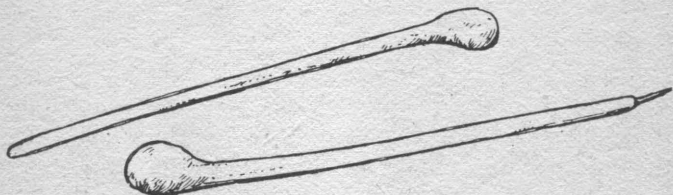
As the weaker villagers finish scrambling aboard the truck, you and two able-bodied men kick the slate from the wheels and push. Reluctantly, the truck begins to roll, but in a moment it is rumbling down the line to freedom. You grab the truck's side and hoist yourself aboard. Turn to **92**.

356

As the spanner hurtles towards your head, the gun barks in your hand. One bullet tears open the mutant's chest. He staggers backwards as a second shot demolishes his head in a spectacular cloud of evil-smelling dust. The wrecked corpse crashes into one corner of the cabin just as the train rumbles into the view of the quarry guards. Deduct two bullets from your Character Profile, then turn to **131**.

357

Lunging forward, you impale the monster through the heart. His gnarled hands clasp the knobkerrie, vainly



trying to remove the source of his pain. Writhing in agony, he slumps to the floor. You retrieve your knobkerrie and turn to help the villagers. Turn to **128**.

358

The spear's blade glows with a golden light as you swing round to challenge your assailant. A nightmare shadow looms before you, blotting out the firelight. Black tendrils blossom from its edges, questing blindly forwards, and the dark mass follows, threatening to engulf you! Fearfully you shrink back from the tendrils. You must roll against your Mentality to see if you can face this horror. If you succeed, turn to **58**. If you fail, turn to **347**.

359

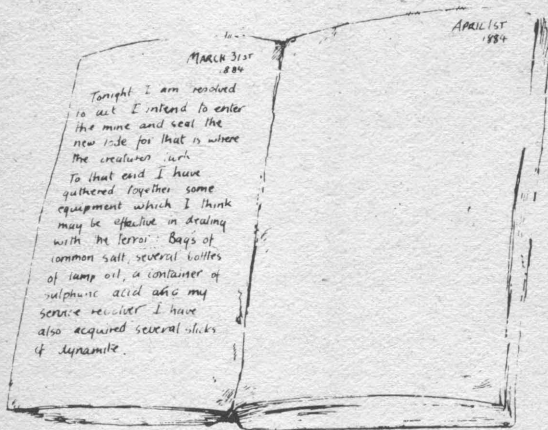
You coolly side-step as the madman reaches you, then trip him. He falls head over heels down the slope. Will you stand your ground? Turn to **50**. Or will you rush the fellow and attack him with your knobkerrie? Turn to **61**.

360

Everyone crouches down and holds tightly on to the sides of the truck. Then the black wave hits, lifting up the rear of the truck and tipping it forward! Unable to stop yourself, you are flung forward out of the truck and into the dark waters. Turn to **67**.

361

With a great effort, you manage to hook first your elbows, then a leg, over the lip of the chasm. You haul yourself up



over the rim and lie panting on the cold tunnel floor. You are safe but exhausted. Deduct 1 point from your Stamina.

After a while, you drag yourself up and proceed along the tunnel, which leads north-west. Very soon, you arrive at another junction. Turn to **68**.

362

You make a perfect leap, hurling yourself through the air at the intruder. However, before you hit him, your ears are deafened by a loud roar and you see the intruder's leprous-white figure dissolve in a cloud of dust. Your own body is racked with pain. The last thing you remember is looking up into the shocked face of Petrie-Smith. He holds a smoking shotgun in his hands. This is the end of the adventure for you.

363

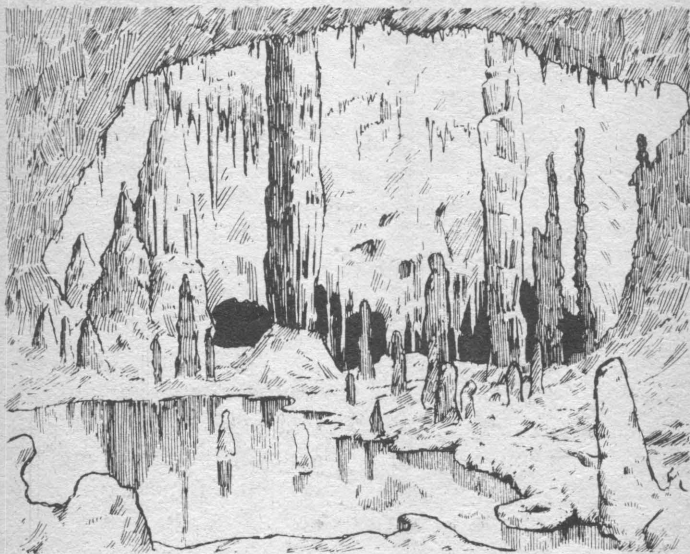
With a hoarse cry, the creature jumps at you, flinging its vicious talons round your neck! You have met not a man, but a changeling – and you must fight it for your life. Roll against your Mentality. If you fail, deduct 2 points from your Endurance and turn to **316**. If you succeed, turn to **239**.

364

Your left hand grips a handrail, while your right tugs the revolver from your belt. Can you blast the man-thing before he can strike at you with the spanner? Match your Dexterity against the mutant's Dexterity (7) on the Conflict Table. If you succeed, turn to **356**. If you bungle the roll, turn to **330**.

365

You could follow the cavern wall away to the south-west, turn to **354**. Or you could follow it north, turn to **336**.



366

Unable to break the creature's grip and throw him out of the truck, you are forced to let him back in. Grinning, the mutant pushes you back, steadies himself and then raises his mattock. Turn to **162**.

367

Turning to the villagers, you see that, though dazed, they appear to have recovered their free will. Running to the group, you urge them to flee the quarry before Petrie-Smith's attack begins.

Yet, even as you coax the bewildered people towards the safety of the defile, three great explosions rend the air. Your time has run out. The attack has begun! Alarmed, your party begins to run and just as suddenly comes to an inexplicable halt. You push through the villagers and see that you are confronted by another of the aliens' biological monstrosities. Turn to **333**.

368

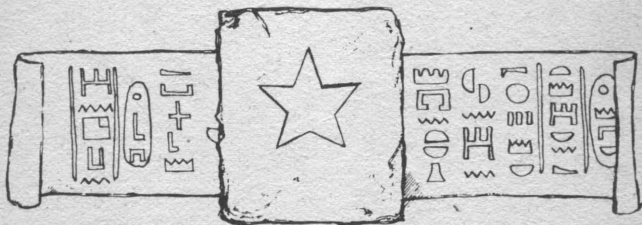
Lunging forward, you impale the mutant in the side. Match your Strength against the mutant's Strength (7) on the Conflict Table to see if you can withdraw the knobkerrie. If you succeed, turn to **377**. If you fail, you must accept the temporary loss of your knobkerrie. Turn to **162**.

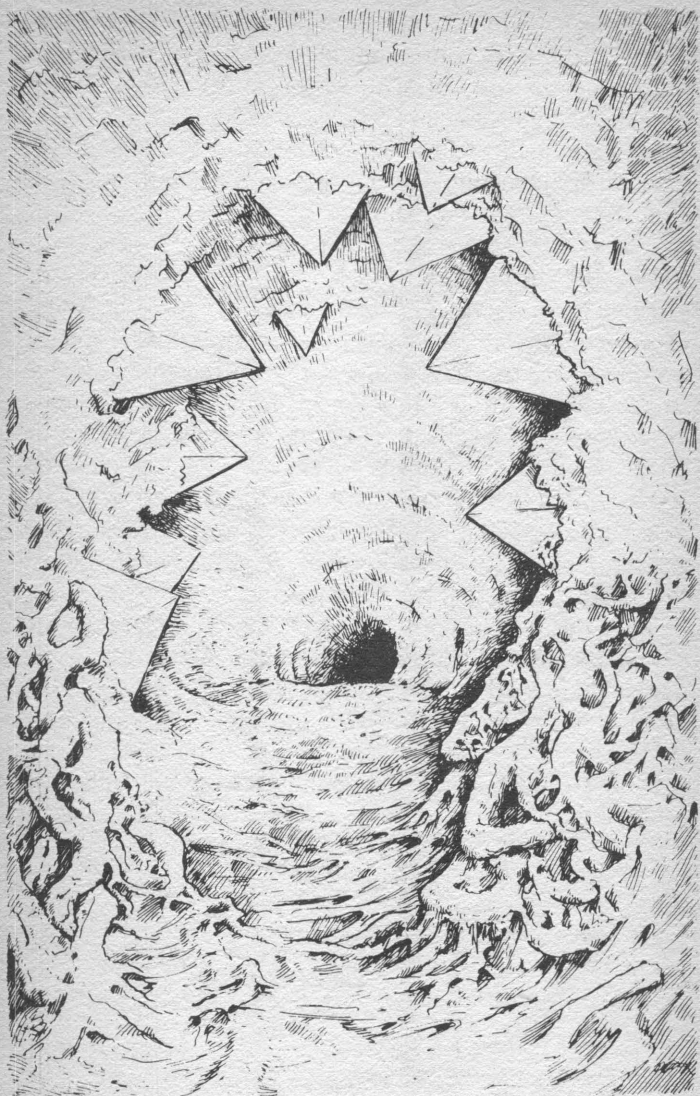
369

You hurry out of the semi-living star-ship and back up the glass corridor. Briefly, you pause by the remains of the tentacled creature. You have vanquished an intelligent being from another world. Then you hasten along the corridor, into a warm moist wind that reminds you of the natural world above. Turn to **71**.

370

As you struggle with the hobgoblin, you suddenly find yourself lifted into the air and hurled across the mill. You





land heavily amid the rusted wreckage of some old machinery and the last thing you remember is demonic laughter. This is the end of the adventure for you.

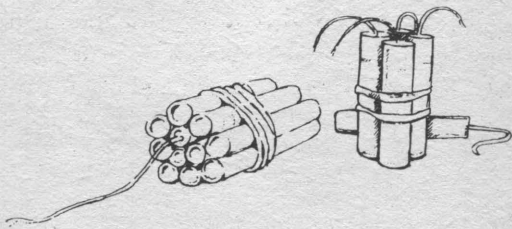
371

Gazing thoughtfully into the fire, Petrie-Smith begins to talk.

‘Whilst you were prowling around Quarry Valley, I was visiting the village. There I discovered we were not the only victims of last night’s attack. At least twelve villagers were taken from their homes and dragged away to the quarry. No doubt they were the luckless individuals you saw today.

‘At first I could not fathom this sinister turn in events, but the sounds of blasting at the quarry and your own observations have led me to this conclusion: the aliens are trying to free their machine from its tomb and need all the help they can find. Now we must formulate a plan which will not only destroy the aliens, but also ensure the safety of the villagers they have kidnapped.’

You stay awake until the early hours of the morning, devising a plan with Petrie-Smith and Lucy. Eventually you decide upon the following. Disguised as a mutant, you will attempt to enter the quarry and join the kidnapped villagers. Meanwhile, Petrie-Smith will organise the remaining villagers to push a wagonload of dynamite into



the old mine. The resulting explosion should seal the mine and distract the aliens. Fifteen minutes later, Petrie-

Smith's party will begin to hurl bundles of dynamite down on to the aliens and mutants in the quarry. The time between the blast and the attack should be sufficient for you to lead the kidnapped villagers to safety.

Satisfied that this is the best plan you can devise, you eat a hearty supper before retiring for the night. Regain 2 points of Stamina. Turn to **261**.

372

With a sudden lunge, the creature attempts to gulp you into its fiery maw. You have just one chance to dodge the creature. Roll against your Dexterity. If you succeed, turn to **244**. If you fail, your adventure ends here, in a fiery death.

373

You ignore the gaping mine shaft and begin to climb along the hillside above the valley. Below you is a barren alien world. Towering slag heaps choke the valley floor and march precariously up the valley side towards you. You climb on for some while before stumbling across a path that leads back down into the valley. You can continue to climb north-east above the valley, turn to **65**. Or you can turn south along the path into Quarry Valley, turn to **207**.

374

You have lost 1 point of Endurance from the sight of these two mutated humans. Will you leave them to go about their business? Turn to **115**. Or will you ambush them? Turn to **129**.



375

On entering this cave, you are immediately assailed by an almost unbearable noise. Water drips from the darkness above and splatters across the centre of the cavern. Here the dust of ages has been turned into a sticky grey ooze of unknown depth. Clearly it would be better for you to follow the edge of this dank grotto, but even here the surface is spongy underfoot.

As you gingerly step around the walls of the cave, you hear a new sound behind the incessant babble of water droplets. It is a sort of muffled plopping, as if something large were stirring within the noxious grey ooze. Then the pattering of the water cascade is temporarily replaced by a hollow drumming and a loathsome slimy thing snuffles towards you out of the gloom. Turn to **89**.

376

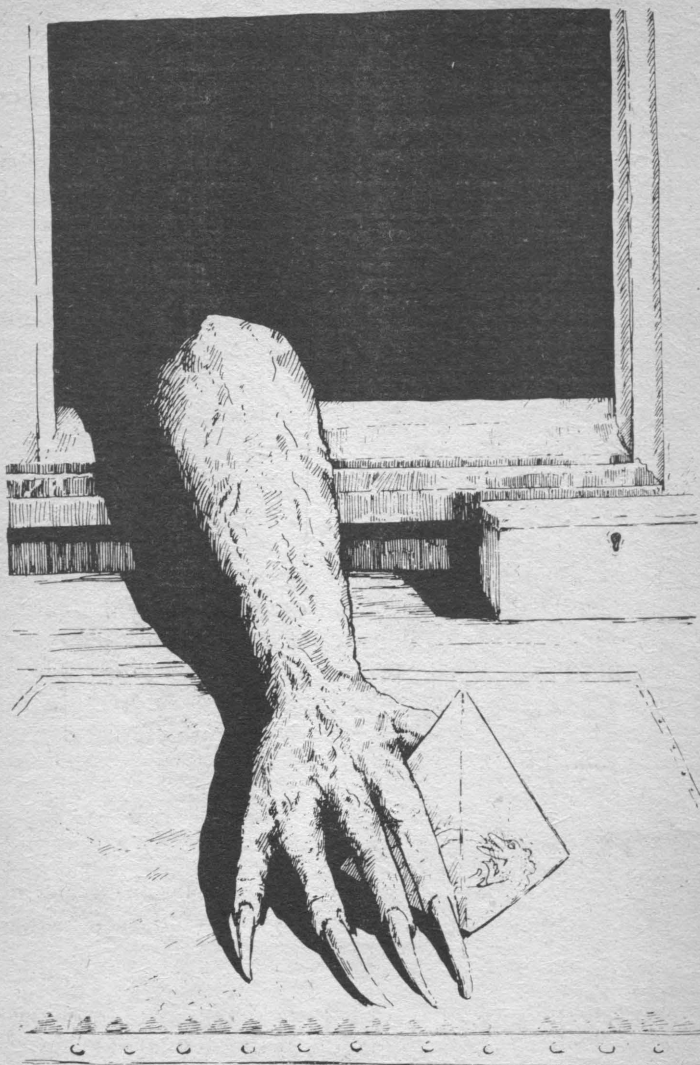
You crash into the stone at the creature's feet and lie stunned. Deduct 3 points from your Stamina. The creature consolidates its grip upon your legs and begins to move in for the kill. You have one last chance to save yourself. Can you reach your revolver and shoot the creature before it rips you to pieces? Roll against your Dexterity. If you succeed, turn to **331**. If you fail, turn to **312**.

377

With a terrible hiss, the mutant swings his mattock at you. Roll against your Dexterity to see if you can dodge the blow. If you succeed, turn to **304**. If you fail, turn to **105**.

378

You slump to the floor of the truck. Looking up, the last thing you see is the silhouette of the mutant, raising his mattock for another blow. This is the end of the adventure for you.



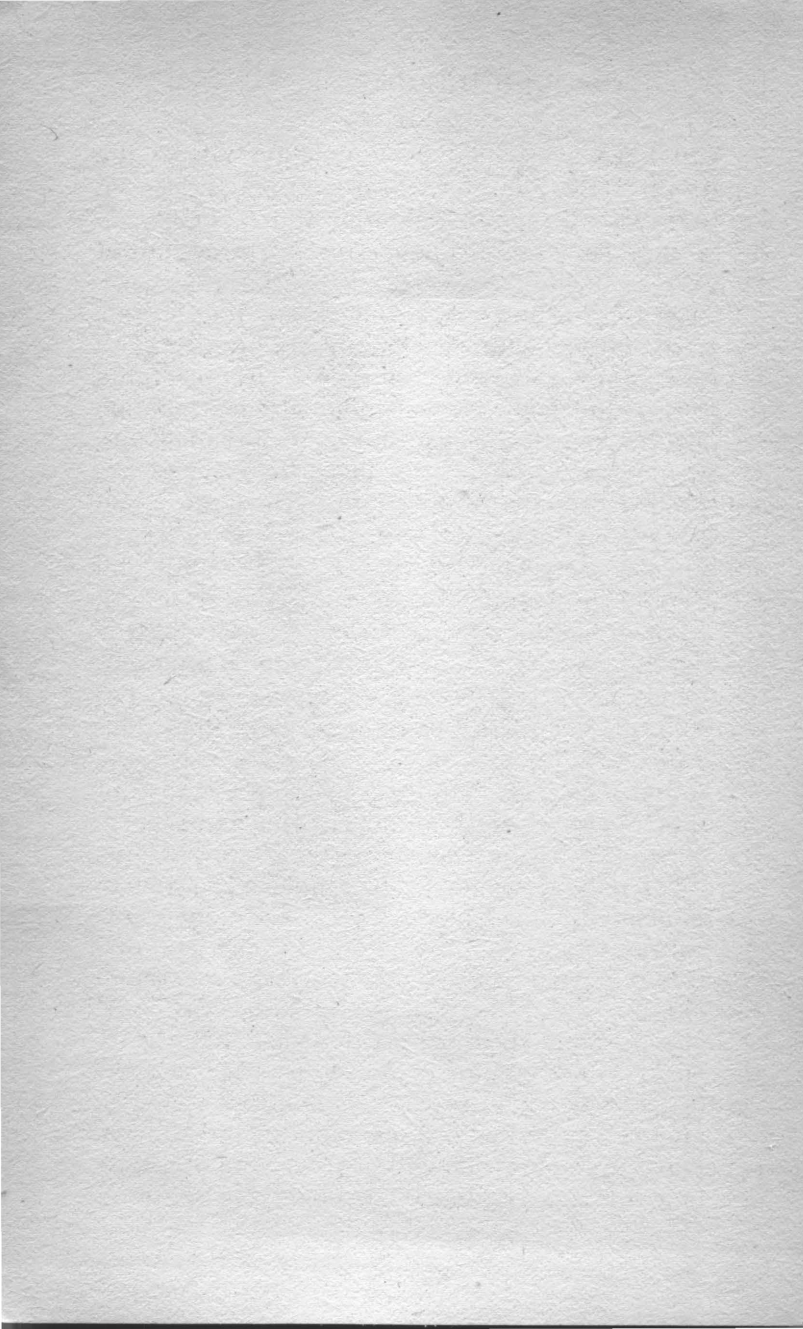
Over the sill comes a gaunt hand, bearing curiously long talons. They scrabble over the desk top and seize the pyramid-prism!

With a shout, you bound to the window and peer out. How could a thief have snatched the prism when you inhabit the second floor of the house?

As you stare out of the window, you see below the figure of a man – crawling down the wall. You shout again and the thief springs to the ground. For a brief instant a pale ugly face leers at you, then the gangling figure turns and lopes away into the night. Grabbing your coat from the back of the chair, you run for the door . . .

This begins **Terrors out of Time**, the next adventure in terror for your investigator.





Improving your attributes

As you have succeeded in completing **Where the Shadows Stalk**, you have earned the chance to improve your Strength, Dexterity and Mentality, in preparation for your next adventure in **Terrors out of Time**.

Below, you will find a table with six columns and six rows. This table has positive numbers (representing improvements), negative numbers (representing reductions) and dashes (which indicate that no change has occurred to whichever attribute you are rolling for).

You may roll once on the table for each of the following attributes: Strength, Dexterity and Mentality. Whether you roll at all, or for only one or two attributes, is entirely up to you. But, if you do roll, you must apply the result, even if it is unfavourable. It should be noted that, if your Strength or Mentality is altered, this change will also affect your Stamina or Endurance by twice as much in the same direction. For example, if your Mentality rises by two, then your Endurance will rise by four.

Warning! The rules limit the maximum size of your Strength, Dexterity, and Mentality to nine points each. Therefore, if any of these attributes are already at nine, there is no point in rolling for them unless you wish to risk reducing them! Similarly, if you have eight points in an attribute and gain a +2 you can only gain one point, as otherwise you would exceed the maximum allowed.

To use the table, roll one six-sided die and the score will tell you which column to look at. Then roll another die to discover which row you should use. Finally, cross-index the row and column to discover the result. For example, you are rolling to improve your Strength. The first roll is a six and the second roll is a four.

Cross-indexing these rolls gives a +1. So your Strength will rise by one and your Stamina by two points.

If you gain a plus, it means the rigours of **Where the Shadows Stalk** have helped to strengthen you for the encounters to come. If you suffer a loss, it means that, even though you managed ultimately to triumph, your experiences have damaged your health.

		First die roll					
		1	2	3	4	5	6
Second die roll	1	-1	-	+1	-	-	+1
	2	-	-1	-	-	-	-
	3	-1	-	-	-1	+1	-
	4	-	-	+1	-	-	+1
	5	-	-	+1	-	+1	-
	6	-1	-	-	-1	-	+2

WHERE THE SHADOWS STALK

Enter a new dimension in adventure gamebooks when you step through the Forbidden Gateway. Nothing before has prepared you for this.

A desperate letter summons you to a remote Welsh valley — a place which defies the light of sanity and science. Here the dead hunt the living. Strange and evil beasts roam the underground tunnels. Dark forces warp the minds and bodies of men. Ancient and dire prophecies are on the brink of fulfilment.

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In this battle with the forces of the Outer Darkness you will need luck, skill and determination. Equip yourself with two dice, a pencil and an eraser, and you are ready...

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