

Castle Death



A Tunnels & Trolls Solo Adventure
By AR Holmes

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*All houses in which men
have lived and died,
Are haunted houses:
through the open doors.
The harmless phantoms
on their errands glide,
With feet that make
no sound upon the floors.*

Longfellow

"Castle Death" - written by AR Holmes, Illustrated by Jeff Freels, 2009.



CASTLE DEATH

The wind that howls across the ramparts of the huge castle brings with it a fierce chill that freezes flesh, and an awful moaning, which fills the hearts of those hearing it with fear. Perched high in the Mountains of Gil'Hagh-Eth, the Castle of Duke De'Ath broods in perpetual darkness, for the storm clouds that gather around its towers and battlements, which, like wicked witches around a cauldron, never clear, and a thick, gloomy fog sticks to the castle walls like it was a living, breathing, clinging thing, and not a manifestation of the weather, which is common this high into the unforgiving mountain range.

Of the fabled Duke De'Ath, little is known. Born the seventh son of a seventh son, to the fabled King Constantine IV, the self-styled Duke fell into dark ways, stumbling along the uncharted dark paths of black magic, and losing his heart and soul to the evils he surrounded himself with. After years of travelling, to places upon this land and beneath it, he settled amongst the dark ruins of the castle, now known as Castle Death, and was never seen or heard of again. Few who enter the castle are ever seen again. Those who have ventured within and escaped alive, speak of madness, horror and beastly things of which they will not utter.

So then, why would any soul dare to travel the desolate road into the mountains, and seek thereby to enter Castle Death? The answer is simple: treasure. Chambers piled high with valuable baubles and gold squat amongst the grim ruins of the sprawling castle, tempting thieves and warriors to enter the castle and take enough gold to last them a long lifetime. But treasure is not all that lurks within the vast, crumbling halls and corridors of the castle, for magic artefacts lie covered in dust, hidden beneath ruins, guarded by monsters and sealed in ancient treasure chests and tombs, their magic powers stored and keen, waiting for a chance to serve a mortal master once again.

But beware, such treasures are not lightly stolen, for within the shadowed walls of Castle Death, it is rumoured that Death himself stalks, and from the demons, ghosts and monsters that inhabit the place, there is little escape.

However, warriors, wizards and thieves come and go, passing through the ominous skull-gate of the castle, their greedy minds filled with dreams of untold riches and great magicks. Alas, few return...

Getting Started

This is a solo adventure for use with the Tunnels & Trolls system; you will need a copy of the rules (5th edition preferred) to play. Here is a list of the abbreviations commonly used within the text.

ST	Strength
CON	Constitution
IQ	Intelligence
DEX	Dexterity
LK	Luck
CHR	Charisma
SP	Speed
GP	Gold Piece
WGT.	Weight
MR	Monster Rating
SR	Saving Roll
AP	Adventure points
1D6	1 Six sided dice
L1SR on LK	Level 1 Saving Roll on Luck



You will need the basics for play, i.e. your character and the rulebook, pencil, scrap paper, your imagination, and several six sided dice. The normal rules of the game apply, and turns pass at the rate of 1 per three paragraphs, unless the text tells you otherwise.

It is required that you keep a track of the paragraph numbers you visit as you play, as some instructions tell you to return to the last paragraph you read, or to go where you had been instructed in the previous paragraph. Sometimes adventure points are awarded for how many paragraphs you have played or survived. Make as many notes as you can.

Adventure Points (APs) are awarded throughout the adventure as you progress, but you are allowed to take APs for monsters slain and saving rolls made successfully.

For monsters, you may take the creature's Monster Rating (MR) in APs. For saving rolls, you may take the level of the saving roll made multiplied by 10. E.G. a second level saving roll on luck (abbreviated as an L2SR on LK) would bring you 20 APs if you were successful.

Character Suitability

This T&T solo adventure is much like any other and is open to player-characters up to 6th level of experience with no more than 160 personal adds. Although any character type may enter Castle Death, and limited magic is permitted, warriors will be best suited to the challenges found within. Some of the creatures your character may meet are very tough indeed, with critical saving rolls required during combat to succeed. There is no limit to the power of weapons or armour that your character may take into the adventure, but please do play fair. This solo represents a strong challenge to most characters that enter it and there are great rewards, both magical and treasure-based for those who are successful. There are many ways to leave Castle Death alive, but you must be aware before entering that *this is a very tough solo* with a host of evil creatures and situations to snare the unwary, so the chances that your character will meet with his death within Castle Death remain quite high. After all, the castle must live up to its name and reputation!

Saving Rolls

Saving Rolls within the adventure are mostly level 1 to 3, with a few at your own level required at certain critical points in the story, but you should not generally expect to have to make an important saving roll that is above level 4. Failing some saving rolls within this adventure will result in certain death - be warned! Failing a 'min 5' is always a missed saving roll, don't forget!

Using Magic Spells

The use of magic spells is permitted where you see * next to the paragraph and how to use magic throughout this adventure is explained on the next page. Magic items will function within the game, but the paragraph will always take priority over your item. For example, if you are told your sword breaks, it has, even though it may be magical and unbreakable. Use your own initiative with magic items for a fair and balanced game. If you have a teleport amulet for example which will take you home, you may leave the game at any time, but with no extra adventure points upon leaving.

You have all you need to know. The time has come for you to rise to the challenge of Castle Death. May you know true fear as you turn each page! When you are ready, begin the adventure at **Paragraph 1**.

The use of Magic Spells in this solo adventure

When you are at a paragraph that displays the * symbol, you may cast a spell from the list below (levels 1 – 5) if you are capable and have the required ST available. Magic in this solo works on the trust and honour system. Please don't abuse it.

You may also cast *Poor Baby & Too-Bad Toxin* at any paragraph where you are not engaging in combat or making a saving roll, just use your discretion. Restore any lost CON and disregard any poison effects as appropriate.

The following is a list of spells from the 5th Edition T&T Rulebook that you are allowed to cast throughout this adventure, at any paragraph where you see the * symbol, and the effects that they will have. Remember that spells require a full combat round to cast and you cannot fight in the same round as casting a spell. Use your discretion and play fair.

Alas, teleportation magic will not work within Castle Death and the spells that you can cast are limited to the following and are mainly useful in combat situations.

Knock Knock – always opens locked doors or allows you to open doors or gates that you are not strong enough to lift, but only in paragraphs where the magic symbol is shown. Some gates just cannot be moved.

TTYF – Always counts at full effect against all foes in this adventure.

Vorpal Blade – Always works but you must spend a combat round casting the spell before using the enchanted blade.

Oh-Go-Away – You have the advantage of knowing the MR of the foe in this solo before casting the spell and may use it if you wish instead of fighting.

Hidey Hole – You will be invisible whilst fighting an enemy and therefore your foe's attack score is halved, but this does not work against ghosts!

Glue You / Little Feets – These spells always work and Little Feets may be cast at any paragraph with the magic symbol to avoid having to make a SR on SP or a SR in which SP forms a part of the roll.

Whammy - Always works but remember it takes a round to cast.

Blasting Power / Freeze Pleeze - Always work in combat as normal.

Fly Me - In certain situations where you need to climb or avoid a fall, this spell will allow you to avoid the climb and will always save you from a fall.

Smog - Casting this spell at an enemy will halve its CON or MR.

Double-Double - This spell can be cast at any time your character is not taking part in any other action, or in any round of combat but you will not be able to fight during that round.

Dear God - This has a special rule in this solo adventure. If you cast it, you may sneak a look at up to three paragraphs ahead at any point in the solo and make your choices as appropriate. However it can only be used once per game.




CASTLE DEATH

1) * Your night at the tavern, The Bright Stag, which sits in the forest at the base of the mountain trail, was restless and dream haunted. The evening had been spent quietly in the warm common room, and following a hearty meal of grilled goose and lentils, apple bake and pear brandy, you enjoyed a smoke and a few of the inn's fine home-brewed ales. However, the locals were unhappy that you had planned to climb up to the old castle at first light, and tried their best to dissuade you. Old women bestowed upon you gifts of 'lucky' heather, 'magic' charms and 'protective' trinkets, whilst the old men warned you not to travel into the mountains, for many like you had gone before, and few had returned.

However, you were to be undeterred from your plans, and after travelling all this way, you remained undaunted from the adventure ahead. After bidding the local folk a good night, you retired to your small attic room, where you discovered that more symbols and 'lucky' charms had been hung from your bed post and at the tiny arched window, which overlooked the stables. You did not sleep well however, and are glad to see the fresh light of day. You leave the inn as the sun rises, and step onto the mountain path, which climbs quickly and steeply up through the pine trees and onto the mountain.

The climb is hard, and the forest full of strange noises and shadows. Despite the warm light of the day, the forest feels chill and there are places along the trail where the sunlight does not penetrate. As you climb higher, the inn below becomes but a tiny dot through the trees, and the air grows colder. High above, the upper reaches of the mountain are lost within a dark gathering of storm clouds and thick fog. The castle cannot be seen. You continue. Make a L2SR on LK. If you make it, the journey continues uneventfully and you arrive at the castle, go to 50. If you fail the roll, go to 25.

2) Running from the spell will do no good, bad choice. Go to 161.

3) The dragon, realising that you are more than a brainless axe-wielding thug, stops its attack and talks to you. However, it speaks only Dragon Tongue. If you can understand this language, or even a pidgin version thereof, go to 74. If not, the dragon realises that you cannot understand what it has to say, and departs, giving you a fire opal worth 75GP as consolation. Resume your adventure at 50.

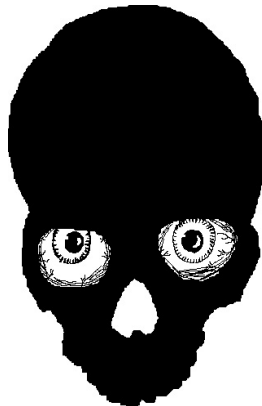
CASTLE  DEATH

4) Boiling hot tar covers you from head to foot. If you are wearing no armour on your head, the tar kills you instantly, close the book. Otherwise, you may take some of the damage on your armour. The boiling tar inflicts 30 points of damage. Any armour you are wearing is totally ruined and you must discard it. If you take hits directly to CON, you will only regain half of what you have lost when you exit the adventure because of severe scarring, with the rest being lost permanently. Your CHR will also be reduced permanently by the same amount as the CON you permanently lose. If you cannot absorb the hits using armour or CON, you will die here. Return to 133.

5) * The arches are identical: 8' high from ground level to apex, 5' wide and forming a pointed arch, with a recess of about 4' behind. As you inspect them all, one by one, they prove to be uninteresting. Most are empty, some contain old, empty urns, and some contain stone statues, their features worn and ancient. Make a L2SR on LK. If you fail, return to 71 and make another choice, for your search of the arches proved unfruitful. If you make the roll, go to 131.

6) As you search, you are attacked by an invisible foe, which strikes you across the back of the head with something very heavy. Make a L2SR on CON. If you fail, go to 300. If you make it, reduce your CON by 1d6. If you are still alive, go to 75.

7) * You are in a large, cold chamber. The walls are made up of huge blocks of stone, and you realise that the south wall, which is damp and moss covered, must be the front outer wall of the castle. The room is empty, and to the west is a stairway, which leads down. To the east is a large wooden door. To go east, go to 291. To go west, go to 99.



8) * Your foe is a Nosferatu Vampyre. It has lain in this cold, grim tomb for centuries, and now smells the fresh blood pumping in your veins. Luckily for you, the monster is weak. Were it at its full strength, you would now be dead.

It has an MR of 140, and you must fight it. Every combat round, make a L1SR on the average of LK and DEX. If you fail, you receive CON damage equal to the amount you missed the roll by, as the Vampyre manages to scratch or bite your flesh, despite any armour you wear.

If you kill it, you may claim 200 AP, and roll on the Ancient Treasure Table and the Magic Item Table once each, after which return to 71 to continue your adventure. You may not enter this room again. If you die here, you will rise as one of the Undead, forever a slave to this powerful Vampyre...

9) * You notice a strange shape in the rock where it joins the castle wall. It appears strangely man-like, and stands about twice your height. If you search this section of wall, go to 30. If you leave well alone, return to the Skull Gate and make another choice at 50, beginning at the second paragraph.



10) * The forest around you shakes and the ground thunders, as a huge horned boar crashes through the pine trees and charges you. First of all, make a L1SR on SP to react quickly enough to jump clear. If you miss, the boar's attack takes you by surprise and you are knocked off your feet before you can take your sword from its scabbard. Take 30 hits. If you survive, or make the roll, you leap clear of the boar's initial attack and compose yourself for battle. The animal has an MR of 40 and carries no treasure. Once the battle is done, should you survive, continue your adventure and go to where you have been told to go to in the previous paragraph.

11) * You are in a corridor with a worn red carpet and ancient pictures hanging on the damp stone walls. To the west you can see a 'T' junction. To go this way, go to 189. To the east the corridor opens directly into a large room. To enter, go to 135. In the south wall of the corridor, a shadowy, drafty, stone staircase climbs upwards. To climb the stairs, go to 98.

12) The figure reaches out a gloved hand and touches you with a hand crammed with rings. Roll 6d6 and divide the result between your ST, LK and CHR, distributed as you wish but at least 2 points must be added to each attribute. Return to 163 and leave the room.

13) Whatever your attack, it cleaves the frail old hag in twain, and her bony frame crumbles to dust amongst the trees, and is soon blown away upon the chill wind. Take 300 AP and continue your adventure where you have been told.

14) The figures in the painting begin to dance and frolic, and you can hear gay music being played by the figures. The scene is truly enthralling, and you cannot pull yourself away from it. The experience is worth 300 AP. If you want to try to pull your eyes away from the scene, make a L2SR on IQ. If you fail the roll, or want to continue watching the scene play-out in the painting, go to 200. If you successfully make the roll, you stop looking into the painting and leave the room at 163.

15) * You are on a cold, narrow stairway, hewn from the rock of the mountain. At the top of the stairs, to the east, is a large iron door. To go through it, go to 88. At the bottom, the stair opens into a very large room, from which, eerie coloured light can be seen, and you can hear bubbling, gurgling and popping noises. If you go down to the room, go to 227.

16) You stand your ground as the armour moves towards you, filled with a green mist. As it approaches, the mist takes on the form of an old man. He smiles at you, and offers his hand in salute. He speaks, in a voice of echoes and of far away places, in a deep tone like that of an old bell:

“Brave soul! You have defeated the Spectres of Doom, and you have freed me! I am Fortesque Raven, once a proud warrior, happy to serve in this castle. Alas, black events took hold of the castle and evil reigned. I, like many others, fell foul and died defending my honour. Now I am free to enter Valhalla, but to you I offer a gift. Take any suit of armour you wish; all will fit you. Then depart this chamber, and go your way!”

The ghostly warrior fades away, leaving you alone. Choose a suit of armour from the list below, go to the paragraph stated, then return here and leave the room. Once you have chosen, the others lose all magical abilities so you cannot decide to take another set if you don't like the one you have chosen. To climb the stairs go to 99. To go west go to 11. To go east go to 18. If you enter the room again, it will be empty.

Full plate in shining green metal (weight 1000) - go to 92.

Red lamellar (weight 900) - go to 205.

Blue leather (weight 200) - go to 113.

Quilted silk & cotton (weight 100) - go to 60.

Black, studded leather (weight 300) - go to 179.

Golden plate mail (weight 1000) - go to 310.

17) * The secret entrance is the narrowest of gaps in the rock of the castle wall, and you are only just able to squeeze through it without removing your armour and discarding your largest weapon. However, once through, you enter a wider corridor from behind a cleverly disguised stone doorway, which swings inwards easily from your side, but is invisible from within the castle. Once through, it swings silently closed behind you, barring your retreat.

A cold, damp, eerie corridor stretches out in front of you into the gloom. Rats scurry out of range of your lantern light, lizards scuttle away from you to hide in unseen cracks in the wall, and spiders lurk in the ceiling above you, their webs brushing your face as you walk carefully forwards. After a short while, an opening to your left (west side of the corridor) provides a set of stone steps heading upwards. To go up, go to 32. To continue walking down the corridor to the north, go to 94.

18) * You are standing in a long hallway. To the west, a large room can be seen. Above the entrance an old sign says 'HALL OF ARMS'. To go this way, go to 135. To the east you see a stout door, above which, a sign reads 'OUTER COURTYARD'. To go this way, go to 71. There is a panelled door in the north wall. To go through this, go to 76.

19) Slowly, the Alchemist moves across the room, to where an ornate mirror stands. He gazes into it for a short while, and in the mirror you see his reflection, that of a young man, smiling, looking calm and peaceful. He mumbles something under his breath, which you cannot understand. Make a L2SR on LK. If you are successful, go to 193. If not, read on.

The next moment, it is gone, replaced by a skeleton, as the Alchemist is wreathed in icy blue flame, and burns brightly. He raises his arms up to the roof of the room, and calls out in a tongue unknown to you, before being totally consumed by the magic flame. Go to 309.

20) Your brain is turned to jelly, and fear fills your heart and mind. Unable to react, captured by evil power and formidable mental strength, you are driven insane. Against this, you have no defence, and alas, you will never leave these accursed walls of Castle Death, as the your soul is utterly rent asunder and destroyed as you freeze with terror, lost to a dark world of madness. **R.I.P.**



21) The large room is in chaos, with bizarre equipment everywhere. Since the Alchemist's demise however, much of the equipment has started, mysteriously, to smoke, hiss and crack. Large glass flasks are leaking their contents, and strange substances are mixing and dripping onto the work surfaces. In fact, the air in here is becoming uncomfortable to breathe, and you feel quite nauseous. For each combat round you spend searching the room, you will lose 1D6 CON, but you will find 1 of 10 unusual items. Stay as long as you like, up to 10 rounds, rolling on the table below to see what you find (go to the paragraph listed then leave the room using the options given below), but remember to deduct the CON from the toxins in the air.

When you have finished searching you must leave the room by returning through the iron door and back into the corridor, at 88, or proceed north through the dark archway and down the stone steps, at 240.

<i>Combat Round of Searching</i>	<i>Go to paragraph...</i>
1	46
2	73
3	101
4	115
5	155
6	194
7	224
8	244
9	270
10	308

22) * You are now in combat with a dreadful creature. Your unseen foe is a Vampire Wraith, an invisible terror, which will attempt to drain every last drop of vital fluid from your body, leaving only a dry empty shell and a pile of dry bones where once you stood. If you have the ability to see invisible creatures, you may fight it normally, but if you must fight the vampire whilst it remains invisible, you must halve your attack score every combat round. The Vampire Wraith has an MR of 160. Every combat round, any damage you take to CON will also be deducted from ST, as the vampire sucks away your fluids, weakening your vital life force. If your CON or ST ever falls to 0, the vampire has devoured you and you fall dead in the mortuary, lifeless, dry and withered. Go to 300. If you defeat the creature, continue your adventure at paragraph 151.

23) * You are standing in a long, gloomy hallway, which stretches east to west. This is the eastern branch of the main hallway, which connects the east and west wings of the crumbling castle. The ceiling is high above you, and is shrouded in darkness, with cobwebs dangling down from the gloom, and stale water dripping down from the timbers and stone arches lurking high above. The floor is composed of large flagstones, upon which, an old carpet rests, mottled, torn and filthy, bearing little resemblance to its original colourful state. You have no idea as to its original pattern or colouring. An ancient iron ladder climbs the wall and vanishes from view in the darkness above. From here your choices are numerous. To go west towards the centre of the castle, go to 191. To the east, the corridor ends in a grand old door. To head this way, go to 303. On the southern wall are two doors, about 40' apart, one towards the east and one towards the west. To go through the eastern door on the south wall, go to 102. To take the western door in the south wall, go to 184. To climb the ladder, go to 110.

24) Roll 1d6. If the result is **EVEN**, your **LK** is raised by 2d6 permanently. If the result is **ODD**, it is reduced by 1d6 permanently. Return to where you have been instructed and continue your adventure.

25) The remainder of your journey up the mountain path is far from uneventful! Roll 1D6 and refer to the table below to discover which encounter you had. When your encounter is over, you continue to the top of the path, go to 50 and resume your adventure.

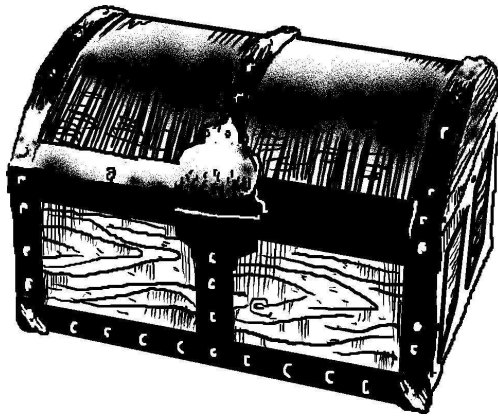
<i>Die Roll</i>	<i>Encounter Paragraph</i>
1	10
2	40
3	70
4	100
5	130
6	160

26) The book is heavy and dusty. Looking carefully you see nothing unusual about it. As you lift it from the lectern, there is a heavy thud in the room, and you notice that beneath the book was a lever, which you have just released by lifting the heavy tome from its resting place. Looking quickly in the direction of the thud, you notice that a section of the east wall has been opened: a secret door! The book holds another secret, for its pages contain a series of symbols given in order, from page to page. You think these may be useful so make a note of them. Should you ever come to a coded door, you will have the combination. If you open that door when you find it, go to **231**. Make a note of this for future reference during your adventure. The secret door leads through into a room, from which a strange purple glow radiates. To go through the door, go to 307. To ignore it, return to 102 and make another choice. The door closes quickly and silently of its own accord and will not open again under any circumstances.

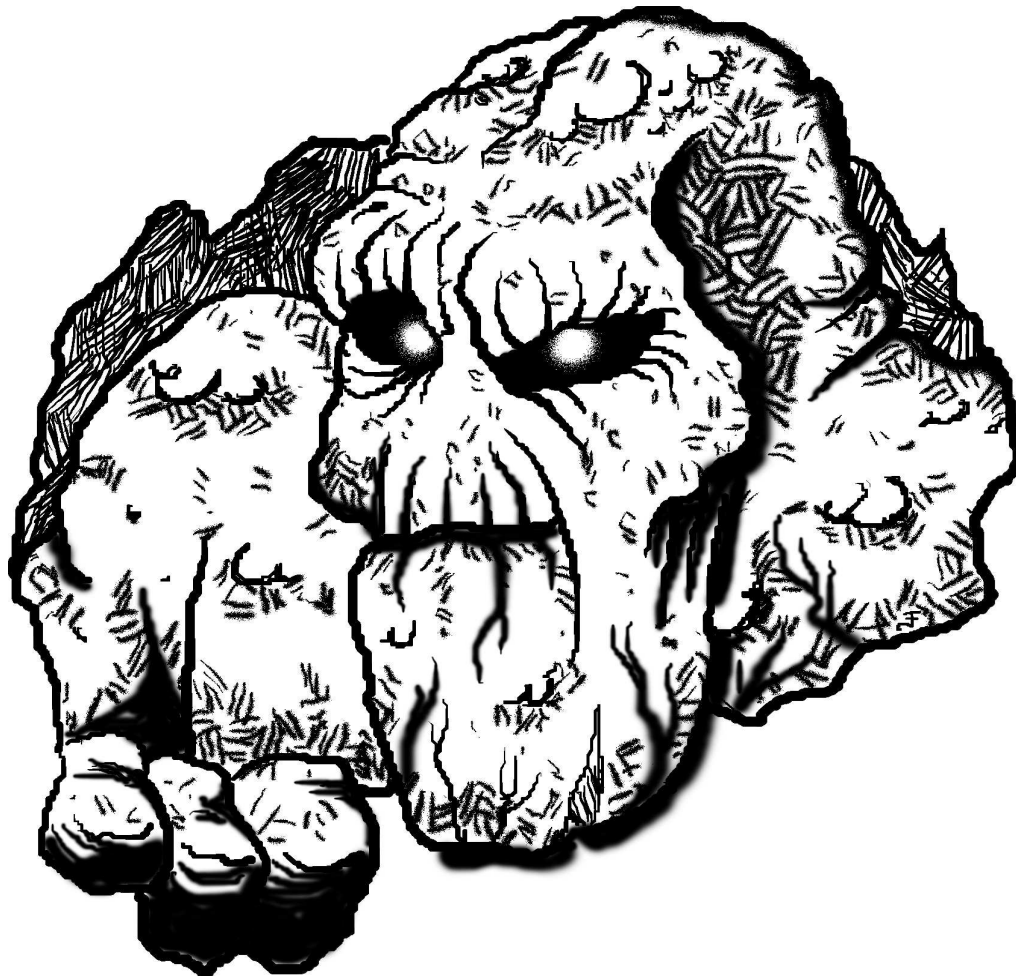
27) You have found some old gold coins wrapped in a cloth bag, and hidden by some rubble. Roll 6D6 for the number of coins and multiply by 10, then return to where you have been told.

28) * You are on a cold and eerie stone stairway, which heads east to west. At both ends is a plain wooden door. Roll on the Ghost Table. When you have resolved any encounter, go to 259 to go down to the east door, or to 269 to go up to the west door.

29) Behind the secret door is a set of dark, stone steps. A chill wind blows back up the steps. Make a L2SR on IQ. If you make it, go to 187. If you fail, go to 125.



30) * Suddenly, from the rock, a giant figure steps out. It is a Rock Troll, and it ferociously attacks you! It has an MR of 110 and a CON MR of 220, which must be reduced to zero before it crumbles and falls down dead. The creature's fighting MR will always remain at 110 until it is slain. If you kill the troll, you notice that there is now a hole where the creature was embedded into the rock, and you may enter it at 190. Otherwise, return to the Skull Gate at 50, and make another choice, beginning at the second paragraph.



31) Make a L3SR on CHR. If you fail, return to 163 and leave the room. If you make it, go to 12.

32) * You are on a set of stone steps, which run down from the west to the east. Roll on the Ghost Table. When you have resolved your ghostly encounter, go to 17 if you go down the steps, beginning to read from the second paragraph there, or go to 192 if you go up the steps to the west.

33) * Spinning around, you are shocked to see a tall, ghostly-looking man standing in the room. You did not see or hear him enter and you are certain that there was nowhere he could have been hiding. He is dressed in a dirty black waistcoat, off-white shirt with no collar, black trousers and bare feet. His skin is the colour of a corpse, and his unblinking eyes are dull and lifeless. His bald head is mottled and appears lumpy. He looks at you pitifully, and slowly begins to approach. If you attack him now, go to 124. If you wait to see what he does, go to 167.

34) Make a L3SR on LK. If you make it, go to 66. If you fail, you find nothing, return to paragraph 230 and choose an exit from this room.

35) * As you inspect the window closely, looking carefully for hidden messages or inscriptions, a hideous beast launches itself through the glass and into the room, showering you in shards of cut glass. Roll 3D6 and take the result in hits, armour taking effect. Then you must battle with the monster. It is a demon, with evil-looking yellow orbs for eyes, a hooked-beak and long arms ending in razor-sharp talons. The demon has an MR of 120, and is immune to all poison and fire attacks. If you are killed by the demon, go to 300. If you slay the horror, go to 119.

36) * Roll 2D6 for the number of rats that attack you and add 2 to the result. Each has an MR of 10, but if any damage to CON is scored against you, you become infected with poison, and will lose 1 ST and 1 CON for the next 1D6 paragraphs you read! If either ST or CON fall to zero during this time, go to 300. If you survive the attack of the rats, go to 299 and continue your journey.

37) * You hear a great rumble beneath you, and a billow of smoke, dust, soot and dirt blow-up through the grille, which then explodes outwards. From the pit beneath a demon crawls through, black bodied, naked, red eyes and long horns on its head. It looks at you with what appears to be amusement and leaps towards you! You have no time to do anything but fight. It has an MR of 160, and is immune to all magic spells, poison and fire. If you die, go to 63. If you kill it, go to 226.

38) * Much of the sprawling castle lies in ruins, and you have entered a part of the castle that has succumbed to such a state. Huge stone pillars and slabs litter the mountaintop, massive timber beams stick-out into the open air like the ribs of some enormous creature, wild grass, ivy and weeds choke the fallen stones of the castle walls and ramparts, ancient doorways and arches stand silent, their openings barred by piles of stones, timber and thick thorny growths, and dark shadows hint at nightmarish hidden creatures just waiting patiently for their next meal.

Behind you, the rest of the castle lurks in shadow, but at least you can walk upright down its many corridors and passageways, hoping to find treasure or magic. This ruined area is an unknown danger. Here, if you are not careful, you could stumble and fall amongst the huge stones, be attacked by waiting wild beasts, or become hopelessly lost in the myriad of twisting, never ending, shadowed stone avenues and collapsed passages. If you do not wish to enter this ruined area, return to the paragraph that brought you here and continue your adventure elsewhere. If however this dangerous area appeals to your sense of adventure and daring, you may explore it at 246.



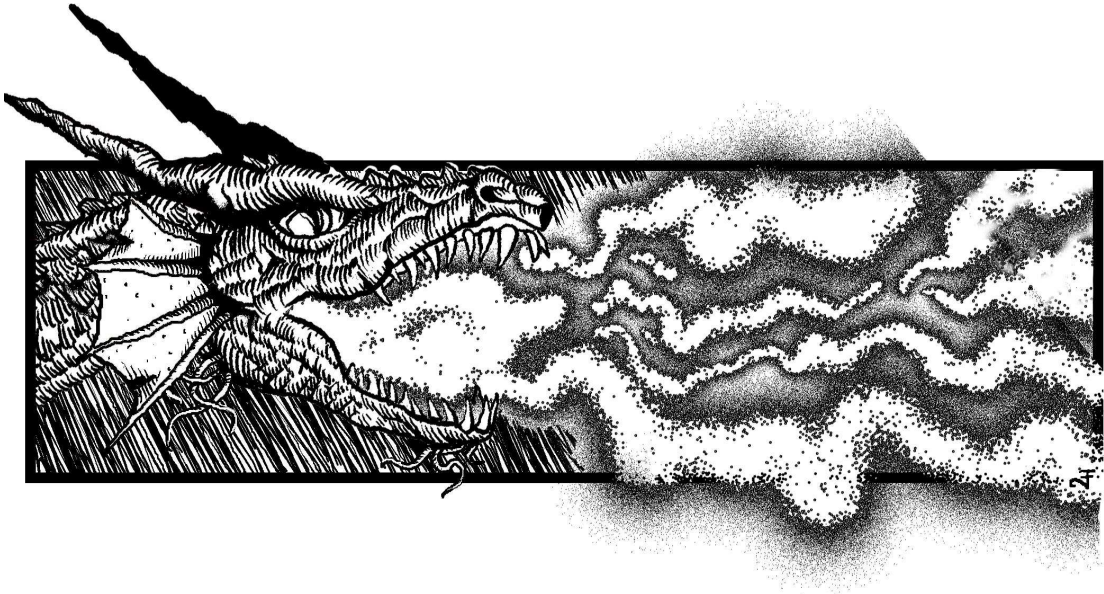
39) * The stone stairway to the north leads you down for about 50', and you can feel the air becoming colder and wetter. Unseen creatures skitter and yelp in the darkness ahead of you, scurrying away from your footfalls. Roll on the Ghost Table. After your encounter read on...

The stairway emerges into a large circular chamber, with walls of smooth stone painted white, and a series of iron grilles set into the domed roof 40' above you. Water drips through these constantly. The flagstone floor, although wet, is surprisingly clean. In the centre of the room rests a crystal ball upon a 4' high pillar of stone, which has been carved with intricate details of monsters, skulls and demons. As you enter the room, the crystal ball begins to glow purple. Then, all around the room, the living dead appear! 12 Zombies erupt from the floor as if by magic, and turn their corpse heads to stare vacantly in your direction, before starting to walk in a staggered fashion towards you, arms outstretched, moaning horribly. You can quickly leave the chamber, running back up the stone stairway if you like. If you do this, go to 277 immediately. If you attempt to reach the glowing crystal ball before the Zombies are upon you, go to 166. If you fight the Zombies all at once, go to 294. If you retreat to the bottom of the stairs and prepare to fight them a few at a time in the archway entrance, go to 178.

40) * You hear a strange cackling noise coming from amongst the trees, and almost instantly an old hag appears in front of you, her eyes wild and glazed-over, her hair matted and tied with coloured beads and feathers, and her clothes ragged. You have encountered a Witch, and she attacks you. She casts a spell directly at you, with a horrible look on her face that could turn milk sour. You must act quickly! If you attack with weapons, go to 85. If you run away, go to 2.



41) * Suddenly and without warning, the peace of the garden is shattered by the howling and screaming of a terrible beast that appears in the sky overhead, and launches itself down into the garden to attack you! It appears to be some kind of dragon, but you see that its wings are tattered and torn, like the cannon-blasted sails of a ship doomed for destruction, its skin is mottled grey and green and black, and its head is really just a skull with the rotting remains of flesh and skin covering it. In fact, its whole body is skeletal and decayed. This is an Undead Dragon, and the castle ruins are its lair. You do not have time to run, so you must fight! Its MR is 230, and it breathes fire at you every other combat round, which does an extra 6D6 damage. The dragon is immune to poison and fire but all other attacks will damage it. If you die, the dragon will scream in victory and leave your body to decay in the garden. If you kill it, take your AP and return to 80. The dragon will not appear again.



42) * You have found a hidden door almost totally obscured from view by choking vines. After hacking through the vines you discover that it is locked. If you have a way to open it, including casting a *Knock Knock* spell, go to 221. Otherwise, continue searching at 246 or return to the main castle by returning to 246 and following the instructions there.

43) * The spiral stair goes down into the damp depths of the castle and emerges after about 40' in a small room, from which a corridor heads north. Roll on the Ghost Table. After your encounter, you may return up the stair and go to 107, or head north down the passageway, at 249.

44) As you struggle to find anything that will open the door, you become desperate and frightened, as this area of the dungeon is haunted by many ghosts, and the longer you remain, the weaker you will become, and sooner or later, the ghosts will kill you, or you will starve. In your desperation, something smells your fear. Out of the darkness ahead, through the portcullis, drifts a frightening entity. It is a huge, fat ghost, with tight-fitting studded-leather garments, a leather facemask, ghostly keys hanging from its belt, and a trident in its left hand.



The entity glows green and there is a putrid smell in the air. It floats through the gate, and regards you with piggy-eyes, glowing red. In your native tongue it speaks:

“Sooo, a living thing once more crawls through the muck of these tunnels! Why you are here, I know not and care even less. I am the Dungeon Keeper, and I am bound to remain here for eternity. I can allow you through the gate, but at a price! I need blood to remain here, and I have not drunk for such a long time. Spill your blood for me, bug, and I will grant you passage beyond the dungeon gate. What say ye?”

If you take the spectre of the Dungeon Keeper up on his kind offer, go to 284. If you refuse, he vanishes, dooming you to remain trapped until you make the saving roll or eventually die at the hands of the ghosts that haunt these dungeons, return to 293. The Dungeon Keeper will return every 3 times you fail the LK roll, to offer his services again...

45) * Make a L1SR on the average of SP and DEX. If you make it, you leap upon the trapdoor and pull it open. The Orcs are upon you so you have no option but to drop down through the opening beneath. Take 2d6 damage (at least 2 must be taken on CON for the fall) and go to 71. If you miss the roll, you must take a full round of damage from the Orcs' attack—each has an MR of 70, with an additional extra 4d6 each for their wicked knives and ferocious fighting. If you survive, you may drop through the trapdoor (see above for details) or stay in the room and fight the Orcs, in which case go to 72.

46) You find an old glass beaker, filled with sweet-smelling liquid. If you ever drink the liquid, roll 1d6. On a 1 or a 6, the potion is deadly poison and you die, no saving roll. On a 2-5, the potion doubles your LK, permanently. Return to where you have been told.

47) The gentle old man embraces you, and you feel peaceful and calm. You do not notice as his face splits open down the middle, and you do not care when you feel the warmth of his tentacles surrounding your head and body. In a dream-like trance, you slowly slip away as your life is drained from you, and you know nothing as your body, now pale, limp and empty, oozes onto the floor...

48) With the squeal of age-old hinges, the heavy iron door swings out towards you. Through the door all you can see is an empty chamber. Then suddenly, a freezing, howling wind gusts out from the cell, freezing your bones as it passes through you and howls down the corridor to vanish into the distant darkness. The ghostly wind has covered you in a layer of ice and frost, and your limbs are stiff and your senses numb. All of your equipment is icy, and from your armour icy crystals hang like miniature icicles. Make a LASR on CON. If you fail, deduct all the difference you failed the roll by directly from CON, to reflect the damage done to you from freezing. If you survive, you may search the cell at 175, or close the cell door and return to the main corridor at 234. If you die go to 63.

49) You have found a ring set with 3 small diamonds. It is still attached to the little finger of the skeleton hand you found it on. It is magical, although unfortunately for the inhabitant of this dungeon, it could not help him escape! If worn on the little finger of any hand, it will allow the user to take an extra 50% of any adventure points won in adventure. The ring will lose its magical powers when you have gained 2 further levels of experience, when it can then be sold for 1D6x100 GP. Return to 234.

50) * You scramble up the last few feet of the path, and arrive at the foot of an enormous semi-ruined fortification, which has been partly hewn from the rock of the mountain, and partly man-made. The path brings you out of the scrub and the rocks, to stand in front of the Skull Gate. This is a huge portal, towering 40' above you, at the apex of which, a large ram skull has been carved. The doors are stout wood, re-enforced with bands of iron. They are tightly shut, and there appears to be no way to enter, probably heavily locked from the inside. To the right of the Skull Gate, there is a smaller door, made of iron and set deeply into the stone wall. This door has no handle, but there is a large keyhole in the centre. Looking up into the fog, you see that there are several open windows above the gate, into which you think you would fit, could you get to them. To your left and right, a rough stone path winds around the castle wall.

Many options are open to you. If you wish to try and pick the lock in the smaller iron door or if you cast a *Knock Knock* spell, go to 90. If you wish to climb the front of the castle wall to reach one of the higher windows, go to 106. If you want to explore around the castle wall first, go to 150 to go right, or to 121 to go left.

51) * There is a grinding noise above you, and a panel opens in the roof, through which many needle-sharp iron spikes drop quickly into the corridor. At the same time the portcullis opens. Make a **L3SR** on the average of **DEX** & **SP** to leap clear of the trap and through the gate. If you succeed, go to 234. If you fail the spikes trap you, skewering you and ending your life. Close the book, for your adventure ends here.

52) As you look upon the statue, the ivy entwined around the statues of the ladies unwinds, the moss withers and dies and falls from it, and the stone shines brightly, as water once again begins to pour from the urns and into the mosaic area below, and soon the fountain is flowing and sparkling with fresh water for the first time in ages! You may roll **2D6** and add the result permanently to your **CHR**. If you would like to leave now, return to 80 and continue your adventure. If you would like to taste the water, go to 241.

53) Roll **2D6**. The result is the number of chests and boxes that contain treasure, the remainder just full of ancient junk and rotted food and clothing. For each chest, make a saving roll on **LK** at your own level. For each one you make, the chest contains **3D6 x 100** gold pieces. When you have finished, leave the room by the north passageway at 295.

54) * You are standing in a short, wide corridor. The walls either side are lined with what appear to be family portraits. The floor is richly carpeted, and from the ceiling illuminated golden lanterns hang. The door you came in by has vanished. At the far end of the corridor is an ornate door. Roll once on the Ghost Table for an encounter then when you have resolved it, go through the ornate door at 312, for there is no return. Your final part of the adventure is about to begin...

55) You find a magic parchment. It is easy to read, and will cast a total healing spell upon you at any time during this adventure. However, if it is removed from the castle it will crumble to dust. When you use it, restore any lost ST and CON to full. The parchment can be used only once. Now return to where you have been told and continue your adventure!

56) * The tunnel is long, dark and dirty. You crawl for what must be an hour before anything changes, and you have no encounters. Eventually, you enter an area where you can stand up, but still you can see nothing. As you search around, you hear the sickening sound of stone grating upon stone behind you. Quickly looking, you see that stone blocks are sliding down into the tunnel, blocking your return! Then, above you, you hear the same sound. The ceiling is dropping! You must find an exit and quick! Make a L2SR on the average of LK and SP. If you make it, go to 247. If you fail, you fail to find anything, but may try for a L3SR on LK, to save your hide before doom befalls you. If you make it, go to 247. If you have failed all rolls, you meet with a horrible doom as the tunnel is filled with huge, crushing blocks of stone, with you squashed between...

57) As you try and talk to the Alchemist, you struggle to know what to say, as he stares through seemingly dead eyes at you, his mind far, far away. Make a L3SR on CHR. If you fail, go to 273. If you make it, go to 159.

58) You have found an old chest, partially buried by huge stone slabs. If you make a L4SR on ST, you may lift the stone and claim the treasure that is in the chest (2D6 x 1000 GP and an enchanted amulet that increases the current ST of the wearer by 3 points). If not, resume your search of the ruins or return to the castle, making the necessary saving rolls at 246.

59) You are instantly teleported. Go to 307.

60) This suit of quilted silk and cotton armour is enchanted to take 50 points of damage per combat round, and will automatically protect the wearer from projectile weapons, which simply miss every time! Return to 16.

61) As you inspect the painting, something takes hold of your mind, and speaks to you as if from directly inside your brain:

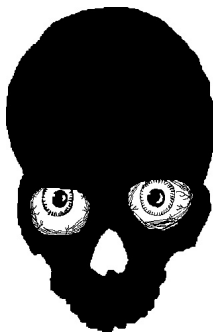
“Listen to me. I can give you power. Just let me into your mind and I will show you wondrous things, and take you to places unimagined...”

The voice is very persuasive, and you can think of nothing else as the probing presence whispers promises into your skull. Make a L3SR on IQ. If you fail, go to 20. If you make it, go to 217.

62) You stand in the chamber that was once the Alchemist’s Laboratory. It is now quiet and still, and everything is destroyed. Leave the room to the north at 240, or to the south, where a stairway leads up to an iron door, which lies open, the castle corridor lying beyond. To go this way, go to 88.

63) You are taken down into a series of narrow tunnels and chambers far beneath the castle, where your corpse is hung as a trophy upon a large hook. The demons that dwell under the castle will feast upon your corpse, throwing your bones to the wolves that lurk around the castle walls when night falls. As for your soul, it is doomed to wander these halls for eternity. Close the book.

64) The room turns icy cold, and the lilac glow that fills the chamber is slowly replaced by a red glowing mist, that appears out of nowhere. The body on the altar begins to stir, its cold, dead limbs twitching, its head moving slightly. Make a saving roll at your own level on IQ. If you fail, go to 182. If you make it, go to 204.



65) * The Alchemist fights with magic only. The first combat round he will cast a TTYF worth 32 points. Fight him normally, but if the TTYF kills you, go to 300. He has a CON of 86, which you must reduce to zero or less to destroy him. In the second combat round, if there is one, he will cast a Smog spell at you, reducing your ST and CON by half. If the combat goes for another round, he will cast his final spell, a Medusa, turning you to stone (and thus ending your adventure) unless you have a way of avoiding it. If the combat proceeds beyond 3 combat rounds, you slay the Alchemist easily in the fourth round, as his strength is used-up and he expires under your attack. If at any time you reduce the Alchemist's CON of 86 to zero or less, go immediately to 309. If you die during combat, go to 300.

66) * You discover a secret door hidden amongst the oak panelling of the room! Make a L2SR on DEX to open it (or if you know the spell 'Knock Knock', it will work here). If you fail the roll and cannot use magic to open it, return to paragraph 230 and choose another exit from this room. If you successfully open the secret door, you see a stone stairway leading down into the damp gloom below. If you go down the stairs, go to 17 and begin reading from the second paragraph. Or, return to 230 and choose another exit if this eerie passageway does not appeal to you.

67) As you strike the statues a final time, they explode, showering the lower floor of the Great Hall in shards of the strange stone from which they were carved. Some of the fragments are valuable. Roll 6D6. This is the number of valuable pieces of the statues that you may gather as treasure. Each piece is worth 200 gold pieces! Now leave the Great Hall either by the doors to the south at 80 or by the large ruined archway to the northwest at 38.

68) You summon an immense amount of physical strength from within you and you break free of the spell that the Liche had cast upon you. Take 500 AP and increase your ST by 10 points immediately. There is nothing left now but the final battle with this most horrible of creatures. Go to 199.

69) * Upon entering a shadowed area, hidden from the sunlight by thick ivy growth and fallen roofing beams, you are attacked by a Vampire! It is weak and has an MR of 85 only, but if you take hits to CON you also lose the same amount of ST. If you kill the creature, you may take the treasure it was sitting upon, comprising a chest of 1D6 x 1000 gold pieces and a magic sword that scores as many D6 as the user's current ST but only 1 add. Resume your search of the ruins or return to the castle, making the necessary saving rolls at 246.

70) * From high above you a giant bird attacks, swooping down through the trees. The Eagle has an MR of 50. Fight until the combat is resolved, and then continue your adventure at the paragraph where you have been instructed to go, taking 55 AP.

71) * You are standing in the Outer Courtyard. To the south is the interior of the massive Skull Gate. In the same wall next to the huge gate is a smaller iron door. This door exits the castle, and you may leave the adventure from this point at any time. If you leave Castle Death, go to 170. The walls of the courtyard are lined with arched alcoves, each dark and gloomy, with a skull carved at the apex. To investigate these, go to 5. There are doors in the east and west walls, and a large double door to the north. To leave by the west door, go to 18. To leave by the east door, go to 134. To leave using the large double doors to the north, go to 191.

72) * Fruddush and Nilak the Orcs are wild foes and fight with venom. Each has an MR of 70, with an additional extra 4d6 each for their wicked knives and ferocious fighting. If you kill them, go to 148. If you die close the book, your adventure is over.

73) You find an unusual dagger, which appears to be coated in a sticky residue. It will score 2+3 in combat, and is always coated in Spider Venom. Now return to where you have been told.



74) The dragon raises a quizzical eyebrow as words in the Dragon High Tongue spill from your mouth. It grins a huge grin, and raises a gigantic claw towards you, bringing it down gently upon your head. In its native tongue, it speaks slowly and clearly to you:

“Ah my friend, I pity you, for such a lowly and weak creature should not be venturing forth towards the crumbling ruins of evil that you fast approach. I mean you no dishonour, but I have seen many men come here, and few live to tell the tale. But, if you are determined to continue, I have some information that may just help you on your adventure...”

The Dragon gives you some information that you take with you on your adventure into Castle Death. It might be trivial rubbish or may save your life. Either way, roll 1D6 on the table below to find out what the Dragon tells you, then continue to the top of the path by going to 50 and resuming your adventure. This encounter was worth 250 AP for you.

1D6 Die Roll	Go To Paragraph
1	261
2	168
3	314
4	243
5	188
6	202

75) * You are in combat with an invisible Poltergeist, an angry, noisy spirit, prone to throwing things around, moving things and attacking the living whenever they come near. The ghost has an MR of 80, but unless you can see it, your attack score is halved. If you die, go to 300. If you defeat the Poltergeist, it howls with angry rage and is gone, crashing and banging as it leave the room, throwing aside everything in its path as it departs. Go to 163.

76) * The panelled door opens into a large chamber, the east and west walls of which are lined with old, mottled, damaged portraits, in what appear to be gold frames. A damp moth-eaten carpet covers the floor, and some rotting furniture is scattered around. You see no one, but can hear grunts, groans and shuffling noises in the dim room. It is very creepy. You may leave immediately by the south door at 18, the north door at 289 or search the room at 6.

77) * All of the iron dungeon doors are locked. If you know a suitable magic spell to open them, it will work when you cast it. If you have a set of dungeon keys, which you will have found elsewhere in the adventure, you may also open these doors. If you cannot or do not want to open these doors, return to 234 and make another choice.

If you open the doors, refer to the table below and go to the paragraph listed for the door that you open.

<i>Dungeon door opened:</i>	<i>Go to Paragraph...</i>
North door 1	48
North door 2	251
South door 1	128
South door 2	215

78) From within your heart you summon a mighty wave of determination and self-preservation, and you break free of the spell that the Liche had cast upon you. Take 500 AP and increase your CON by 10 points immediately. There is nothing left now but the final battle with this most horrible of creatures. Go to 199.

79) If you have lost any CON or ST, they are restored to normal. If you were fully fit, your LK is raised by 1d6 permanently. Return to where you have been instructed and continue your adventure.

80) * You stand in an open courtyard. A covered walkway, 10' wide surrounds the yard, which was originally a fine garden. Unfortunately, it is now filled with rubble, weeds and rotting timber, from sections of the castle's upper levels that have sadly crumbled and fallen over the ages. In the centre an old fountain stands choked by weeds and the creeping vines that now dominate the garden. Roll 1D6. If you roll a 1 or a 6, go immediately to 41. If you roll 2-5, read on...

Whilst in the courtyard, you may search the area, go to 140 to do this, or inspect the fountain, in which case go to 297. Or, you may exit the courtyard by going through an archway to the west, which seems to lead into a ruined section of the crumbling castle, at 38, or leave by the grand double doors in the north of the courtyard, flanked by ancient statues of mighty warriors, go to 254. Or, take the double doors to the south at 191, or an archway to the east, at 107.

81) Your mind returns from the horrible places that it was forced to visit by the evil throne. Add 10 points to your IQ immediately and add 2 points to your ST, CON and LK. Also take 500 AP. Your vision returns and you leap from the throne. However, something in the room has changed and something bad is happening... Go to 64.

82) * You hear a great rumble beneath you, and a billow of smoke, dust, soot and dirt blow-up through the grille, which then explodes outwards. The pit beneath then implodes and this way is no longer open to you unfortunately. Then, from beneath one of the giant ovens, a monster crawls. It is akin to an alligator, but from its scaly nostrils smoke issues, and as it crawls towards you, small flames lick around the end of its long, toothy snout. Before you have time to react it attacks with a breath of fire! Make a L1SR on SP. If you fail, take the amount you missed the roll by in direct hits to CON from fire damage. Armour will not help here unfortunately. Then fight the beast. It has an MR of 130, and can take 12 hits on its hard scaly hide. Each combat round it breathes fire as well as its tooth & claw attack, so you must make a L1SR on SP as detailed above each combat round until you kill it, taking damage as described above. If you kill it, go to 226.

83) * You notice with utter horror that the eyelids of the corpse are twitching! Your blood runs cold and you jump back without thinking, gasping with shock. If you attack the body with weapons or magic, go to 93. If you wait to see what happens, go to 64. If you quickly run across the room to sit in the throne, go to 196.

84) The glass cabinet is not locked, and you open it to view the magnificent instrument. As soon as you touch it however, it flies into your hands and you are forced to play! It is as if the violin were controlling your body! Soon you are sweating as the violin screams loudly, playing a very fast and frantic tune that the devil himself would dance to! Make a L3SR on the average of IQ and DEX. If you fail, the experience was worth 500 AP to you, but when the violin finally allows you to replace it within the case, you collapse exhausted, and refuse to have anything to do with any of the other instruments! Leave the room. However, if you make the roll, you were magically affected by your experience. You may roll 4D6 and add the result to IQ and DEX, distributing the points as you wish, but you must allocate at least one point to each attribute. If ever you pick up a violin again, you will be able to play proficiently. Now return to 184 and make another choice.

85) * Make a first level SR on LK or SP, your choice. If you fail, the Witch managed to cast her spell before you could attack, go to 161. If you make it, go to 13.

86) From the depths of darkness into which your fragile mind is rapidly descending you summon a heroic awakening and your mind overcomes the evil spell that the Liche was casting upon you before destroying you utterly. Take 500 AP and increase your IQ by 10 points immediately. There is nothing left now but the final battle with this most horrible of creatures. Go to 199.

87) As you walk along the gallery towards the steps down to the floor of the Great Hall, there is a grating of stone behind you. Turning quickly, you see that one of the more unusual looking statues is moving slowly, stepping down from its pedestal, and walking towards you! Then you hear the noise again, and you see the same happening on your other side! Your passage to the steps is blocked! To leap from the gallery, go to 169. To take-on the two magical statues in combat, go to 237.

88) You are in a cold, grim corridor, where the chill wind from the mountains blows icily through cracks in the castle wall. To the south is an iron portcullis. No matter how hard you try, it will not budge, so this way is barred to you. There is only a rough-hewn passage beyond it anyway. In the west wall there is an iron door, with an unusual device in the centre. There is no handle nor are there any hinges, just the device, which is a metal dial surrounded by symbols. Some sort of coded or ordered sequence of symbols must be entered here. If you know what to do here, and which paragraph to go to, go there now. If not, or do not wish to go through the door just yet, head north to the 'T' junction at 189.



89) * 1D4 Living Skeletons march out of the darkness to attack you! They are dressed in ancient chainmail and helmets of various designs, all battered and damaged in some way. They carry an assortment of motley weapons. Each skeleton has an MR of 30, and can take 6 hits on armour. If you kill them all, you may plunder their bones for up to 6 hits worth of armour pieces and 6D6 GP per creature, then continue your journey at 299.



90) * If you have a stiletto dagger, lock-picks, skeleton keys, or any other device suitable for picking a lock you may try to make a L2SR on the average of DEX & LK. If you make it, the door opens, go to 133. If you can cast a *Knock Knock* spell do so and go to 133. If you have nothing suitable to pick the lock, or fail the roll, you cannot enter the castle through this door; return to 50 and make another choice.

CASTLE  DEATH

91) Something looks wrong in the castle wall, near to where the stone blocks join with the rock of the mountain. Searching more carefully, you discover a secret door, expertly crafted into the stone of the castle wall, with just the faintest crack providing a visual clue to its existence. However, opening it will prove more difficult. Make a L3SR on the average of DEX, LK and IQ! If you make it, the stones of the wall slide inwards and the secret opening is revealed, go through it at paragraph 17. If you fail the roll, or decide not to enter through the secret entrance after all, return to 50 and choose again, starting from the second paragraph.

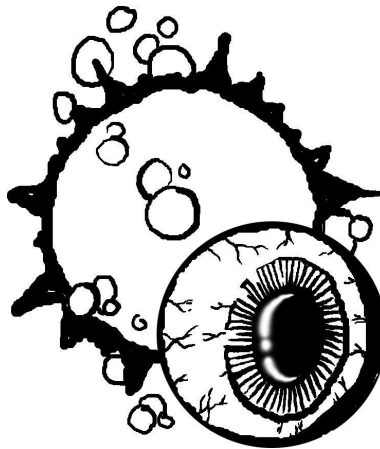
92) This fine suit of full plate armour will absorb up to 200 points of damage per combat round, and deflect TTYF spells. Return to 16.

93) However you choose to attack the cadaver, your attack is successful. You cut, slice, crush or burn the corpse successfully. The stone altar is a sickening mess. The room suddenly turns and icy cold and is plunged into total darkness. Your feet seem to be suddenly rooted to the floor, and your limbs are heavy. A voice in your head, spoken like the scattering of broken bones upon a tombstone of ice speaks to you:

"Who dares attempt to destroy my bones?"

I am Ahantishtaal the Destroyer, come to me and die, puny insect!"

This is the voice of your final foe in this adventure. At the heart of Castle Death dwells this evil being, a Liche! A powerful sorcerer from beyond the grave, an undead being of supreme evil and deadly magic power. The room erupts into view as a foul smelling crimson mist fills the chamber, and the creature stands before you. You must fight. Go to 199.



94) * The corridor is damp and dismal, being a secret passage beneath the main castle. It seems to be climbing gently up to the north. Suddenly, from out of the darkness ahead, a frightening sound echoes through the corridor! Then suddenly you are attacked! Roll 1D6 to see what attacks you then go to the paragraph indicated on the table below.

<i>Roll 1D6</i>	<i>Monster! Go to Paragraph...</i>
1	Large Rats. Go to paragraph 36.
2	Giant Spider. Go to paragraph 306.
3	Ghost. Go to paragraph 164.
4	Giant Slug. Go to paragraph 185.
5	Lizard. Go to paragraph 239.
6	Living Skeletons. Go to paragraph 89.

95) You are indeed a strong-willed individual and from deep within your heart you summon a mighty wave of determination and self-preservation, and you break free of the spell that the Liche had cast upon you. Take 500 AP and increase your DEX by 10 points immediately. There is nothing left now but the final battle with this most horrible of creatures. Go to 199.

96) * Your foe is a Soulfeeder, a rare and terrifying creature that has the ability to assume the disguise of any creature that it has devoured in its life. Writhing tentacles reach for you, and where his head was, a horrific mouth has appeared, lined with rows of tiny barb-like teeth. The rest of his body is gradually becoming more and more monstrous as its disguise is dropped. The creature has an MR of 130, but every combat round, make a L2SR on the average of LK and DEX. If you fail, one of the many tentacles attacks you and will drain 1 point of ST and CON from your body. If you fail a 'min 5' when trying this saving roll, 1D6 tentacles attack you and you lose that many ST & CON in that combat round. If you slay this horrible monster, go to 230. If you die, go to 300.

97) You find a tiny set of levers very cleverly hidden into the stones of the north wall, almost at floor level. There are 3 levers in a row, all in the 'down' position. Carefully experimenting, you realise that only one lever can be moved at once. To experiment with them go to 262. To try another way to open the door, return to 139 and make another choice. If your frustration causes you to strike the levers with your heaviest weapon, in the hope that you will disable whatever mechanism they control, go to 235.

98) * You are in a drafty, spooky stone staircase. Roll on the Ghost Table. After your encounter, go to 11 to go down the steps, where you can see a dark corridor running east to west, or to 252 to go up, where you can see a doorway dead ahead.

99) * You are on a long winding wooden stairway. Heading down, it leads into the Hall of Arms, whilst upwards it takes a turn to the east then leads directly into a large chamber. In the south wall of the staircase as it turns to head east, there is an open window arch. It is too dangerous to climb out of the window without rope, but if you do have rope, at least 40' and wish to leave the castle now, go to 170. To go down the stairs, go to 135. To go up, go to 7.

100) * From out of a secret hideout hidden amongst the trees, a Forest Troll attacks you, swinging a huge branch in anger, for you have entered his territory. The Troll has an MR of 80. Resolve combat normally. If the combat lasts for 6 combat rounds, the Trollwife will appear from the hideout to see what is going on, and joins-in with the combat. Her MR is 46. If you kill the troll before 6 combat rounds have gone, you may enter the troll's lair



and fight the Trollwife. If you kill her also, you may take 45 gold pieces and three opal gems, each worth 25 GP, from their treasure box. When you are finished here, resume your adventure where you have been told, taking AP equal to the MR of the creature(s) you killed.

101) You find a crystal orb, non-magical but worth 1000 GP. Now return to where you have been told.

102) * You are in the Chapel. It is surprisingly clean and tidy, although the floor is wet in places, the walls damp and the ceiling rotten in places. There are two rows of old wooden pews, and a simple altar and reading lectern have been placed in front of them. Upon the lectern rests an ancient tome. The book is a medium sized volume, with covers of thick wood. The cloth pages are bound in metal rings, with purple ink. The book is closed by a metal clasp in the form of a snake swallowing its tail. To pick up the book for further inspection, go to 26. There are two doors in here. To leave by the north door, go to 23. To leave by the south door, go to 134. Behind the altar is a stained-glass window, depicting what appears to be a great King or Prince, worshipping his deity, his hands held high, wearing full plate armour and with a lovely girl kneeling at his feet in prayer. The colours of the window are illuminated by bright light behind it. To further inspect the window, go to 35. To search the room, go to 140.

103) Roll 1d6 and refer below to discover what effects the potion had upon you, then return to the paragraph that sent you here and continue your adventure:

- 1 - Go to 285.
- 2 - Go to 79.
- 3 - Go to 24.
- 4 - Go to 145.
- 5 - Go to 301.
- 6 - Go to 210 *or* 223, *or* 236, your choice...

104) You are very lucky indeed, for you have found a hidden exit from the castle! You may choose now to leave Castle Death, never to return. If you do, go immediately to 170. Or, you may choose to find assorted treasure items to the value of 1D6 x 1000 GP and weighing only 50 weight units. If you decide to take the treasure and continue your adventure within the castle, return to the paragraph where you have been told.

105) * Banak fights with an MR of 170. If you die, go to 63. If you kill him, go to 226.

106) * The huge stones that make up the front wall of the castle provide many handholds, but the climb will still be difficult. You must make 3 level 2 saving rolls on the average of ST & DEX to reach a window opening. If you have a grapple hook and at least 30' of rope, or if you have pitons and a piton hammer, you may lower the rolls to first level. However, if you use the pitons, strike them from your character sheet as you cannot reclaim them from the wall once they have been hammered into the stone. If you fail any of the rolls, you fall, taking 4d6 hits, at least 3 points of which must be deducted from CON from the impact of the fall. You may try the climb as often as you wish. If you make the rolls you successfully enter the window at 180 or return to 50 if you give up, starting to read from the second paragraph.

107) * You are standing in a very long corridor. The flagstone flooring is almost intact and some old and mottled tapestries still hang on the walls. To the east is a large wooden door. To go through it, go to 158. To the west you can see daylight pouring through an open archway, with what appears to be a garden on the other side. To go this way, go to 80. About half way down the passage on the north wall is another archway, through which, you can see a spiral stair heading up and down. To go up, go to 256. To go down, go to 43.

108) The large iron door at the top of the stone steps slams shut all by itself before you are able to pass through it. Quickly trying to open it, you fail, as it is sealed shut tightly, maybe by magic. As you turn around, you are hit by a TTYF spell, which reduces your CON by 32. If you die, go to 300. If you survive (you have no time to defend against the spell), make another choice quickly! To try and talk to the Alchemist, go to 57. To attack this evil old man, go to 65.

109) You find an old set of rusted iron keys under a rotted table. Mark them on your character sheet as 'dungeon keys' and go to 140 to resume your search or return to 213 to make another choice in this chamber, or go to 295 to leave to the north.

110) The ladder is rusty but firmly fixed to the wall of the corridor. The top is shrouded in cobwebs, but through them you can make out a dark opening in the ceiling. If you continue through the thick webbing, make a L1SR on LK. If you fail, go to 315. If you make it, go to 171. To return to the corridor below, go to 23.

111) * There is a grinding noise behind you, and you turn quickly to see that a panel has opened in the opposite wall, through which many needle-sharp iron spikes drop quickly into the corridor. At the same time the portcullis opens. Make a L2SR on the average of DEX & SP to leap clear of the trap and through the gate. If you succeed, go to 234. If you fail the spikes trap you, skewering you and ending your life. Close the book, for your adventure ends here.

112) Make a L3SR on the average of IQ, ST & CON. If you make it, you spend a pleasant hour or two resting, and may regain up to 12 lost ST points and 1D6 CON. You may not rest here again. Time is getting on and you must hurry. Return to 157 and continue your adventure by making another choice. If you fail the roll, you fall asleep. Upon waking, it is the dead of night. You awake in a cold sweat to see a huge ghostly purple face leering down at you. Before you have time to react, there is a flash of light as the purple face laughs at you. Go immediately to 59.

113) This blue leather armour has been crafted by dwarves using wyvern hide. It will take 100 points of damage per combat round, and protect the user from level 1-6 offensive spells. Return to 16.

114) The corpse is that of a young, good looking man, with wavy blonde hair, slim features and a peaceful smile rests on his face. The body is perfectly preserved. There is something not right here and you feel very wary. Even if you are not a magic user, you feel enchantment in the air. If you continue to investigate the body, go to 233. To wait to see what happens next, go to 64. If you sit in the throne, go to 196. If you search the room, go to 140. If you attack the corpse, go to 93.

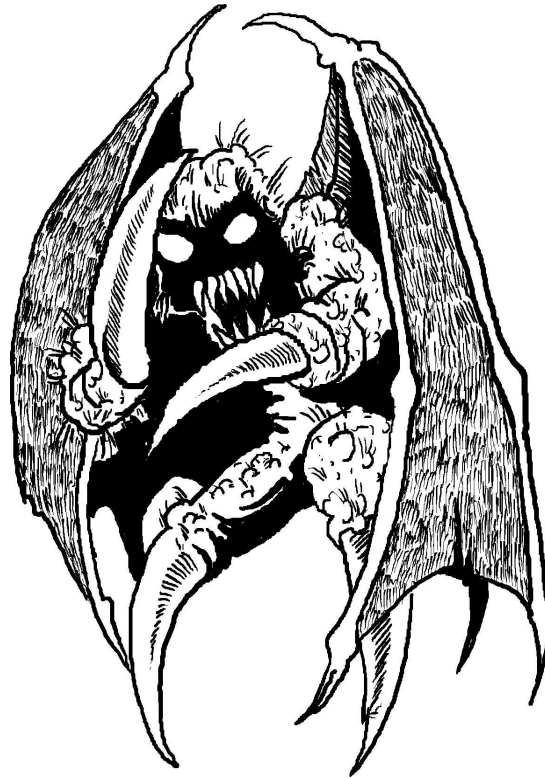
115) You find a magic ring. It will allow the wearer to double his or her ST rating for 1d6 turns, after which, ST returns to normal but 1d6 points of CON are permanently lost as an after-effect of the magic. Now return to where you have been told.

116) * Suddenly, the beautiful, if somewhat haunting, girl, transforms into a terrifying spectre of horror! Swirling above you like some sentient tornado or terror, the spectre attacks with fearsome aggression, and you must fight to survive! Her MR is 210, and she is harmed only with magic and magic weapons. If you survive, you leave the room quickly by the only door that will open. Go to 54.

117) The ghostly woman likes your form very much, and she drifts down to the ground, becoming as flesh. Her curves and beauty are wonderful to behold, and as she stands before you in her nakedness, you feel an overwhelming desire to take this woman. Make a L3SR on IQ. If you fail, go to 207. If you make it, go to 287.

118) With the creature dead, you may search the chamber. There are two main areas of interest in here, the treasure chests and the sarcophagus. The chests you now notice are covered in the same thick webbing that you crawled through to get into here. If you search the chests anyway, make a L1SR on LK. If you fail, go to 315. If you make it, go to 176. If you investigate the sarcophagus, go to 229. If you return to the corridor below, go to 23.

119) As you recover from your battle, the demon dissolves and seeps through the floor of the chapel, with hot foul-smelling steam filling the room. Soon there is nothing left to prove that it was ever there at all. Glad to be rid of the foul creature, you turn to look at the shattered stained-glass window. Behind it is a small chamber, with a high roof, in which a window allows light to enter, providing illumination for the window. In the room is a small treasure chest. As you consider what to do next, a pale figure appears in the room. It materialises into a ghostly form, and you recognise it as the man in the glass window. He appears to



speak, holding out his hands to you in thanks, but you hear no words. After a few seconds he vanishes again, and the lid of the chest springs open. It is loaded with gold and jewels! There are 2D6 x 1000 gold pieces in the chest, and 1D20+6 gems, which you will need to generate using the table in the T&T rulebook (5th or 5.5 Edition). You may return to paragraph 102 and choose another option or leave the room.

120) * The door opens into an elegant room. A single door stands in the wall opposite. A large fire burns in a huge marble fireplace, and in front of this, a large, black leather armchair faces the roaring flames. There is a large figure seated within it. On a triangular side table next to the chair is a crystal decanter, half-full of an amber liquid, and a crystal goblet, this also half-full of the same liquid. As you enter, the occupant of the chair rises and turns to greet you. You are horrified by what you see! Standing before you is what appears to be an ogre, about 9' tall and heavily muscled. It is dressed in black trousers and jacket, and wearing a blood-red waistcoat beneath. However, as if this wasn't terrible enough, the creature is half-rotted away, his head only partly covered in flesh, with large sections of skull visible. In his hand he holds a staff, which appears to be made from tiny bones, with a small skull at the top, with rubies for eyes. In ghostly, dismal tones, the creature speaks to you:

"Ah, dinner is served I see. If you have come expecting to meet with the Duke, I am sorry to tell you that you won't be seeing him, for it is I that require your immediate council. Whoever you are, your journey ends here. There is nowhere to run, nowhere to hide. You should not have come here, for it is forbidden. Alas, you are here now, so come to me..."

The horrific creature advances towards you, pointing his gruesome staff at you. Use a spell or engage in hand-to-hand combat at 216.

121) * Walking to the left of the Skull Gate, the exterior of the castle wall appears to offer nothing in the way of entrances, but you search nonetheless. Soon you reach the end of the path, where the huge stone wall joins the rock of the mountain. Make a L2SR on LK. If you make it, go to 9. If you fail the roll, go to 30.

122) Make a L3SR on IQ. If you fail, you see nothing unusual about the painting. Turning to the others, they have rotted. Return to 163 and leave the room. If you make the roll, go to 14.

123) * You discover a way down into a submerged chamber beneath the ruins, and upon entering, you see a crypt. Make a L1SR on LK. If you fail, this crypt is guarded by an entity from the Ghost Table. If you make the roll, read on. If you explore the crypt, go to 282. If not, resume your search of the ruins or return to the castle, making the necessary saving rolls at 246.


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124) Somehow, you do not feel that it very fair to attack this kindly old man. After all, he is pale and weak, and looks very hungry and malnourished. Perhaps he needs your help? Make a L2SR on IQ. If you fail, go to 167. If you make it, go to 272.

125) Seeing no obvious danger, you cautiously begin to climb down the steps. At the bottom you enter a narrow passage. The air is icy cold, and water drips from the ceiling. At the end of the short passage is an iron door, locked on the *outside* by a large iron bolt. Make a L2SR on IQ. If you make it, go to 187. If you fail, go to 195.

126) Killing the Demon, a wicked undead fiend named Gah-Ammann, has earned you 1,000 AP. In addition, you are offered an instant teleportation from Castle Death by the wizard of the hobbit village. If you do this, leave the adventure at 170. If you wish to return, go to 163 and leave the room.

127) You find an interesting section of the bookcase that seems to be in better repair than the rest. Examining it more closely, you reveal a small iron catch. Moving it causes the section of bookcase to swing open, revealing a dark, dank, narrow passage beyond. Huge, dusty cobwebs can be seen just through the ancient opening. If you do not like the look of this secret passage, leave the room by the north door at 289 or search the room if you have not already done so at 140. If you venture down the passage, roll 1D6 to see where you emerge:

1, go to 306 immediately. **2**, you emerge outside in a ruined section of the castle. Go to 38. **3-4**, you crawl through the passage and emerge in a dank corridor at 94. **5**, the hidden tunnel emerges outside beneath the garden at 80. Go there. **6**, you do not get far before something magical happens - go to 59.

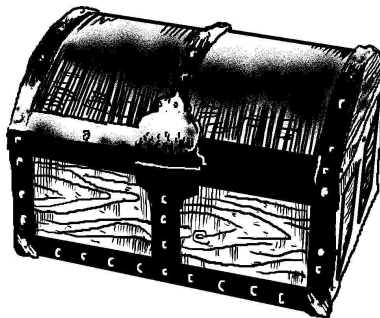
128) The doorway opens easily, as the hinges still have lots of grease piled upon them, which has stood the test of time. Within the dank dungeon chamber are three skeletons, chained to the walls. Their skulls have long since fallen from the framework of old bones and lie cracked on the floor. If you search the room, make a L3SR on LK. Failure means you find nothing, return to 234 and make another choice. If you make the roll, go to 279.

129) Its some kind of birthday celebration. A wizard in a tall pointy hat brings some fireworks and later, a fat little hobbit stands up and says a rather odd speech, before vanishing in front of everyone's eyes! How odd! The party continues until the last hobbit falls asleep with his mug of ale in his hand. This experience has been worth 2000 AP to you. You fall asleep too, and awake in the room. Go to 163 and leave the room.

130) * You have disturbed a Giant Violet Ground Beetle, and it attacks you viscusly with huge mandibles. It has an MR of 50. After you have resolved combat, take 50 AP and resume your adventure where you have been told.

131) * At the back of one of the dark recesses behind the arches, you notice that the stone does not seem to be the same as the others. Looking more closely, you espy a secret door, built cleverly into the rear of the archway. If you try to open it, make a L2SR on DEX. Fail, and you find it impossible. Return to 71 and continue your adventure by making another choice. If you make the roll and thereby open the door, or can cast a *Knock Knock*, go through it at 29.

132) * Before you have the chance to do anything in this horrific chamber, you are aware of a terrifying presence behind and above you. Turning quickly, preparing to attack, you see nothing, but the hairs upon the back of your neck are cold and rigid, and your heart rate has doubled. Sweat oils your tightly clenched fist around your sword, and your breathing is shallow, your eyes wide. If you flee, make a L1SR on IQ. If you succeed, you run headlong out of the room via the south exit and do not stop until you reach the main corridor at 88. ***DO NOT return to this area of the dungeon again during this adventure!*** Fear has gripped you like a vice and you will not dare approach this chamber again. However, if you fail the saving roll, you are not quick enough to flee the mortuary and must go immediately to 22.



133) * The small iron door squeals with the rust of ages as it opens inwards. Beyond is a large shadowy area, which appears to be some kind of courtyard. The walls are lined with arched alcoves, each dark and gloomy, with a skull carved at the apex. The floor is made up of huge paving slabs, many of which are cracked, and behind you is the interior of the huge Skull Gate, with massive timber beams keeping it tightly shut and locked. Before you have time to take a closer look around, you hear a noise above you, and look up to see a hatch in the stone ceiling above you being opened, and a thick, dark liquid pouring through! Make a L1SR on SP to leap free of the boiling tar. If you miss the roll, the obnoxious substance covers you, go to 4. If you make the roll, take 50AP and go to 71. If you are returning from paragraph 4, go to 71 also.

134) * Through the door is a long, drafty corridor. It is quite wide, but very damp and dismal. Ancient iron cressets in the wall have been long devoid of torches, and the flagstone floor is cracked and filthy. Rats scuttle in the darkness ahead of you, and cobwebs that hang from the low ceiling brush your face as you walk. The only sound apart from your footfall is that of distant chains rattling and of water dripping in the gloom. From this corridor your choices are many. There are two heavy wooden panelled doors in the north wall, about 40' apart. To go through the western door, go to 184. To go through the eastern door, go to 102. The corridor ends with a grand portal indeed; a heavy, ironbound door set into a grandiose archway stands proud to the east. To go through this, go to 303. To leave the corridor by the iron door to the west, through which you can see daylight, go to 71. In the south wall are two archways within which you can see stone stairways leading up into the drafty darkness of the upper reaches of the castle. To take the eastern stair, go to 302. To go up the western stair, go to 259.

135) * You are in the Hall of Arms. Many suits of armour stand in the room, and the huge iron candleholders hang from the timber beam ceiling. There are exits to the west and east, and a grand stairway climbs up to the second floor, vanishing through an ornate arch at the top of the winding staircase. If you leave by the west exit, go to 11. To leave by the east exit, go to 18. To climb the staircase, go to 99. To investigate the armour, go to 165.

136) * The room you have entered has a gaping hole in the ceiling, through which water drips constantly. The floor has a ragged and mouldy carpet covering parts of it, and is totally soaking. Large fungus growths are abundant. The walls show the remains of high bookcases, but mostly everything in here has long since rotted away or been stolen. Such a shame. There is one exit from the room, and this lies to the north. To leave, go to 289. If you remain in here, you may search the room at 228 or investigate the remains of the bookshelves at 183.

137) Something tells you not to go any further into the crypt. Resume your search of the ruins or return to the castle, making the necessary saving rolls at 246.

138) Something is wrong here. You feel uneasy, but strangely peaceful and comforted. If you continue to walk into the light through the door, go to 267. If you pull-away from the girl's embrace, go to 271.

139) * You are in a long, dank, east-west passageway beneath the castle. To the west is a turning south. To go this way go to 295. To the east the passageway ends with a grim stone archway, across which is an iron portcullis. If you try to lift it, make a L4SR on ST. If you fail, you may not try again. If you are successful the gate opens, go through it to 234. If you then search the corridor for a means to open the gate, being unable to open it, go to 293.

140) You decide to quickly and carefully search around. Make a saving roll on LK. If you fail completely, you find nothing. Return to the paragraph that sent you here and continue your adventure by making another choice in the story. If you make a LK-based saving roll, refer to the table below and go to the paragraph indicated for the level of SR that you made. **When you have finished, return to the paragraph that sent you here and continue your adventure.**

You may not search this room or area again during this adventure.

<i>Saving Roll Level Made</i>	<i>Go To Paragraph...</i>
Level 1	27
Level 2	257
Level 3	198
Level 4	55
Level 5 or higher	104

141) Make a L2SR on LK. If you do, the Alchemist does not notice you, and as you leave the room, heading north through a dark archway and down the stone steps beyond, the chamber behind you is illuminated by bright blue flame, and the Alchemist is gone. Go to 240. If you fail the roll, the Alchemist suddenly realises you are there and attacks you, go to 65.

142) The weapon is free for the taking, surprisingly! It can be any weapon you choose from the T&T Rule Book. You may multiply the dice of the weapon by 3 and the Adds by 6. In addition it will score double damage vs undead foes. Now, take your weapon and either search the treasure chest pile, if you have not already done so, by making a L1SR on LK. If you fail, go to 315. If you make it, go to 176. Or, you may leave via the ladder, back down to the corridor, at 23.

143) * As you travel down this ancient corridor, a large section of the floor gives-way beneath you! Make a L2SR on DEX to jump clear of the dark abyss that has appeared under your feet! If you fail, to fall to your death, far below the castle, in a deep, stinking pit. If you make the roll, you may leap north, in which case carry on up the corridor at 296, or if you leap south, your only choice is to climb the spiral stair up to the corridor at 107.

144) The undead ogre falls to the floor, and fades away, leaving nothing. However, you may claim the crystal decanter and goblet on his table. They are worth 1000 GP for the set. They contain a rich, amber liquid. You will need to either drink it or pour it away if you wish to carry the treasure. If you drink it, go to 255. Otherwise, you must take the only exit from the room. Go to 54.

145) Zaap! You are teleported! Roll 1d6 and go to the appropriate paragraph:

- 1- Go to 18
- 2- Go to 23
- 3- Go to 38
- 4- Go to 71
- 5- Go to 102
- 6- Go to 135

146) * Suddenly, as you explore the crypt, the lid of the tomb explodes outwards and fills the room with smoke. Through the smoky ruin you think you see *something* climb out of the tomb. Make a L4SR on CON. For every point you miss the roll by, you lose 2 points of CON due to the poison gas that has just been released from the tomb. If you die, you live just long enough to see a hulking figure bending over your fallen, dying body: go to 63. If you survive the blast, you are aware that the roof is falling-in and the crypt is starting to collapse! Make a L1SR on the average of SP and LK to escape to the surface. If you fail, you die as tons of stone collapse on top of and into the submerged room you are trapped within. If you make the roll, thank your lucky stars and resume your search of the ruins or return to the castle, making the necessary saving rolls at 246.

147) Luckily for you, the spell that the Liche is casting upon you is weak for the creature is not yet at full strength and power. You break free of the spell as it fails to take hold of your soul. Take 500 AP and increase your LK by 10 points immediately. There is nothing left now but the final battle with this most horrible of creatures. Go to 199.

148) Searching the room, you find an iron pot in which 300 gold coins are hidden, and a stash of jewels. Roll 4d6 for the number of jewels. Each one is worth 4d6 x 10 GP. Take your fill. The Orcs carried large curved 4d6 daggers, which weigh 35 weight units each. You may claim these (DEX 11 to use) if you wish. You may now leave the room by the west door at 7, the east door at 269, or drop through the trapdoor carefully at 71.

N.B. *If you are returning to this room after already slaying the Orcs, roll on the Ghost Table for an encounter then leave the room.*

149) Something is moving in the darkness of this dreary attic chamber, although you cannot see anything yet as your lantern is hardly giving off any light in the room - the darkness seems to close-in like a fog around you. If you head for the treasure chests, go to 245. If you wish to return down the ladder to the corridor below, make a L2SR on LK. If you make it, go to 23. If you fail, go to 245. If you head across to the sarcophagus, go to 225.


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150) * Walking to the right (east) of the Skull Gate, the exterior of the castle wall appears to offer nothing in the way of entrances, but you search nonetheless. Soon you reach the end of the path, where the huge stone wall joins the rock of the mountain. Make a L2SR on LK. If you make it, go to 91. If you fail the roll, you find nothing of interest, and have no choice but to return to the Skull Gate and make another choice, at 50, beginning at the second paragraph.

151) You are shaking with fear and adrenalin rush, but you have slain the undead horror, which has vanished with a blood-curdling howl and a rush of icy wind, leaving behind a scorch mark on the flagstone floor, and an acrid smell in the cold air. However, soon you regain your composure and take stock of your situation. Resting for a moment, you soon realise that you are beginning to feel much stronger. Your ST & CON will return at the normal rate of 1 per paragraph whilst in this adventure, but when it is fully restored, roll 2D6 and add the result to both ST & CON, for the fight with this terrible creature has given you greater strength and vitality. Use it well. Now, continue your adventure within Castle Death. You may return to the main corridor at 88, or take the dark, chilly stone stairway down to the north, at 39. Either way, leave now, for there is nothing more for you to do in this miserable chamber.

152) She immediately runs towards you, her fine silk garments flowing behind her, her youthful, naked body clearly visible through the thin silk. Wrapping her delicate arms around you she hugs you tightly.

“At last, my love has returned! Oh, how the ages have passed so slowly as I waited patiently for you! My heart bursts with joy! Come, my love, let us forever be together!”

She leads you by the hand to one of two doors in the room. As she approaches the door, it opens, revealing a dazzling white light beyond. Make a L2SR on IQ. If you fail, go to 267. If you make it, go to 138.

153) The iron ring gives way and a trapdoor in the floor opens with a grating sound of stone against stone. A dark tunnel lies beneath, from which you think you can feel fresh air blowing. If you venture down the passage, roll 1D6 to see where you emerge:

1-2, you emerge outside in a ruined section of the castle. Go to 38.
3-4, you crawl through the passage and emerge in a dank corridor at 94.
5, the hidden tunnel emerges outside beneath the garden at 80. Go there.
6, you do not get far before something magical happens – go to 59.

154) To open the door to a small, cosy looking Hobbit Hole, go to 313. To open the door to a large, disturbing-looking, possibly even evil-looking, pillar-fronted Hobbit Hole, go to 258. To open the door to a Hobbit Hole with roses around the door, go to 206.

155) You have found a silver bracelet, which, when worn, will protect the wearer from all spells that attack the mind, e.g. Mind Pox, Dum-Dum etc. Now return to where you have been told.

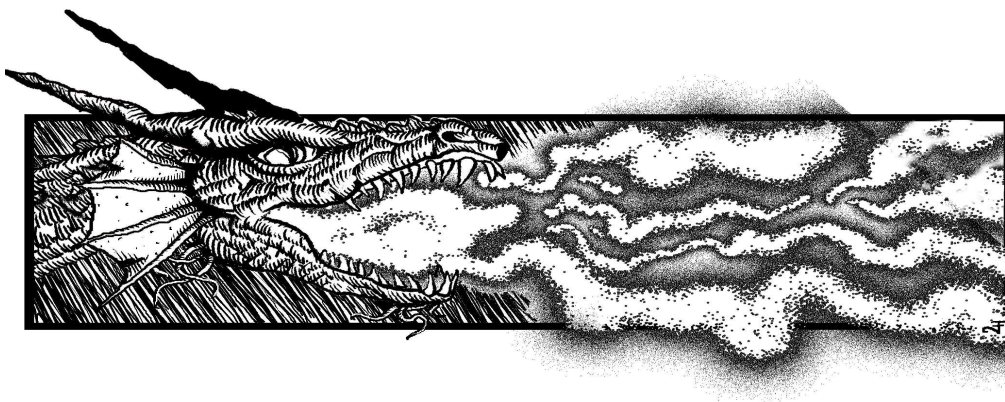
156) You are about to give-up searching when you spot, behind the glowing embers of the fire, the outline of a small door at the rear of the huge stone fireplace. If you wish to investigate this, go to 283. If not, return to 222 and make another choice, for your search is over.

157) The gallery is in good repair, and you are able to walk all the way around it. Many arched windows look out onto the rest of the castle, sadly mostly in ruins. Below you can see a great mass of tumbled stone and timber lying choked by vines, ivy and other varieties of climbing plants. You may climb out and down into the ruins by making a L3SR on DEX. If you fail however, you fall, taking the amount you missed the roll by in hits directly to CON. If you make the roll, you climb safely. In either case, enter the ruins at 38. The gallery also still holds many statues, some marble, some plain stone, some carved from unusual stone. To investigate any of these, go to 288. To rest a while here, in the relative peace and safety of the upper gallery, go to 112. To leave the gallery, return to 254 and make another choice.

158) * You are in what was once the castle kitchen. Much of the original furniture and oven structures still remain, and from the ceiling, 25' above, hang iron racks, upon which animal carcasses would have been hung to dry, bleed and be smoked. A series of cauldrons stand to the north of the room, and some thick, wooden tables are scattered around, many broken. The flagstone floor is a mess of ancient stains and detritus. There are heavy wooden doors in the north and west walls, and a heavy iron grille can be seen covering a pit in the floor to the south. As you look around, you hear a rumble beneath you, and the room shakes. Roll 1D6. On a result of 1-3, go to 37. 4-5, go to 82, 6, go to 304.

159) The Alchemist has not heard words spoken by a living soul for many years, and is mesmerised, perhaps remembering times past, when he was not a shuffling corpse-like shadow, bound by his own magic arts to spend eternity existing a living death, where Time has no meaning. You realise that he is in a kind of trance. If you try to slay him, go to 203. If you wait and see what happens, go to 19. If you leave the room to return to the castle corridor, you do so successfully at 88. If you try and sneak past him and proceed into the next room, go to 141.

160) * A large scaly green Dragon crashes out of the trees and roars at you! Make a L2SR on CHR. If you make it, go to 3. If you fail, the Dragon attacks. First of all, it breathes fire, causing 6d6 damage, which you must take on CON minus any hits your armour or other protection absorbs. If you survive this, then you must fight the Dragon. It has an MR of 100 and can take 15 hits on its scaly hide. It is immune to all fire attacks and all poisons. If you lower the Dragon's MR to 30 or less, it retreats into the forest, soon vanishing amongst the trees. If you win the combat this way, or slay the Dragon, take 100 AP, and you may claim 1d6 fire opals, worth 75 GP each, which you find smouldering in the earth where the Dragon's breath burned the undergrowth then resume your adventure at 50.



161) The Witch's curse turned you into a wild boar, and you charge off headlong into the mountain forest to begin your new existence. Roll 1D6. If you roll 2-5, you return to your normal self in 1D6 months, and leave the area never to return. If you roll 1 or 6, you stay a boar forever. Either way, your character and your adventure are through. Farewell.

162) You stand alone in a room full of carnage. The broken bodies of many undead lie around you, twitching and writhing, but now powerless to harm you. That was a tough battle but you won through. Take 300 AP. Now, you may search the room, in which case go to 140. When you have finished, you have no option but to inspect the crystal ball. Touching it seems to have no effect, so you pick it up. Go to 59.

163) * You may now search the room in peace. There is nothing to be found in the room and the only items of interest are the paintings. You may choose one to examine, or may leave the room, going to 18 for the south door or to 289 for the north door. If you examine the paintings, you realise that only six have managed to avoid almost complete damage by the damp conditions in the room. Make your choice of these below (or roll 1D6) and go to the appropriate paragraph, returning here to leave the room when you have finished. (When you return here, you discover that the other paintings have mysteriously rotted and fallen to the floor)

- ❖ A regal figure wearing a crown and robe - go to 31.
- ❖ A shadowy face lurking behind a doorway - go to 61.
- ❖ Some minstrels dancing gaily in the street - go to 122.
- ❖ A magician or alchemist mixing potions with glee - go to 219.
- ❖ A hobbit toasting a large foaming tankard of ale - go to 276.
- ❖ A young man smiles at you, menacingly - go to 59.

164) * A glowing spectre appears ahead of you, its face a skull, its body vanishing below the waist, its face terrible to behold! It is dressed in antique chain mail and a battered helmet. It attacks, and has an MR of 90. However, its attack is also mental, and if you take hits to CON in any combat round, you will also *lose 1 permanent point of IQ* in that round in addition to the loss of CON! If ever your IQ falls to 3 or less, go to 20. If you slay the ghost, continue your adventure at 299.

165) * There are numerous suits of armour in this stately hall. As you inspect them, you are aware of a ghastly blue glow filling the chamber. Turning quickly, you see a trio of Spectres approaching you, dressed in bent and buckled chain mail tunics, open-faced helmets and ragged boots, carrying a selection of curved swords and holding dented and scarred target shields. Their eyes burn white and they grin with mocking, dead lips, behind which, rotted teeth fester and decay. If you flee the room, make a L1SR on SP. If you make it, you escape combat and may not return to this room until you have played-through at least 6 paragraphs. To run west go to 11. To run east go to 18.

If you fight the three Spectres, they each have an MR of 66, and non-magic weapons will inflict only half damage to them. If at any time you wish to cut-and-run, make a L2 SR on the average of SP and DEX. If you make the roll, you escape successfully and take no damage. See above for the paragraphs for escape. If you fail the roll, you still escape, but take a *full combat round* of damage from the Spectres.

If you kill them, go to 265 with 200 AP. If you die, go to 300.

166) * The Zombies are slow, so you have a chance! Make a L1SR on SP and a L2SR on LK. If you fail either or both rolls, you are surrounded by the Zombies and must attack them all at once, go to 294. If you make both, you reach the glowing ball before the living dead can attack you. Well done! As you stand in the centre of the room, with the walking dead approaching you from all directions, you see and hear an iron wall slamming down and blocking your return up the stairs. Quickly you examine the glowing sphere. If you do nothing, the Zombies will attack you all at once, in which case you must go to 294. If you decide to pick up the sphere (touching it seems to have no effect) go to 59.

167) The man looks gentle and kind and harmless as he approaches you, a dry smile upon his pale lips. He begins to reach out to you, slowly and carefully. His eyes now begin to glow with life, whilst yours begin to feel tired and droopy. Make a L2SR on IQ. If you fail, go to 47. If you make it, go to 272.

168) ***"If you seek to unravel the Alchemist's symbol code to gain access to his chambers, look to the old book in the Chapel for your answer..."***

169) Make a L3SR on the average of LK & DEX. If you fail, you land awkwardly and take the amount you missed the roll by in direct CON damage. If you die, go to 63. If you live, leave the Great Hall at once by either the south door at 80 or the ruined archway to the northwest at 38.

170) CONGRATULATIONS! You have successfully escaped alive from Castle Death! Hopefully you have some treasure and maybe a little magic to take home with you. Upon returning to the village at the foot of the mountain, you are hailed a hero, and everyone wants you to tell tales of the mysterious castle. The celebrations go on through the night, with fires burning high, singing and dancing. In the next few days you will take your leave of this land, bound for adventures elsewhere, but for now, enjoy! Take an additional 3000 AP for your adventure, if you survived 20 or more paragraphs of the solo, otherwise you may claim only 1500 AP. Fare thee well!

171) You climb up into a dark chamber, which smells very musty. Your light does not seem to illuminate the darkness very much at all up here. In the dim gloom you can make out a few small treasure chests, piled up across the chamber, a few items of statuary and a large object that looks like a sarcophagus. Make a L1SR on LK. If you fail, go immediately to 245. If you make it, you may choose to return to the corridor below at 23, or stay here and wait to see what happens at 149.

172) Sitting down at the magnificent harp, you try to play. Make a L3SR on the average of IQ and DEX. If you fail, give it up, this instrument is never going to be your forte! Return to 184 and make another choice.

However, if you make the roll, you soon find that you are a natural with the harp. Add 1 to IQ and 3 to DEX for this experience, and make a L3SR on CHR. If you make it, go to 286. If you fail, you soon get tired of playing and return to 184 to make another choice or leave the room.

173) * The woman hates the sight of you, and reveals her true likeness, that of a hideous hag! She is a powerful witch, and you have seen through her guise just in time! She howls and screams, rushing to attack you. Her MR is 200. Fight her with all you have got! If you slay her, she quickly turns to green jelly and melts upon the floor of the crypt. As she does so, each of the gargoyles shatter, and you see ghostly spirits rise from them, with cries of '*freedom at last!*' and '*we are released!*' as they vanish into the air. Take 1200 AP, and leave the ruins, for your time within them is at an end. Return to the castle, making the necessary saving roll. However, just before you leave, you espy a ring upon the floor. It allows the wearer to always distinguish between illusion and reality. You may take it if you wish. It is set with a twinkling ruby...

174) Something in the cold, dead heart of the creature causes it to think for a moment as it begins to steal your soul and destroy you utterly. Something within your soul causes the magic to falter for a moment and you break free of the spell that the Liche was casting upon you. Take 500 AP and increase your CHR by 10 points immediately. There is nothing left now but the final battle with this most horrible of creatures. Go to 199.

175) These old dungeon chambers are filthy and dank. Make a L3SR on LK to search it. If you fail the roll, you find nothing, return to 234 to continue your adventure. If you make the roll, roll 2D6 on the table below to find out what you found, then return to 234. You may only search each chamber once. **N.B.** There is only 1 of items 2 and 12 to be found per adventure. If they are re-rolled, you find 6D6 gold pieces instead.

<i>Roll 2D6</i>	<i>You have found...</i>
2	A very interesting ring indeed, go to 49.
3	1D6 old copper pieces lie in the dirt of the floor.
4	A pile of bones conceals 1D6 silver pieces.
5	Amongst some old rags you find 1D6 gold pieces!
6	A shattered skeleton wears an ivory ring worth 2D6 GP.
7	Hidden in a niche in the wall is a crystal worth 3D6 GP.
8	You find a silver belt buckle, worth 1D6 gold pieces.
9	Under some bone and ash you find a ruby worth 4D6 GP.
10	A silver goblet worth 5D6 GP lies in a corner of the room.
11	A small skeleton wears a gold bracelet worth 6D6 GP.
12	A-ha! What's this hidden under the floor? Go to 260.


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176) The chests are old and many are damaged, with their contents rotting and decayed. You can find 6D6 gold coins, and you may try for three separate saving rolls on LK, at your own level. For each one you make, you may claim a magic ring that will add 1D6 points to a random attribute when worn. Roll for each ring separately. When you have finished, you may investigate the sarcophagus if you have not already done so, at 229, or return to the corridor below at 23.

177) * As you linger in here, it gets colder and darker, and you begin to hear the sounds of distant moaning, rattling of chains and shuffling of feet. If you leave immediately, leave by the south door at 134 or the northwest door at 23. If you stay, read on...

From the darkness, the ghosts come. From the mirrors on the walls, from beneath the floor, and from the chilling air that you breathe. You are soon surrounded by dozens of wailing, howling, chattering spirits. Those murdered, tortured, imprisoned and killed within the castle over the years. They are angry, and they are insane, and they want your soul. Make a L1SR on IQ. If you fail go immediately to 20. If you make it, you must try and escape from this room before the ghosts claim your soul! Make a L2SR on the average of ST and IQ. If you fail, roll 1D6 and deduct this from IQ. If this reduces your IQ to 3 or less, go to 20. If you make it, you manage to reach an exit before the ghosts drag you down and destroy you, but not without taking some damage. Roll 1D3 and deduct the result from IQ, and roll 2D6, deducting the total from ST & CON. Then, if you still live, leave south at 134 or northwest at 23.

178) Retreating quickly into the archway entrance, you brace yourself to fight a few Zombies at a time as they approach. However, before the first few are upon you, you hear a click and a rumble from above and behind you. Looking around quickly, you see an iron door falling from the roof of the stairway! You must now decide which way to leap! If you decide to retreat up the stairs, the iron wall will effectively seal-off the room beyond it for the rest of this adventure. Return safely to 88 and continue your adventure elsewhere in the castle. However, if you are of brave heart and strong will, and maybe a little reckless, you may leap into the circular room to face the undead and maybe progress a little further into the bowels of Castle Death! To do this, leap bravely to 294.

179) Make a L2SR on LK. If you make it go to 214. If you miss the saving roll, go instead to 263. If you decide to replace it before making the SR, you may do so and must return to 16 and choose again if you wish.

180) You have successfully climbed up to the window and climb inside the castle wall. Roll 1D4 to find out where you have entered. Good luck, for you are now inside Castle Death...

- 1 - Go to 252.
- 2 - Go to 99.
- 3 - Go to 259.
- 4 - Go to 302.

181) Make a L2SR on DEX. If you miss, the Orcs are upon you quicker than you can reach the cauldrons, and you must fight, go to 72. If you make the roll, you manage to kick over one of the cauldrons as the Orcs rush you. Boiling hot tar spills onto the stone slab floor, and the Orcs howl with agony and rage, burning, scalding tar oozing over their feet. As they writhe in agony, you slay them easily. Take 150 AP and go to 148.

182) Fear grips you like never before, your heart pounding in your chest stops suddenly, and your flesh turns cold as ice. Rooted to the spot, alive but without a heartbeat, you watch in utter horror as the corpse rises from the stone altar and staggers towards you. It is that of a young man, but as it walks on unsteady feet across the flagstone floor towards you, it begins to take on an unworldly appearance. Flesh begins to rot and fall from its bones, and its handsome face begins to decay, its teeth falling out and its eyes shrivelling in their dead sockets. Make a saving roll at your own level on any attribute you choose and if you make it refer to the table below. If you fail, go to 278.

Prime Attribute	Go To Paragraph...
Strength	68
Constitution	78
IQ	86
Dexterity	95
Luck	147
Charisma	174

183) Carefully, you search the bookcases, trying to find parts that are not totally damaged. Make a L3SR on LK. If you fail, you find nothing, and never will. Leave this miserable room by the north door at 289. If you make the roll, go to 127.

184) * You are in a fine chamber with panelled walls, a fine mosaic floor depicting the sun, moon and stars, and a gaily-decorated ceiling. The décor has stood up well to the ravages of time, although the room is damp and some of the decoration has faded or been damaged. This is the music room. A grand piano dominates the room, covered with a thick layer of grime. A huge mirror dominates the east wall, and all around the room are various chairs, sofas and small tables, all covered in dirt and some badly damaged. You can also see an ornate violin resting behind a glass cabinet, which, remarkably, is intact, and a large gilded harp stands covered with a sheet in the corner of the room. There are doors to the north and south. To leave by the north door, go to 23. To leave by the south door, go to 134. To search the room, go to 140. To investigate the piano, go to 232. To take a look at the violin in the glass case, go to 84. To play the harp, go to 172.

185) * This foe is horrible! It has an MR of only 50 but a CON MR of 150! Every combat round it will squirt a sticky liquid at you, and you must make a L1SR on DEX to avoid it. If you fail the roll, the sticky fluid covers you and you must take 2D6 damage. If armour is used to absorb the damage, the points are lost permanently from the armour's score, as the liquid is corrosive. The combat is slow and horrible, and you may at any time choose to return to the opening in the east wall some way behind you and go to 32 instead. If you return here, roll 1D6. On a roll of 1 or 6 the giant slug is still here! If you kill it, continue your adventure at 299.

186) * As you explore an area dominated with huge pillars, a creature rushes out of the ruins to attack you. It is a mountain gorilla, and attacks with an MR of 140. Fight to survive. If you kill it, you may claim the treasure that you find near to its lair, comprising of 1D6 x 1000 gold pieces and 1D10 gems worth 10-60 GP each. If, after the fight, you wish to continue, resume your search of the ruins or return to the castle, making the necessary saving rolls.

187) Something does not feel quite right, and you feel uneasy. Try as you might, you cannot convince yourself to continue. Return to 71 and make another choice. You may add 1 point permanently to IQ.

188) *"In the Hall of Arms, you may find something there with which to protect yourself for the horrors ahead, but beware the Spirits of Doom!"*

189) * You are at an eerie 'T' junction, where the chill wind, which howls through the cracked and broken walls of the castle, moans and whistles down the corridors in all three directions. To the north, you can clearly see that the corridor ends abruptly, as it enters a section of the castle, which has fallen into ruin. To go this way anyway, go to 246. To the east, a spooky corridor with a worn red carpet beckons you. To go this way, go to 11. To the south, the corridor is dark, cold and featureless. To go this way, go to 88. There is a button on the wall. To press it, go to 145.

190) * Peering through the opening left by the emergence from the rock by the Troll, you see only a dark, cold passage leading into the rock. Walking cautiously along it, you soon come to an iron portcullis, beyond which, a more regular corridor continues. You may try to lift the portcullis by making a L3SR on ST. If you are successful and wish to pass beyond it, go to 88. If you do not wish to go this way, or fail to lift the heavy iron gate, return to the Skull Gate at 50 and make another choice. If you do pass through the gate, it slams down noisily behind you, and you hear an ancient locking mechanism click into place, barring your way back.

191) * You stand in the Central Courtyard. High above, the rotting timbers that once supported a grand roof and balcony now stick out into the sky like the bones of a huge shattered skeleton. The remaining rafters and stone buttresses are now home to birds and dark cobwebs. As you enter the courtyard, you startle the nesting birds that squawk and screech upon your entry, flying haphazardly amongst the roof beams and out into the air. To the east and west, large corridors provide access into the west and east wings of the castle. To go west, go to 289. To go east, go to 23. To the south you see a great pair of tall double doors. To go through them, go to 71. To the north, a huge portal stands in your way, showing the great and ancient crest of the De'Ath family. To go through this portal, go to 80.

192) You stand at the top of a stone stairway. In front of you is a blank wall, but clearly you can see recesses where you can place your hands. Make a L2SR on DEX. If you fail, you cannot open the secret door, return down the steps and go to 17, beginning reading from the second paragraph there. If you make the roll, the secret door opens, and you enter a room. Go to 302.

193) The Alchemist uttered his final incantation, and it was a blessing to you. The undead Alchemist's spell doubles your ST, LK and CHR. You may now leave the room by returning through the iron door and back into the corridor, at 88, or proceed north through the dark archway and down the stone steps, at 240. If you would like to linger a while to search the Alchemist's laboratory, go to 21.

194) You have found a ring set with a ruby. When worn, the ruby oozes blood at it is slipped onto the finger. The wearer will be immune to all forms of poison for as long as it is worn. Now return to where you have been told.

195) Unbolting the iron door, beyond you find a freezing cold, narrow chamber. It contains a stone slab, upon which, lays a tall, pale, naked human body. It sits up, stiff as a board, and fixes you with white, pupil-less eyes, its mouth slightly open, long fangs behind cold, pale lips. Make a L2SR on IQ. If you fail, go to 20. If you make the roll, you have a choice to make, and quickly! Do you run from the chamber, slamming and bolting the iron door behind you, returning to the courtyard to make another choice? If so, go to 71, and do not come here again. Or, do you confront the creature facing you? If so, go to 8.

196) As you sit in the grand oak throne, power flows through you. Your vision turns black and you find yourself unable to move. Your mind is filled with flashing images from throughout the ages: battles, demon warlords, fabulous shining cities, dark deserted crypts, torture chambers, death, decay, monsters, the undead... Make a saving roll at your own level on IQ. If you fail, go to 20. If you make it, go to 81.

197) The Great Hall is quiet and eerie. There is a glowing lever on the wall. To pull it, go to 145. If not, make a L3SR on LK. If you make it, go to 266. If you fail, go to 248.

198) You have found an enchanted dagger. Roll 2D6 for the dagger's combat dice, and then roll 6D6 for the dagger's combat adds. Then double both dice and adds! Give your dagger a name and mark it on your character sheet. If you find another magic dagger in the adventure, it will have only 2 dice and 6 adds. Now return to where you have been told.

199) * You must defeat the evil Liche Ahantishtaal the Destroyer. This creature of darkness is an undead sorcerer that has existed for hundreds, maybe thousands of years. Ahantishtaal encountered Duke De'Ath whilst wandering a dark unseen realm and the Liche took the Duke's soul and destroyed his being forever. The Duke's original body returned to this central chamber at the spiritual heart of the castle's ruins, as part of a high enchantment put in place to safeguard the Duke's body soul should it ever come to harm, but the Liche's power was too much for the fallen Duke and he was never re-born into the body. Here it remains, kept by the Liche, who uses it for rest when not wandering the dark realms.



Ahantishtaal the Destroyer is a mighty foe, but he is not at his full power as you have surprised him - very few mortals venture this deep into the castle and rarely find the Inner Chamber. The Liche's physical constitution is 300 at the moment, but should you replay this adventure with another character, it will have risen by a further 50 points.


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All manner of attacks will harm the Liche, scoring normal attack damage, whether it is generated from non-magical weapons, enchanted blades or magic spells or items. However, Ahantishtaal the Destroyer will harm you every combat round despite the total points of attack damage that you score. Just being in the presence of the Liche will cause you to lose 1D6 of CON per combat round and 1 point of ST. In addition, he will cast the following spells at you and you must survive every combat round until the Liche is banished from this realm and you may escape from the castle.

- ❖ First combat round - TTYF that causes 26 points of CON damage.
- ❖ Second combat round - 'Madness' spell. Make a L2SR on IQ. If you fail go immediately to 20. If you make it fight on!
- ❖ Third combat round - Smog spell - deduct 50% of your current ST & CON.
- ❖ Fourth combat round - Death Spell #4 - Make a L4SR on LK or fall dead to the floor instantly. If you make the roll, fight on!
- ❖ Each combat round from then on the Liche fights with tooth & claw, scoring 3D6 CON damage per round despite any damage you inflict in the same combat round.

If you reduce Ahantishtaal the Destroyer's CON to zero during the battle and still live, go to 250. If Ahantishtaal the Destroyer kills you, the game is over, close the book and take solace that you made it to the final chamber.

200) You laugh with the minstrels as they dance tumble and play jolly tunes. Soon you are dancing with them, enjoying a wonderful parade through the streets. When the jollity is over, you are left alone, as the crowds who gathered to watch the minstrels fade away. However, you are miles from the castle. Somehow, you have been transported far beyond the castle walls and your adventure is over. Take 1000 AP bonus for surviving the adventure, and close the book. Fare thee well!

201) In the shadows, a doorway lies hidden by ivy and tall ferns. On the door is a roughly painted cross in red. Next to the door, again, partially hidden by plants and rocks, is a small treasure chest. It contains 2D6 x 100 gold pieces and an emerald ring worth 3D6 x 10 gold pieces. You may take the treasure easily. If you open the door, make a L2SR on IQ. If you make it, go to 281. If you fail, go to 238. Or, resume your search of the ruins or return to the castle, making the necessary saving rolls.

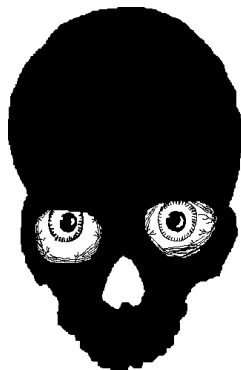
202) ***"A powerful undead sorcerer dwells at the very heart of the castle. Beware his magic, for should you encounter him, he will try to destroy you forever. Try and find an exit from the castle before you cross his path, for I doubt you will be strong enough to defeat him..."***

203) Make a L3SR on LK. If you are successful you destroy the Alchemist while he is still in a trance, go to 309. If you fail the roll, the Alchemist snaps-out of his trance and attacks you, go to 65.

204) Something very evil is stirring here, and you want no part of it! But how to escape! Make a L3SR on LK. If you make it, hurrah! A secret door opens for you, go to 170. However, if you fail, it is too late, go to 182.

205) This red lamellar suit of armour is partly enchanted dragon hide bound with powerful magic. It will absorb up to 150 points of damage per combat round, and allow the wearer to fully understand Dragon Tongue. Should you ever meet a dragon, it will not harm you. Return to 16.

206) As you step through the door, a hideous creature waits for you. It stands, corpse-like, holding a staff of carved bone. Grinning with dead teeth it points a bony finger towards you, and before you can do anything, there is a flash of purple light. Go to 59.



207) Madly and passionately you make love to this amazing woman. Soon you are lost to ecstasy upon the floor of the crypt. For what seems hours you are entwined with this goddess, until at last you both fall into a deep, content, trance-like sleep.

When you awake, you cannot move. Through red-masked eyes you will gaze upon this chamber for eternity, or until someone slays the evil hag, for the witch liked you so much that she cannot bear to be parted from you. In making love to her you sealed an eternal pact of doom, and completed the spell. Like so many others who came before you, she will keep you near to her tomb forever, a stone gargoyle, with eyes of twinkling ruby...

208) * The stone moves gently inwards to reveal a dark tunnel behind. There is only room enough to crawl down it. You cannot see light at the end, nor can you see anything other than a long dark tunnel when you shine your torch or lantern into the opening. If you do not wish to venture into the tunnel, return to 222 and make another choice. If you are brave, crawl down the tunnel at 56.

209) The treasure chest opens with a creak and a snap of wires and springs. It was trapped, but time has caught-up with the ancient mechanical workings and the explosive charges have long since dampened and become dead. Within the chest is a wooden box, containing a dagger. Upon a silk ribbon tied to the hilt is the name of the weapon, the somewhat clumsily-titled "Ghostly Dagger of Undead Control". When you pick it up, it becomes almost transparent. When used against an undead foe, it will score triple damage. The dagger normally scores 2+4 in combat. You will also receive triple your personal adds against undead foes. Return to 254 and continue your adventure. You may not search the Great Hall again.

210) The liquid burns your mouth and throat and you fall convulsing to the floor, writhing in pain. Over the next three full turns, you will transform into a Goblin, with the following changes to your attributes:

ST & CON x 3/4 DEX x3/2, CHR x1/2 - sorry...

Return to where you have been instructed and continue your adventure.

211) Carefully searching the room, you find no traps or anything suspicious. The gargoyles appear to be merely statues, and the tomb appears to open easily. It is unadorned. Then, a misty shape begins to materialise above the tomb. If you leave now, return to the castle making the necessary saving rolls at 246. If you wait to see what happens, go to 280.

212) The sarcophagus is ancient, damaged and partly open. Sliding the lid across a little more you see a lot of dirt, ash and wrappings within, but also a weapon of some kind seems to rest within. If you reach in for the weapon, go to 245. If you leave everything well alone in here and wish to return to the corridor below, make a L1SR on LK. If you fail, go to 245. If you make it, go to 23.

213) * You are in a chamber with rough stone walls, a filthy flagstone floor, and 3 skeleton warriors dressed in chain mail and holding swords and daggers. Around the room are several chests and boxes, and on the walls are iron manacles and chains, some of which hold old skeletons. Upon your entry the three skeleton guards animate and turn to face you, then as one,



march in your direction. As they do, an iron portcullis falls behind you, blocking your return! You have no option but to fight. Each skeleton warrior has an MR of 55, and each can take 8 points on armour. If they kill you, go to 63. If you kill them, you may take their armour (8 points worth of rusty chain mail) and up to 3 3-dice swords. To then search the room, make a L3SR on LK first, going to 109 if you make it, then go to 140. If you fail the roll you find nothing. To examine the chests and boxes in the room, go to 53. To take the only exit from the room (apart from the one you entered by, and this way is now blocked-off by the portcullis), a dank passageway to the north, go to 295.

214) This suit of armour is enchanted to take 75 points of damage per combat round, and will automatically protect the wearer from fire attacks. However your LK is at -3 points whilst wearing it. Return to 16.

215) The dungeon is empty, but beneath the straw and dirt on the floor you see something. Clearing the muck away from the flagstone floor, you reveal a message scratched onto the stone. It is very old and unusual letters have been used, maybe another language similar to yours, or an older version. If you want to try and decipher the message, make a LASR on IQ. If you fail, forget about this room and return to 234. If you make the roll, go to 275. If you would rather ignore the message, leave the room, shut the door and return to 234.

216) * Alas, the undead ogre was preparing a spell to throw at you through his skull staff. A Smog spell hits you, taking full effect. Lose half of your current ST & CON. If you survive the ogre is shocked, taking a step backwards in surprise. Using this to your advantage, you may attack him instantly. He is only able to fight at half strength for this combat round due to surprise, so for this round only he has an MR of 175. His full MR is 250. Continue the combat until one of you dies. If the ogre dies at your hand, go to 144.

217) Breaking free from the mental hold this demon has over you, you cast it from your mind as it howls in defeat. Returning to your senses, you see the room again, dark and damp, with its rotting paintings and smashed furniture. However, where the mysterious painting was that almost stole your mind is now a recess, containing a huge emerald, worth 3500 GP. It is magical and contains an imprisoned demon. If you wish, you may release the Demon to fight for you (it has an MR of 3500) for the duration of one complete combat, after which, it returns to the dark world it came from. If you do this however, the emerald will be devalued to 350 GP. Return to 163 and leave the room, with 1000 AP bonus.

218) Your search has been fruitful. Roll 1D6. If you roll 1 or 2, you find an item from the Ancient Treasure Table. On a roll of 3, 4 or 5, you find a Magic Item. If you roll a 6, go to 156. For these finds there are tables at the end of the book that you should use to discover what you have found, then return to 222 and make another choice as the search has ended.

219) The painting is extraordinary, and very lifelike! As you look closely at it, the alchemist begins to move, pouring potions and mixing flasks of smoking liquid. He looks at you and smiles, offering you a drink from a goblet containing a foaming, bubbling potion. If you drink it, go to 103. If instead you decline the alchemist's gift, leave the room at 163. This experience has been worth 100 AP.

220) * The crypt is eerie and filled with rubble and dirt. Some skeletons lie on the floor, with heavy rocks atop them. The tomb is simple but gruesome, with intricate carvings of a morbid nature. On the lid a single skull & crossbones has been carved. Make a L2SR on IQ. If you make it, go to 137. If you fail, go to 146.

221) * Through the door is a small room containing a skeleton, still dressed in fine clothes and robes, crushed by the fallen roof, and a treasure chest. Make a L3SR on LK. If you fail, there is a giant worm in this room, which attacks you with an MR of 120. If you fight and kill it, or make the roll, you may take the treasure. The chest contains 1D6 x 1,000 gold pieces, and 2D6 gems worth 6D6 GP each. Resume your search of the ruins or return to the castle, making the necessary saving rolls at 246.

222) * You stand alone in a dimly lit chamber. Of the castle's decay and abandonment there is no sign. The walls are clean and dry, and hung with richly decorated tapestries. The room is lit by the glow of the dying embers of a great log fire, and the room is filled with fine furniture. A single door can be seen in the wall opposite the grand fireplace. The only sound is the slow crackling of the embers in the fire. If you search the room, go to 253. To leave by the door, go to 120. To wait a while, enjoying the peace and relative safety of the room, go to 274.

223) Your LK is doubled but IQ is halved permanently! Return to where you have been instructed and continue your adventure.

224) You have uncovered a glass flask containing a golden liquid. If ever you drink this sweet-smelling liquor, go to 305. Now return to where you have been told.

225) Make a L2SR on LK. If you fail, go to 245. If you make it, go to 212.

226) * You are now alone in the kitchen. Unfortunately the pit to the south is no longer accessible, but you can search the room at 140, leave via the north door at 38, or the west door at 107.

227) The chamber you are in contains a hotchpotch of assorted alchemical equipment, bizarre devices and jumbled tomes, parchments and scrolls. The walls hold a farrago of misshapen shelves, chains and small coloured lanterns. The shelves buckle and strain beneath a variety of old and well used tomes, dusty bottles of coloured liquids and filthy jars of vile slime. From the ceiling beams hang twisted metal chains, holding more small lanterns of dark glass, small cages and bizarre stuffed creatures. The floor is a wonderful mosaic of interesting symbols and magical images, but most of this is obscured by the jumble of stained, ripped and shredded parchments which lie upon it. Many have been saturated and ruined by spillages of stinking coloured liquids from the upturned and shattered flasks, bottles, tubes and phials that are crazily strewn across the many heavy wooden tables.

Before you have time to explore this fantastic chamber, a frightening figure appears from behind a large mirror, and stares at you. It is an old man, but he appears to have died many years ago, for his mottled flesh is drawn tightly across his skull, and he walks with a stoop, shuffling along on feet devoid of flesh. This is the Alchemist, and you are in his chamber.

If you flee, make a L1SR on LK. If you are successful, go to 88, as you return to the corridor, the door slamming and locking behind you. Don't come back, ever, during this adventure! If you fail, go to 108. If you attack the Alchemist, go to 65. If you try and talk with him, go to 57.



228) * As you begin your search of this cold, wet chamber, you are startled as a fungus growth rears-up and screams at you! It opens what appears to be some kind of horny mouth, to reveal a bright red gullet flecked with yellow veins. The carnivorous fungus attacks you with an MR of 90. Each combat round, make a L1SR on the average of LK & DEX. Failure means you have breathed-in some of the poisonous spores that the creature spits at you during its attack. Roll 1D6 and deduct the result directly from CON. If you kill the fungus, none of the others will attack you, and you may continue to search the room at 140, investigate the bookcases along the walls at 183, or leave the room by the north door at 289.

229) The sarcophagus is ancient, damaged and partly open. Sliding the lid across a little more you see a lot of dirt, ash and wrappings within, but also a weapon of some kind seems to rest within. To reach into the sarcophagus and claim the weapon, go to 142. To return to the corridor below, go to 23. To investigate the chests if you haven't already done so, you now notice they are covered in the same thick webbing that you crawled through to get into here. If you search the chests anyway, make a L1SR on LK. If you fail, go to 315. If you make it, go to 176.

230) * The creature is slowly turning to jelly upon the floor of the chamber, body acids hissing and popping as it dissolves. You are keen to get out of this grim room as quickly as possible! To the north, an open archway leads to a stone stairway leading down into the castle. To take this exit, go to 134. In the south wall is an open window. If you possess at least 40' of rope, you may leave the castle from this window. It is too dangerous to climb out of the window without rope. If you do have rope (or use a *Fly Me* spell) and wish to leave the adventure now, go to 170. If you want to search the room, go to 34.

231) You turn the dial towards the symbols in the order you found them in the old tome in the Chapel, and the ancient mechanics within the door grind and squeal as you enter the combination. Upon clicking the dial around to the final symbol, a skull & crossbones, the door gives out a grunt and a puff of dust and swings open. Go to 15.

232) As you approach the piano, you are startled to see it begin to play on its own! However, as you recover from your initial fright, you find the music being played rather pleasant. Make a L2SR on LK. If you fail, you enjoy the music and it soon stops. If you make the roll, the music magically affected you, and you may raise your IQ by 1D6! The ghostly piano will not play again, so return to 184 and choose another option.

233) Make a L3SR on LK. If you fail, go to 64. If you make it, go to 83.

234) * You are standing in the main dungeon corridor, which runs east-west beneath the castle. With the lifting of the portcullis behind you, the gate blocking your return to the main castle areas also lifted. From this paragraph you may return at any time to the top of the spiral stair in the corridor at 107. To the east of this corridor is a huge iron door. To go through this, go to 268. The north and south walls here each have 2 iron doors within them. If you wish to open any of these, go to 77.

235) Make a L4SR on LK. If you miss, go to 51. If you make it, go to 292.

236) The potion causes you to collapse with severe gut pain. Make a L1SR on CON. If you fail, it kills you I'm afraid, and your adventure ends right here. If you make the saving roll, you recover gradually and are able to continue your adventure normally, but after you have played through 10 more paragraphs, your CON doubles permanently. Hopefully you will survive 10 paragraphs of adventure to receive this boon! Now, return to where you have been instructed and continue your adventure.

237) * You must fight a magical statue on either side of you, in a tight space upon the high gallery. Each statue has a fighting MR of 100, which will not change, for all damage is taken to the statues' CON MR of 150. They will not be destroyed until their CON MR is reduced to zero, and will always fight with MR 100 no matter how much damage they take to CON MR. In addition, due to the awkwardness of the fight, and the fact that you are effectively surrounded, make a L2SR on DEX each combat round. If you fail, the statues managed to get an extra strike at your undefended flank, roll 1D6 and take the resulting damage directly from CON. If you die, go to 63. If you defeat the statues, go to 67.

238) The door opens easily and beyond, a set of stone steps opens into a small chamber. The contents have been left untouched for ages. A skeleton, dressed in what appears to be a robe, lies on a table, its hands crossed upon its chest, with two golden candleholders next to its skull. The skeleton wears a golden necklace, and two mithril bangles. The rest of the room contains simple furniture, and another skeleton sits in a rocking chair, again dressed in simple clothing. Another door leads from the room but a huge fallen timber beam blocks it. On a side table, a silver plate holds some long rotted remains, and an upturned wine bottle lies on the floor, with two silver goblets lying nearby. There is a lot of treasure in this long forgotten chamber! If you loot it, go to 311. If you decide to leave them in peace, close the door softly and resume your search of the ruins or return to the castle, making the necessary saving rolls at 246.

239) * A mottled brown and green lizard attacks you. Combat is straight forward, but the lizard is lightening quick! For every combat round you fight, the lizard gets an extra 20 adds for its amazing speed. It has an MR of 65. If you kill it, continue your journey and go to 299.

240) You are in a very cold room deep in the rock from which the castle has been constructed. To the south, a dark stone stairway leads up. To the north, another dark stone stairway heads downwards, further into the bowels of Castle Death. The room is grim and morbid, for it is filled with stone slabs, each one 7' long by 4' wide, and raised to a height of 4' on stone supports. Quickly counting, you know that there are 12 such tables, and some of these contain either a withered corpse, partially dissected, or equally horrible remains covered with a blood-stained white sheet. On the walls are various charts, showing anatomical diagrams and sketches. Wooden cabinets hold a variety of dissection tools, saws and other equipment. As you look around the room, you have the dreadful fear that you are being watched, and that someone, or *something*, is walking towards you. If you flee now, leave the room to the south (62), as total fear prevents you from crossing the room to the opposite exit. If you do anything else, go to 132.

241) Roll 2D6 and consult the table below for the effects of drinking the water. When you have rolled once, do whatever you have to do then return to 80 and continue your adventure. You may choose to fill your water reserves from here, but the water will not retain any magical properties.

<i>Roll 2D6</i>	<i>Effects of drinking from the fountain...</i>
2	**Ka-Zam!** Go immediately to 59.
3	Poison! Roll 2D6 and deduct the result from ST & CON!
4	Delightful! Restore all lost ST and CON points.
5	Bleugh! Horrible tasting water. Lose 1D3 CON.
6	This pleasant drink adds 1D6 to your ST permanently!
7	The water tastes OK and you feel no effects whatsoever.
8	You swallow but are soon sick. Lose 1D3 CON.
9	Magical water permanently swaps your LK and DEX.
10	Magic salts in the water permanently add 3 to ST & CON
11	After drinking it, you may choose a new Language!
12	Go to 290.

242) The ancient treasure chest explodes, filling the room with foul smoke and flame. Part of the surrounding wall collapses and you are caught right in the middle of the conflagration and ruination caused by the springing of the ancient trap. Roll 6D6 and take the result in direct hits to CON. If you die, close the book. If you live, leave the Great Hall, now in ruins, at once by the south doors at 80 or the ruined arch to the northwest at 38, thanking your lucky stars, deity or whatever that you still live and breathe!

243) *“The castle contains much in the way of treasure, but beware from whom you steal it. Some skeletons may wish to keep their ornamentation, lest another is added to their company...”*

244) Amongst the clutter you uncover a small purse, made from silver thread. It contains 1 gold coin. It is magical and can hold up to 5000 gold pieces, but even if they are all emptied out, it will always contain 1 gold coin at sunrise. Now return to where you have been told.

245) Suddenly and menacingly, from out of the darkness a Golem appears. Standing around 8’ high and made of clay, this creature attacks you immediately. It has a fighting MR of 210 but all damage you inflict upon it must be deducted from its CON MR of 310! Only when this CON MR is zero will the creature be destroyed. If you kill the Golem, go to 118.


 CASTLE DEATH

246) * You stand amongst the colossal ruins of the ancient castle. You may spend as much time as you wish exploring the fallen walls and battlements of Castle Death, but the longer you wander, the more chance of danger and of becoming lost. For each turn you wish to spend exploring the ruins, try a SR on LK, starting at 'min 5' and progressing one level each turn. If you make the roll, consult the table below and go to the paragraph stated.

The first time you fail the roll, you must end your exploration and return to the castle. You may also choose to return to the castle at any time. When you do this, try for a SR on IQ at the same level as the last saving roll on LK you made whilst searching the ruins. If you succeed, you emerge at the point in the castle where you first entered the ruins. Return there and continue your adventure by choosing another way to go. You may not search the same section of ruins a second time. If you fail the IQ roll, you became lost and will emerge randomly in the castle. Roll 1D6 to see where you emerge:

1, go to 189, 2 and 3, go to 158, 4 and 5 go to 191, 6, go to 80.

<i>Level of LK saving roll made</i>	<i>Go to Paragraph...</i>
1	42
2	58
3	69
4	123
5	186
6	201
7 and above.	298

247) Just in the nick of time, you find an ancient iron lever, and pull it. Just as the stone block above you touches your head, the tunnel is filled with light as a secret panel opens in the wall and you dive through it. You emerge in a small room, which again shows no sign of corruption, and is once more filled with fine furniture. A beautiful lady sits at a harp, playing gently. She looks at you, smiling, and stops playing. Make a L3SR on CHR. If you fail, go to 116. If you make it, go to 152.


CASTLE DEATH

248) * Your searching disturbs a restless spirit. From seemingly out of an ancient portrait hanging high on the wall of the hall, an apparition appears. Roll on the Ghost Table. After the encounter, you feel uneasy in here, every shadow a ghost, every noise an apparition, every breeze the coming of an evil spirit, so leave the room south at 80 or through the ruined archway to the northwest at 38.

249) * You are in a corridor going north to south, deep below the castle. The walls are damp and covered with moss, and water drips from the cracked ceiling just above your head. The floor is littered with mud and debris and filthy puddles of water splash with your every step. Make a L2SR on LK. If you fail, go to 143. If you make it, you may head north to 296 or south to a spiral stair going up to a corridor above. To go this way go to 107.

250) The moment that Ahantishtaal the Destroyer loses his last drop of physical being, there is utter silence, and time seems to stand still. His skeletal frame, bound by enchantments dark, powerful and black, falls to pieces, bit by bit, until upon the flagstone floor a sickening pile of dust, ash and slime, rests briefly before sinking into the stone, with the dust blowing away borne upon an icy draft that blows suddenly from nowhere. Ahantishtaal the Destroyer is no more connected with this physical world, his soul blown to whichever dark realm he is destined to haunt next. Take as many AP as the number of combat rounds you survived in the final battle x 1000 and increase all your Prime Attributes by 13.

From the darkened corners of the room, which is now illuminated by a peaceful lilac hue, there is the sound of stone grating upon stone. A secret door opens. Beyond is a large and ornate treasure chest and another doorway, through which a dim light shines in a narrow corridor of stone. This is your exit from Castle Death. Inside the treasure chest are 4 items, your reward for completing this adventure:

1 - A small sack of treasure. It contains 1000 GP and 2D6 gems, each worth 1D6x100 GP. Also roll twice on the Ancient Treasure Table.

2 - The Duke's Sword. Before the Duke lost his way, he owned this sword. It can be any type of sword you wish from the rulebook, and it is enchanted to score x5 the dice + adds the rulebook lists for it. It cannot be destroyed and if stolen will attack the thief before returning to the owner.

3 - The Wishing Stone - This is a small lump of unknown precious stone, flecked with red, green and yellow sparks of light. It can be use once only


CASTLE DEATH

and will grant one wish, which must be approved by the GM, or if used in a solo, will allow the holder instant teleportation from the adventure at any point, and may be used 3 times. The limit of the power of the wish is the resurrection of one dead character with all previous powers and attributes restored to full.

4 - Roll once on the Magic Item Table.

The corridor leads out into the woods behind the castle, and soon you return to The Bright Stag. You slip away as soon as you can, without making a fuss, your pack brimming with treasure and your soul ready for your next adventure. Of your time within Castle Death, you never speak...

THE END

251) * The ancient iron door is stiff, but once unlocked responds to your strength and squeals open. Within, at first you see nothing, then suddenly a pair of small red eyes appears in the gloom. A deep growling noise follows them, and before you can slam shut the heavy, stiff, iron door, something leaps through the opening and attacks you. It is a demon, and it has slept here for decades. Now it can smell fresh meat and attacks you wildly, intent on devouring your flesh and bones. Because of the intense ferocity of the demon's attack, it has an MR of 180. Each combat round you fight, the wicked demon tries to slice you open with its razor-sharp talons, so you must make a L1SR on the average of SP and DEX to avoid this frenzied attack. If you fail, you take 2D6 damage directly from CON, in addition to any other injuries taken during that round. If you die, the demon will devour you, close the book. If you kill it, you may search the room by going to 175, or return to 234.

252) * You are in a cold, empty room, with a window arch on the south wall and a heavy wooden door in the north wall. The window looks out over the mountain forest, and fresh mountain air blows in through it. If you possess at least 40' of rope, you may leave the castle from this window. It is too dangerous to climb out of the window without rope. If you do have rope and wish to leave the adventure now, go to 170. To leave the room through the door in the north wall, go to 98.

253) * There is much to search, and it will take you a while to investigate the whole room. For every turn you spend searching, roll for an encounter on the Ghost Table. Then, make a L3SR on LK. If you fail, you find nothing unusual, and may search again, in which case repeat the above as often as you like, up to a maximum of 6 turns, for after an hour you do not see the point of continuing to search. The first time you make the saving roll, go to 218. If you tire of searching, return to 222 and make another choice.

254) * You enter a grand chamber. It is approximately 100' square, with an arched roof about 60' above you. The beams are mostly intact, with just a few holes showing, in which birds' nests have been constructed. As you enter the Great Hall, there is a flurry of activity high above you as the birds fly around, startled by the sudden noise and movement far below. About 30' above you is a gallery walkway, with a stone stair leading up to it from near to where you stand. The grand chamber contains a huge oak table and many elegantly carved chairs arranged around it. This chamber was once the heart of the huge castle, but now it is nothing more than an empty shell. In fact, you find the atmosphere in here rather peaceful and unthreatening. To walk up to the gallery, go to 157. To take a walk around the Great Hall to see what you can find, go to 197. To leave by the south doors, go to 80. To leave through the large ruined archway to the northwest, go to 38.

255) The liquid was called Spectral Nectar. Drinking it immediately restores all ST and CON you may have lost during this adventure and also to add 1D6 points to each attribute permanently. It also allows you to become detached from your body, as per the wizard spell 'Ghostly Going', once per day. This costs you nothing. If you already know the spell, you may cast it once per day at no ST cost to you. Feeling much better, and a little strange, for drinking the liquid, you must leave the room by the only exit. Go to 54.



256) * The spiral stairway travels up for about 30', then abruptly it ends, with the rest of the tower lying collapsed far below. From here you have a grand view of the mountains and the castle area. Beneath you is a large area of crumbling ruins. If you want to climb down to enter the ruins, make 3 L1SRs on the average of DEX, ST and LK. If you make all 3, go to 38. If you fail any, you fall, taking 3D6 damage to CON. If you survive, you have no choice but to enter the ruins at 38. If you do not wish to climb down the outside of the tower, return to the corridor below at 107 or continue down the spiral stair all the way to 43. A *Fly Me* spell will work just fine here and save you a risky climb.

257) Hidden in a shadowed area is an old bottle wrapped in bandages. It is a magic potion. Go to 103 and determine there which potion you have found, and then return to the paragraph where you have been told.

258) You enter a dark and sacry place. The Demon that has trapped you in this false Hobbit Hole stands before you, grinning with all the world's teeth and holding a strange two-bladed sword. He attacks with an MR of 300. If you die, farewell, close the book. If you kill the Demon, go to 126.

259) * You are in a cold, empty room, with a window arch on the south wall and a heavy wooden door in the west wall. In the north wall is an open archway through which you can see steps heading down. The window looks out over the mountain forest, and fresh mountain air blows in through it. If you possess at least 40' of rope, you may leave the castle from this window. It is too dangerous to climb out of the window without rope. If you do have rope and wish to leave the adventure now, go to 170. To leave the room through the archway in the north wall the cold, drafty stone steps takes you down into a corridor, go to 134. If you go through the door to the west, go to 28.

260) Beneath a loose stone section of the floor, you find something wrapped in an old cloth. It is a 6" long black rod. You cannot tell from what it is made, but it feels very odd. It is a Deluxe Magic Staff. If you are a wizard, you may keep it. It is currently dormant, but if taken by a new master it will reawaken and serve them well. All the spells it once knew have been removed somehow, but from now on it will function correctly. You may, if you are a wizard, name it whatever you like. If you are not a wizard, you may still sell the DMS for 1000 GP. Return to 234.

261) *“Listen, this castle is home to the most potent evil, leave now, I beg of you. You can have no idea of the danger you face from the Undead within those crumbling walls...”*

262) If you move the first lever up, go to 51. To move the middle lever up, go to 111. To move the end lever up, go to 292.

263) The armour is cursed and although it will take 75 points of damage per combat round, and protect you from all fire attacks, it curses you to always have to make luck based saving rolls at one level higher than required. In addition, your CHR will be at a minus whilst wearing the armour as it possesses an evil demon. Return to 16.

264) You do not get the chance to search this room. As you being, ghosts materialise from out of the mirrors and float menacingly in your direction, tortured faces grimacing at you, ghastly hands outstretched towards you, evil eyes staring at you, freezing spirits, hating you! If you try and escape, make a L2SR on SP. If you make it, you may leave quickly by the south door at 134 or the northwest door at 23. If you fail, go to 177, ignoring the first paragraph.

265) The Spectral warriors fade away into the gloom of the shadows, and you are left in silence. Suddenly, one of the suits of armour begins to glow, and you feel very, very afraid. Make a L1SR on IQ. If you fail, you leave the room immediately. To climb the stairs, go to 99. To go west, go to 11. To go east, go to 18. If you make the roll, go to 16.

266) In a shadowed corner of the hall you discover an old treasure chest lying beneath some fallen tapestries. If you open it, make a L1SR on LK. If you fail, go to 242. If you make it, go to 209. If you don't open it, return to 254.

267) You walk into the light, and immediately you feel as light as air. Embracing your love, you feel completely at peace. You have walked into the Nether Realm, where spirits, angels, and demons dwell. However, you have found peace, and will never again hurt, cry, hunger or suffer. Your adventure has ended, but alas your character must remain here for eternity...

268) The iron door opens into a ghastly chamber. Just through the door a short set of worn stone steps lead down into a dungeon torture chamber. Ancient skeletons still hang from chains and hooks on the walls and ceiling, rotted cadavers lie upon beds of spikes, hooks or razors, and a vast and disturbing array of rusting torture implements line the iron & wood racks that still stand in the room. A grisly table still displays a line of skulls impaled upon iron spikes, and a pile of yellow bones is all that remains in the bottom of the huge iron maiden that stands ajar in a dark corner. In the floor are several iron grilles, beneath which lie stinking prison cells, and every surface is stained with what must be the blood of many tragic victims. In the centre of the room is a stone pillar, about 3' high. Atop the pillar sits a glowing crystal sphere, bathing the grim chamber in a putrid purple light. You feel drawn towards it. Make a L3SR on IQ. If you make it, you turn and flee, running through the corridors of the castle until you emerge beyond its crumbling walls. Take 500 AP and go to 170. If you fail, you cannot help but reach out and touch the glowing purple sphere. Go to 59.

269) * You are in a large, cold chamber. The walls are made up of huge blocks of stone, and you realise that the south wall, which is damp and moss covered, must be the front outer wall of the castle. The room is empty, having once been a guardroom, now deserted and cold. To the west is a door. To go through it, go to 291. To the east is another door, to go through this one, go to 28.

270) Your searching pays-off, as you have found the fabled Ivory Crown of Ald'ori, which will allow the wearer to add his or her CHR rating in combat as extra adds. In addition, the wearer will always know if the person talking to them is telling the truth. If sold, it will fetch 2d6 x 100 GP. Now return to where you have been told.

271) She is outraged and howls with sadness and anger, as you release your grip on her delicate, ghostly, hand. She then begins to change from her beautiful, womanly form, into something terrible! Go to 116.

272) Suddenly you awake as if from a dream. You open your eyes, now fully aware of your surroundings, and see what was the old man approaching you. His face has split-open down the middle, and all you can see above his shoulders is a mass of wriggling tentacles! His pale hands have become wicked claws, as have his feet. Attack at once! Go to 96.

273) The Alchemist has no interest in your hollow words, and attacks you. Make a L1SR on DEX to react in time before he casts his first spell. If you fail the roll, a TTYF hits you and you must deduct 32 directly from CON. If you survive, or if you make the roll, proceed to paragraph 65, where you must join with the Alchemist in combat.

274) * Roll 2D6. This is the number of full turns you may rest safely and peacefully in here. You may regain 1 ST and 1 CON point for every turn you rest undisturbed in this chamber. However you must roll on the Ghost Table for an encounter at the end of your rest! Then you may search the room if you have not already done so, at 253, or leave the room through the door at 120.

275) The message reads as follows:

**“These magic words will set you free,
close your eyes and come to me”**

As you read the message, you are surrounded by a purple aura. Go to 59.

276) You are transported to a wonderful village, where the houses are set into the earth, with little round doors and leaded windows. The grass is a healthy green and crops grow abundantly in the fields. Nearby, a group of hobbits are having a party, with barrels of ale and tables laden with fine foods. To join the party, go to 129. To investigate one of the nearby Hobbit Holes (houses for hobbits!), go to 154.

277) As you flee headlong into the stairway, an iron wall drops behind you, effectively cutting-off the room beyond for the remainder of the game. It is magical and cannot be raised, destroyed or damages in any way. You must return to the main corridor at 88 and continue your adventure elsewhere within the castle.

278) You are unable to react as the Liche, a dreadful, powerful creature, an undead mage of evil nature and one of the most feared throughout the world, approaches you, plunges its clawed skeletal hand through your chest and rips out your heart and soul. You fall dead to the flagstone floor, another victim of Castle Death. You did well to get this far, but at the last the evil of the castle was too much for you. You are finished. Begin the adventure again with another character, if you dare...

279) * Carefully searching around the skeleton remains, you happen upon an old iron ring set into the floor of the cell. Scraping away the dirt and stones from around it, you try and lift it. It will not budge. If you keep trying, make a L4SR on ST. If you fail, and you do not or cannot try magic, return to 234, for your search in here is over. If you make the roll, go to 153.

280) The ghostly form of a beautiful woman appears before your eyes, and smiles at you. Make a L2SR on CHR. If you make it, go to 117. If you fail, go to 173.

281) You are just about to turn the ancient handle when you decide that it does not feel quite right. Resume your search of the ruins or return to the castle, making the necessary saving rolls at 246.

282) Make a L2SR on IQ. If you fail, go to 220. If you make it, go to 137.

283) Carefully avoiding the hot embers of the dying fire, you step behind them and run your hands and fingers over the warm stone at the back of the fireplace. Make a L3SR on DEX. If you fail, you will never be able to open this door. Return to 222 and make another choice. If you make the roll, go to 208. (*Knock Knock* spells will not work on this door)

284) *"Har har har! I am delighted! Here, let me help you!"*

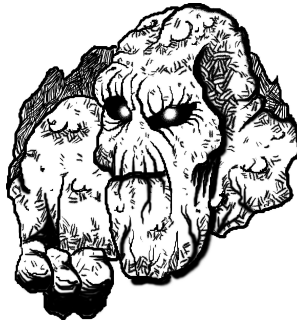
The Dungeon Keeper's ghost skewers you with his magic trident, and you lose half of your current CON. Your full CON will now never return, as your CON is halved permanently! Your blood pumps through the entity's enchanted trident and the ghost is filled with radiance and appears stronger. Laughing, it vanishes down the corridor and is soon lost to the darkness. The portcullis grinds open and you may pass through. Your wounds heal instantly but your CON is forever damaged. Go to 234.

285) The potion increases your ST permanently by your current CON rating, but lowers your LK rating by your level number! Return to where you have been instructed and continue your adventure.

286) As you play, a ghostly figure walks out through the panelled wall in front of you. You are initially startled, but you see that it is a lovely young woman, dressed in the finest silk. She sits nearby and listens to you play with a smile on her ghostly face. When you have finished, the ghost smiles and walks over to you. She kisses you gently, then returns through the wall. When she does so, a secret panel in the panelling opens revealing a small room behind. Searching you discover a skeleton, wrapped in silk, with a goblet in its hand, and a silver chain in the other. With the skeleton is a jewelled chest (itself worth 500 GP) that springs open when you enter the room. It is filled with gold pieces (20D6) and gems (10D6 gems each worth 2D6x10 GP). Something very sad happened here many years ago, but you will never know exactly what, although you can guess. Take the treasure if you want it and leave the room north to 23 or south to 134, for your time in here has ended.

287) Something isn't right here. The woman seems to suspect you have changed your mind about her, and reveals her true likeness, that of a hideous hag! She is a powerful witch, and you have seen through her guise just in time! She howls and screams, rushing to attack you! Her MR is 200. Fight her with all you have got! If you slay her, she quickly turns to green jelly and melts upon the floor of the crypt. As she does so, each of the gargoyles shatter, and you see ghostly spirits rise from them, with cries of *'freedom at last!'* and *'we are released!'* as they vanish into the air. Take 1200 AP, and leave the ruins, for your time within them is at an end. Return to the castle, making the necessary saving roll. However, just before you leave, you espy a ring upon the floor. It allows the wearer to always distinguish between illusion and reality. You may take it if you wish. It is set with a twinkling ruby...

288) The statues, although very old and some in poor repair, are interesting. However, you find nothing unusual with them, and turn to leave the gallery. Make a L3SR on LK. If you make it, return to 254 and make another choice. If you fail the roll, go to 87.



289) * You are standing in a long, gloomy hallway, which stretches east to west. This is the western branch of the main hallway, which connects the east and west wings of the crumbling castle. The ceiling is high above you, and is shrouded in darkness, with cobwebs dangling down from the gloom, and stale water dripping down from the timbers and stone arches lurking high above. The floor is composed of large flagstones, upon which, an old carpet rests, mottled, torn and filthy, bearing little resemblance to its original colourful state. You have no idea as to its original pattern or colouring. From here your choice are numerous. To go east towards the centre of the castle, go to 191. To the west, the corridor seems to enter an area of great ruination. To head this way, go to 246. On the southern wall are two doors, about 40' apart, one towards the east and one towards the west. To go through the eastern door on the south wall, go to 76. To take the western door, go to 136.

290) The cool, fresh water is delicious, and soon you forget that you are in the midst of a dangerous, crumbling old castle. You drink your fill and relax in the overgrown garden, soon falling asleep. When you awake, you feel refreshed and strong. Any lost ST and CON is regained. You stand and look around you. You glance into the fountain's rumbling waters, and see your reflection. Gasp! You are no longer the kindred you were. You have been transformed into a Minotaur! Multiply your attributes by the following ratios:

ST & CON x 5/2, IQ & DEX x3/4, CHR x5, Height x5/4, Weight x3/2.

Once you have come to terms with your new physique, you may still continue your adventure, so return to 80 and carry on! (if you are already a Minotaur, you do not change, but you may add 1D6 permanently to all of your attributes)



291) You are in a large stone room, with a stout wooden door in both the east and west walls. In the floor is a closed trapdoor, and standing around the room are various sizes of iron cauldrons, pots and buckets, some of which are bubbling with hot black liquid. In here are two large muscular Orcs, which grin as you enter. One of the Orcs, who has bones through his nose and ears, speaks in rough, guttural, pidgin Common Tongue.

“Ere, Fruddush, look wot the wind blew in! A piece of meat for us to butcher! Har har harrggghhhh!”

The second Orc, who is bald, with what appear to be stitches on his head and across his throat, answers crudely.

“Grrrraaaggghhh! Nilak, we eat tonight! Let’s get this one stripped and dipped!”

The Orcs approach, bearing sharp, wickedly curved knives. You have no time to escape. What will you do? To attack, go to 72. To try and upturn some of the large cauldrons, go to 181. To dive for the trapdoor, hoping that it is unlocked and you can leap through it, go to 45.

N.B. *If you are returning to this room after already slaying the Orcs, roll on the Ghost Table for an encounter then leave the room. You may leave the room by the west door at 7, the east door at 269, or drop through the trapdoor carefully at 71.*

292) There is a grinding noise behind and above you, but nothing happens. Go to 234 as the portcullis opens and you may safely pass through.

293) Make a L2SR on LK. If you fail, roll on the Ghost Table for an encounter. When you have resolved the situation, return here and try again. If you fail the roll 3 times in succession, go to 44. If you make the roll, go to 97.



294) * As you charge to meet the attack of the zombie horde, a loud clang behind you indicates that a heavy, magical iron wall has fallen at the foot of the stairs, blocking your retreat! All 12 zombies attack you mercilessly, clamouring for your flesh and blood. Each zombie has an MR of 15, but a CON MR of 30. During combat each zombie will always score 2D6+7, as they will still attack no matter how much you hack and cut away at them. They will fall slain only when their CON MR is reduced to zero. 3 zombies attack you first of all. Another 1D4 zombies will join the melee every combat round following until all 12 are clawing and biting at you from all directions! You will need to keep a record of the zombies' CON MR on a sheet of paper as the combat unfolds, and always keep track of how many zombies are fighting you at once every combat round. They are immune to poison attacks and magic will do them no harm either. If you survive the attack of the zombies, go to 162.




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295) * You are in a dank north-south passageway beneath the castle. To the south is the guardroom, and beyond this the corridor is blocked-off by a portcullis. To the north is a turning east. Roll on the Ghost Table. When you have resolved your encounter, go east at 139.

296) * You are at the north end of a dank passageway deep beneath the castle. Just ahead of you is a dark room, the door to which is made of iron. Around your feet are puddles of mucky water. If you choose to return to the spiral stair and go up to the corridor above, go to 107. If you open the door, go to 213.

297) The fountain is in the form of three naked ladies, all pouring the contents of their upturned urns into the centre of the fountain, which has long since dried-up unfortunately. Make a L3SR on CHR. If you make it, go to 52. If you fail, there is nothing for you here, return to 80 and make another choice.

298) You discover a set of stone steps descending into a crypt deep within the ruins. Within, a plain tomb lies undisturbed, surrounded by 12 stone gargoyles with eyes of twinkling ruby. If you leave now, return to the castle making the necessary saving rolls at 246. If you investigate further, go to 211.

299) * At last, the miserably long secret passage reaches an end, and it climbs steadily for about 45' until ending beneath a heavy, rusty, iron grille. Above, you hear nothing. Make a L3SR on ST when lifting the grille. If you fail, make a note of how many points you miss the roll by. Take 1 point of CON damage for every 4 points you miss the roll by, rounding down. This reflects the damage you have done you yourself as you strain at an awkward angle in a tight space to lift a weight too heavy for you. When you have lifted the grille you climb up and enter the room above. Go to 158.

300) Everything goes black as you fall to the cold floor. Pain recedes and your mind floats into oblivion. Your next thoughts are as you float down a drafty corridor, with strange phosphorescence surrounding you. You feel nothing, but can move and think, although slowly. Ahead of you, a lone adventurer approaches. You are now a ghost, and will wander the shadowy halls of Castle Death until finally slain and laid to rest...

301) The potion was poison! Roll 2d6 and deduct it directly from your current CON. If you die, go to 300. If you survive, return to where you have been instructed and continue your adventure.

302) You are in a large room, with walls of fine oak panelling, a flagstone floor and a timber beam ceiling. Some rotting furniture remains and a few old tattered tapestries still hang on the walls. Everything is damp and dirty however, as the open window arch allows rain, birds and debris to enter freely. However, you get some idea of how this room once looked grand, from the remaining fixtures and decoration. To the north, an open archway leads to a stone stairway and in the south wall is an open window. Before you have the chance to decide a plan of action, a weak, croaky voice from behind you says:

“I am so dreadfully sorry, but I cannot allow you to leave now that you have entered...”

Go to 33 immediately.

303) * You are in a large chamber, which was once furnished with the finest silk tapestries, decorated with shining gold ornamentation, tiled with wonderful mosaic and containing fabulous treasures, wooden carvings and ivory statues. Now, sadly, the chamber lies beneath a rotting timber ceiling, and is damp and cold. The temperature seems to have dropped several degrees since you entered. There are still tall mirrors on many of the walls, but these seem to be clouding-up as you watch. Your breath condenses in the air as you breathe, and you pull your cloak around you as you begin to shiver. If you leave straight away, leave by the south door at 134, or the northwest door at 23. If you stay to search the room, go to 264. If you stay still and silent, wondering what will happen next, go to 177.



304) * The north door bursts open, almost breaking its old hinges with the force! Standing in the doorway is a huge figure. It is an ogre, and it is wearing a striped apron, black trousers, huge black boots and what appears to be a white shirt, which fastens at the top with a series of cords. On his head the ogre-chef wears a hat. From his belt hangs a selection of large cleavers and knives, and in one huge fist he holds an axe.

“Oy! Get ye out of my kitchen, maggot! This is Banak’s kitchen! Begone or die!”

Banak the ogre-chef is a frightening figure to behold, and he looks like he means business! If you attack Banak, go to 105. If you do as he says and leave, you can only leave by the west door, so do so, you cowardly maggot, at 107. If you return to this room, Banak will still be here until you kill him.



305) You have drunk the legendary 'Golden Mead'. This is one of Grimtooth's most deadly traps, for when it makes contact with your stomach, it immediately turns to solid gold, killing you instantly...

306) * A huge, black spider, with 6 red eyes, lunges towards you from the depths of the tunnel! It has an MR of 100. Each combat round, make a L2SR on the average of your SP, DEX and LK to avoid being bitten. If this occurs, you have 2 combat rounds in which to slay the spider before you become paralysed, and the spider will kill you and eat your still living body at its leisure. Assuming you kill the spider, continue your journey at 299.

307) * You stand alone in a small chamber, the walls of which are of smooth stone. The entrance you used to come in here has vanished, and there are no other exits or windows. The low ceiling has a huge face carved into it, and this cruel human face leers down at you. The room is bathed in a gentle purple glow that radiates from an illuminated glass ball, which rests upon a low pillar in the centre of the room. For reaching this chamber you may take 500 AP instantly. Now read on...

As you consider your next action, the cruel face in the ceiling speaks to you, as the face becomes alive with expression and life.

"So, The Purple Chamber holds a living soul once more! I congratulate you upon finding this room, mortal! Your real journey into the castle is just beginning! Touch the glowing ball, and step into the unknown!"

With these words the face becomes solid stone once more. When you are ready (you may rest for as many turns as you need to here), touch the glowing purple ball and go to 222.

308) You are a very lucky, for amongst the rubbish you uncover a wonderful item. This is the mythical Critical Mirror of Curses. If a foe's reflection is captured in it (L2SR on LK to achieve) for at least one combat round (during which, the user may not fight or cast spells), they are cursed so that they will take as many hits directly to CON or MR as they generate in the very next combat round. It has 2 uses only. Return to where you have been told.

309) The withered frame of the undead Alchemist crumbles to dust and falls to the stone floor, his ancient cloth garments landing in the pile of dust. You earn 1000 AP. You may now leave the room by returning through the iron door and back into the corridor, at 88, or proceed north through the dark archway and down the stone steps, at 240. If you would like to linger a while to search the Alchemist's laboratory, go to 21.

310) This is very special armour, but your greed is your downfall, for choosing the most valuable and impressive looking set of armour has doomed you to wear it forever. It will protect you from all non-magical attacks, fire and poison gas/breath, nor can you be turned to stone by spells or Gorgons. However, if ever you remove the armour, you will become a Ghost and return to this room to haunt the chamber for eternity. For now, you are teleported far from Castle Death, for wearing the armour within its walls is forbidden. Close the book and enjoy your new armour...

311) As you remove the jewellery from the skeleton, and begin to gather up the remaining items scattered around the room, you begin to struggle for breath. Within minutes, you must sit down to rest, as a terrible fever breaks out within you. Gasping for breath, your vision becomes cloudy and your limbs burn with an inner fire. Pain erupts in your chest and you collapse totally upon the floor of the room, losing consciousness. When you awake, you have no strength to move, and indeed realise that you are totally paralysed. Within the next few hours, the plague that claimed the lives of the original inhabitants will claim yours also. The next time someone looks upon this chamber, another skeleton will lie on the floor, still dressed, and with treasure lying at its feet...

312) * You pass through into the chamber beyond. The door behind you slowly vanishes, and although you notice this quickly and try to keep it open, it passes through your fingers like an icy blade and the space where the doorway was can no longer be seen. The room you have entered has walls of bare stone, a flagstone floor, and a high arched ceiling, the upper reaches of which are lost to darkness. The only items that you can see in the room, which is lit by a lilac glow that appears to have no source, are a high-backed, ornate wooden throne, elegantly carved, and a large stone altar, atop of which rests a human cadaver, resting on top of a black cloth. All is quiet. If you do nothing and wait to see what happens next, go to 64. If you sit in the throne, go to 196. If you search the room, go to 140. If you investigate the altar and the body that rests on top of it, go to 114.

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313) Inside all is warm, cosy and relaxing. In a living room lit by hanging lanterns is a smiling hobbit who tells you his name is Shippy. You spend a few hours in his company, during which he tells you tales of the Trollgod, Boozer the Hobgoblin, Ealnaatha Vaelmarri, Grumlahk and Ramsen, artists extraordinaire, Mahrundl, Naharaht, Middleclaw, Dekhursio, Quoghmyre, Brass and Doctor 'O', who sounds like a very strange character indeed! Many more strange names are mentioned from this extraordinary band of friends. After the evening has passed, and the both of you have smoked a lot of weed and told many a tall tale, you fall asleep, waking up back in the chamber in Castle Death. This experience has been worth 2,000 AP. Return to 163 and leave the room.



314) *"Beware a boiling attack from above should you seek to enter the castle through the front door!"*

315) A small spider, with an instant death venom bite, crawls between gaps in your armour as you crawl through the web, and it bites you. You feel a sharp stab and your flesh turns icy cold, before your body falls dead to the floor. It's the end for you. Goodbye.

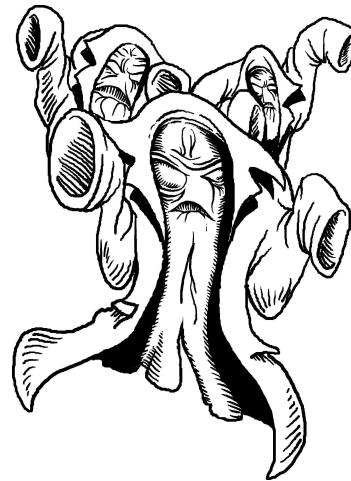
316) Make a L3SR on LK. If you miss, it is just treasure. Spend it wisely. If you make the roll, it is magical, and will increase your **CHR** by your level number when worn, as well as always protect against **ONE** of the following things. Roll once and permanently attach this power to the crown:

1. Total protection from all fire attacks.
2. Magic spells at or below level 4 will not affect the wearer.
3. Combat with Undead foes will score a +10 bonus for the wearer.
4. Total protection from all poison attacks.
5. Trolls will not attack the wearer of this crown.
6. The wearer may lower all LK based saving rolls by 1 level (min 5).



GHOST TABLE

When you are asked to roll on the Ghost Table, do it here. You always have a spooky encounter whenever you roll here, but encounters marked with ☉ can only happen once per adventure. If you roll the same encounter again, you will have to fight a standard Castle Spook, MR = your level number x 50.



Roll 2D6

2 - Ghostly Mist. This might be green, black, blue or grey. It displays a swirl effect within a vaporous cloud, normally appears several feet off the ground and can linger or travel quickly at will. It cannot be fought with weapons and it envelops your character completely. You must battle it mentally. Make a SR on IQ at level 1. If you make it, the Mist vanishes immediately. The encounter is over. If you fail, the Mist takes 1 point of CON from you and you must make the roll again the next combat round. If the roll is missed the second time, 2 points of CON are lost. If the roll is missed a third time, 4 points of CON are lost, and so on, doubling until either your character or the Ghostly Mist are dead.

3 - Phantom. This is your standard 'ghostie' and Castle Death is full of them! It has an MR of 68 and takes only half damage from non-magic weapons.

4 - ☉ Deformed Face. This hideously frightening ghostly face appears from the darkness, laughing and taunting. You must make a L1SR on IQ or go temporarily insane, collapsing for 1D6 combat rounds and losing 1 permanent point of CON and IQ. When you awake, the face has gone. If the roll is made, the ghost vanishes immediately and you gain one permanent IQ point.

5 - Moaning Monk. A ghostly figure in monk's robes appears and attacks with a ghostly mace. Its MR is 110 and only magical attacks/weapons will cause it any damage. If you only have non-magical weapons, you are in trouble! You may flee if there is an option open to you in the adventure, with a L1SR on SP, after at least 1 combat round has passed. If you fail you must fight at least one more combat round.

6 - ☉ Shadow Ghost. This is a truly terrifying entity that is nothing more than a creeping shadow. It cannot be fought and turns your flesh an icy chill. Make a L2SR on LK or be cursed to fail your next 3 saving rolls...

7 - Apparition. This frightening figure howls and screams as it attacks with an MR of 90. Each combat round it deducts 1 point of ST & CON no matter what the outcome of the round. It can be harmed by all types of attacks, even normal weapons.

8 - Spectre. This is a glowing green spirit that howls and rattles chains as it appears. It has an MR of 150 can non-magic weapons do only half damage against it.

9 - ☉ Ghostly Knight. This spooky knight in armour appears and attacks you with an MR of 160. If defeated, roll 1D6, and if you roll a 1 or a 6, the Knight drops a magic item when slain. Roll on the Magic Item table.

10 - ☉ Weeping Child. You never see this apparition, but the sound it makes chills your blood. Make a L1SR on IQ and if you fail go to 20. If you make the roll, take 1 point of IQ permanently and play on.

11 - Phantom Hand. This creepy, blood-covered hand appears out of nowhere and attempts to strangle you! Make a L1SR on ST to get it off or it delivers 1D6 CON damage before vanishing completely!

12 - ☉ The Boogie Man. This is a terrifying apparition, appearing as a fat, skull-headed man dressed in sewn together sacks and blood-stained white linens. It attacks you with an MR of 200. Every combat round this foul creature manages to stab you with a horrible pin, despite any armour you are wearing, that causes 1D6 CON damage immediately. He laughs throughout the combat, and if slain, drops 1 Magic Item (roll on the table) and flops to the dungeon floor as a huge sack of worms and maggots, slime and blood. Really quite unpleasant...



MAGIC ITEM TABLE

When you are asked to roll on this table, roll 2D6 to find out what magic item you have found within the ruins of Castle Death. There is only one of each item here per adventure. If you roll the same item again, substitute the item with a magic potion that restores your CON and ST to full.

Roll 2D6

2 - The Silver Stone of Faithfulness. This is a small item that shines for one candle-power whenever it is in the dark, and is found wrapped in a black satin cloth. Whilst carried or worn, this item will allow you to automatically make any CHR based saving roll up to three times per day.

3 - The Holy Belt of Cloaking. This is a very sturdy belt that can be worn with any armour or clothing. It is enchanted to add 20 points to the value of any armour worn as long as the belt is worn with it. Undead characters cannot use this item for it burns them to touch.

4 - The Large Boobed Lantern of Virtue. This bizarre and somewhat rudely designed item is a wonderful lantern of silver that will shine so bright that all undead creatures cannot approach. This effect lasts for 3 full turns and can be used twice per day. It is magical and never needs to be re-filled with oil. Its value is 1000 GP if sold.

5 - Cape of Good Luck. This cape can be worn with any armour, and allows the wearer to reduce all LK based saving rolls by one level, with 'min 5' being the least that the character must roll.

6 - The Philter of Xath. This potion will teleport the user to the entrance of any dungeon they may be in or out of any solo adventure immediately. One use only. The only snag is that if used in a GM dungeon, the player-character will fall in love with the first person they see when leaving the dungeon...

7 - The Banded Helm of Croth. This evil-looking chaos helm will protect the wearer for up to 20 points of damage, but the CHR of the wearer will be at half whilst worn. If the helm is sold the CHR of the original wearer will be permanently halved.

8 - The Shining Scepter of Celál. This wonderful item is worth 500 GP and can be used in combat to score 8+10 in dice and adds, with no minimum ST or DEX requirements. CHR is +5 when used. It weighs 40 weight units but cannot be used by the undead.

9 - Copper Gauntlets of Itairak. These magnificent gauntlets will protect the wearer for 10 points of damage each and can be worn with any other armour pieces.

10 - Deadly Blade of Fortune. This is a Great Shamsheer two-handed sword (ST & DEX required 15, weight 130 weight units) that increases the LK of the user by 4 points whilst carried, and scores 10D6+15 in combat, with double damage scored against undead foes.

11 - Jewelled Hat of Wicaolith. This very unusual item can be worn as a fashion accessory or even under a helm. It is worth 500 GP as it is covered in jewels (so best kept hidden whilst in a city!) and is enchanted to increase the IQ of the wearer by half again whilst worn. However if any of the jewels are removed, all magic is lost forever.

12 - Silver Skull of Purity. This fabulous looking item is worth 2000 GP if sold. It acts as a DMS for wizards and for warriors it will allow them to score double damage in any three combat rounds per day.

ANCIENT TREASURE TABLE

Roll 2D6

- 2 - Ornate crown, worth 4D6 x 50 GP. Go to 316 when found
- 3 - Silver statuette, value 1D6 x 50 GP.
- 4 - Sack of gold coins containing 2D6 x 10 GP.
- 5 - Silver jewel box, sadly empty but still worth 2D6 x 10 GP.
- 6 - 1D6 gems - use the Gem Generator in the T&T Rules.
- 7 - Jewel encrusted goblet, value 1D6 x 100 GP.
- 8 - Dragon shaped ale tankard, worth 1D6 x 25 GP.
- 9 - Pewter wine goblet in the shape of a demon, worth 1D6 x 100 GP.
- 10 - Sack of gold coins containing 6D6 x 10 GP.
- 11 - Ornate and jewelled necklace worth 3D6 x 50 GP.
- 12 - Golden mask, worth 2D6 x 1000 GP. *(There is only one of these so if you roll it again substitute with 500 GP treasure item or re-roll)*



PLAYER NOTES





PLAYER NOTES



“Castle Death” was designed and written by AR Holmes, with original artwork from Jeff Freels. You may visit their websites here:

www.hobgoblinstavern.co.uk

www.jffreels.com

I hope you have enjoyed this solo adventure for Tunnels & Trolls. If you would like to discuss this adventure or any other adventures available at the Hobgoblin’s Tavern please email me at the following address:

I’d love to hear from you!

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