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**Danger lurks in every corner of Port
Blacksand – infamous city of evil-doers!**

YOU are an apprentice in the Thieves' Guild of Port Blacksand. Tonight is the testing time, the climax of your training. Your mission is to find and steal a priceless gem, the Eye of the Basilisk, and the special skills you have learned will be tested to the limit!

Many terrors lie in wait in the darkness of this evil city's backstreets and alleys. Will you be able to accomplish your dangerous task? You have until morning to prove yourself.

Two dice, a pencil and an eraser are all you need to set out on your mission. YOU decide which route to take, which creatures to fight and which dangers to risk.

Cover and illustrations by John Sibbick



A PUFFIN BOOK

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AND IAN LIVINGSTONE

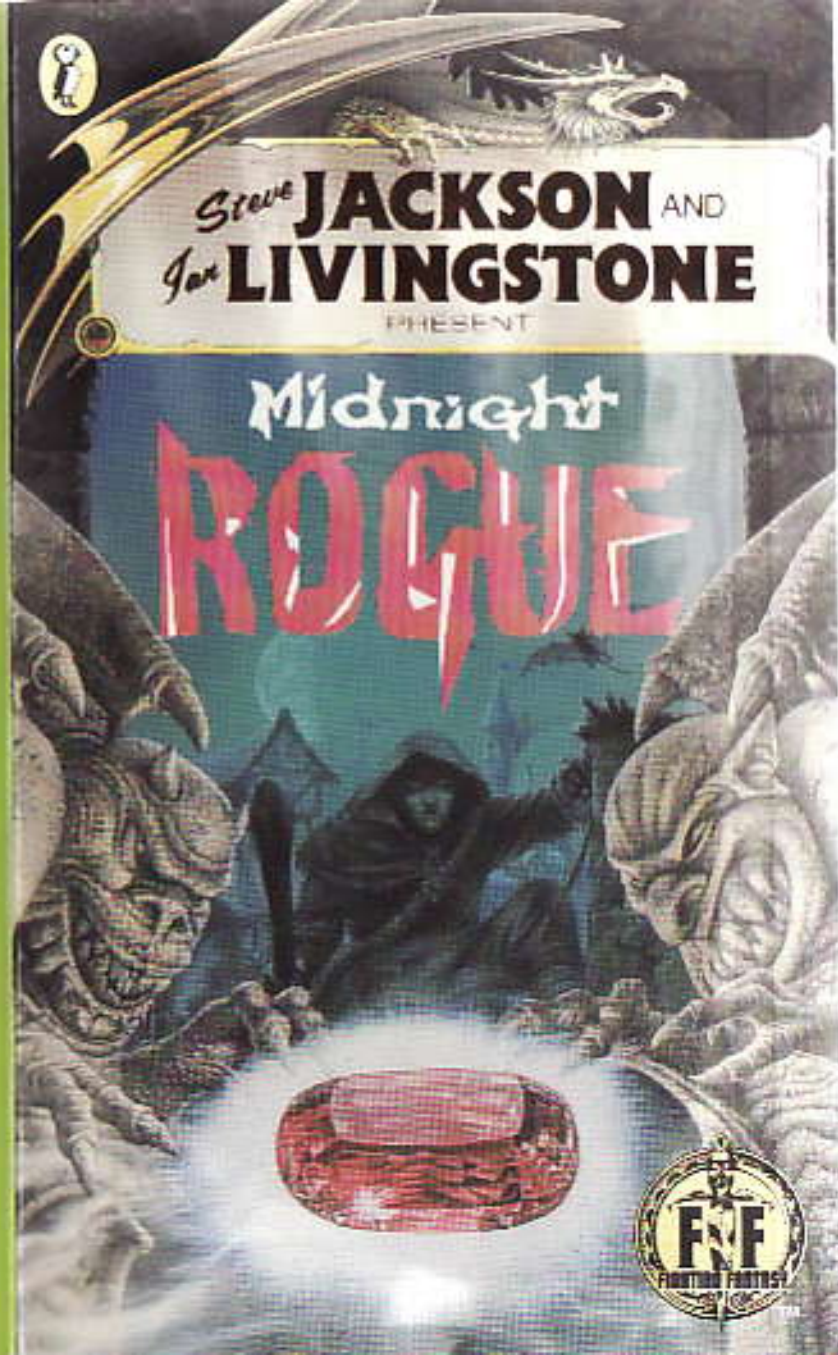
Midnight Rogue

ISBN 0 14
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PRESENT

Midnight ROGUE



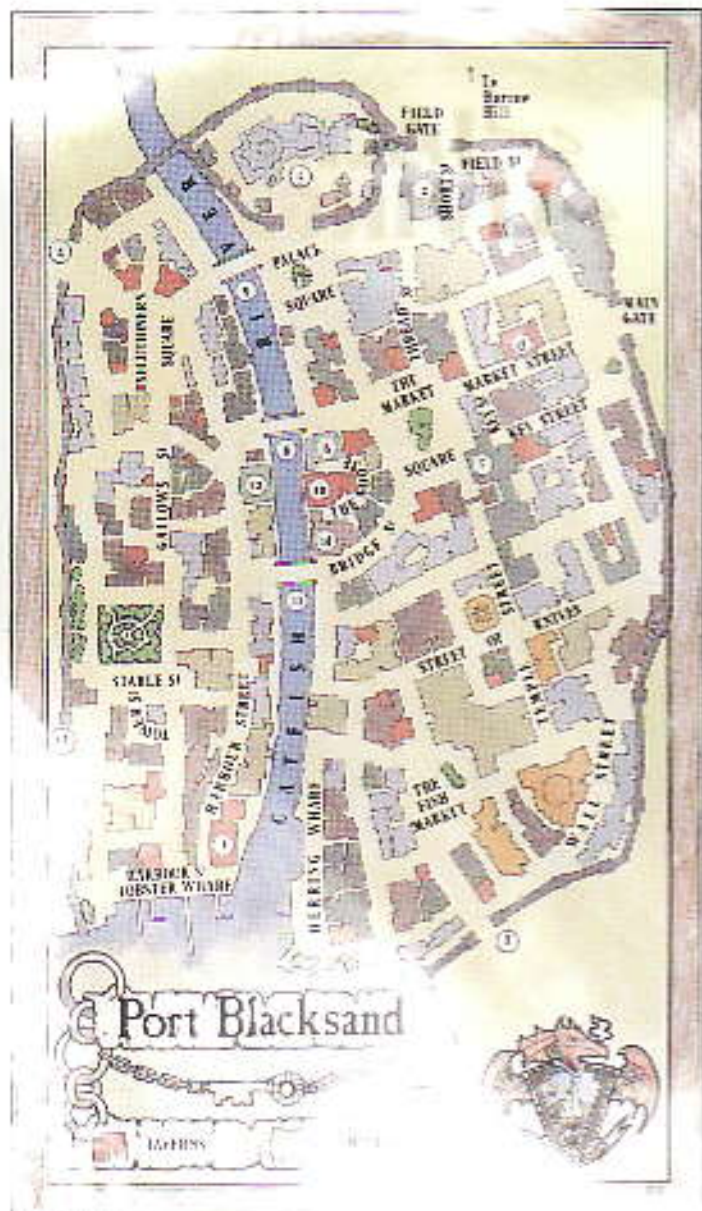
PUFFIN BOOKS
MIDNIGHT ROGUE

Port Blacksand – infamous city of thieves! Its reputation stretches from Zengis to Shazar. And you are one of the rogues for which Port Blacksand is famous. Or, at least, you hope to be. Years of training by the Thieves' Guild are coming to their climax – the night of testing. Like every other apprentice in the Guild, you are set a test to decide whether you are fit to join the Guild as a full member. Your mission is to find and steal a priceless gem, the Eye of the Basilisk. The special skills you have learned as an apprentice will be tested to the limit tonight. By morning, you will be a fully fledged thief, or an outcast failure or worse.

Evil creatures and terrors lie in wait in the darkness of Port Blacksand's alleyways. Will your skills be sufficient to accomplish your dangerous task? You have until morning to prove yourself!

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to you to decide which route to follow, which dangers to risk and which adversaries to fight!



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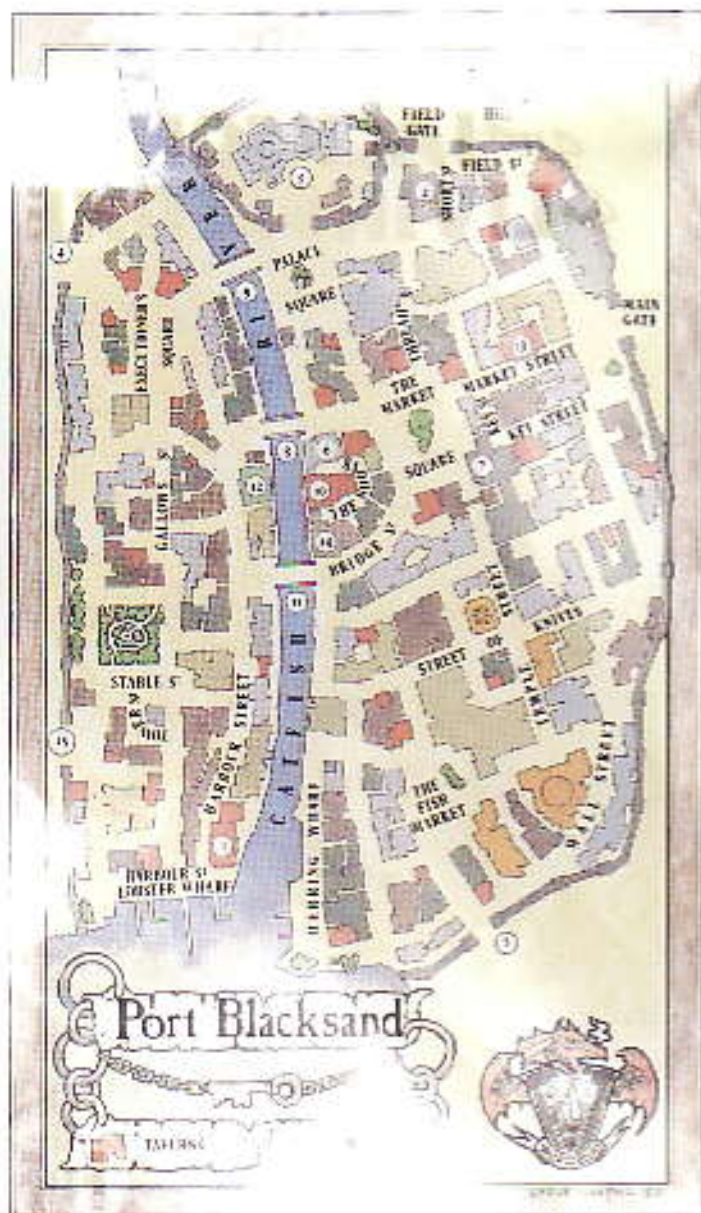
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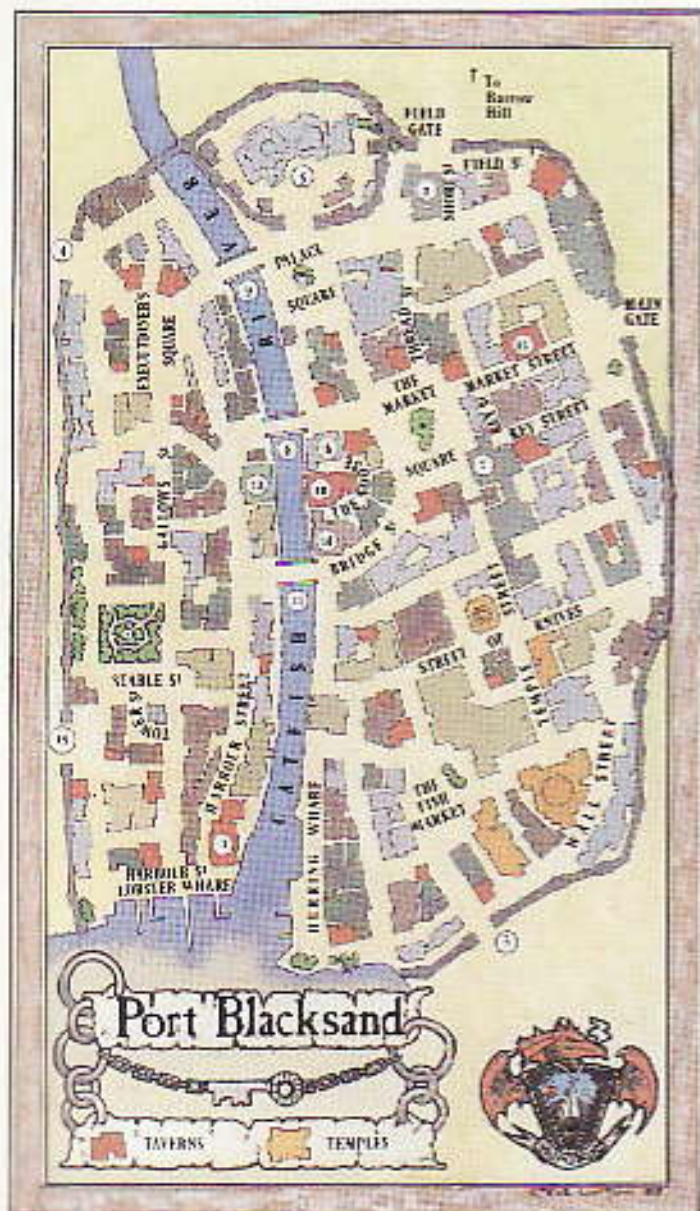
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Midnight ROGUE



by Graeme Davis

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INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. While you have been taught during your apprenticeship that violence is not always the best way out of a situation, your training has included sword-play, and you can handle yourself reasonably well in a fight.

To see how effective your training has been, you must use dice to determine your initial **SKILL** and **STAMINA** scores. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your **SKILL** and **STAMINA** scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or to make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

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

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

There is also a **LUCK** box. Roll one die, add 6 to this number and enter this total in the **LUCK** box.

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

Your **SKILL** score reflects your swordsmanship and general fighting expertise; the higher the better.

Your **STAMINA** score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your **STAMINA** score, the longer you will be able to survive.

Your **LUCK** score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.



Battles

You will often come across pages in the book which instruct you to fight an opponent of some sort. Battles are conducted as follows.

First, record your opponent's **SKILL** and **STAMINA** scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each opponent are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for your opponent. Add its **SKILL** score. This total is your opponent's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current **SKILL** score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4.
4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5.
5. If both Attack Strengths are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
6. You have wounded your opponent, so subtract 2 points from its **STAMINA** score. You may use **LUCK** here to do additional damage (see below).
7. Your opponent has wounded you, so subtract 2 points from your own **STAMINA** score. Again you may use **LUCK** at this stage (see below).
8. Make the appropriate adjustments to either your

- opponent's or your own STAMINA scores (and your LUCK score if you used LUCK - see below).
7. Begin the next Attack Round by repeating steps 1-6. This sequence continues until either you or your opponent has been reduced to zero STAMINA (death).

Fighting More Than One Opponent

Sometimes you will find yourself under attack from more than one person or creature. When this happens, each will make a separate attack on you in each Attack Round, but you must choose which one you will fight. Attack your chosen target as in a normal battle. Against the other, you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater you will not inflict a wound. Just count this as though you have parried an incoming blow. However, if your Attack Strength is lower, you will have been wounded in the normal way.

Luck

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

The procedure for using your LUCK is as follows:

Roll two dice. If the number rolled is less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

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

Using Luck in Battles

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

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

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

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

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score.

Stamina and Provisions

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

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in battle. The text will not tell you when you can do this: it is up to you. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1

point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!



Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value, unless specially instructed by the text.

Equipment and Potions

You start your adventure with the following equipment:

- A shortsword
- A leather jerkin and leggings
- A backpack

A hand-lamp, made of a small pot of fat with a string wick – this gives you enough light to see by in most circumstances, without giving yourself away

A torch

A tinder-box, for lighting your lamp and torch
5 gold pieces

Enough Provisions for ten meals – how and when you use Provisions is explained above

In addition to this equipment, the Thieves' Guild supplies you with a magic potion. You may choose one potion from the following list:

Potion of Skill – restores **SKILL** points

Potion of Strength – restores **STAMINA** points

Potion of Fortune – restores **LUCK** points and adds 1 to your *Initial LUCK* score.

These potions may be taken at any time during an adventure (except when engaged in a battle). Taking a measure of potion will restore the relevant score to its *Initial* level (and the Potion of Fortune will add 1 point to your *Initial LUCK* score before you drink it).

Each bottle of potion contains enough for one measure, i.e. a characteristic may be restored once during an adventure. Remember to cross the potion off your *Adventure Sheet* once you have drunk it.

Remember also that you may only choose one of these potions to take on your adventure, so choose wisely!

Extra Equipment

During the course of your adventure, you will have the opportunity to pick up a wide range of things, some of which may be useful to you later on in your adventure. As a thief, you have to be able to move quickly and quietly at all times, so you must be careful not to encumber yourself with too many items. You may never carry more than six items in your backpack at any time. Your Provisions count as one item, and your potion counts as another – enter them in the first two spaces of the Backpack box on your *Adventure Sheet* before you start. Note that your sword, any clothing, and any money that you are carrying do not count as backpack items.

Special Skills

As well as your **SKILL**, **STAMINA** and **LUCK**, you have three Special Skills in which you have been trained during your apprenticeship with the Thieves' Guild. Choose three skills from the following list, and enter them in the Special Skills box on your *Adventure Sheet*. The skills are: **PICK POCKET**, **PICK LOCK**, **CLIMB**, **SNEAK**, **HIDE**, **SPOT HIDDEN** and **SECRET SIGNS**.

At various points in your adventure, you will be asked whether or not you have a particular skill. This can be important, so keep a note of those you have – and don't pretend to have those you don't!

ADVENTURE SHEET

ENCOUNTER BOXES

SKILL <i>Initial:</i>		STAMINA <i>Initial:</i>	LUCK <i>Initial:</i>	<i>Skill=</i> <i>Stamina=</i>	<i>Skill=</i> <i>Stamina=</i>	<i>Skill=</i> <i>Stamina=</i>
SPECIAL SKILLS		PROVISIONS REMAINING	NOTES	<i>Skill=</i> <i>Stamina=</i>	<i>Skill=</i> <i>Stamina=</i>	<i>Skill=</i> <i>Stamina=</i>
CLIMB						
HIDE						
PICK LOCK						
PICK POCKET						
SECRET SIGNS						
SNEAK						
SPOT HIDDEN				<i>Skill=</i> <i>Stamina=</i>	<i>Skill=</i> <i>Stamina=</i>	<i>Skill=</i> <i>Stamina=</i>
BACKPACK ITEMS		OTHER ITEMS				
1.						
2.						
3.						
4.						
5.						
6.						
				<i>Skill=</i> <i>Stamina=</i>	<i>Skill=</i> <i>Stamina=</i>	<i>Skill=</i> <i>Stamina=</i>

BACKGROUND

You stand in the meeting-room of the Thieves' Guild of Port Blacksand. The room is crowded with pickpockets, beggars, burglars, cutpurses and thieves of all descriptions, all come to witness the Test of Apprentices.

Rannik, the Master of the Guild, stands in the middle of the room.

'Does any member here present know of any reason why this apprentice should not be tested, according to the traditions of the Guild?' he says. Even though you know this is just a formality, your stomach knots as you wait for a challenge.

When no challenge comes, Rannik turns to you.

'A week ago,' he says, 'a merchant named Brass acquired a gem known as the Eye of the Basilisk. He will doubtless have it hidden somewhere in or around the city. His symbol is a coin – that is all the information you will be given. For your test, you must find and steal the Eye of the Basilisk. Dusk has just fallen outside, and you have until dawn to complete your test. Do you understand?'

You nod.

'Then,' says Rannik, 'it just remains for me to say be careful, remember your training – and good luck.'

The assembled Guild members murmur their agreement as you leave the meeting-room to collect your equipment. Although you have checked it a dozen times already, you go over it all one last time as you make ready to leave the Guild. There are a sword, a few coins, a hand-lamp, a torch, a tinder-box, some food, a magic potion supplied by the Guild, and a backpack. Having satisfied yourself that everything is in order, you leave the Thieves' Guild by one of over a dozen concealed entrances, and head into the darkened streets of Port Blacksand.



1

As you leave the Guild, your mind works quickly, listing the places where you might find some information as to the gem's whereabouts. Most of the rich merchants in the town have houses near the Field Gate; if you can find Brass's house, you may be able to find some useful information there. Then again, the Merchants' Guild is just across the Market Square, and if Brass is an important merchant, he's bound to have a suite of offices there. Finally, there's the Noose, the area of town around the Thieves' Guild. You hardly ever see a merchant there, but it's the best place in Allansia for picking up all kinds of gossip and rumours. Where will you try first?

The Merchants' Guild?

Turn to 129

Brass's house?

Turn to 156

The Noose?

Turn to 203

2

The water is icy cold. You start to wade across the pond, and instantly your legs are attacked by a pack of small but vicious cold-water Piranha. You try to fight them off, but it isn't easy – you can hardly see them through the weed-choked water, and you end up splashing a lot but hitting very little. Fight the Piranha as a single enemy, subtracting 1 point from your Attack Strength for this combat.

PIRANHA

SKILL 6

STAMINA 6

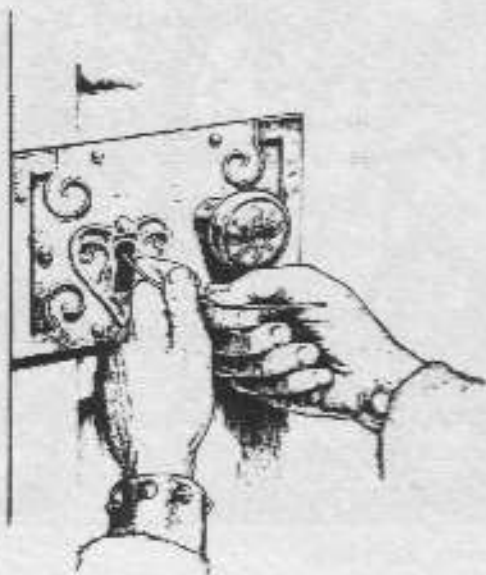
If you win, turn to 8.

3

You try the door, but it is locked. If you have **PICK LOCK** skill, turn to 259. If not, will you try the door with the fish symbol (turn to 163), or will you give up on the Merchants' Guild and look for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk armed only with the information you already have (turn to 144)?

4

You find a suitable place for climbing, and start to scale the wall. If you are using a rope and grapnel, turn to 15. If you are not, turn to 257.



5

Your weapon flies with deadly accuracy, and knocks the torch out of its holder. It falls to the floor, sputters for a few seconds, and goes out. You decide to douse your own torch as well, just in case the light from that casts another unfriendly shadow. It is now pitch-dark, and you feel your way along the walls of the cavern, trying to find the passage which will take you out of it. *Test your Luck*. If you are Lucky, turn to 94. If you are Unlucky, turn to 220.

6

You open the cage, and the Dwarf springs out, reaching for your throat. He seems to grow larger as he attacks you; his skin becomes scaly, and spines erupt from his head and back. You have been tricked by a Shapechanger. Now you must fight for your life.

SHAPECHANGER SKILL 10 STAMINA 10

If you defeat the Shapechanger, leave the room and carry on to 155.

You run out of the house and lose yourself in the night, twisting and turning through winding alleys to throw off any possible pursuit. You know that the crash will have roused the whole household, and you decide to wait for an hour or so before returning to the house, to let them all get back to sleep. You can use this time to visit the Merchants' Guild – if you haven't already – by turning to 129, or you can simply wait. In either case, you will have no trouble getting into the house when you return, because you have been there before. So make a note of entry 276, and start there when you return to the house.



You reach the plinth safely, and stand clutching the statue for a moment, catching your breath before you look at the inscription. Brushing the dead leaves and other rubbish away, you reveal the following words:

My enemy's a heart of stone,
My arrow never flies,
Yet when my arrow heads for home,
The gate of death yawns wide.

You puzzle for a while, wondering what to do. As you lean against the statue, it shifts slightly, making you jump. You push it, and it shifts again – the whole thing is made to swivel back and forth. The arrow must be the key to getting into the barrow. What will you do?

Point it at the barrow?

Turn to 294

Point it at the site of the
house?

Turn to 346

Point it at the standing stone
by the barrow?

Turn to 383

9

You push past the men and run out into the night, leaving the Rat and Ferret behind you. As you wander through the shadowy alleys of the Noose, you decide on your next move. What will it be?

Try to find a beggar (if you haven't already)?

Turn to 26

Visit Madame Star (if you haven't already)?

Turn to 117

Or will you leave the Noose and go elsewhere?

Turn to 387

10

You put your ear to the door, and are taken completely by surprise when a plank whips round and hits you! Lose 2 STAMINA points. The 'door' suddenly unfolds into a great humanoid shape: it is a Wood Golem, and you must fight it.

WOOD GOLEM

SKILL 8

STAMINA 6

When you win a round of combat, turn to 123.

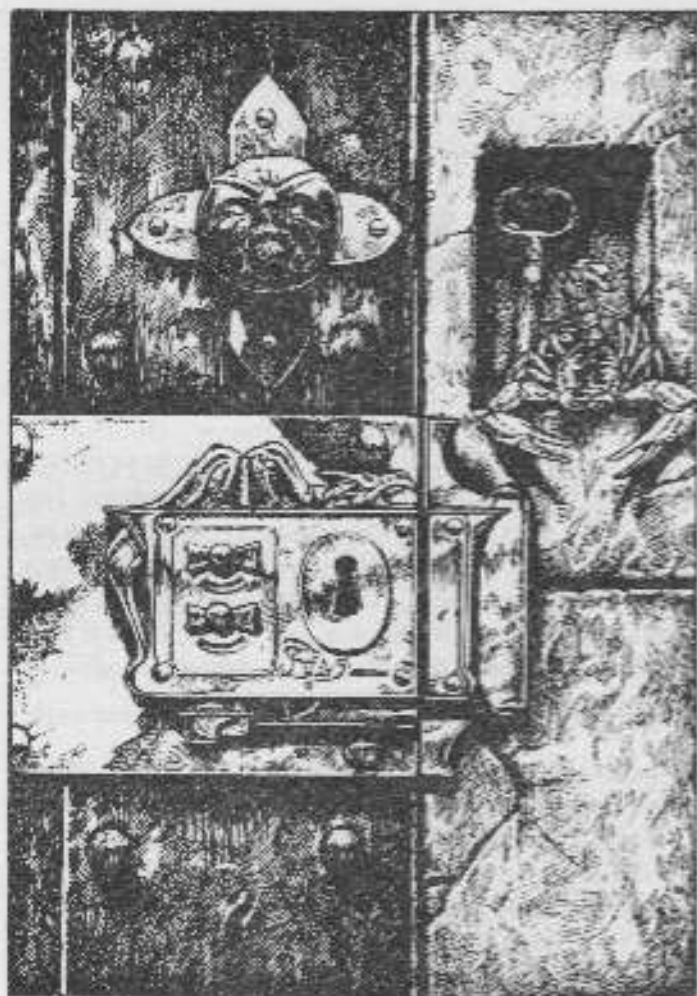


11

You try to tell yourself that this isn't happening. Whoever heard of fighting your own shadow? You dodge to one side as the shadowy figure attacks, and its weapon strikes the cavern wall with a very solid-sounding clang. Your shadow has the same SKILL and STAMINA scores as you do; fight it normally. If you win, turn to 237.

12

You hurl yourself to the floor, and the thing, whatever it is, misses you by a whisker. It hovers above the dead thief's body for a fraction of a second, then sinks down into it, soaking into the dead flesh like water soaks into a sponge. The body twitches once, and then drags itself to its feet. Your scalp tingles as the dead eyes stare sightlessly into yours, and the dead thief shambles to attack you. Will you fight the Animated Corpse (turn to 82), or try to run away (turn to 192)?



13

Very slowly, you reach for the key. The scorpion doesn't move as you take it. Breathing a sigh of relief, you turn the key in the lock and the great iron door swings open. You step through the doorway (turn to 79).

14

The men stare in amazement as you flick the knife expertly between your fingers. It moves faster and faster, tapping the table between your fingers, but never touching them. At the end of a minute, you hand back the knife, smiling. The men hand over 10 gold pieces. You try to engage them in conversation, but it quickly becomes clear that they know nothing of interest to you. You will have to look elsewhere for information. What will you do now? You can ask Bald Morri what he knows about Brass (turn to 195), or leave the Rat and Ferret and try your luck elsewhere in the Noose (turn back to 203 and choose again).

15

You haul yourself level with the top of the wall. To your horror, you see that it is studded with glass, which has gradually been cutting your rope as you climbed. The instant you reach the top, the last strand of your rope gives way. The rope and grapnel is now useless: cross it off your *Adventure Sheet*. Roll two dice. If the result is equal to your SKILL score or less, turn to 257. If not, turn to 209.

16

Skirting carefully round the palace, you find a stretch of wall where you think you will have a good chance of climbing undetected. You look around quickly, see no one, and start to climb. You have nearly reached the top of the wall when you hear a shout from below. The Palace Guard has spotted you. What will you do now?

Keep on climbing?

Turn to 146

Jump down and try to get away?

Turn to 391

17

Hardly daring to breathe, you set about disarming the trap. After a few seconds of careful work, there is a click, and a handful of small darts – no thicker than needles – falls out on to the ground. In the moonlight you can see something sticky glistening on their points: poison intended to kill thieves. You are about to start work on the door when you hear booted feet in the distance, and the unconscious guard begins to groan. Rather than stay and explain, you dodge into an alley which runs down one side of the building, looking for some way in that isn't quite so exposed. Turn to 210.

18

You drop on the other side of the palace wall, but the guards are waiting for you, and you are cut down before you can get to your feet. You should have known better than to try to break into the palace. Your adventure ends here.

19

You reach out and touch the hunched figure. It turns round with an inhuman snarl and you find yourself staring into the burning, hate-filled eyes of a Ghoul. You have disturbed its nocturnal feast, and now you must fight to keep yourself off the menu.

GHOUL

SKILL 8

STAMINA 7

If the Ghoul hits you four times, turn to 171. If you kill the Ghoul, turn to 57.

20

You reach in and touch the disc. Too late, you notice the silver wire which connects it to the second Crystal Warrior. Before you realize what has happened, you feel the crystal sword resting lightly on the back of your neck. Your only hope is to try to take the disc without activating the trap any further. If you have PICK POCKET skill, turn to 208. If you do not, turn to 49.



21

Some instinct tells you that there is something very odd about one of the chests in the strongroom, and you leave hurriedly, closing the iron door behind you. You've heard that some people build fake strongrooms full of traps just to make mincemeat of thieves, and hide their valuables somewhere else. What will you do next? You can examine the desk (turn to 90), or leave the Merchants' Guild stealthily and search for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk without looking for any more information (turn to 144).

22

You head for the Singing Bridge. You remember hearing something about a place underneath it – perhaps that's where the Eye of the Basilisk is hidden. Going down some steps at the side of the bridge, you come to a small wooden hut, with the words KEEP OUT painted on the door. Will you knock on the door (turn to 307), or – if you have PICK LOCK skill or a set of lock-picks – try to pick the lock (turn to 141)?



23

The corpse drops to the ground, but as you watch, the spectral blue face oozes back out of the dead flesh, and hangs in the air before you, chuckling evilly. It is a Possessor Spirit, and you must fight it. If you have a magic weapon, turn to 142; if not, turn to 111.

24

You hurry silently across the darkened room, feeling your way along one wall. You feel another wall in front of you, and quickly find a doorway and a wooden door. You push and pull, but it doesn't open, it must be locked. If you have PICK LOCK skill, turn to 324. If you do not, turn to 245.

25

Hardly daring to breathe, you pick your way through the bones and other debris. It seems like hours before you are past the holes, but finally you make it. You let out a sigh of relief, and as you do so the Grubs shoot from their burrows again – you shudder to think how sensitive their hearing is. Turn to 84.



26

You walk quietly along the Noose, looking for a beggar. All beggars in Port Blacksand are members of the Thieves' Guild, and they can be a very valuable source of information. After a little way, you see Bargo the Wheeler trundling towards you along the darkened street. He was a soldier once, but lost both his legs in a war many years ago. Since then, he has been reduced to begging, pushing himself about the city in a little cart. Bargo recognizes you as you approach, and greets you with a nod.

'Hello, young 'un,' he says. 'Out on your test, eh?' You nod, and ask him if he knows anything about Brass. He shrugs.

'Just what everybody knows,' he says. 'He's a big merchant, with a house by the Field Gate and an office in the Merchants' Guild. Can't be much help, I'm afraid.' What will you do next?

Thank him and give him a gold piece?
Go to the Rat and Ferret?
Visit Madame Star?
Or will you leave the Noose and try elsewhere?

Turn to 234

Turn to 309

Turn to 117

Turn to 387

27

In your hurry to get out of the cavern, you fail to notice a series of holes in the passage wall. Six small darts shoot across the passage at chest height. Roll one die to see how many of them hit you. Each dart that hits causes 1 STAMINA point of damage; you may halve the total damage (rounding fractions up) if you successfully *Test your Luck*. If you are still alive, carry on down the passage to 191.

28

You draw your sword as the men approach, and back against the wall. The other customers scramble out of the way – they don't want to get involved in a fight. Fight the men one at a time.

	SKILL	STAMINA
First THUG	7	6
Second THUG	6	6
Third THUG	5	7

Fight three rounds of combat, then turn to 332.

29

You try to prise the lid off the chest – you are certain that the key to getting the Eye of the Basilisk lies inside. As you attack the chest, you hear a faint snapping sound from inside it, followed by a stony creak from the second Crystal Warrior. You look up sharply, but are too slow to do anything about the crystal sword which is descending on your neck. Your adventure and your life both end here.

30

Your hair bristles as you approach the barrow – you can almost feel the ancient power flowing around you. The trees silhouetted against the dark sky suddenly seem threatening, their branches reaching out to seize you . . . you shake your head to clear out these wild ideas, and concentrate on what you have to do. You walk right round the barrow, looking for a way in, but as far as you can see it is just a plain grassy mound. There is a standing stone on one side of the barrow, but you can't find any kind of entrance. If you have SPOT HIDDEN skill, turn to 132. If you don't, turn to 206.

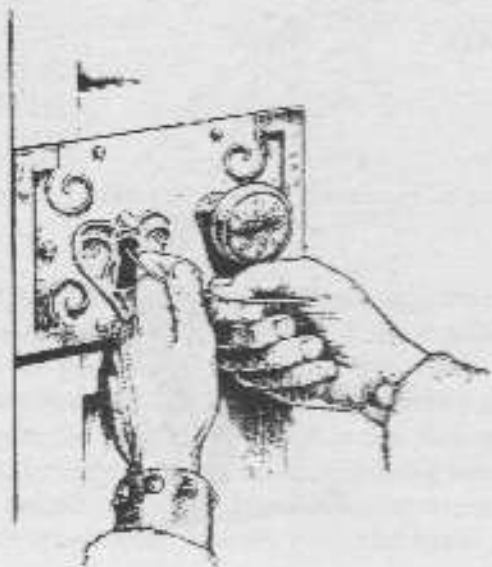


31

The two Skeletons crumble back into dust, hopefully for good this time. You have little time to enjoy your victory, however, for the Skeleton on the plinth begins to rise as soon as its two guards are destroyed. Hefting the huge longsword which lay beside it, the Skeleton Lord advances slowly towards you.

SKELETON LORD **SKILL 8** **STAMINA 6**

Every time the Skeleton Lord wounds you, you lose 2 STAMINA points, and the Skeleton Lord adds 1 to its Attack Strength for the following round only. If you win, turn to 288.



32

You look all the way around the smaller house. The only way in seems to be a door on one side. You try the handle, but the door is locked. If you have **PICK LOCK** skill and you want to try to pick the lock, turn to 211. If not, or if you don't want to pick the lock, you must decide what to do next. You can try the house across the street (with the coin symbol) by turning to 384, or you can give up on the houses altogether and go to the Merchants' Guild (if you haven't already been there) by retracing your steps to the Market Square and turning to 129.

33

In an instant, the Shapechanger has bent the bars of the cage back, and leaps out to attack you. Fight it normally.

SHAPECHANGER **SKILL 10** **STAMINA 10**

If you win, leave the room and carry on to 155.

34

The room is about twenty feet square, and entirely hewn out of rock, an indication of how deep underground you are. The only thing you can see in the room is a large, golden-brown lizard, which lies bleeding and apparently dead in one corner. Will you go over and examine the lizard (turn to 228), or leave the room immediately and carry on up the passage (turn to 252)?

35

You just manage to raise your sword in time to fend off the attack. You have disturbed a Ghoul from its nocturnal feast, and now you must fight to keep yourself off the menu.

GHOUL

SKILL 8

STAMINA 7

If the Ghoul hits you four times, turn to 171. If you kill the Ghoul, turn to 57.

36

There are just too many guards. You fight for as long as you can, but eventually something crashes into the back of your head and everything goes black. When you wake up, you are in a dungeon cell. Your test is over, and your life may not have much longer to run. Your adventure ends here.

37

You leap forward, and your first attack strikes home before the Ogre has a chance to collect its wits. It howls in pain, and clammers to its feet to defend itself. Fight the Ogre normally.

OGRE

SKILL 8

STAMINA 10

If you win, turn to 342.

38

You aim a blow at the back of the guard's unprotected head. Roll two dice. If the result is less than your SKILL score, turn to 205. If not, turn to 310.

39

You look at the symbol carefully. It is one of the secret signs of the Thieves' Guild, but part of it is missing: the thief must have died before he could finish it. You think it is the symbol for illusion, but you can't be sure. You pause for a few seconds to offer a silent prayer to the God of Thieves, asking him to look after the dead thief in the next world as well as looking after you in this world, and then you prepare to move on. Turn to 302.



40

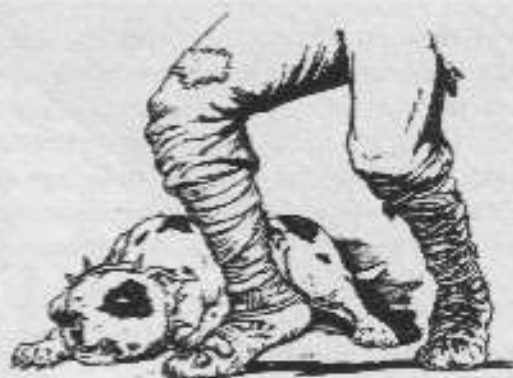
Your first thought is to hold your breath, so that the deadly spores can't get into your system – but you are too late. Your eyes start to water and you begin to choke, slumping to the ground in a fit of helpless coughing, knowing that each breath brings more of the spores into your body. Your adventure and your life both end here.

41

As soon as the wire is cut, the Crystal Warrior attacks you.

CRYSTAL WARRIOR SKILL 10 STAMINA 13

If you are using a stone axe, fight the Crystal Warrior normally. Otherwise, you have to use the pommel of your sword, as the only available blunt weapon – deduct 2 points from your Attack Strength during this fight. If you win, you take the obsidian disc (it counts as a backpack item). Then turn to 316.



42

It's no good, you just can't see any way out. You have no option but to return to the Thieves' Guild and report your failure. Your adventure ends here.

43

You reach the great stone slab at the end of the passage. It is immense, filling the height and width of the passage, and it appears to be at least a couple of feet thick. Will you try to force it open (turn to 348), look for some hidden mechanism (turn to 303 – only if you have SPOT HIDDEN skill), or look for a way around the slab (turn to 198)?

44

One of the guardsmen takes your money with a chuckle. 'All right,' he says. 'We didn't see you this time. Just make sure we don't see you again.' The patrol marches on. Turn to 177.



45

You start along the balcony towards the landing at the far end, but you haven't gone more than a step or two when one of the doors – the first on the right – opens. You stop dead. A white-clad figure comes silently out of the room and begins to cross the balcony towards you. It appears to be a young man in a white robe. What will you do?

Try to hide?

Turn to 215

Run out of the house?

Turn to 110

Attack?

Turn to 281

46

You go into the room. There's more treasure here than you could ever carry, but a pocketful of gems will be enough to make you rich when you get out of here. Although the object of your test is the Eye of the Basilisk, the Guild didn't say that you couldn't keep anything else you found along the way. You reach forward to pick up some gems – and suddenly the pile of treasure rears up, and you find yourself wrapped in the coils of a brightly coloured snake. Lose 2 STAMINA points as it squeezes you. You have heard of the Scitalis or Treasure Snake, which traps its prey with illusions of treasure – you have fallen for its illusion, and now you must fight for your life!

SCITALIS

SKILL 8

STAMINA 10

If you win the first round of combat, the snake is not wounded, but you have escaped from its coils. If

you lose, you are still trapped and the snake squeezes you for another 2 STAMINA points of damage. You cannot wound the snake until you are free of its coils. If you win, turn to 168.

47

You approach the door quietly, and listen at it for a few moments. You hear nothing, all is quiet in the servants' quarters. What will you do now?

Open the door?

Turn to 255

Go up the stairs?

Turn to 368

Examine the suit of armour beside the stairs?

Turn to 62



48

You crawl dazedly into the shadows, and close your eyes, waiting for the Gargoyle to strike. The sound of its wings comes closer and closer, and then it suddenly recedes. You look cautiously upwards to see the Gargoyle's shadowy form back on its rooftop perch. Obviously it didn't see where you fell; you thank the gods of luck that it is too stupid to keep looking for very long. Add 1 LUCK point for this fortunate escape. What will you do now?

Try the back door?

Turn to 159

Climb to the roof?

Turn to 4

49

Sweat breaks out on your forehead as, painfully slowly, you lift the disc off the silver wire. Then, just at the wrong moment, an involuntary twitch makes you drop it, and it lands with a thump on the silver wire. The Crystal Warrior's sword bites into your neck. Your test and your life both end here.

50

The door is not locked, so you open it and creep stealthily into the room. It is furnished with a single bed, a wardrobe and a dressing table. Someone – a child, judging by the size – is asleep in the bed. You can see nothing of value in the room, just a few dolls on the dressing table and floor. Suddenly, a floor-board creaks loudly under your feet. The sleeping form in the bed murmurs and stirs slightly. Will you go further into the room (turn to 60), or leave the room (turn to 201)?

51

You hit the door a second time, but still it doesn't budge. The spores are thick in the air now, and although the cloth over your face gives you some protection, it doesn't last for ever. Your eyes begin to water, and you start to choke on the spores. You sink to the ground in a fit of uncontrollable coughing, knowing that each breath takes the deadly spores deeper into your body. Your adventure and your life both end here.



52

The symbol is familiar, but you can't make it out. You wish you'd worked harder at learning the secret signs – this might be an important clue, and you have no idea what it means. If you have **SPOT HIDDEN** skill, turn to 314. If you do not, turn to 212.

53

Wood Golems are highly resistant to all forms of magic. Your magical weapon will behave like a normal weapon for this combat. Continue fighting the Wood Golem.

WOOD GOLEM

SKILL 8

STAMINA 4

If you win, turn to 136.

54

Your heart rises as you recognize the sign for a hidden mechanism. There is a way out of here – but where? You look at the walls again, and suddenly realize that the brick on which the symbol is scratched is loose. Pulling the brick out of the wall, you find a small lever. The door swings open with a click as you push the lever down, and closes behind you as you go back into the study. What will you do now? You can examine the desk (turn to 90), or leave the Merchants' Guild stealthily and search for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk without looking for any more information (turn to 144).

55

You put the key marked 'L' in the left-hand lock and the key marked 'R' in the right-hand lock, and turn them together. Turn to 335.

56

You reach into the gap. The tips of your fingers brush something – a catch of some kind. This must be the mechanism that opens the door. You pull it, and with a sickening *thunk* a row of spikes shoots into your hand. The spikes are poisoned. Roll four dice – if the result is equal to your current STAMINA or less, you lose 2 STAMINA points. If the result is more than your current STAMINA, you lose 4 STAMINA points. Also, you lose 1 SKILL point. Go back to 43 and reconsider your options.



57

The Ghoul falls to the ground at your feet, twitches once and is still. After pausing to catch your breath, you investigate what it was eating, and find to your disgust that it is a human corpse. Searching the chewed body quickly, you turn up 2 gold pieces and a dagger. Make a note of them on your *Adventure Sheet*, then turn to 246.

58

If you have PICK LOCK skill, roll two dice. If the result is equal to your SKILL score or less, turn to 139. If not, or if you do not have PICK LOCK skill, turn to 221.

59

As you lunge through the hail of missiles towards the far side of the room, you spot a door set into an alcove. If you have SPOT HIDDEN skill, turn to 126. If you do not, turn to 317.

60

You move cautiously forward, and the person in the bed – a young girl – sits bolt upright with a shattering scream. You have no choice but to run before the whole household is woken. You hurry back to the Market Square, planning your next move. It's too dangerous to go back to Brass's house, so you will have to do without any information that you could have gained from there. That leaves you two options – either you can go to the Merchants' Guild, if you haven't already done so (turn to 129), or you can hope that you have enough information to find the Eye of the Basilisk and set out in search of it (turn to 144).

61

You shrink back into the shadows, but your luck is out: you knock something over as you do so, and it falls to the floor with a crash. The breathing stops abruptly, and you hear a faint groan. Whatever is there, you've woken it up. What will you do now?

Dash out and climb up the
drainpipe (if you haven't
already done so)?

Turn to 225

Dash out and climb to the roof by
some other means?

Turn to 4

Stand still and hope for the best?

Turn to 119



62

The armour is about a hundred years old, and in very good condition. It has been inlaid with gold and silver, and it is probably quite valuable. You can't carry it out with you, though, so there's no real point in standing looking at it. You start to turn away, and then you notice something behind the armour, glinting yellow in the light from your hand-lamp. You can't see what it is, and you're not sure that you'll be able to reach it. If you want to try, turn to 147 if you have PICK POCKET skill, 109 if you do not.

If you don't want to try to retrieve the object, you can either go up the stairs (turn to 368) or try the door under the landing (turn to 47).

63

You cover your mouth and nose, hoping that this will protect you from the worst of the spores, and charge the door. Roll two dice. If the result is equal to your SKILL score or less, turn to 190. If not, turn to 390.



64

Madame Star shrugs. 'Well,' she says, 'I do have a living to make, you know. I can't go round doing things for free.' It's obvious that you'll get nowhere without money. If you agree to her price of 2 gold pieces, take the money off your *Adventure Sheet* and turn to 289. If you don't have 2 gold pieces, or if you don't want to pay, you will have to leave her house, and decide what to do next. Will you:

- | | |
|--|-------------|
| Go to the Rat and Ferret (if you haven't already)? | Turn to 309 |
| Try to find a beggar (if you haven't already)? | Turn to 26 |
| Or will you leave the Noose and try elsewhere? | Turn to 387 |

65

You cannot avert your eyes in time, and find yourself staring into those big, glowing yellow eyes. They are the last thing you see, as the Basilisk's gaze turns you to stone. Your adventure ends here.

66

Bald Morri takes your money with a scowl, clears his throat and spits. 'Brass,' he says, 'is a yellow metal, an alloy of copper and zinc.' You start to explain that you meant Brass the merchant, but he interrupts you. 'That's all you're getting for that kind of money,' he growls. 'Now drink up and be off.' You have no option but to finish your drink and leave the tavern. What will you do next?

Try to find a beggar (if you haven't already)?

Turn to 26

Visit Madame Star (if you haven't already)?

Turn to 117

Or will you leave the Noose and try elsewhere?

Turn to 387



67

Holding your torch before you, you edge closer to your shadow. It fades as the light strikes it, becoming less substantial as you move closer. It seems to sense the danger of the light, since it makes no move to attack you as you head for the passage that leads out of the cavern. If you have SPOT HIDDEN skill, turn to 381. If you do not, turn to 27.

68

You can't see whatever is throwing the furniture about, but as a small table rises into the air and flies towards you, you realize that there is a Poltergeist in the room. Will you back out of the room (turn to 121), or try to make it to the other side (turn to 339)?

69

You find a passage leading out of the chamber and hurry down it, eager to escape the spores. The passage forks, and you can see a number of turnings leading off from each side of either passage, like a maze. Do you have a map? If you have, turn to 362; if not, turn to 81.

70

You put your ear against the door and listen, but hear nothing. What will you do now?

Go into the room?

Turn to 50

Listen at the door on the left?

Turn to 277

Listen at the second door on the right?

Turn to 76

71

Your finger is cut, but not seriously. You have lost the game, and the men insist that you pay up. Do you have 5 gold pieces? If you have, cross them off your *Adventure Sheet* and turn to 227. If you do not have 5 gold pieces, turn to 112.



72

You climb rapidly, and are halfway up the wall before the Footpads even realize what you are doing. Turn to 226.

73

You realize that you can't harm the Gargoyle without a magical weapon, but there may be another way of dealing with it. Do you have:

A rope and grapnel?

Turn to 125

A black hooded cloak?

Turn to 263

A length of heavy chain?

Turn to 340



74

The guard does not seem to be particularly alert. He leans against the wall a few feet from the door, and from the way his head keeps nodding, he appears to be on the verge of dropping off to sleep. You can try sneaking past him (if you have **SNEAK** skill, turn to 326, if you do not, turn to 372) or bribing him (turn to 345), or you can look around the building for an unguarded entrance (turn to 210).

75

You approach the trees carefully, your eyes fixed on the place where you last saw movement. As you draw closer, you can see movement again – there is definitely something in there, but it's too dark to see quite what it is. Turn to 358 if you have **SNEAK** skill, 127 if you don't; or you can decide not to investigate further, and head straight for the Merchants' Guild, avoiding the trees – turn to 246.

76

You listen at the door, but hear nothing. Pushing it gently open, you see a young man in a large four-poster bed, sound asleep and snoring softly. A glance round the room reveals nothing of interest, so you leave, closing the door softly behind you. What will you do now?

Listen at the next door?

Turn to 70

Listen at the door across the passage?

Turn to 277

Try the door at the other end of the landing?

Turn to 321

Or you can leave the house, and do one of two things. You can try to find the Eye of the Basilisk, if you think you have enough information (turn to 144), or you can look for more information in the Merchants' Guild, if you haven't been there before (turn to 129).

77

The garden is old and overgrown, more like a jungle these days, but in places you can still see traces of a flower-bed, proving that it used to be a garden. Heading towards the blackened clearing where the house once stood, you see what looks like a statue a few yards to your left. Will you inspect the statue (turn to 301) or go straight across what was once the lawn to the site of the house (turn to 287)?

78

You draw your sword and back against a wall as the Footpads close round you. One massively built villain steps forward, armed with a length of heavy chain. 'Well, well,' he chuckles unpleasantly. 'It's got a sword. Come on, then - let's see how good you are!' You must fight the Footpad.

FOOTPAD

SKILL 8

STAMINA 6

If you roll double 1 on your attack dice at any time, *Test your Luck*. If you are Lucky, carry on fighting. If you are Unlucky, turn to 166. If you win, turn to 218.

79

Going through the door, you find yourself in a passage, which leads off left and right. Will you go left (turn to 241) or right (turn to 351)?

80

You walk stealthily down the side-alley, which appears to be deserted. Will you open the door (turn to 159), climb the drainpipe (turn to 225), or leave and continue walking round the building (turn to 271)?

81

On instinct, you set off down the left-hand passage, but you are not sure which is the right way, and soon you realize that you are lost in a maze of tunnels. *Test your Luck*. If you are Lucky, turn to 178. If you are Unlucky, turn to 370.



82

You stand firm, with your weapon ready, as the Animated Corpse shambles towards you. Fight it normally.

ANIMATED CORPSE SKILL 5 STAMINA 6

Because it moves so slowly, you can run away (turn to 192) after winning a round of combat if you wish. If you destroy the Animated Corpse, turn to 23.

83

You head for the door, but before you reach it you step on something under the carpet. There is a loud click. Turn to 106.

84

A few yards further on, the passage widens again, and is faced with dressed stone as before. You come to a door in the right-hand side of the passage. Will you listen at the door (turn to 10), try to open it (turn to 140), or ignore it and carry on down the passage (turn to 374)?

85

Your mind works quickly, and you decide that the easiest way to defeat your own shadow is to stop casting it. But how? If you have HIDE skill – you must have the skill itself; a black hooded cloak isn't good enough here – roll two dice. If the result is equal to your SKILL score or less, turn to 184. If the result is more than your SKILL score, or if you don't have HIDE skill, turn to 311.

86

Something makes you suspicious, and you decide to make sure that the Dwarf is telling the truth. After all, the dead thief you passed was severely wounded in this room, yet there's nothing here but a caged Dwarf without a scratch on him. 'Who is the Master of the Thieves' Guild?' you ask. If the Dwarf is really a thief, he will know the answer.

The Dwarf does not answer your question. He reaches through the bars of the cage, trying to catch hold of you. He seems to grow bigger; his skin becomes green and scaly, and spines erupt all along his back. With a ferocious snarl, the Shapechanger bends the bars of the cage, preparing to attack you. If you want to stand and fight the Shapechanger, turn to 33. If you prefer to leave the room before it frees itself, roll two dice. If the result is equal to your SKILL score or less, turn to 229; if not, turn to 367.

87

Carefully, you move the obsidian disc into the light. As the light strikes the disc, it is absorbed, and the disc is unharmed. You reach carefully beneath the disc to take the gem. The disc is very heavy to hold steady in the light one-handed, and it begins to waver – roll two dice. If the result is equal to your SKILL score or less, turn to 214; if not, turn to 380.

You notice something glinting in the blanket of mould that covers the end of the passage. Looking closer, you see that it is metal – part of a doorknob, by the look of it. You reach to turn the doorknob, and then you see something else. To one side of the door that must be underneath all the mould, there is a lump which you thought was just an irregularity in the rock. But as you look more closely, you can see that it is a body. The mould has grown over it and obscured its shape, but it is definitely a body. You stop and think. You remember hearing somewhere that there are types of mould which fire clouds of spores into the air the moment that anything disturbs them. The spores are poisonous, and cause death almost instantly, giving the mould a fresh supply of organic matter to grow on. The problem is, you have to open the door without disturbing the mould.

If you have **PICK POCKET** skill, turn to 197. If not, what will you do? Will you try to burn the mould away with your torch (turn to 160), or cover your nose and mouth, charge the door and hope for the best (turn to 115)?



At last the Chest Creature is destroyed. A rapid search of the strongroom reveals nothing of interest except a small silver whistle (make a note of this on your *Adventure Sheet* if you take it – it is not a backpack item), and you turn your attention to how you are going to get out. The door is closed fast, and no amount of pushing or pulling will shift it. There is no keyhole on the inside, so you can't pick the lock. You are about to give up in despair when you see a symbol scratched on the wall. Turn to 54 if you have **SECRET SIGNS** skill, 349 if you don't.



90

You search the desk thoroughly. There are three drawers on one side; two are locked, but you find some keys in a third drawer, and unlock them. In the desk you find the following:

- a key, marked with the letter 'L';
- coins totalling 10 gold pieces;
- a deed of purchase, showing that Brass recently bought a piece of land called Barrow Hill;
- a letter from the Wizard Brabantius, telling Brass that *'The Barrow Hill property has been refitted according to your instructions.'*

Make a note of anything you take on your *Adventure Sheet*. The two documents are an important clue: make a note of the number of this paragraph on your *Adventure Sheet*. What will you do next? You can examine the iron door (turn to 377), or leave the Merchants' Guild stealthily and search for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk without looking for any more information (turn to 144).

91

You hold your breath and throw yourself at the door. There's no time to think – you must try to break down the door and get out of the deadly cloud. Roll two dice. If the result is equal to your **SKILL** score or less, turn to 190; if not, turn to 107.

92

You open the door, and throw the bottle into the darkened room. It breaks against the floor, and its contents spill out, dispelling the magical darkness and lighting the room brightly. If you have killed the monster in the room, turn to 34; if not, turn to 200.

93

The sign tells you that the door is trapped. If you have SPOT HIDDEN skill, turn to 153. If not, you decide to leave the door alone and look for some other way in - turn to 210.

94

You feel your way along the cavern walls, and finally find the entrance to the passage. You daren't light a torch until you are well clear of the cavern, so you grope your way forward in darkness for a few paces. Suddenly you stumble, and as you do so you hear a click followed by a shower of darts flying above your head. Gain 1 LUCK point for your lucky fall. If you hadn't stumbled, the darts would surely have hit you. Lighting a torch, you follow the passage to 191.

95

You retreat from the room as quietly as you can. That dog looked awfully big, and the last thing you want to do at the moment is to have it wake the whole house with its barking. You decide to try the upper floor - turn to 368.

96

You lash out at the nearest Footpad, but he parries the blow with a chair-leg and the gang closes round you. You shrink back into a deep doorway, clutching your sword in both hands. The doorway gives you a limited amount of cover, so that the Footpads can only come at you one at a time. Fight the first three Footpads normally.

	SKILL	STAMINA
First FOOTPAD	7	5
Second FOOTPAD	6	6
Third FOOTPAD	5	6

If you defeat them, turn to 196.

97

You try to dodge between the guardsmen who surround you. Roll two dice. If the result is less than or equal to your SKILL, turn to 188. If the result is more than your SKILL, turn to 162.

98

Your torch quickly ignites the Wood Golem, and it stumbles about, burning fiercely. You keep out of its way until it is destroyed. Turn to 136.



99

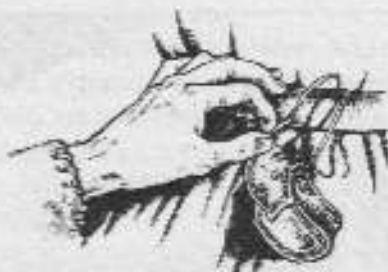
The first Crystal Warrior lies shattered on the floor. You watch the second closely, but it does not move. You take a look at the chest; it is securely locked. Turn to 360 if you have PICK LOCK skill. If not, you cannot open the chest. Leave the room and turn to 316.

100

You look at the stone carefully, trying to make out the design. It looks something like the Thieves' sign meaning 'mark' - a victim or target. Very strange. Whatever it means, you still can't find any way into the barrow, so you start to look around the garden. Turn to 77.

101

The guard looks at your money, his eyes narrowed. 'Is that *all*?' he laughs. 'The Thieves' Guild must have fallen on hard times indeed!' Then he levels his spear and attacks you. Your money falls to the ground with a jingle as you dodge his first blow and draw your sword. Turn to 131.

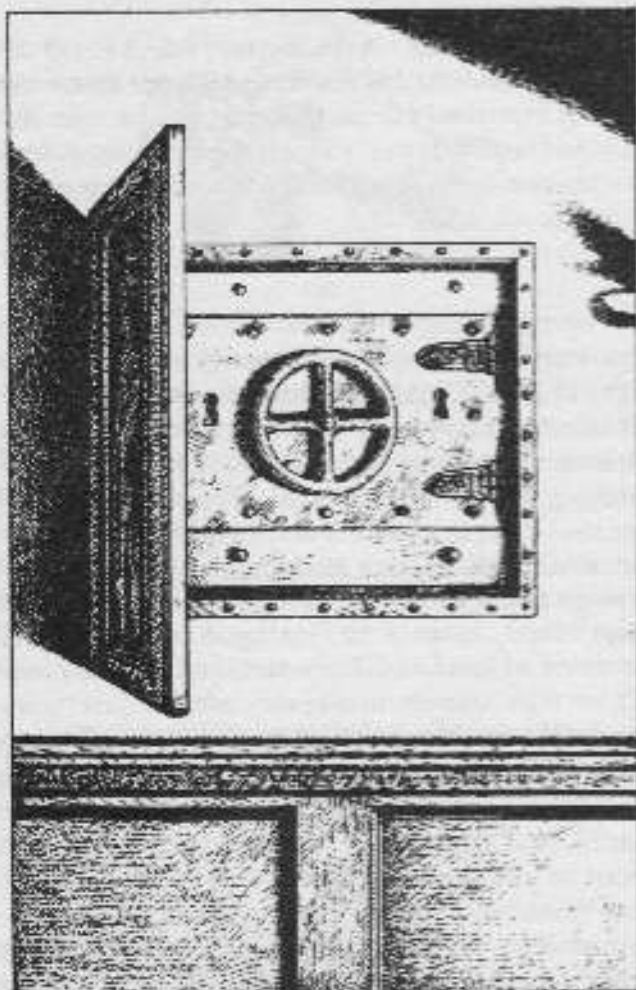


102

You recognize the symbol as one of the secret signs of the Thieves' Guild. Another thief has managed to get this far before you. You try not to think about what lies ahead that prevented him or her from reaching the Eye of the Basilisk. The secret sign tells you that there is a hidden door, and as you lean on the plinth it glides back smoothly, revealing a flight of steps going down. You follow the steps (turn to 300).

103

You move quietly to the table. The piece of paper seems to be a letter. It has already been opened, so you pick it up and read it. It addressed to a Captain Marlin, and concerns a trading voyage that he is about to undertake on behalf of a merchant called Silas Whitebait. There is no mention of Brass at all - very strange. If you decide that you're in the wrong house, you can leave and turn to 384 to look at the house across the street, the one with the coin symbol. If you want to investigate this house further, turn to 318 to examine the door at the end of the hall.



104

The safe is firmly set into the wall behind the picture; you estimate that the door is about four inches thick, and realize that you wouldn't be able to force it open even if you knocked the wall down around it. It has two locks, one either side of the wheel-shaped handle. If you have a key marked 'L', turn to 273. If you have a key marked 'R', turn to 124. If you have both keys, turn to 55. If you have neither key, you can try to open the safe if you have **PICK LOCK** skill (turn to 165), you can search the desk if you haven't done so already (turn to 143), or you can leave the study, either going back on to the landing (turn to 325) or out of the window (turn to 306).

105

Breathing hard, you limp away from the dead guardsmen. You don't stop to rifle their bodies, someone is bound to have heard the noise of the fight, and reinforcements could arrive at any moment. You go on your way, staying in the shadows and avoiding the main streets as you look for Brass's house. Turn to 177.



106

Suddenly a small panel in the wall at floor level flies open, and a Jib-Jib – a small, strange-looking creature, little more than a furball on legs – flies out. You have to kill it in a single blow – you know that its howling is loud enough to be heard in Zengis, and will bring guards running to the scene. Attack the Jib-Jib normally.

JIB-JIB

SKILL 1

STAMINA 2

If you win the first round, turn to 398. If not, turn to 388.

107

You hurl yourself at the door, and the air is suddenly filled with a dense mustard-coloured cloud of spores as the wood quivers at the impact. The door doesn't open, and your pent-up breath escapes before you can try again. You begin to choke on the spores, and your eyes begin to water. You slump to the ground, coughing helplessly and knowing that each breath takes the deadly spores deeper into your system. Your adventure and your life both end here.

108

After first checking to make sure that the coast is clear, you begin to climb the drainpipe. It's an easy climb, so it doesn't matter if you don't have CLIMB skill. *Test your Luck.* If you are Lucky, turn to 238. If you are Unlucky, turn to 375.

109

You reach carefully behind the suit of armour, and your fingertips just graze something. You stretch a little further, and accidentally brush against the armour. You hardly touch it, but it is enough to upset the precariously balanced armour, which topples over with a crash. Immediately, a dog starts barking behind the door under the landing, and you hear people stirring upstairs. What will you do?

Run out of the house?

Turn to 7

Stay and fight anyone who comes? Turn to 336

Or will you hide and hope no one finds you? If you have HIDE skill, turn to 170. If you do not, turn to 254.

110

You leave the house quickly and quietly, and return through the night to the Market Square. What will you do next? You can go to the Merchants' Guild if you haven't been there before (turn to 129), or you can try to find the Eye of the Basilisk using only the information that you have found so far (turn to 144).

111

You lash out with your weapon, but it passes through the insubstantial Spirit as if it weren't there. The Spirit chuckles again as you turn to run, and you feel it sucking your very soul from you. Your adventure and your life both end here.

112

The men stand up angrily when you tell them that you can't pay off the bet, and one of them pushes you roughly against the wall. Will you:

Fight them?

Turn to 28

Try to run away?

Turn to 333

Offer them something else?

Turn to 283

113

Your mind works quickly. There is some kind of sorcery at work here, and you don't like the idea of fighting your own shadow at all. Then you have an idea. Shadows are caused when something blocks out light – they are patches of darkness. Now if the shadow that's preparing to attack you is made of darkness, then you can probably use another source of light – such as the torch you are carrying – to dispel it. You hold the torch high, trying to keep it in a position where it will dispel the shadow cast by the torch on the wall. Turn to 67.



114

You douse your torch quickly and shrink back into the shadows as the Ogre awakens. Although you've never seen an Ogre before, you can tell at a glance that you'd rather not fight it unless you have to. The Ogre comes straight for you, sniffing frequently, and with a sinking feeling you realize that the darkness doesn't hide you from its sense of smell. Turn to 328 and fight the Ogre, subtracting 2 from your Attack Strength because of the darkness.

115

You decide that the only thing to do is to cover your nose and mouth to protect you against the worst of the spores, charge the door, and hope to break through to the other side before there are too many spores in the air. What do you have to cover your face with? If you have a black hooded cloak or some rags tied round your feet, turn to 63; if you have neither, you will have to make do with just holding your breath – turn to 172.

116

The sound of the crash brings people to their windows all along the street. Some lean out of their windows with lanterns and candles, trying to see what the noise was. You huddle in the shadow of a doorway, praying that they won't spot you. After a few minutes, everyone goes back to bed. You stay where you are for a few minutes more, though, to give them time to get back to sleep. Then you decide what to do next. There is no way in via the drainpipe now, but if you have **CLIMB** skill you may try to reach the windows by turning to 238. If you don't have **CLIMB** skill, or any climbing equipment, you have a choice. If you have **PICK LOCK** skill, you may try to open the front door by turning to 276. Alternatively, you may go back via the Market Square to the Merchants' Guild, if you haven't already been there, by turning to 129. If you can't do any of these things, or don't wish to, turn to 144: you might be able to find the hiding-place of the Eye of the Basilisk without any further information, who knows?



117

You walk along the Noose towards Madame Star's cottage. Your trained eyes pick out a number of beggars, pickpockets and cutpurses skulking in the shadows, but no one bothers you. Everyone in the Noose knows that you are an apprentice on your test. Finally, you reach the little tumbledown cottage where Madame Star lives. She is a little surprised when she answers the door, but offers to read your future for 2 gold pieces. If you have 2 gold pieces, turn to 289; if not, or if you do not wish to pay, turn to 64.

118

You manage to prise open the lid of the chest. Inside is a disc of black obsidian, almost a foot across and so highly polished it reflects the light of your torch like a mirror. You reach in to take it. If you have **SPOT HIDDEN** skill, turn to 182. If you do not, turn to 20.

119

You stand very still, your heart in your mouth. 'Don't hurt me,' whines a plaintive voice. 'I've done no harm. All I wanted was somewhere to sleep out of the weather.' You have caught a beggar, who sneaked in here to sleep. Will you pretend to be a guard and order him out (turn to 330), or tell him that you are a friend (turn to 291)?



120

As you are examining the strongroom, you hear a soft grating sound, and see a movement from the corner of your eye. Turning round, you are amazed to find yourself being charged by a chest – at least, it looks like a chest, but it has a stumpy leg at each corner and it gnashes its lid viciously. You turn to flee, but the iron door clangs shut! You are trapped and must fight the Chest Creature.

CHEST CREATURE SKILL 5 STAMINA 6

If you win, turn to 89.

121

The Poltergeist attacks once more as you run across the room. You plunge towards the door, wishing that it was something you could at least fight.

POLTERGEIST SKILL 6 STAMINA 0

Roll for Attack Strengths as normal, but if you win, you have not wounded the Poltergeist, merely dodged its missile. If the Poltergeist wins, you lose 1 STAMINA point. Fight one round of combat, then leave the room and go back along the passage to try the other way – turn to 351.



122

You dodge into a shadowy doorway and stay very still. As you watch and wait, a two-man patrol from the City Guard marches past. You hold your breath, but they don't notice you, and continue on their way. You breathe a sigh of relief once they have passed, and slip out of the shadows to look for Brass's house. Turn to 177.

123

What kind of weapon are you using? If you are using a magic weapon, turn to 53. If you are using a torch, turn to 98. If you are using any other kind of weapon, turn to 183.

124

You put the key in the right-hand keyhole and turn it slowly. If you have **PICK LOCK** skill, you can pick the left-hand lock with your other hand (turn to 335). If you do not have this skill turn to 202.

125

Hanging on to the drainpipe with one hand, you struggle to unpack the rope and grapnel, and you hurl it as the Gargoyle prepares to swoop down on you again. Remember to cross it off your *Adventure Sheet*. Roll two dice. If the result is equal to your **SKILL** score or less, you hit the Gargoyle – turn to 232. If not, you miss – turn to 389.

126

As you plunge towards the door, you spot a slot in the ceiling above it, the sort of slot which might house a portcullis or some other trap. Will you keep on towards the door (turn to 317), or turn round and try to leave the room, by the passage (turn to 152)?

127

You approach the trees, moving as quietly as you can. You have lost sight of the movement, and as you draw closer you step on a twig, which snaps loudly in the still night air. Barely an instant later, a snarling figure hurls itself out of the darkness at you. Roll two dice. If the result is less than or equal to your **SKILL** score, turn to 35. If the result is more than your **SKILL** score, turn to 313.

128

You pick your way cautiously through the debris, but after a few paces your foot knocks something with a faint tap. Instantly, the Grubs shoot from their burrows, with their mandibles clicking all around you. You flail at them with your torch and try to fight your way clear, but not without some injury. Roll one die to see how many **STAMINA** points you lose. You may halve this amount (rounding fractions up) if you successfully *Test your Luck*. Turn to 84.

129

The Merchants' Guild is on the south side of the Market Square, opposite the Noose. The square is quiet now, all the market stalls have been packed away, and you see no one as you make your way across. You keep to the edge of the square, hugging the shadows – the last thing you want is to be stopped and questioned by the City Guard, tonight of all nights. When you are about halfway across, you suddenly notice a movement among a clump of trees in the middle of the square. If you decide to investigate the movement, turn to 75. If you prefer to ignore it and carry on towards the Merchants' Guild, turn to 246.

130

You pick up a stone from the floor of the chamber, and throw it at the gem. As the stone passes through the column of light, there is a brilliant flash, and it is destroyed. You try another stone, and it too is destroyed. You search the room thoroughly, but can find no means of turning the light off. What will you do now?

Take the gem?
Try to block the light with
something?

Turn to 269

Turn to 292

Or will you give up, and return to the Guild to report your failure?

131

Fight the guard normally.

GUARD

SKILL 6

STAMINA 6

If the fight lasts more than three rounds, turn to 299. If you win within that time, turn to 337.

132

You hunt all round the barrow, but can't find any way in, it seems to be no more than a featureless grassy mound. You are about to give up when you notice something scratched faintly into the standing stone which stands to one side of the barrow. Turn to 100 if you have SECRET SIGNS skill, 344 if you don't.

133

Are you using a magical weapon? If you are, turn to 158. If not, turn to 180.



134

The door opens with a soft click, and you find yourself in a large study. A huge wooden desk stands against one wall, and also in the room are a bookcase and a few plush-looking chairs. Above the desk hangs a life-size portrait of a middle-aged man, very well dressed and obviously wealthy: Brass the merchant. The windows to the room are barred, but the bars can be opened from the inside. You close the door softly behind you, and advance into the room. What will you do next?

Search the desk?

Turn to 143

Search the rest of the room?

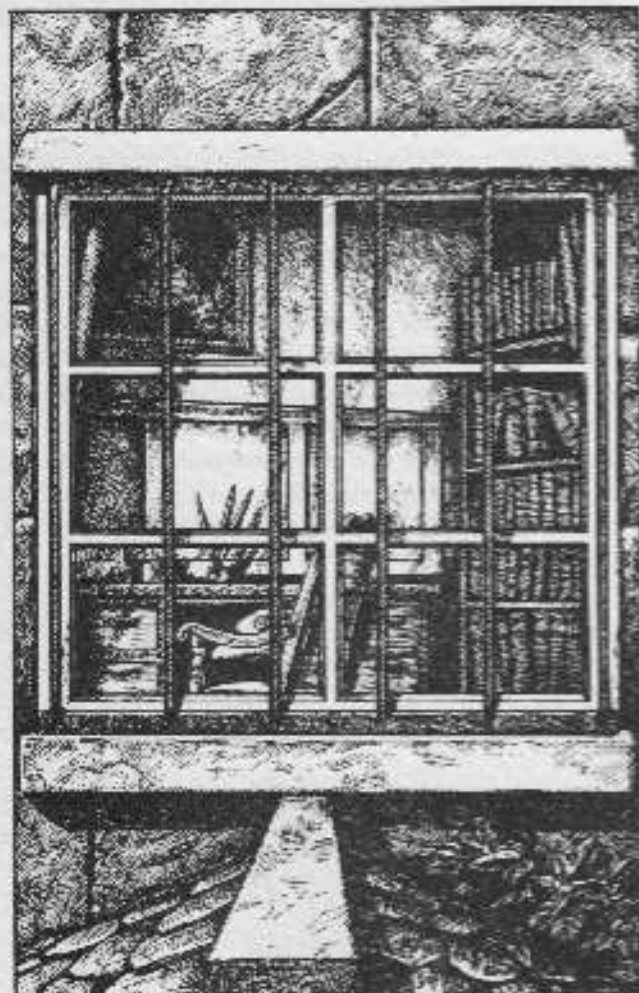
Turn to 242

Leave through the window?

Turn to 306

135

The door opens and you stagger back into the darkness, throwing the door shut and bolting it behind you. You lean against the door, trying to catch your breath, but the pounding on the door reminds you that the bolt won't hold for ever – you need to find some way out. The guardsmen hammering on the door must have woken the house's owner, for you can hear someone stirring upstairs. You hurry to a window on the other side of the room, and climb out. By the time the guardsmen get into the house, you will be long gone. Turn to 177.



136

With the Wood Golem destroyed, you are able to look through the doorway into the room beyond. It is a small room, barely ten feet square, and it is filled with a huge pile of gold and gems. None of the gems looks particularly big, but the Eye of the Basilisk might be in here somewhere. If you search through the treasure, turn to 46. If you ignore it and carry on up the passage, turn to 374.

137

Before you can do anything, you are struck by a vivid blue spark. The world suddenly gets bigger, and a vast hand picks you up by the long green tail you seem to have acquired.

'You'll get used to it after a while,' says Nicodemus the Wizard. 'It's not a bad life, being a newt - just watch out for big fish!' With that, he throws you in the river. How will you survive? Well, one thing's for certain - you've failed your test. Your adventure ends here.

138

You creep into the darkened room, but after a couple of paces a floorboard creaks loudly under your feet. In the darkness, the snoring stops. What will you do?

- | | |
|-------------------------------|-------------|
| Back quietly out of the room? | Turn to 315 |
| Stay still? | Turn to 193 |
| Carry on into the room? | Turn to 261 |

139

The lock is the most complex you have ever seen, and it seems to take forever to pick it, but eventually the last of the tumblers clicks back and the door swings open with a barely audible creak. Turn to 79.

140

You try the handle of the door, and give it a shove. You are taken completely by surprise when a plank whips round and hits you! Lose 2 STAMINA points. The 'door' unfolds itself into a great humanoid shape. It is a Wood Golem, and you must fight it.

WOOD GOLEM SKILL 8 STAMINA 6

When you win a round of combat, turn to 123.

141

You start to pick the lock, but almost as soon as you do so, the door flies open and you are confronted by an old man with a long white beard. He looks angry. What will you do? Whatever you decide to do, turn to 137.

142

Fight the Possessor Spirit normally.

POSSESSOR SPIRIT SKILL 10 STAMINA 10

Every time you lose a round of combat, you lose 1 LUCK point in addition to the usual 2 STAMINA points. If you win, turn to 323.

143

You search the desk carefully. There are some papers relating to business deals in which Brass has been involved recently, but you can't find anything about the Eye of the Basilisk. You may help yourself to a silver paper-knife worth 5 gold pieces, but you find nothing else of interest or value. What will you do next? You can search the rest of the room (turn to 242), leave the room via the window (turn to 306), or leave via the door and investigate the doors at the other end of the landing (turn to 325).

144

You think about the information you've collected and the obstacles you've overcome. You must be close to the Eye of the Basilisk by now – at least, you now know where it is hidden. You *do* know, don't you? Where will you look for it?

Clock Street?
Singing Bridge?
Lord Azzur's Palace?
Barrow Hill?

Turn to 369
Turn to 22
Turn to 167
Turn to 284



145

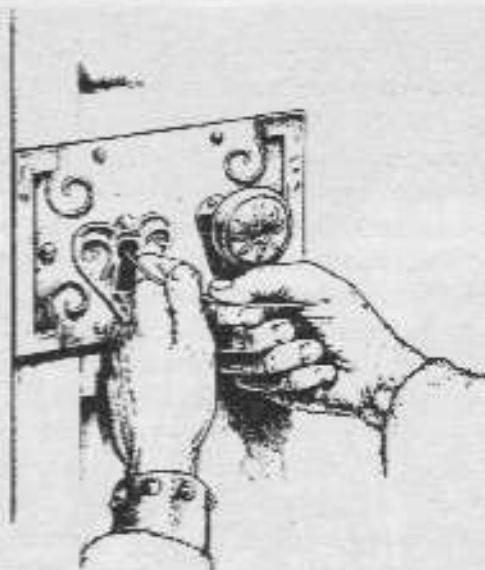
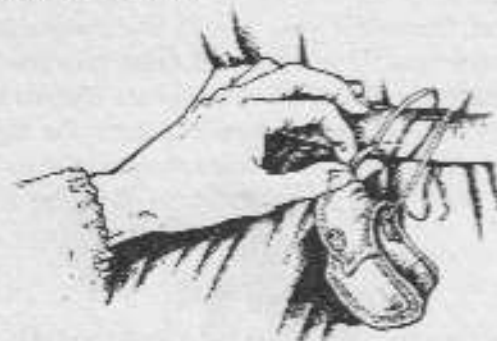
As you pick the lock, a jolt of electricity lashes up your arm, throwing you across the room, lose 4 STAMINA points. If you are still alive, you open the chest. Inside is a disc of black obsidian, almost a foot across and so highly polished it reflects the light of your torch like a mirror. You reach in to take it. Turn to 182 if you have SPOT HIDDEN skill, 20 if you don't.

146

Climbing rapidly, you reach the top of the wall, with arrows whistling past you. *Test your Luck*. If you are Lucky, turn to 18. If you are Unlucky, turn to 329.

147

You reach carefully behind the suit of armour, and graze something with your fingertips. You realize that the suit of armour is probably fairly unstable without someone inside to hold it all together, and that it would make a horrible noise if you did happen to knock it over, so you don't try to stretch any further behind it. After what seems like hours, you manage to shift the object so that you can pick it up, and you withdraw your hand carefully from behind the armour. You open your hand to see what you have found, and discover that it is a gold piece. It must have been dropped in the hallway, and rolled behind the armour without anyone noticing. Make a note of it on your *Adventure Sheet*, even though it was hardly worth the effort. What will you do now? You have the choice of going up the stairs (turn to 368), or investigating the door beneath the landing (turn to 47).

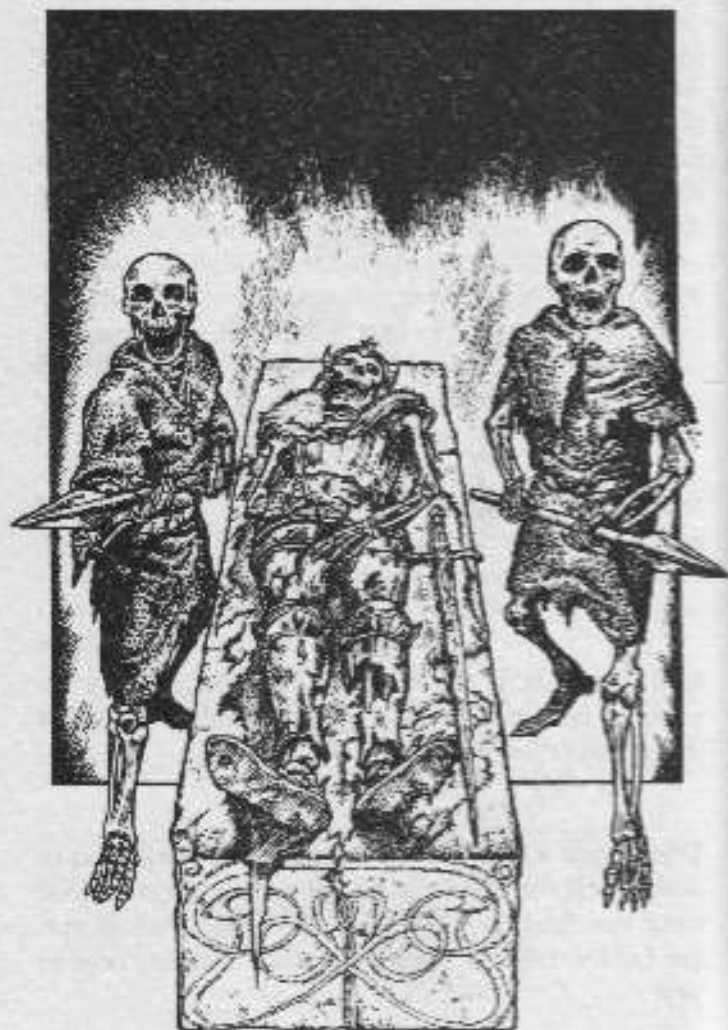


148

Roll two dice. If the result is equal to your *SKILL* score or less, turn to 8. If not, you fail to make the jump and fall in – turn to 2.

149

Trying not to let the guardsmen see what you're doing, you reach behind you and feel along the door until you find the doorknob. *Test your Luck*. If you are Lucky, turn to 135. If you are Unlucky, turn to 347.



150

You find yourself in an alcove looking into a small burial chamber. The chamber is crudely built, and soil filters in through the slabs of the walls and ceiling. An ancient body lies mouldering on a plinth in the centre, with a longsword by its side, and two piles of bones show where other bodies once lay. Suddenly, the bones are stirred by an unseen force, and gather themselves into Skeletons, each armed with a spear. They raise their spears and advance towards you. If you stay in the alcove, turn to 366. If you advance to meet them, turn to 233.

151

You shout – you hope you sound ferocious – and charge the nearest of the Footpads. Roll two dice. If the result is equal to your SKILL score or less, turn to 244. If not, turn to 96.

152

You throw yourself across the room, with bric-à-brac flying all round you. The Poltergeist attacks you three times as you run across the room.

POLTERGEIST

SKILL 6

STAMINA 0

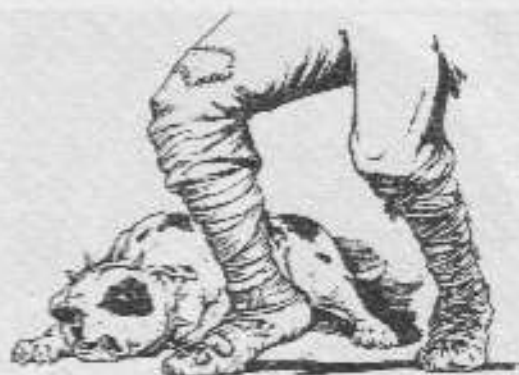
Roll for Attack Strength as normal, but if you win you have not wounded the Poltergeist, merely dodged its missile. If the Poltergeist wins, you lose 1 STAMINA point. Fight three rounds of combat, then leave the room and run back down the passage (turn to 351).

153

Straining your eyes in the darkness, you see a series of long, straight cracks near the lock. It looks suspiciously as though there is a flip-open panel which throws something nasty out when anyone tampers with the lock. Will you try to disarm the trap (turn to 173) or leave it alone and look for another way in (turn to 210)?

154

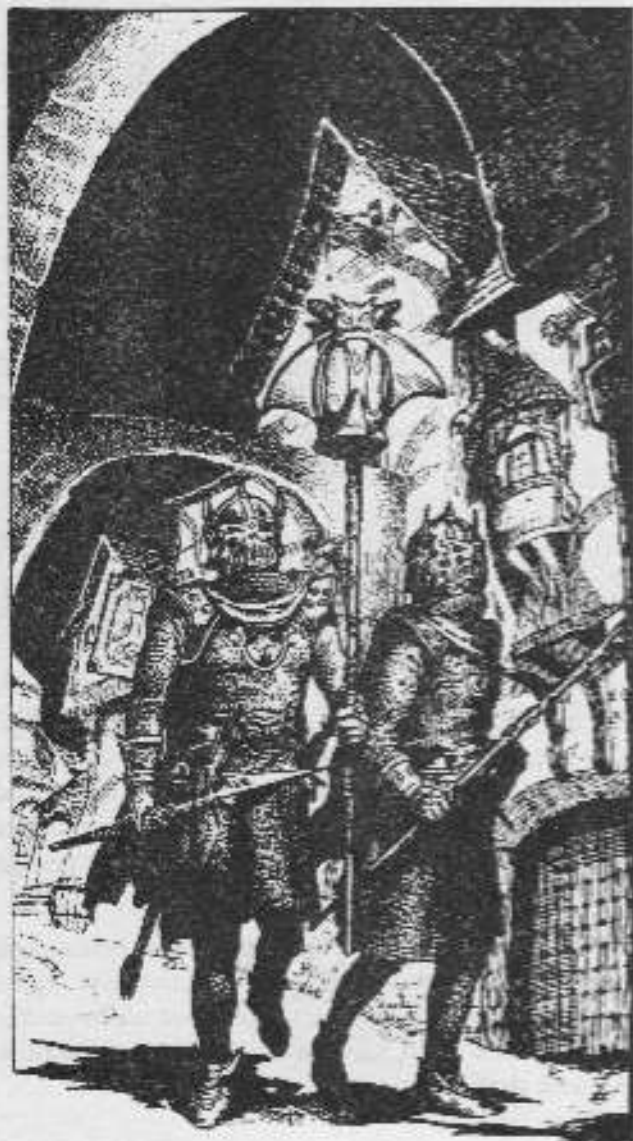
You run across the cavern as fast as you can – if you can get out of the light, your shadow should disappear. While you are running, your shadow attacks you three times. Fight three rounds of combat; your shadow has the same SKILL score as you do. If you win a round, you have not wounded your shadow, merely evaded its attack – you are too busy running to fight back. If your shadow wins a round, you are wounded as normal. After three rounds, you reach the far side of the cavern. If you have SPOT HIDDEN skill, turn to 381. If you do not, turn to 27.



155

You carry on down the passage. It narrows abruptly, and the dressed stone walls give way to rough-hewn rock again. Soon you see why. Both walls are dotted with small holes, about three inches across; between the holes, the floor is littered with bones and other rubbish. A rat, disturbed by the light of your torch, skitters down the passage in front of you. As it goes, it disturbs some of the rubbish, and instantly a sharp-jawed, caterpillar-like creature – something like a Rock Grub, but smaller and faster – shoots from each of the holes, attracted by the noise. The rat doesn't stand a chance, and is quickly torn to pieces.

You wait for the Grubs to return to their holes, and then move forward cautiously. You must move absolutely silently in order to get past without disturbing them. Turn to 25 if you have SNEAK skill, 128 if you don't.



156

You set out towards the Field Gate. The area between Palace Street and Field Street, near Lord Azzur's palace, is the richest part of town, and you know that you will have to be especially careful there. The City Guard is doubly watchful in that part of town, always keen that the people with the money should see them doing their duty. After you have gone a few yards down Thread Street, you see a bobbing light approaching, and hear the sound of booted feet. If you have **HIDE** skill, turn to 122. If you do not, turn to 293.

157

The monster, whatever it is, slithers off into the darkness. You hear it thrashing about for a few seconds, then silence. Carrying on across the room, you feel your way to the far wall, and after a few seconds' groping you find a door. You try the handle, but it won't open – it must be locked. If you have **PICK LOCK** skill, turn to 324. If you do not have **PICK LOCK** skill, you will have to try to break down the door. Roll two dice – if the result is equal to your **SKILL** score or less, you have succeeded – turn to 324. If not, lose 1 **STAMINA** point for a bruised shoulder and try again. Keep trying until you break down the door or die in the attempt.

158

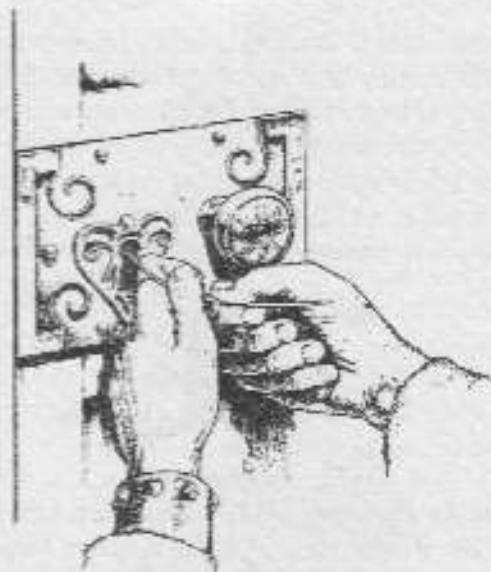
There is no way that you could have picked up a magical weapon by this stage in the adventure – you've been cheating! Go back to 1 and start again – but do it honestly this time.

159

You try the handle of the door. It is not locked, and opens with a faint creak. You step cautiously into a darkened room. By the light of your hand-lamp, you see that the room is furnished with a long table and several chairs – possibly it is some kind of meeting-room. At the same time, you become aware of heavy breathing coming from somewhere in the room. Will you creep out and climb the drainpipe, if you haven't already done so (turn to 225), creep out and climb to the roof by some other route (turn to 4), or stay where you are? If you have **HIDE** skill, turn to 179. If you do not, turn to 61.

160

You thrust your torch into the mould, trying to burn it away from the door. Instantly, the air is filled with a dense mustard-coloured cloud of spores. Roll two dice. If the result is equal to your **SKILL** score or less, turn to 91. If not, turn to 40.



161

You stop to think. You are certain that the Eye of the Basilisk lies ahead. If you go back, you will have failed your test and you will spend the rest of your life wondering whether or not you could have succeeded. On the other hand, if you go on you will have to face whatever is in there. It may be able to see in the magical darkness and if it can, you will be at a terrible disadvantage. You think hard about what to do. If you decide to go on after all, turn to 352. If not, you have failed your test, and your adventure ends here.



162

You try to push past the guardsmen and make a break for it, but one of them catches you by the shoulder and pushes you roughly back into the doorway. You think fast as the guardsmen close in round you. What will you do now?

Try to bribe the guardsmen (if you haven't already)?

Turn to 327

Try to escape through the door behind you?

Turn to 149

Attack the patrol?

Turn to 224



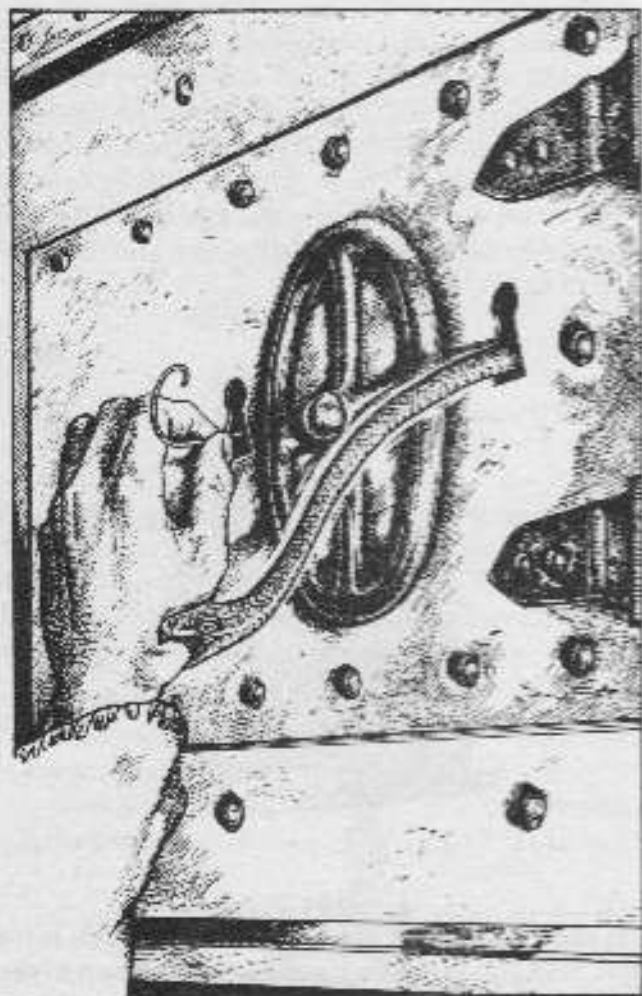
163

You try the door, but it is locked. If you have **PICK LOCK** skill, turn to 187. If not, will you try the door with the coin symbol (turn to 3), or will you give up on the Merchants' Guild and look for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk armed only with the information you already have (turn to 144)?



164

You can't reach with your dagger – the blade is too rigid. Will you put your hand in the gap (turn to 56), or try something else (turn back to 43 and choose again)?



165

You choose a lock, and start working on it. Suddenly, a tiny snake shoots out of the other lock and buries its fangs in your hand. Lose 4 STAMINA points to its poisonous bite. If you are still alive, you may search the desk, if you haven't already done so (turn to 143), leave the room via the window (turn to 306) or leave via the door and investigate the doors at the other end of the landing (turn to 325).

166

The Footpad's heavy chain wraps around your sword, breaking the blade. Subtract 3 points from your Attack Strength until you can find another weapon. Turn back to 78 and carry on fighting.

167

You make your way cautiously towards the palace. As you approach, you can see that the main gate is locked and securely guarded. This won't be easy. How will you get into the palace?

Through the main gate?

Turn to 223

Over the wall (if you have CLIMB skill or a rope and grapnel)?

Turn to 16



168

Finally the Snake dies, and you find that there is no treasure in the room, just the bones of its victims. You do find some provisions in a backpack, though, a little stale, but enough for 2 meals. You also turn up a scroll of parchment; it appears to be a map of some kind of maze. Make a note of these items on your *Adventure Sheet* if you take them. Finding nothing else of interest in the room, you leave and carry on along the passage to 374.

169

If you are using a stone axe, the Crystal Warrior is wounded. Conduct the rest of the combat normally.

CRYSTAL WARRIOR SKILL 10 STAMINA 11

If you are using any other kind of weapon, the Crystal Warrior is unharmed. You realize that you need a blunt weapon to wound it. Conduct the rest of the combat using the pommel of your sword, deducting 2 points from your Attack Strength. If you win, turn to 99.



170

You scramble behind a high-backed chair in the hallway, dousing your hand-lamp as you do so. You are barely under cover when a bleary-eyed servant opens the door beneath the landing, holding a huge black dog which strains against its chain. The dog is growling unpleasantly, and you hope it doesn't notice you.

'That armour again,' you hear the servant mutter. 'Well, I'm not putting it back together tonight - it'll have to wait till the morning. Come on, you stupid dog, stop your growling, there's nothing here.' With that, he drags the dog back through the door, and all is quiet again. You decide not to try the servants' quarters tonight - for one thing, you don't want to meet that dog! - so you slip quietly up the stairs. Turn to 368.

171

The Ghoul prepares to strike again, and you instinctively raise your sword to parry the blow. Or rather, you don't. You find yourself paralysed, and unable to move. You try to run away, to scream for help, but your body simply doesn't respond. The creature now has two bodies to feast upon, and there's nothing you can do to prevent it. Your adventure ends here, along with your life.

172

You hold your breath and charge the door. Roll two dice. If the result is equal to your SKILL score or less, turn to 190; if not, turn to 107.

173

Roll two dice. If the result is equal to your SKILL score or less, turn to 17. If not, turn to 356.

174

You avert your eyes just in time, and leave hurriedly, following the passage to 252.

175

Taloned feet slam into your back, and you are lifted into the air. The Gargoyle carries you to its rooftop lair, and your heart sinks as you see bones glinting in the moonlight. You struggle in vain – the talons hold you fast. Your test ends here, as a meal for a Gargoyle.



176

As soon as you appear in the room, the dog is awake, snarling and growling as it launches itself at your throat. You must fight the dog.

DOG

SKILL 7

STAMINA 7

The sleeping servant wakes up abruptly, and calls out for help. Soon more servants appear, armed with pokers and other improvised weapons. Fight three rounds of combat, then turn to 194. If you kill the dog inside three rounds, you must fight the servants. Fight them as a single enemy:

SERVANTS

SKILL 7

STAMINA 9

Fight one round of combat against the servants, then turn to 194.

177

You make your way along Thread Street to the Field Gate, keeping to the shadows – you never know when you might meet another patrol. After a while, you come to the corner of Short Street and Field Street, where you see two houses. The one on the right is an impressive two-storey stone building, and you see the symbol of a coin cut into a doorpost. The house on the left is smaller, half-timbered, and has the symbol of an oar on a painted sign over the door. One of these is the house of Brass the merchant. Do you know which one? If you try the house on the right, turn to 384. If you try the house on the left, turn to 32.



178

You finally come to a small chamber, carved out of the bedrock and devoid of ornament except for the occasional patch of bluish-green mould growing on the walls and ceiling. In the middle of the chamber there is a chest on the floor, flanked by two statues of armed warriors, apparently carved from some kind of translucent crystal. On the other side of the room is a door. As you approach the chest, one of the crystal statues starts to move. It draws a slim, needle-like sword of crystal, and steps between you and the chest. You must fight the Crystal Warrior.

CRYSTAL WARRIOR SKILL 10 STAMINA 13

When you win a round of combat, turn to 169.

179

You shrink into the shadows, hardly daring to breathe. As your eyes become accustomed to the light, you see a dark shape in a chair – the source of the breathing. Also in the room is a long table, and there is a door at the far end. Will you investigate the dark form (turn to 298) or leave through the far door (turn to 350)?



180

Your weapon glances off the Gargoyle's magical hide with a stony clink – there is no way you can harm it without a magical weapon. You lunge for the skylight, trying to avoid the Gargoyle's claws.

Roll Attack Strengths for yourself and the Gargoyle. If the Gargoyle wins, you lose 2 STAMINA points and turn to 243. If you win, neither side loses STAMINA, and you escape through the skylight to 354.

181

You look carefully around the walls, and suddenly realize that the brick on which the symbol is scratched is loose. Pulling the brick out of the wall, you find a small lever. The door swings open with a click as you push the lever down, and closes behind you as you go back into the study. What will you do now? You can examine the desk (turn to 90), or leave the Merchants' Guild stealthily and search for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk without looking for any more information (turn to 144).



182

You see that the disc is resting on a fine silver wire, which runs out of the chest and connects to the ankle of the second Crystal Warrior. What will you do? Will you cut the wire (turn to 41), try to lift the disc without setting off the trap (if you have PICK POCKET skill, turn to 208; if you do not, turn to 49), or will you leave it alone and go to the door (turn to 316)?

183

Your weapon strikes the Wood Golem with a *thunk*, and appears to wound it – you were afraid that it might be vulnerable only to magic. Continue to fight the Wood Golem.

WOOD GOLEM

SKILL 8

STAMINA 4

If you win, turn to 136.

Using all your training, you spot a slight depression in one wall where you can get out of the torchlight, and dive for it. You flatten yourself against the rock as if you are part of it, and as soon as you are out of the torchlight, the shadow disappears. You have solved the problem temporarily, but what will you do now? As soon as you step back into the light, your shadow will reappear. You think carefully. If you can somehow douse the torch on the wall, there will be no light to cast a shadow. You daren't risk casting a shadow, so you can't simply walk up to it and put it out. Your only option is to throw your weapon at it, in the hope of knocking it out of its bracket. On the other hand, you might be able to use the torch you are carrying in order to disrupt the shadow cast by the torch on the wall. What will you do?

If you try to douse the torch on the wall, roll two dice. If the result is equal to your SKILL score or less, turn to 5. If not, turn to 249. Don't forget to cross the weapon off your *Adventure Sheet*. If you try to disrupt the shadow with the torch you are carrying, turn to 67.



Slowly, painfully slowly, you lift the chain off Brass's chest, break it, and take the key. Brass does not stir. Make a note of the key on your *Adventure Sheet* – it does not count as a backpack item – and leave the room quietly. What will you do now?

- | | |
|---|-------------|
| Try the first door across the passage? | Turn to 70 |
| Try the second door across the passage? | Turn to 76 |
| Go to the door at the other end of the landing? | Turn to 321 |

Or you can leave the house quietly and go to the Merchants' Guild, if you haven't already done so (turn to 129), or set out in search of the Eye of the Basilisk without looking for any further information (turn to 144).

You burst through the door into a torch-lit passage, with the monster hot on your heels. Will you stand and fight it, now that you can see what you're doing (turn to 334), or will you try to outrun it up the passage (turn to 252)?

187

Slipping through the door, you find yourself in an office of some kind. It is richly furnished, and across the deep carpet there is a large desk placed against one wall. A rapid search of the desk turns up some papers, which tell you that the office belongs to one Silas Whitebait. It's not the office you are looking for. What will you do? You can try the office across the passage, the one with the coin symbol (turn to 3), or leave the Merchants' Guild stealthily and search for clues in Brass's house, if you haven't been there before (turn to 156), or set out in search of the Eye of the Basilisk without looking for any more information (turn to 144).

188

You dodge past the guardsmen, and run off into the night. You can hear the sound of their booted feet close behind you, but you twist and turn through a succession of alleys and back-streets until you are sure that you have lost them. When you are sure that they are no longer following you, you carry on to 177.

189

You head for the door, but before you reach it you step on something under the carpet. There is a loud click. Turn to 106.

190

You hurl yourself against the door, and instantly the air is filled with a dense mustard-coloured cloud of

spores. The door swings open, though, and you half-fall through the doorway into a small chamber, not stopping to breathe until you are well clear of the spore-cloud. Turn to 69.

191

You follow the passage onwards. After a little way, it broadens out and becomes more regular. The walls are made of stone slabs rather than being hewn out of the rock. You turn a corner, and find a dead body in the passage—another thief, by the look of things. A trail of blood indicates that he crawled back along the passage after being seriously wounded. You notice a symbol sketched on the floor in the thief's blood; he must have put it there as he lay dying, to warn anyone who came after him. If you have SECRET SIGNS skill, turn to 39. If you do not, turn to 231.

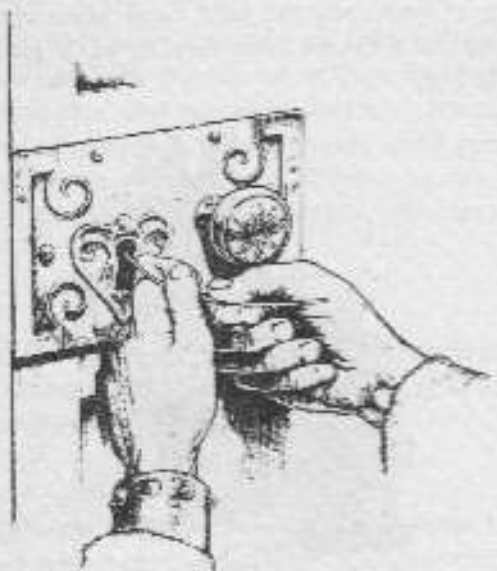


192

You run off up the passage, leaving the shambling Corpse behind you. You have hardly gone five paces before you hear the Corpse drop to the ground and a streak of blue light slams into your back, knocking you to the ground – lose 2 STAMINA points, 1 SKILL point and 1 LUCK point. The spectral glowing head hangs in the air before you, chuckling evilly. It is a Possessor Spirit, and you have no option but to fight it. If you have a magic weapon, turn to 142; if not, turn to 111.

193

Hardly daring to breathe, you freeze, willing yourself to melt into the shadows. If you *don't* have HIDE



skill, turn to 261. If you *do* have HIDE skill, after a few seconds – they seem like hours – the snoring starts again. You carry on carefully into the room. Turn to 396.

194

You keep fighting for as long as you can, but eventually the weight of numbers gets the better of you. Everything goes black as something – it feels like a cannonball – crashes into the back of your head.

When you wake up, it is daylight. You have a lump the size of a Gryphon's egg on your head, and the daylight hurts your eyes. You are in a cell, chained to the wall, and all your equipment is gone. Your adventure ends here, and your life probably doesn't have too much longer to run. Captured thieves get very short shrift from the authorities of Port Blacksand.

195

You ask Bald Morri if he knows anything about Brass. 'Certainly,' he says with a wink. 'What's it worth?' Are you prepared to pay for information? If not, turn to 278 to play pin-finger, or leave the tavern and try your luck elsewhere – turn to 203 and choose another option.

If you pay for information, decide how many gold pieces you will offer, then roll one die. If the die roll is equal to or less than the number of gold pieces you offer, turn to 364. If not, turn to 66. Don't forget to cross the gold you spend off your *Adventure Sheet*.

196

The rest of the Footpads turn and run – they're used to easier prey. A rapid search turns up a shortsword (you can use this to replace your weapon if it was broken earlier), a chair-leg, two lengths of heavy chain, and a total of 5 gold pieces, plus the rags which footpads tie round their feet. If you take the rags and tie them round your own feet, your footsteps are muffled just as if you had SNEAK skill – make a note of the skill on your *Adventure Sheet*. If you already have SNEAK skill, they have no effect. Make a note of what you take – everything except the rags and the money counts as a backpack item – then turn to 386.

197

You reach cautiously for the doorknob, and manage to get a three-fingered grip on it without disturbing the mould. Slowly, painfully slowly, you begin to turn it, praying that the door isn't locked. There is a slight click, and the door shifts a fraction. Holding



your breath, you throw the door open and run through the dense mustard-coloured cloud of spores that suddenly fills the air, and into a small chamber. You don't stop to breathe until you are well clear of the spore-cloud. Turn to 69.

198

The slab is big. It's the sort of thing you're meant to notice. And while you're looking at it, you're not looking at the real way in, which is hidden somewhere else. It's an old trick, but you wonder if it's being used here. You search the end of the passage, and finally you find a loose stone in the right-hand wall. You pull it out. Then another, and another. In no time, you have made a hole big enough to crawl through. Turn to 150.

199

Your finger is painfully cut: lose 1 SKILL point and 1 STAMINA point. You have lost the game, and the men insist that you pay up. Do you have 5 gold pieces? If you have, pay the men and turn to 227. Don't forget to cross the gold pieces off your *Adventure Sheet*. If you do not have the money, turn to 112.

200

As the light floods the room, you see the monster clearly for the first time: a large, golden-brown lizard. Its huge yellow eyes focus on you, and you realize that it is a Basilisk, whose gaze is deadly. Test your Luck. If you are Lucky, turn to 174. If you are Unlucky, turn to 65.

201

Rather than risk raising the alarm, you back quietly out of the room. What will you do now?

- | | |
|---|-------------|
| Listen at the next door? | Turn to 76 |
| Listen at the door across the passage? | Turn to 277 |
| Try the door at the other end of the landing? | Turn to 321 |

Or you can leave the house, and do one of two things. You can try to find the Eye of the Basilisk, if you think you have enough information (turn to 144), or you can look for more information in the Merchants' Guild, if you haven't been there before (turn to 129).

202

You put the key in one lock, and begin to turn it. Suddenly, a tiny snake shoots out of the other lock and buries its fangs in your hand. **LOSE 4 STAMINA** points to its poisonous bite. If you are still alive, you may search the desk, if you haven't already done so (turn to 143), leave the room via the window (turn to 306) or leave via the door and investigate the doors at the other end of the landing (turn to 325).

203

As you make your way along the Noose, you think about likely places for picking up information. At the edge of the Noose is a tavern called the Rat and Ferret, where thieves, beggars and all sorts of people come to drink. The Noose is always filled

with beggars, at any time of the day or night, and they see and hear all sorts of things. And on one side of the Noose lives Madame Star, the clairvoyant. She spends her days in the Market Square telling fortunes, but at this time of night she would be at home. What will you do?

- | | |
|---------------------------|-------------|
| Go to the Rat and Ferret? | Turn to 309 |
| Try to find a beggar? | Turn to 26 |
| Visit Madame Star? | Turn to 117 |
| Leave the Noose? | Turn to 387 |

204

You scoop up a handful of the black ashes and cinders. To your amazement, they are still hot even though the house burnt down decades ago! Before you can drop them, the ashes have burnt through your glove and seared the palm of your hand – **lose 1 SKILL** point and **1 STAMINA** point. You leave the site of the house hurriedly and go to look at the statue – turn to 301.

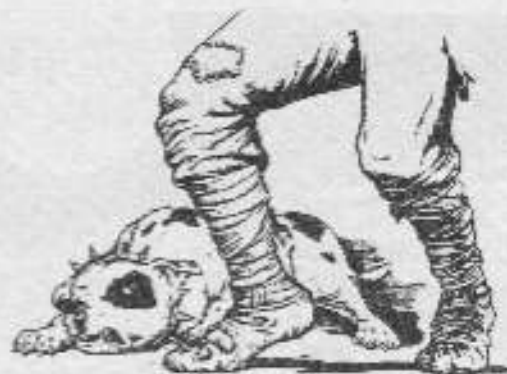


205

Your blow hits the guard just behind one ear, and he crumples to the ground unconscious. You pick him up and prop him in the doorway, so it looks as if he's still awake. As you do so, you notice a symbol scratched into the door-frame. Turn to 93 if you have SECRET SIGNS skill, 262 if you don't.

206

You can't find any way into the barrow; perhaps the Eye of the Basilisk is hidden somewhere else. Turn to 77 and look around the rest of the garden.



207

You throw yourself to one side as the Giant Spider crashes to the cavern floor, and barely have time to roll back to your feet before it is upon you. Fight the Giant Spider normally.

GIANT SPIDER

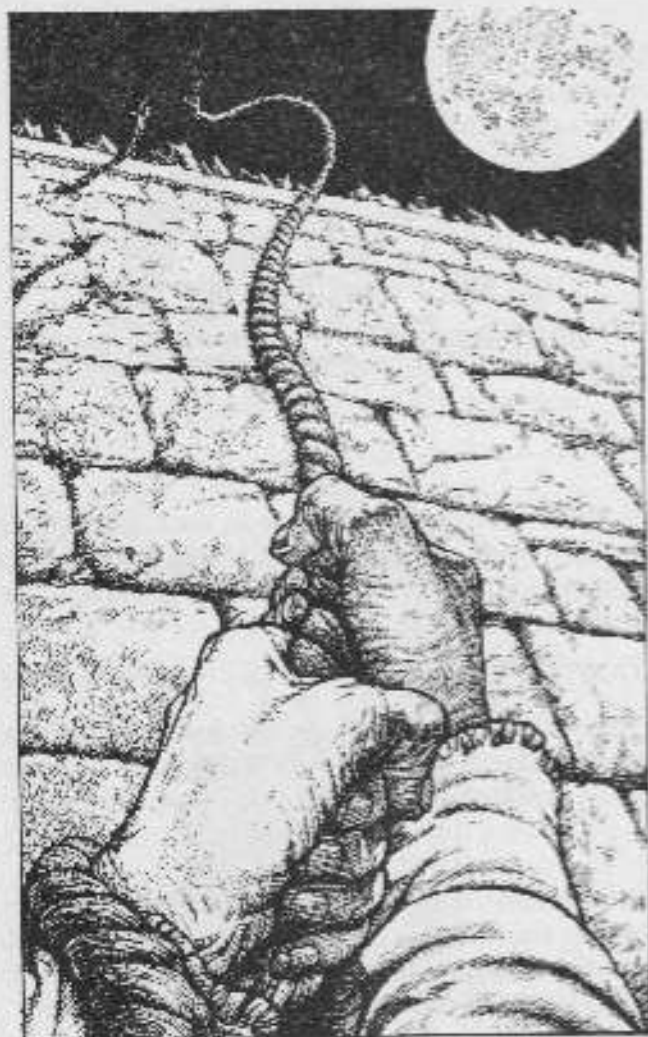
SKILL 7

STAMINA 8

If you lose a round of combat, lose 2 STAMINA points and turn to 285. If you kill the Giant Spider without losing a single round of combat, turn to 353.

208

Painfully slowly, you lift the disc off the silver wire. Nothing happens, and you breathe a sigh of relief. Note the obsidian disc on your *Adventure Sheet* – it counts as a backpack item – and turn back to 316.



209

Clutching at empty air, you fall headlong to the alley below. Lose 3 STAMINA points. If you are still alive, go back to 386 and choose another option.

210

You follow the alley along one side of the Merchants' Guild. After a few yards it turns right sharply, and a few feet after that you see an even narrower alley running off to your left, coming to a dead end after a few yards, with a door on the left and a drainpipe leading up past a window to the roof. If you go down the alley to your left, turn to 80. If you carry on round the building, turn to 271.

211

You pick the lock quickly and quietly, and swing the door open. It creaks softly on its hinges, but not loudly enough to wake anyone. By the light of your hand-lamp, you can see that you are in a hallway. There is a small table against one wall, with a piece of paper resting on a tray, and at the far end of the hall is a door. Near the door is a coat-stand, and a black hooded cloak hangs on it. If you take the cloak, you may hide as if you had HIDE skill, even if you don't have the skill. Remember to make a note of the cloak on your *Adventure Sheet* if you take it. It does not count as a backpack item. If you examine the tray, turn to 103. If you ignore it and head straight for the door, turn to 318.

212

You search the chamber thoroughly, but you can't find any hiding-place where the gem might be, or any way out except the way you came in. Defeated, you trudge back to the Thieves' Guild to report that you have failed the test. Your adventure ends here.



213

You notice a strand of web – if that's the right word for a sticky rope the thickness of a ship's cable – which the Giant Spider must have dragged down from the ceiling when it attacked you. You give it a tug, and it seems to be firm, so you begin to climb it. As you climb, you realize that the cavern is really a



huge vertical shaft, and soon you reach the main part of the Spider's web, which is strung right across the shaft. You shudder as you notice several silk-wrapped packages hanging in the web – about the right size and shape to be human bodies. Others before you were not so lucky. If you investigate the bodies, turn to 290; if you carry on climbing, turn to 341.

214

You keep the disc steady as you reach in beneath it to take the gem. Withdrawing the disc from the light, you hold the gem in both hands – you can hardly believe that you have passed the test. Then you look at the gem more closely, and your heart sinks. There is a crack in one side, and a small bubble in the middle. The gem is a fake – a worthless piece of glass! Turn to 400.



215

You flatten yourself against the wooden railing of the balcony and stay very still. The figure gives no sign of having seen you, and walks past, the hem of his robe brushing your face. He goes to the end of the landing, turns round, and goes back into the room he came out of – the first on the right. Add 1 LUCK point for not panicking. If you had done anything to waken the sleepwalker, his screams could have woken the whole house. You wait for a couple of minutes, to give him time to get back into bed and settle into deep sleep, and then you creep across the balcony. Turn to 325.

216

Bracing your hands and feet against one side of the shaft and your back against the other, you work your way carefully downwards. After about forty feet, the shaft opens out into the ceiling of a passage, and you drop cautiously to the floor. Turn to 236.

217

Morri sees that you don't understand the symbol, and hurriedly wipes it out with his hand. He turns his back on you, and begins to clean some mugs very busily. You try to attract his attention again, but he doesn't seem to notice you. What will you do now? You can join in the game of pin-finger (turn to 278), or leave the tavern and try elsewhere (turn to 203 and choose again).



218

The huge Footpad slumps to the ground. For a moment, the others hesitate. You take advantage of their indecision and charge forward, trying to break through them. Roll two dice. If the result is equal to your SKILL score or less, turn to 244. If not, turn to 96.





219

You try to hack a way through the clutching Tangleweed. Attack it like any normal opponent.

TANGLEWEED

SKILL 7

STAMINA 6

If you win, you fight your way clear to 248.

220

You grope your way along the cavern walls, and finally find the entrance to the passage. You set off along the passage, not daring to light another torch until you are well clear of the cavern. After a few paces, you hear a sudden click. A shower of darts strikes you; roll one die to see how many STAMINA points you lose. You may halve this amount (rounding fractions up) if you successfully *Test your Luck*. If you are still alive, you light a torch and follow the passage onward to 191.

221

You have never seen a lock as complex as this – it must prove that you're on the right track, but unfortunately you can't pick the lock. You must try to take the key without getting stung by the scorpion. If you have *PICK POCKET* skill, turn to 13. If you do not, turn to 264.

222

You make your way carefully across the web, but don't notice the sticky gum glistening on one strand until it is too late. One foot is stuck fast to the web - you pull and pull, but can't free it. What will you do now? Will you try to cut it free (turn to 359), or burn the web away with your torch (turn to 274)?

223

You watch the palace gate, trying to think of some way to get in. The gate is heavily guarded, with guards both on the ground and atop the battlemented parapets. It's not going to be easy to get into the palace. What will you do? Will you attack the guards and hope that the element of surprise will work in your favour (turn to 36), or will you give up on the palace and look for the Eye of the Basilisk somewhere else (turn back to 144 and choose again)?

224

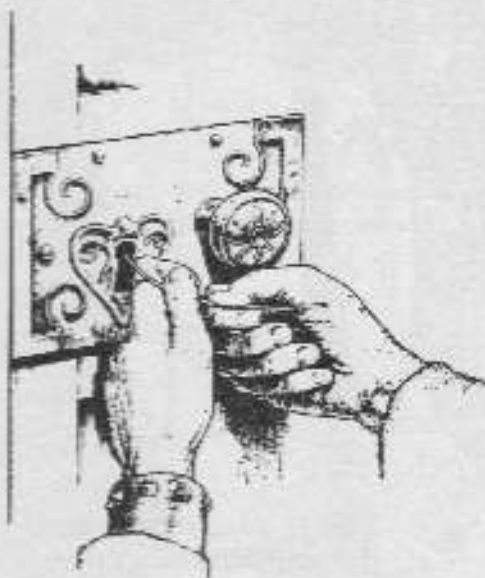
The guardsmen look surprised as you draw your sword. You are alone, dressed in leather and armed only with a shortsword, while they are both armed with spears, helmeted and dressed in chainmail from neck to foot.

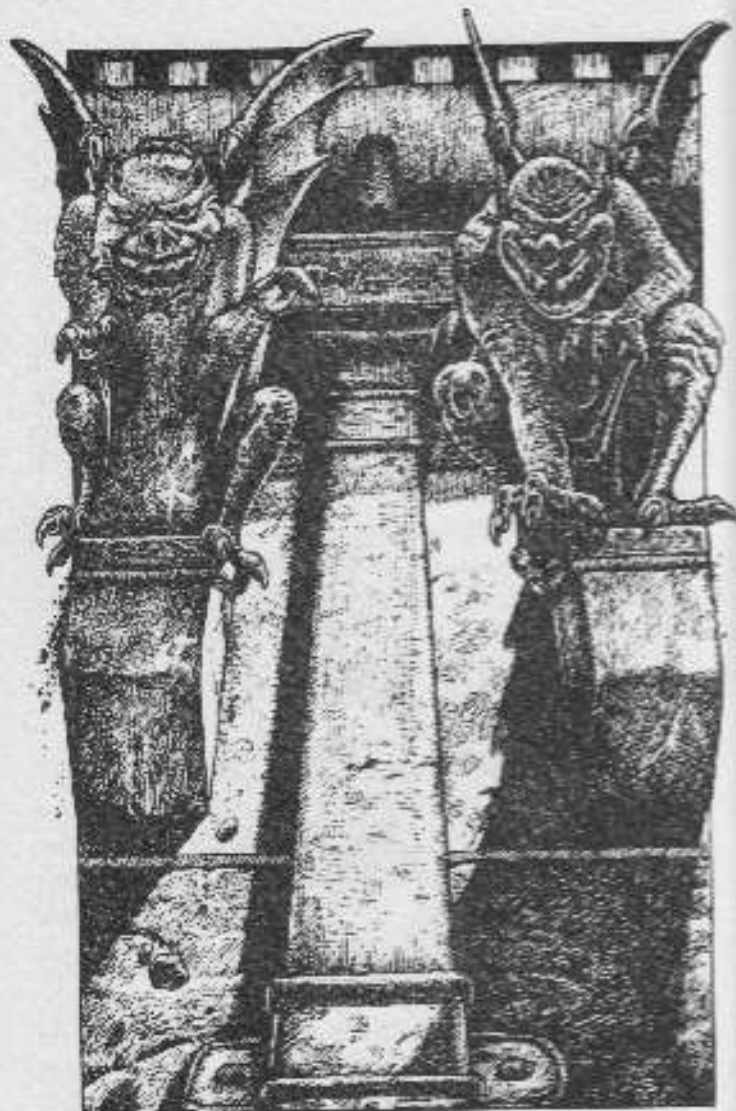
You must fight both guardsmen together. Each round, choose one guardsman to attack, and fight him normally. The other will also attack you, so you must roll an Attack Strength against him. If your Attack Strength is higher, you have not wounded

the other guardsman, merely avoided his blow. If his Attack Strength is higher, you lose 2 STAMINA points, as normal.

	SKILL	STAMINA
First GUARDSMAN	8	6
Second GUARDSMAN	7	5

If you win, turn to 105. You may escape during any round in which you lose no STAMINA points, by turning to 188.





225

You start to climb the drainpipe. You do not need CLIMB skill or a rope and grapnel, because the drainpipe is an easy climb. You climb to the window, but find it securely barred, so you decide to carry on to the roof. Suddenly you hear a slight grating sound above you. You look up to see that one of the decorative Gargoyles on the roof of the Merchants' Guild has come to life! It launches itself off its perch and flies down to attack you, and you prepare to defend yourself as best you can. Deduct 3 from your Attack Strength because you are clinging to the drainpipe.

GARGOYLE

SKILL 9

STAMINA 10

If you win the first round of combat, turn to 319. If the Gargoyle wins, lose 2 STAMINA points and roll two dice. If the result is equal to your SKILL score or less, turn to 365; if not, turn to 389.



226

You haul yourself carefully over the glass-studded top of the wall and on to the roof of the Merchants' Guild. Exploring the roof cautiously, you find a skylight leading down into the building. As you crouch over it, you see movement on the other side of the roof; one of the Gargoyles, which decorate the building, has come to life, and is bounding across the roof towards you. You have a fraction of a second in which to make a decision. Will you stand and fight the Gargoyle (turn to 395) or will you slip through the skylight, hoping that it isn't trapped (turn to 354)?

227

Nursing your cut finger, you try to ask the men if they know anything about Brass the merchant, but they resume their game among themselves, and don't seem to be interested in anything you have to say. What will you do now? You can ask Bald Morri about Brass (turn to 195), or you can leave the tavern and try elsewhere (turn back to 203 and choose again).

228

You cross the room towards the body of the lizard. It twitches slightly at the sound of your footsteps, and you realize that it is not quite dead. One eye flickers open – a large, yellow eye – and you suddenly realize that you are looking at a Basilisk, whose gaze is deadly. *Test your Luck.* If you are Lucky, turn to 174. If you are Unlucky, turn to 65.

229

Before the Shapechanger can free itself from the cage, you leave the room, slamming the door behind you. Turn to 155.



230

Your attack takes the thing entirely by surprise, and it gives vent to an inhuman howl of pain as your sword bites into its shoulder. As the figure turns on you, you find that you have disturbed a Ghoul from its nocturnal feast – and now it seems to have every intention of adding you to its grisly menu. You must fight the Ghoul.

GHOUL

SKILL 8

STAMINA 5

If the Ghoul hits you four times, turn to 171. If you win, turn to 57.

231

You look at the symbol carefully. You think it's one of the secret signs of the Thieves' Guild, but you have no idea what it means. Still, you're fairly sure that there is something nasty ahead, and this dead thief was trying to warn you about it. You offer a silent prayer to the God of Thieves, asking him to look after the dead thief in the next world and to look after you in this world, and then you prepare to move on. Turn to 302.



232

The Gargoyle hangs in the air for an instant, struggling with its tangled wing, then it plummets to the alley below, hitting the ground with a splintering crash. You look down, and see it lying in the alley, shattered into pieces like a stone statue. You carry on to the roof, and slip through a skylight. Turn to 354.



233

The two Skeletons come forward to meet you. You must fight them both together. Choose one Skeleton, and fight it normally, but generate an Attack Strength against the other as well. If your Attack Strength is higher, you have not wounded the second Skeleton, merely avoided its blow. If the Skeleton's Attack Strength is higher, of course, you lose 2 STAMINA points as normal. Once the first Skeleton is destroyed, fight the second normally.

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	5	4

If you win, turn to 31.



234

Bargo takes the money, and shoves it inside his jerkin. 'Hang on, young 'un,' he says, rummaging in a sack which sits behind him in his little cart. 'Maybe I can do you some good in return.' After a few moments, he pulls out a rope and grapnel. 'There you go,' he grins. 'I found this a while ago - no good to me, of course, but I'm sure you can put it to some use.'

You thank Bargo, and he wishes you luck on your test. Add 1 LUCK point. While you have the rope and grapnel, you can climb as if you had CLIMB skill, unless a paragraph specifically states otherwise. If you already have CLIMB skill, the rope and grapnel has no effect on your climbing ability. Make a note of the rope and grapnel on your *Adventure Sheet* if you take it - it counts as a backpack item.

You leave Bargo pushing his cart through the dark alleys, and decide on your next move. Will you:

Go to the Rat and Ferret (if you haven't already)?

Turn to 309

Go to see Madame Star (if you haven't already)?

Turn to 117

Or you can leave the Noose and try elsewhere - turn to 387.

235

The Giant Spider's bite is poisonous, but you resist the worst of its effects. Lose 1 SKILL point, then turn back to 304 and carry on fighting.

236

The passage is roughly carved out of the bedrock, and leads away to the north. You follow it for a few yards, and find that it ends in a large and strong-looking door. You try the door, and find that it is not locked. You open the door quietly, and advance into a darkened room. Your torch does nothing to dispel the darkness, only the heat on your face tells you that it is still burning. The darkness must be magical. You hear a shuffling, slithering sound from the darkness. Will you advance into the room (turn to 352), or go back (turn to 161)?



237

The shadowy figure becomes insubstantial, and finally disappears. You feel strange, casting no shadow, but don't pause to think about it as you hurry out of the cavern. Turn to 381 if you have SPOT HIDDEN skill, 27 if you don't.

238

You climb rapidly, and reach the level of the first-floor windows in less than a minute. The first thing you notice is that all the windows are covered by stout iron grilles, to prevent thieves like you breaking in. Even though there's no way in, you can still get some idea of the layout of the upper floor of the house.

In front of you there is a window looking on to a landing; you can see two doors on your left and one on your right, and one more at the far end of the landing. A window on your left looks into a small bedroom, belonging to a young girl if the dolls on the floor are anything to go by. Finally, a window on your right looks into a larger bedroom dominated by a huge four-poster bed where a middle-aged couple lie sleeping. You climb carefully back down to the alley below, and head for the front door, which is the only way into the building. If you have **PICK LOCK** skill, you can open the door and turn to 276; if you don't have the skill, you can't get into the house. In that case, you have two options: you can look for information at the Merchants' Guild, if you haven't been there before (turn to 129) or you can try to find the Eye of the Basilisk using only the information that you have gained so far (turn to 144).



239

You hurl yourself towards the wall of the shaft, and climb rapidly, trying to escape the flames. You are barely clear of the web when it comes away from the walls and plummets blazing to the cavern floor below. Turn to 341.

240

A low passage leads away from the foot of the steps, ending in a huge stone slab. You have to stoop to move along the passage. You have only gone a little way when you hear scuffling and chittering noises ahead of you. You raise your torch to see what's there, and suddenly the air is full of small, sharp-toothed bats. If you have a silver whistle, turn to 363. If not, turn to 280.

241

You follow the passage for a little way before it opens out into a small chamber, apparently once a storeroom of some kind, as it is littered with all kinds of debris. As you move cautiously across the chamber, you are struck down from behind by a flying chair – lose 1 STAMINA point. The chair flies at you again as you pick yourself up. *Test your Luck*. If you are Lucky, turn to 355. If you are Unlucky, turn to 282.

242

You search the study rapidly, and turn up the following items of interest: a bottle of excellent brandy, worth 1 gold piece, or you can take up

to three drinks from it, each drink restoring 2 STAMINA points; and a miniature painting in a silver frame, worth 2 gold pieces.

If you pick up either of these, remember to note them on your *Adventure Sheet*. You have also discovered that a safe is hidden in the wall behind the portrait of Brass. What will you do now?

Search the desk?	Turn to 143
Investigate the safe?	Turn to 104
Leave the room and try the other end of the landing?	Turn to 325
Leave the house through the study window?	Turn to 306

243

Test your Luck. If you are Lucky, you escape through the skylight to 354. If you are Unlucky, turn to 175.



244

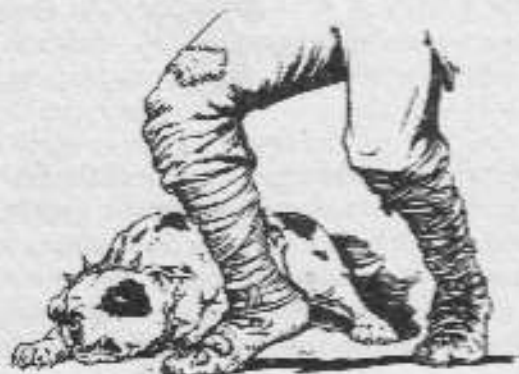
You lash out as you charge, and one of the Footpads gives ground. You dive through the gap in their line, and run off before they can do anything to stop you. You twist and turn through back-streets and alleys to make sure that they aren't following you, then double back to the Merchants' Guild. Turn to 386.

245

You fumble with the lock, but to no avail. The slithering sound comes closer: the thing has heard you. Your only hope is to break the door down before the monster, whatever it is, reaches you. You hurl yourself against the door. Roll two dice. If the result is equal to your SKILL score or less, you manage to break down the door—turn to 186. If not, lose 1 STAMINA point for a bruised shoulder. The monster is upon you now, and you must fight it. Subtract 2 from your Attack Strength during this combat, as you are fighting in the dark.

UNSEEN MONSTER SKILL 5 STAMINA 8

If you win, you may continue trying to break down the door, using the same procedure as before. Turn to 324 if you succeed; if not, lose 1 STAMINA point and try again. Keep trying until you break down the door or die in the attempt.



246

You cross the square to the Merchants' Guild. It is an imposing building, built in stone and several storeys high. Facing on to the square is the great main door, set into a deep doorway and made, so you have heard, of hardwood imported from the far south, even beyond the Desert of Skulls. From the shadows, you can see that the door is closed. It is manned by a single armed guard, who does not appear to have noticed you. What will you do?

Hide and watch the guard?

Turn to 74

Try to bribe the guard?

Turn to 345

Look for another way in?

Turn to 210

247

The potion restores your SKILL score to its *Initial* level. Change your *Adventure Sheet* accordingly, then go back to 323.

248

You reach the site of the house. They say that the house that once stood here was huge – almost a palace – and solidly built. No sign of it remains now. No ruins are left, just a blackened patch of melted, distorted earth and ash. You can't see any places here where a gem might be hidden. What will you do?

Search among the ashes?
Go and look at the statue?

Turn to 204
Turn to 301

249

You hurl your weapon at the torch, but it glances off the bracket without dislodging it. What will you do now? Will you fight your own shadow (turn to 11 and subtract 3 SKILL points if you have no other weapon to fight with), or will you run out of the cavern as fast as you can (turn to 154)?



250

You lift your foot from the burning web, and hurriedly smother the flames: if the whole web were to go up in flames, you would be in deep trouble. Being careful to avoid any more sticky strands, you make your way cautiously to the nearest of the bodies. Turn to 382.



251

The guard looks at your money, his eyes narrowed. Then he takes it with a soft chuckle. 'Fool,' he says as he moves to attack you. Lose 1 LUCK point for meeting a guard who is too corrupt even to stay bribed. Now you must fight the guard – turn to 131.

252

You follow the passage for what seems like miles as it winds onward. Finally, you see a light in the distance and, approaching cautiously, you can see that the passage opens out into a cavern, which is empty except for a lighted torch which hangs in an iron bracket on one wall. On the far side of the cavern, another passage leads off into the darkness. You cast a long shadow in the torchlight as you cross the cavern – it seems to move with a life of its own, but you tell yourself that it's only your imagination. But you are wrong. Before you can reach the other side of the cavern, your shadow dances along the wall in front of you, and suddenly climbs down off the wall, becoming a solid, shadowy being as it moves to attack you. Will you fight your own shadow (turn to 11) or will you try some other course of action, such as:

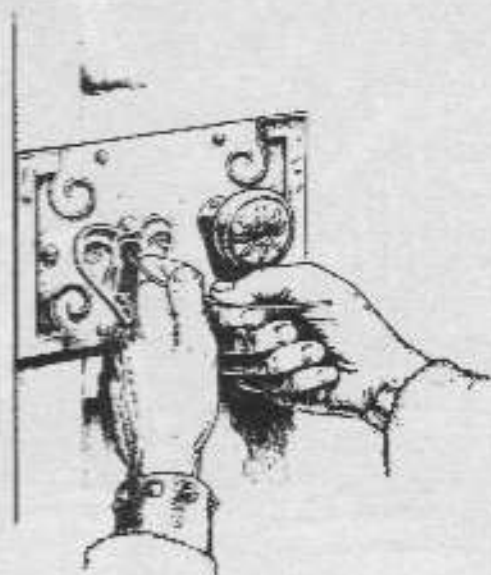
- | | |
|---|-------------|
| Trying to run away before it
can attack you? | Turn to 154 |
| Trying to douse the torch? | Turn to 373 |
| Trying to avoid casting a shadow? | Turn to 85 |
| Trying to disrupt your shadow? | Turn to 113 |

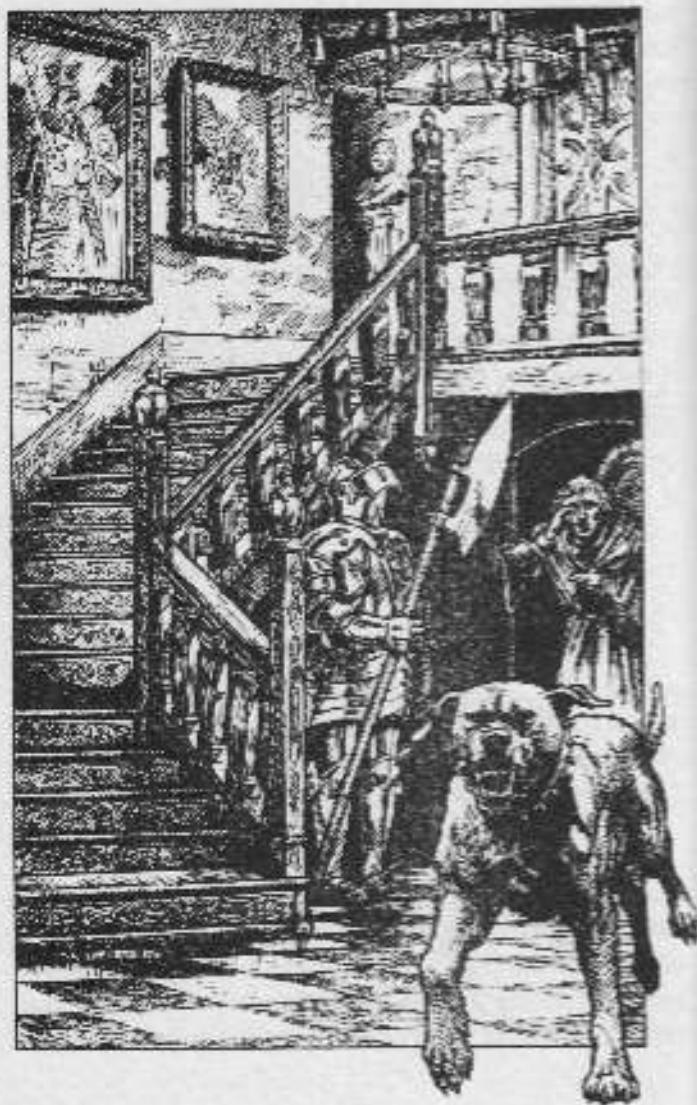
253

You recognize the symbol as one of the secret signs of the Thieves' Guild. Bald Morri is trying to find out whether you are a member of the Guild. You dip your finger in your ale, and sketch another secret sign on the bar. Morri looks at it for an instant, then

rubs both signs out with his hand. He leans over the bar towards you.

'Difficult, that house,' he whispers. 'The lock on the safe has never been picked. It needs two keys, and Brass always keeps one with him, even in bed!' With that, he ducks back behind the bar and begins to clean some mugs very busily. You try to ask if he knows any more, but he doesn't seem to hear you. What will you do now? You can join in the game of pin-finger (turn to 278), or you can leave the Rat and Ferret and try elsewhere (turn to 203 and choose again).





254

You throw yourself behind a high-backed chair, just as the door beneath the landing opens and a bleary-eyed servant comes out with a huge dog on a chain. He sees the ruins of the suit of armour, and then looks around the hallway. The dog growls savagely, pulling him over towards you.

'Found something, have you?' he says to the dog. 'Go on, then.' With that, he lets the dog off its chain, and it flies across the hallway towards you. You must fight the dog.

DOG

SKILL 7

STAMINA 7

While you are fighting the dog, more servants come out of the door. Fight three rounds of combat, then turn to 194. If you kill the dog inside three rounds, you must fight the servants. Fight them as a single enemy:

SERVANTS

SKILL 7

STAMINA 9

Fight one round of combat against the servants, then turn to 194.

255

You open the door quietly, and slip through the doorway. You find yourself in a small room with a fire burning in a stone hearth at the far end. There is a man asleep in a chair by the fire, and a large black dog sleeping on the hearthrug. If you have SNEAK skill, turn to 95. If not, turn to 176.

256

As you creep up to the sleeping Ogre, you accidentally kick a pebble, which rattles down the passage and hits the Ogre. It twitches and begins to stir. What will you do now?

Attack?

Turn to 37

Hide (only if you have

HIDE skill)

Turn to 114

257

Your hand clutches at the top of the wall, and is painfully cut by the fragments of glass which are set there to deter burglars. Lose 1 SKILL point and 1 STAMINA point. Turn to 226.

258

You try to push past the men, but they catch hold of you and push you back against the wall, demanding that you pay what you owe them. You are in a desperate situation. Will you fight them (turn to 28) or offer them something else (turn to 283)?



259

The lock opens with a faint click, and you slip through the doorway into a large, well-appointed office. Moonlight filters in through a barred window, and a huge and richly carved wooden desk stands against one wall, with a padded leather chair set in front of it. Across a deep, luxurious carpet, a large and strong-looking iron door is set into another wall. If you search the desk, turn to 90; if you examine the iron door, turn to 377.

260

You have come to the end of your adventure. You reach out a trembling hand to take the Eye of the Basilisk. Turn to 275.



261

Brass wakes up abruptly, sits bolt upright and yells, "Help! Thief!" at the top of his voice. You have no choice but to run out of the bedroom and get out of the house before he wakes everybody – you don't fancy having to explain this to the City Guard. You hurry back to the Market Square, planning your next move. It's too dangerous to go back to Brass's house, so you will have to do without any information that you could have gained from there. That leaves you two options: either you can go to the Merchants' Guild, if you haven't already done so (turn to 129) or you can hope that you have enough information to find the Eye of the Basilisk and set out in search of it (turn to 144).

262

You can't make out the sign, but you realize that it's probably a warning about the door. You decide to leave the door alone, and look for another way in. Turn to 210.

263

You fumble to undo the clasp on your cloak, and throw it as the Gargoyle swoops towards you. Remember to cross it off your *Adventure Sheet*. Roll two dice. If the result is equal to your SKILL score or less, you hit the Gargoyle – turn to 232. If not, you miss – turn to 389.



264

You put your hand carefully into the hole. Just as your fingertips brush the key, the scorpion comes to life suddenly, and its great sting sinks into your hand, just below your knuckles. Lose 2 STAMINA points, and *Test your Luck*. If you are Lucky, turn to 305; if you are Unlucky, turn to 379.



265

As you climb, you realize that the cavern is really a wide vertical shaft, and soon you reach the Giant Spider's web, strung right across the shaft from one side to the other. You shudder as you notice several silk-wrapped packages hanging in the web – each is about the right size and shape to be a human body. If you investigate the bodies, turn to 290; if not, keep on climbing to 341.



266

You move quietly to the door, and begin working on the lock. There is a click from the lock, and the guard snaps awake, attacking you before you have time to react. Roll two dice. If the result is less than your SKILL score, you dodge his first blow – turn to 131 to continue the combat. If not, the guard's attack takes you by surprise – lose 2 STAMINA points and turn to 131.

267

You go cautiously downwards into the darkness, but fail to spot a loose flagstone a few steps down. As you put your weight on it, the stairs suddenly snap into a glassy-smooth slope, and you are thrown headlong down them and dumped painfully into a deep pit which opens up at the bottom. Lose 2 STAMINA points. If you have CLIMB skill or a rope and grapnel, you can climb out (turn to 240). If not, roll two dice. If the result is equal to your SKILL score or less, you manage to climb out (turn to 240). If not, you climb part of the way out, but fall back in again, losing 1 STAMINA point in the process; try again, and keep on trying until either you get out of the pit or die in the attempt.

268

"Is that all?" laughs one of the guardsmen. "You'll have to do better than that! Besides, attempting to bribe the City Guard is a serious offence, so you'll have to come along with us!" Obviously your attempt at bribery has failed. What will you do now?

Make a break for it?

Turn to 97

Try to escape through the door
behind you (if you haven't
already tried)?

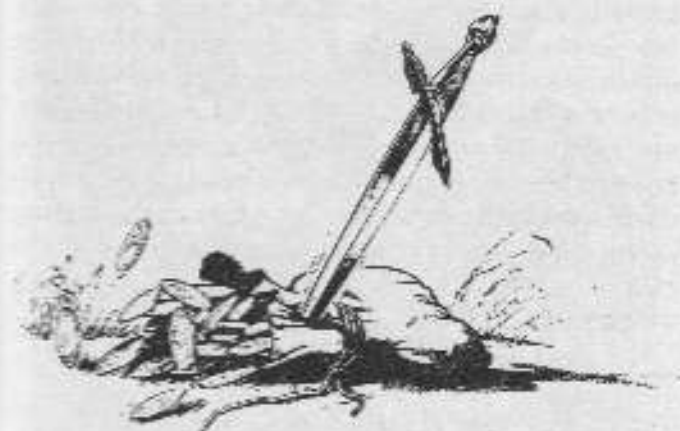
Turn to 149

Attack the patrol?

Turn to 224

269

You reach into the light to take the gem. As the light strikes your hand, a searing pain rips through your whole body. It is the last thing you ever feel. Your adventure ends here.



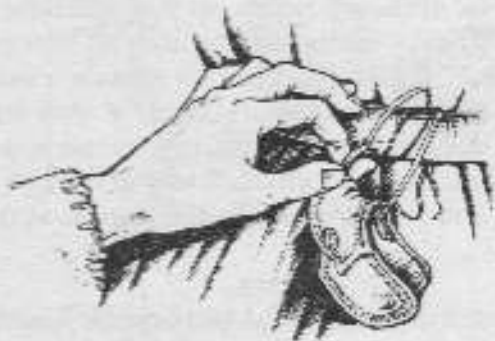
270

You dodge into the shadows and run away. The guard does not pursue you – obviously he doesn't want to leave his post. You double back to the square, being careful to stay out of the guard's sight, and weigh up the situation. After a little thought, you decide to avoid the main door and look around the building for an unguarded entrance. Turn to 210.



271

You follow the alley to the corner, turn left, and continue walking round the building. As you pass a narrow alley on your right, you see four shapes appear in front of you. They advance threateningly. You turn round, but three more have appeared behind you, blocking your retreat. Chuckling unpleasantly, the Footpads advance on you from both sides. You can try to force your way through them (turn to 151) or stand and fight (turn to 78). If you have **CLIMB** skill (there's not time to use a rope and grapnel, even if you have one), you can try to climb to safety - turn to 72.



272

You drag yourself into the shadow of a doorway, hoping that no one will notice you. The crash of the falling drainpipe has brought people to their windows all along the street, and some lean out with lanterns and candles, trying to see what has happened.

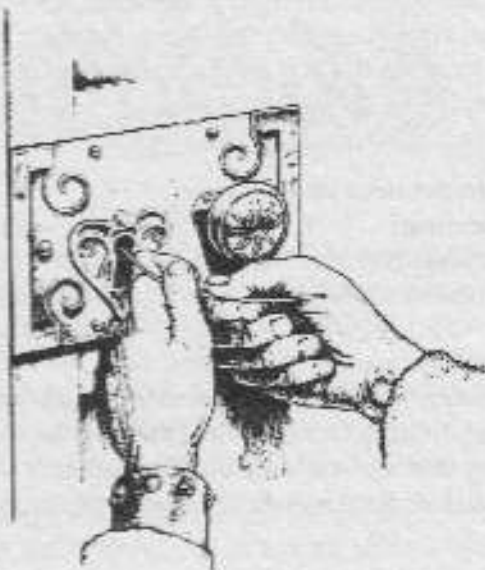
'Look, down there!' cries a voice. 'In the doorway!' You realize that you have been spotted, and you limp off down the street as fast as you can, with cries of, 'Stop, thief!' ringing in the air behind you. Doubling back through a succession of dark and winding alleys to throw off any pursuit, you eventually find your way back to the Market Square, and pause to consider your position. It's too dangerous to go back to Brass's house, so you will have to do without any information that you could have gained from there. That leaves you two options: either you can go to the Merchants' Guild, if you haven't already done so (turn to 129), or you can hope that you have enough information to find the Eye of the Basilisk and set out in search of it (turn to 144).

273

You put the key in the left-hand keyhole, and turn it slowly. If you have **PICK LOCK** skill, you can pick the right-hand lock with your free hand (turn to 335). If you do not have **PICK LOCK** skill, turn to 202.

274

You hold the end of your torch carefully against the strand of web. It catches light immediately, burning brightly with a loud crackling sound. *Test your Luck.* If you are Lucky, turn to 250. If you are Unlucky, turn to 394.



275

You cheat! There is no way here except from 260, and there is no way to 260 from anywhere else in the adventure. Go back to 1 and start again - this time without cheating.

276

You work quickly on the lock, and after a few seconds there is a satisfying click and the door swings open. You step inside, closing the door softly behind you, and find yourself in an impressive marble-floored hallway. A stairway on your left leads up to a balustraded landing, and a suit of armour stands against the stairs. Beneath the landing is another door: if your experience and training are anything to go by, this door will lead to the servants' quarters. What will you do?

- Go to the door beneath the landing?
- Examine the suit of armour?
- Go up the stairs?

Turn to 47
Turn to 62
Turn to 368

277

You listen carefully at the door, and hear loud snoring coming from within. You try the door and, finding that it is unlocked, slip inside. If you have SNEAK skill, turn to 396. If you do not, turn to 138.



278

You go over to the men who are playing pin-finger, and ask if you can join in their game. They agree readily, explaining that you must flick the point of the dagger between your fingertips as fast as you can for a full minute. If you can do this without stabbing yourself, they will pay you 10 gold pieces; if you fail, you must pay them 5 gold pieces.

If you change your mind about the game, turn to 195 to talk to Bald Morri, or to 203 to choose another option altogether. If you still want to play, roll two dice. If the result is less than or equal to your SKILL score, turn to 14. If the result is more than your SKILL score, turn to 376.

279

You step lightly over the sleeping Ogre. It doesn't so much as twitch, and you carry on down the passage. Turn to 342.



280

Your torch has panicked the Bats, and some attack you as they mill about. Fight them as one creature, subtracting 2 points from your Attack Strength because of the cramped conditions.

BATS

SKILL 5

STAMINA 12

If you win, turn to 43.

281

You leap forward and attack the white-clad figure with your sword. As your first blow strikes home, it gives a very human cry of pain. The young man's eyes clear suddenly, and he screams as he sees you confronting him. You curse your luck and run downstairs. He must have been sleepwalking but he's awake now, and his cries will soon rouse the whole household. You have no option but to run for it. You hurry back to the Market Square, planning your next move. It's too dangerous to go back to Brass's house, so you will have to do without any information that you could have gained from there. That leaves you two options: either you can go to the Merchants' Guild, if you haven't already done so (turn to 129), or you can hope that you have enough information to find the Eye of the Basilisk and set out in search of it (turn to 144).

282

You try to dodge, but the chair hits you squarely between the shoulders - lose 1 STAMINA point and turn to 68.

283

You offer to give the men something else to settle your debt, and they ask what you have to offer. They will take a magic potion or enough Provisions for five meals. If you give them one of these items, cross it off your *Adventure Sheet* and leave the tavern – turn to 203 and choose another option. If you do not have either item, or do not want to give them up, you can choose to fight the men (turn to 28) or try to run away (turn to 333).



284

You know that the Eye of the Basilisk is hidden somewhere around Barrow Hill, but do you know how to get there? You should have three numbers written on your *Adventure Sheet*, representing three clues: one from the Noose, one from the Merchants' Guild and one from Brass's house. If you have all three numbers, take the first number of the clue from the house, then the first number of the clue from the Guild, and then the first number of the clue from the Noose, and put them together in that order to give you a fourth number.

For example, if the clue from the house is 123, the clue from the Guild is 234 and the clue from the Noose is 45, you get the number 124 by putting together the first number of each clue.

When you have found the number, turn to that paragraph to continue the adventure. If you do not have all three clues, or if you have the wrong ones and end up at a paragraph which doesn't make sense, you have failed your test, and must start again from paragraph 1.

285

The Giant Spider's great fangs strike home. Lose 2 STAMINA points and roll two dice. If the result is equal to your *current* STAMINA score or less, turn to 235; if not, turn to 312.

286

Pausing to examine the steps, you notice a loose flagstone. You prise it up, and find a small lever underneath, obviously the trigger for a trap. You avoid the trap, and carry on down the steps to 240.

287

Ignoring the statue, you head straight for the site of the house, crossing what was once a lawn. You are about halfway across when you feel something tugging at your feet. Looking down, you see that the rank grass is winding itself round your boots and legs. As you pull one leg free, you see tiny flecks of blood – your blood – glistening on the blades of grass. You have just lost 3 STAMINA points. What will you do now?

Attack the grass?

Try to force your way free?

Turn to 219

Turn to 371



288

At last the Skeleton Lord is destroyed. You pick up his sword cautiously – normally you would have trouble just lifting a weapon that size, but because of its enchantments you can handle it as easily as if it were a fencing foil. Make a note of its special ability on your *Adventure Sheet*: when you hit an opponent, as well as the usual STAMINA loss it incurs, you add 1 point to your Attack Strength for the next round only. Strapping the sword-belt on, you search the chamber. You find an old bronze helmet (add 1 point to your SKILL if you put it on – it is not a backpack item), and a polished stone axe set in an antler haft. There is no trace of the Eye of the Basilisk, and no sign of a way out. Inspecting the plinth, you find a symbol scratched into one side. Turn to 102 if you have SECRET SIGNS skill, 52 if you don't.

289

Madame Star takes your money, and leads you into her front parlour. Showing you to a chair, she sits on the other side of a small table and gazes deeply into her crystal ball. She tells you that you are looking for something valuable, and that it is hidden in a dark place, a place of death. She says that before you find what you're looking for, you must look in a place of sleep and a place of work. This is an important clue; make a note of the number of this paragraph on your *Adventure Sheet*. You thank Madame Star for her help, and leave her cottage. What will you do next?

Go to the Rat and Ferret (if you haven't already)?

Turn to 309

Look for a beggar (if you haven't already)?

Turn to 26

Leave the Noose and look elsewhere?

Turn to 387

290

As you make your way across the web, you notice that some strands are sticky and some are not – the Spider obviously uses the non-sticky strands to retrieve prey that has been caught on the sticky ones. You must try to avoid the sticky strands as you investigate the bodies. Roll two dice – you may subtract 2 from the amount rolled if you have *SPOT HIDDEN* skill. If the result is equal to your *SKILL* score or less, turn to 382; if not, turn to 222.

291

The beggar almost collapses with relief. 'I thought I'd had it there,' he gasps. You are just wondering why the door was left unlocked, when he produces a set of lock-picks with a grin. 'Here,' he says, 'that's how I got in. You can put 'em to good use, I'm sure.' Add 1 *LUCK* point for this fortunate meeting. If you take the lock-picks, make a note of them on your *Adventure Sheet* – they do not count as a backpack item. The lock-picks give you *PICK LOCK* skill if you don't already have it; if you already have the skill, they have no effect. The only exit is a door at the far end of the room. You thank the beggar for the lock-picks, wish him pleasant dreams, and leave. Turn to 350.

292

What have you got that can be used to block the light?

An obsidian disc?

Turn to 87

A black cloak?

Turn to 308

Something else?

Turn to 397



293

You dodge into a shadowy doorway and stay very still. The light and the footsteps come closer; and you hardly dare to breathe as a two-man patrol from the City Guard approaches. You close your eyes and hope that they will go past without noticing you, but suddenly the light is shining straight into your face.

'Well, now, what have we here?' says a gruff voice. 'Come out of there, and state your business.' What will you do now?

Try to escape through the door
behind you?

Turn to 149

Try to bribe the patrol?

Turn to 327

Make a break for it?

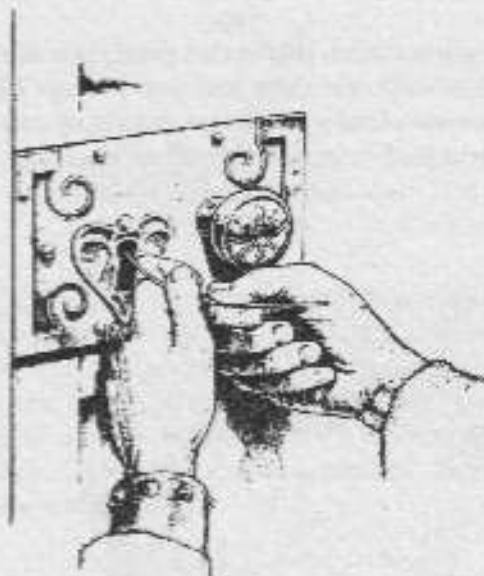
Turn to 97

Attack the patrol?

Turn to 224

294

You pull the statue round so that the archer's arrow points at the barrow. You wait for a few moments, but nothing happens, so far as you can tell. Perhaps the arrow should be pointed somewhere else – but where? At the site of the house (turn to 346), or at the standing stone by the barrow (turn to 383)?



295

There is a loud click, and the great iron door swings open easily despite its obvious weight. Inside is a strongroom, packed with chests and boxes. You step inside to take a look. If you have SPOT HIDDEN skill, turn to 21. If you do not, turn to 120.

296

You look desperately for some means of escape, but flames hem you in on all sides. After a few seconds the blazing web comes away from the walls of the shaft, and you plummet to the cavern floor below in a welter of flame. Your adventure and your life both end here.

297

You begin to climb down the shaft, but after a few feet a foothold crumbles and you plunge headlong downwards—lose 3 STAMINA points. If you are still alive, you find yourself in another passage. Turn to 236.



298

You creep closer to the dark shape, and see that it is a man in tattered clothes—probably a beggar—fast asleep. You smile to yourself. A beggar in the Merchants' Guild, eh? Not a bad place to spend the night, at that. If you wake him, turn to 385. If you leave him alone and leave by the far door, turn to 350.



299

A patrol from the City Guard quickly arrives on the scene. You are heavily outnumbered, and have no chance to escape before you are knocked out by a blow to the head. When you wake up, you find yourself in a cell, in chains and minus all your equipment. You have failed your test, and your adventure ends here.

300

You go cautiously down the steps. There are no traps this time, but as you reach the bottom you hear regular heavy breathing coming from down the crudely cut rocky passage which leads off in front of you. Advancing cautiously, you see an Ogre, obviously supposed to be on guard, slumped asleep in the passage. If you have SNEAK skill, turn to 279. If you do not, turn to 256.





301

As you push through the undergrowth that surrounds the statue, you realize that it is set on a plinth in the middle of a small walled pond. The statue, of an archer about to loose an arrow, is made of bronze, and is green with age. On the base of the statue is an inscription of some kind, obscured by dead leaves. Will you wade across the pond to read the inscription (turn to 2), or jump across (turn to 148)?

302

As you turn to move on, a glowing, almost transparent, bright blue *something* comes flying down the corridor at you. It looks a little like a severed human head, but you have no time to examine it closely as you throw yourself to one side. Roll two dice. If the result is equal to your SKILL score or less, turn to 12. If not, turn to 393.

303

You look all around the slab, trying to find some means of shifting it. After a few seconds' searching, you find a hand-size gap between the slab and the wall on one side, just the right size for a hidden catch. Will you feel for the catch with your hand (turn to 56) or use a dagger instead, if you have one (turn to 164)?

304

You hurl yourself to one side, but too late. One of the Giant Spider's great legs hits you, and you are hurled to the ground – lose 1 STAMINA point. The Spider is upon you before you can regain your feet, and you fend off its first attack clumsily.

GIANT SPIDER SKILL 7 STAMINA 8

If you win the first round of combat, you have not wounded the Giant Spider, merely fended off its attack. After the first round, fight it normally. If you lose the first round of combat – or any other – turn to 285. If you kill the Giant Spider without losing a single round of combat, turn to 353.

305

Cursing, you brush the scorpion away, crush it underfoot and take the key. It opens the lock, and the great iron door swings open. Turn to 79.

306

Quickly and quietly, you open first the bars and then the window itself, and let yourself down to the ground. You hurry through the darkened streets, leaving Brass's house behind you. As you go, you consider what to do next. You can try to find the Eye of the Basilisk, if you think you have enough information (turn to 144), or you can look for more information in the Merchants' Guild, if you haven't been there before (turn to 129).

307

You draw your hand back to knock, but before you can do so the door flies open and an old man with a long white beard stands before you. 'What do you want?' he demands. What will you do?

Run away?	Turn to 144 and choose again
Push him out of the way and look for the gem?	Turn to 137

308

You take off your cloak and throw it over the gem. As soon as it enters the light, the cloak disintegrates with a flash. Cross it off your *Adventure Sheet*. What will you do now?

Reach into the light and take the gem?	Turn to 269
Throw something to knock the gem out of the light?	Turn to 130
Try to block the light?	Turn to 292

If you want a clue, spend 2 LUCK points – don't forget to adjust the score on your *Adventure Sheet* – and turn to 338.



309

You go into the Rat and Ferret. The bar is lit by smoky oil-lamps, and the pipes and cheroots of the inn's customers add to the peculiarly rich atmosphere. The landlord, Bald Morri, looms behind the bar like an unfriendly mountain. At a table to one side, three disreputable-looking men are playing pin-finger, stabbing a knife into the table between their fingers faster and faster. You go to the bar and order a mug of ale. Cross 1 gold piece off your *Adventure Sheet* to pay for it. What will you do now?

Ask Bald Morri if he knows anything about Brass?

Turn to 195

Ask to join in the game of pin-finger?

Turn to 278

310

Your blow hits the guard, who stumbles but recovers quickly. Now you must fight him.

GUARD

SKILL 6

STAMINA 4

If the fight lasts more than three rounds, turn to 299.
If you win within that time, turn to 337.



311

You flatten yourself against the cavern wall, desperately trying to get out of the torchlight. As you do so, however, your shadow flits across the wall behind you, and you lose 2 STAMINA points as it attacks you from behind. What will you do now? Will you fight your own shadow (turn to 11) or run away from it (turn to 154)?

312

The Giant Spider prepares to attack again. You try to dodge its attack, but find yourself paralysed by its venom, you can only wait helplessly for it to finish you off. Your adventure and your life both end here.

313

You raise one arm in an attempt to fend off the blow, but you are too slow. The creature's blow thuds sickeningly into your shoulder – lose 2 STAMINA points. You find yourself staring into the snarling, hate-filled face of a Ghoul: you have disturbed it from its nocturnal feast, and now you must fight to keep yourself off the menu.

GHOUL

SKILL 8

STAMINA 7

If the Ghoul hits you three more times, turn to 171. If you win, turn to 57.



314

You look carefully around the plinth, and find a crack between the plinth and the floor on one side. It rolls back suddenly when you give it a shove, revealing a set of steps leading down into the darkness. You follow them down (turn to 300).



315

Hardly daring to breathe, you back out of the room and close the door. You decide to give the sleepers a little time to get back into a deep sleep. What will you do in the meantime?

Try the first door across the passage?

Turn to 70

Try the second door across the passage?

Turn to 76

Try the door at the other end of the landing?

Turn to 321

If you have already visited all the rooms, you can wait and then re-enter the room you have just left (turn to 277).





316

You go through the door into another rock-cut chamber – and find that you have reached the hiding-place of the Eye of the Basilisk! The huge yellow gem stands on a black stone pillar in the centre of the chamber, and a column of light shines from an unseen source, engulfing the gem and the pillar in light from floor to ceiling. You are elated to have come to the end of your quest, but your elation is tempered by caution: there is bound to be a final trap of some kind. What will you do now?

Take the gem?

Turn to 269

Throw something to knock it
out of the light?

Turn to 130

Try to block the light?

Turn to 292

317

You throw yourself at the door, trying to burst through before another of the Poltergeist's missiles hits you. The door doesn't budge, but a portcullis comes crashing down behind you, trapping you in the alcove. You try the door again, but you realize that it is a dummy, nailed to the wall as part of the trap. You try frantically to lift the portcullis. Roll two dice. If the result is equal to your SKILL score or less, you lift the portcullis and escape (turn to 152). If not, you fail to shift the portcullis – you are still trapped and the Poltergeist attacks once again.

POLTERGEIST

SKILL 6

STAMINA 0

Roll for Attack Strengths as normal, but if you win, the Poltergeist is not wounded, you have merely dodged its missile. If the Poltergeist wins, its missile hits you and you lose 1 STAMINA point.

After the Poltergeist has attacked, you may attempt to escape again. Repeat this procedure until you escape from the trap or die in the attempt.

318

The door has a large keyhole, and you look through it before deciding what to do. The room beyond seems to be a kitchen, and is illuminated by the dying embers in a large fireplace set into the far wall. In front of the fire, on the floor, is a large dark shape. It twitches as you watch, and when it raises its head and yawns you can see that it is a dog – a very big dog. You stand up, wondering what to do about it. As you think, your eye lights on a painting on the wall of the hallway. It is a portrait of a strong-looking, bearded man, with a telescope under one arm. On the bottom of the frame is a small brass plaque, bearing the inscription:

To Captain Marlin, from the crew of the Far Trader

Now what would Brass be doing with a picture which obviously belongs to a Captain Marlin? You must be in the wrong house. You leave very quietly, hoping that the huge dog in the kitchen won't hear you, and investigate the house across the street, with the coin symbol cut into the door-post. Turn to 384.

319

With a stony clink, your weapon bounces harmlessly off the Gargoyle's magical hide. What will you do now?

Use a magical weapon?

Turn to 158

Try some other means?

Turn to 73

Keep fending it off and hope for the best?

Turn to 389

320

You can find no way forward; the Eye of the Basilisk is beyond your reach. You have failed your test, and your adventure ends here.

321

You put your ear to the door, but hear nothing. Trying the handle, you find that the door is locked. If you have PICK LOCK skill turn to 134; if you don't, you can investigate the doors off the landing (turn to 45), you can leave the house and visit the Merchants' Guild, if you haven't been there before (turn to 129), or you can try to find the Eye of the Basilisk using only the information that you have gained so far (turn to 144).

322

The three Dwarfs lie dead at your feet. Before you can inspect the bodies, someone leans out of a window and calls loudly for the guard. You hurry away before a patrol arrives on the scene – turn back to 144 and choose again.

323

The Possessor Spirit disappears in a shower of bright blue sparks. A rapid search of the body turns up 5 gold pieces, a throwing knife, a long piece of heavy wire with a hook at the end and a flask. The flask has been cracked in the fight, and a potion is leaking out of it – there is enough potion left for one drink, but only if you drink it now. Turn to 247 if you drink the potion. Record anything you take on your *Adventure Sheet*; only the wire counts as a backpack item.

You move onward along the passage, following the trail of blood left by the dying thief. The trail leads to a door in the left-hand wall of the passage. The door stands ajar, and you peer through the doorway into a room furnished only with a great iron cage. Locked in the cage is a Dwarf. 'Let me out!' he pleads. 'I'm a thief like you! If you let me out we can look for the Eye of the Basilisk together!' If you let the Dwarf out of the cage, turn to 6. If you make sure he's a thief first, turn to 86. If you ignore him and carry on down the passage, turn to 155.

324

You step through the doorway into a torch-lit passage. You shut the door quickly as you hear a scrabbling, slithering sound from the darkened room behind you. Just outside the door stands a small bottle, containing a liquid which glows very brightly – so brightly that it hurts your eyes. You

wonder if it will penetrate the darkness of the room. Will you find out (turn to 92), or will you ignore the bottle and carry on up the passage (turn to 252)?

325

You cross the balcony to the landing. Three doors lead off the landing: one on the left and two on the right. At the end of the landing is a barred window. The bars are set into the brick of the windowsill, and cannot be moved. You decide to listen at one of the doors. Which one? The door on the left (turn to 277), the first door on the right (turn to 70), or the second door on the right (turn to 76)?

326

Hugging the shadows, you work your way around to the side of the building, then glide soundlessly up to the guard. He gives no sign of having noticed your approach. What will you do next? You can try to knock out the guard (turn to 38) or try to open the door (turn to 266).

327

You mumble some excuse about being a carpenter's apprentice on an errand, and reach into your purse. How much will you offer them? Decide how many gold pieces to offer, then roll one die. If the number rolled is equal to or less than the number of gold pieces you offered, turn to 44. If not, turn to 268. Don't forget to cross the money off your *Adventure Sheet*.



328

With a bestial grunt, the Ogre attacks you. Fight it normally.

OGRE

SKILL 8

STAMINA 12

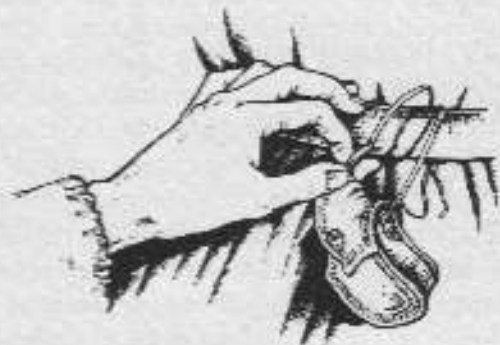
If you win, turn to 342.

329

As you reach for the top of the wall, an arrow slams into your arm. You lose your grip, and fall headlong from the top of the wall. Your adventure ends here.

330

The beggar is sufficiently startled to believe you, and leaves hurriedly. As he leaves, he mutters that he hopes you end up as a beggar with nowhere to go. Lose 1 LUCK point for being so hard-hearted. The only exit is a door at the far end of the room; you step cautiously out. Turn to 350.



331

Feeling your way along a wall, you try to creep across the room without making a sound, hoping that whatever is in the room won't notice you. After a few steps, your foot scuffs against a slight bump in the floor. Instantly, you hear the slithering sound getting closer, and you draw your weapon as the unseen monster attacks. Subtract 2 from your Attack Strength during this combat, because of the darkness.

UNSEEN MONSTER SKILL 5 STAMINA 8

If you win, turn to 157.

332

'ENOUGH!' Bald Morri's voice rings out above the sound of fighting. Together with some of the inn's customers, he separates you from the men, and throws you out. You pick yourself up out of the gutter, dust yourself down, and decide what to do next. Will you:

- | | |
|---|-------------|
| Look for a beggar (if you haven't already)? | Turn to 26 |
| Visit Madame Star (if you haven't already)? | Turn to 117 |
| Or leave the Noose and look elsewhere? | Turn to 387 |

333

You try to push past the men, and head for the door of the tavern. Roll two dice. If the result is less than or equal to your SKILL score, turn to 9. If the result is more than your SKILL score, turn to 258.

334

You turn to face the monster, feeling a great deal more confident now that you can see what you're fighting. As you turn, you see that it is a large, golden-brown lizard. Then you see its large, glowing yellow eyes and realize that it is a Basilisk, whose gaze is deadly. *Test your Luck*. If you are Lucky, turn to 174. If you are Unlucky, turn to 65.

335

There is a click, and the safe door swings open. Inside, you find 20 gold pieces, a ledger with Brass's accounts for the last two months, and a letter. The letter talks about 'fitting out your property on Barrow Hill', and is signed with a strange symbol, the type that wizards use. The ledger shows that Brass bought some land on Barrow Hill not long ago, and beside the relevant entry there is a pencilled note reading 'E.O.B.' This is an important clue - make a note of this paragraph on your *Adventure Sheet*. What will you do next? You may search the desk if you haven't already done so (turn to 143), leave the room via the window (turn to 306), or leave via the door and investigate the doors at the other end of the landing (turn to 325).

336

You draw your sword and wait in the hallway for someone to arrive, trying to look as fearsome as you can. The door beneath the landing opens, and out comes a bleary-eyed servant holding a huge black dog on a chain. He lets the dog go when he sees you, and it flies at your throat, snarling horribly.

DOG SKILL 7 STAMINA 7

While you are fighting the dog, more servants come out of the door. Fight three rounds of combat, then turn to 194. If you kill the dog inside three rounds, you must fight the servants. Fight them as a single enemy:

SERVANTS SKILL 7 STAMINA 9

Fight one round of combat against the servants, then turn to 194.

337

The guard falls to the ground, and you turn to the door. Before you have a chance to do anything, though, you hear footsteps approaching, and see a bobbing light in the distance, approaching rapidly – almost certainly a patrol, attracted by the noise of the fight. You dodge into a darkened alley, and search for another entrance: there will be far too much activity for comfort around the main door after this. Turn to 210.

338

Something tells you that the chest in the last room is important, so you go back there. The remaining Crystal Warrior does not move as you approach the chest. The chest is securely locked. If you have RICK LOCK skill turn to 145; if you don't, you will have to try to break open the chest. Roll two dice. If the result is equal to your SKILL score or less, turn to 118; if not, turn to 29.

339

The Poltergeist attacks you three times as you cross the room.

POLTERGEIST SKILL 6 STAMINA 0

Roll for Attack Strengths as normal, but if your Attack Strength is higher you have not wounded the Poltergeist, merely evaded its missile. If the Poltergeist has a higher Attack Strength, you lose 1 STAMINA point. Fight three rounds of combat, then turn to 59.

340

As the Gargoyle swoops towards you, you hurl the chain at it, hanging on to the drainpipe with one hand. Remember to cross the chain off your *Adventure Sheet*. Roll two dice. If the result is equal to your SKILL score or less, you hit the Gargoyle – turn to 232. If not, you miss – turn to 389.

341

At the top of the shaft, another passage leads away. As you follow the passage, it gets damper and damper, until moisture is running down the walls and the walls and ceiling are coated with occasional patches of mould. Finally, the passage comes to an end. The wall at the end is covered with a thick coating of bright yellow mould, which looks almost like the fur of some strange animal. There seems to be no way onward, but you are sure there must be a hidden exit – you've seen more than one apparent dead end already. If you have **SPOT HIDDEN** skill, turn to 88. If you do not, turn to 378.



342

At the end of the short passage is a great iron door. It is as high and wide as the passage itself, and one look tells you that you would never be able to break it down. There is a keyhole in the door, but you realize that the lock on a high-security door like this will be very difficult to pick. Beside the door is a hole in the wall, containing an iron key on a hook and a small, brightly coloured scorpion. The scorpion does not move, but you know that if you try to take the key, there is a good chance that it will strike at your hand. Will you try to take the key (if you have **PICK POCKET** skill, turn to 13, if you do not, turn to 264), or will you leave it alone and try to pick the lock (turn to 58)?



343

You go down a short passage, and come to a set of steps leading downwards into the darkness. This seems to be the only way onward, so you start cautiously down the steps. If you have **SPOT HIDDEN** skill, turn to 286. If you do not, turn to 267.

344

You can't make out the symbol. Since there seems to be no way into the barrow itself, you conclude that the Eye of the Basilisk is hidden somewhere else. Turn to 77 and look around the rest of the garden.

345

You smile at the guard, and approach him cautiously, rummaging in your purse. How much money will you offer him? Decide how many gold pieces to offer (not forgetting to cross them off your *Adventure Sheet*), then roll one die. If the result is equal to the amount you offered or less, turn to 251. If not, turn to 101.



346

You pull the statue round so that the archer's arrow points at the site of the house. Nothing happens, as far as you can see. Perhaps the arrow should be pointed somewhere else – but where? At the barrow (turn to 294) or at the standing stone by the barrow (turn to 383)?

347

You turn the doorknob and lean hard against the door, but nothing happens. The door doesn't move – it must be locked, or bolted from the other side. There's no escape that way. What will you do now?

Make a break for it?

Turn to 97

Attack the patrol?

Turn to 224

Try to bribe the patrol (if you haven't already)?

Turn to 327

348

You put your shoulder to the slab, and heave with all your might. The slab stays firm, and something gives in your back – lose 1 STAMINA point for tearing a muscle. Go back to 43 and choose again.

349

The symbol means nothing to you. Turn to 181 if you have SPOT HIDDEN skill, otherwise there is nothing for it but to wait until someone finds you and face the music. You have failed your test, and your adventure ends here.



350

The door leads to a passage. Off the passage is a kitchen, containing nothing of interest, and a lobby, from which stairs lead up to the first floor. You creep up the stairs, and find yourself in a carpeted passage with a door on either side. The door on the left has the symbol of a coin painted on to a wooden plaque which is attached to it, and the door on the right bears the symbol of a fish. Will you:

Check the passage for traps (if you have SPOT HIDDEN skill)?

Turn to 357

Open the door on the left?

Turn to 189

Open the door on the right?

Turn to 83



351

After a few yards, the passage comes to an abrupt end. The only way onward is a hole in the floor, leading down into the darkness. Will you go down the hole (if you have **CLIMB** skill, turn to 216, if you do not, turn to 297), or will you go back and try the other end of the passage (turn to 241)?

352

You advance cautiously into the darkness, wondering what is in there. Turn to 24 if you have **SNEAK** skill, 331 if you don't.

353

Once the Giant Spider is dead, you are able to look around you. There are no passages leading out of the cavern apart from the one you came in by, so you decide to investigate the ceiling, which is lost in darkness. If you have **CLIMB** skill, turn to 265. If you do not, turn to 399.



354

You drop through the skylight into a short passage. Pausing to get your bearings in the half-light, you see that there are two doors, each bearing a badge or symbol of some kind. The door on the right is marked with a coin symbol, and the one on the left is marked with a fish symbol. If you open the door with the fish symbol, turn to 83. If you open the door with the coin symbol, turn to 189. If you have **SPOT HIDDEN** skill, you can check the passage for traps first by turning to 357.

355

The chair misses you by a whisker as you throw yourself to one side. Turn to 68.

356

You start to disarm the trap, but succeed only in setting it off. The panel near the lock flies open, and six small darts shoot out. Roll one die to see how many hit you. You may halve the number (rounding fractions down) if you successfully *Test your Luck*. Each dart that hits you does 1 STAMINA point of damage. To make matters worse, you can hear the sound of a patrol approaching, and the guard you knocked out begins to groan, as if he is about to wake up. You decide to give up on the main door, and dodge into an alley which runs down one side of the building. Perhaps you will find some easier and less exposed way in. Turn to 210.



357

You search carefully along the panelled walls, and find a slight bump in the floor. Rolling back the rug, you find a lever connected to a hidden panel on one side. You're not sure precisely what it is, but it must be the trigger for a trap of some kind, so you give it a wide berth. What will you do next?

Try the left-hand door (with
the coin symbol)?

Turn to 3

Try the right-hand door (with
the fish symbol)?

Turn to 163



358

You approach the trees almost silently. As you draw closer, you can see a hunched form bent over something in the darkness. There is a sickly sweet smell of rotting flesh coming from somewhere. What will you do?

Hurry on across the square?

Turn to 246

Attack the hunched figure?

Turn to 230

Touch the hunched figure?

Turn to 19

359

You hack at the strand of web holding your foot, and eventually pull it free. Being careful to avoid any more sticky strands, you make your way cautiously to the nearest body. Turn to 382.





360

As you pick the lock, a jolt of electricity lashes up your arm and throws you across the room – lose 4 STAMINA points. If you are still alive, you open the chest. Inside is a disc of black obsidian, almost a foot across and so highly polished it reflects the light of your torch like a mirror. You reach in to take it. Turn to 182 if you have SPOT HIDDEN skill. If you do not, turn to 20.

361

This isn't going to be easy: you have to take the key from around Brass's neck without waking him. Roll two dice. If the result is equal to or less than your SKILL, turn to 185. If the result is more than your SKILL score, turn to 261.

362

You pull the map out of your backpack, study it for a little while, and mark out the quickest route through the maze. Following the map, you come through the maze in a matter of minutes. It's a good job you picked it up, you could get lost in that maze for ever. Turn to 178.

363

You put the whistle to your mouth and blow. You hear nothing, but the milling hats suddenly part round you like a curtain, and fly out of the passage into the night. Turn to 43.

364

Bald Morri takes your money, and leans over the bar. 'He's a big merchant,' he says in a low voice. 'His symbol is a coin, and it's on everything that's his. That goes for his house, too - it's on the corner of Short Street and Field Street, just by the Field Gate.' He dips a finger into your ale and sketches a symbol on the bar-top. If you have **SECRET SIGNS** skill, turn to 253; if not, turn to 217.

365

The force of the Gargoyle's blow nearly knocks you off the drainpipe, but you hold on for dear life. Will you keep fighting (turn back to 225 and fight another round), or will you try some other approach (turn to 73)?

366

Because you stay in the alcove, the Skeletons can only attack you one at a time. Add 1 **LUCK** point for thinking of this, then fight the Skeletons one at a time.

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	5	4

If you win, turn to 31.

367

You run for the door, but before you can reach it the Shapechanger leaps from the cage and throws itself

on you from behind - lose 2 **STAMINA** points. You must fight it now.

SHAPECHANGER SKILL 10 STAMINA 10

If you win, leave the room and turn to 155.

368

You slip quietly up the stairs and on to the balcony. There is a door immediately on your left, and a short landing leads off the balcony on your right. Three doors open on to the landing. If you try the door on your left, turn to 321. If you investigate the doors on the landing, turn to 45.

369

You make your way down Clock Street. Suddenly, as you pass a narrow side-alley, three small shapes launch themselves out of the darkness at you - a trio of Dwarven footpads. Fight them one at a time.

	SKILL	STAMINA
First DWARF	7	7
Second DWARF	6	7
Third DWARF	6	6

If you win, turn to 322.



370

You set off down another passage, but after what seems like an hour's walking you are still lost. *Test your Luck*. If you are Lucky, you finally find your way out of the maze – turn to 178. If you are Unlucky, you are still lost: return to the top of this paragraph and try again until you are successful. If you run out of LUCK altogether, you never find your way out of the maze. You have failed your test, and have nothing to look forward to but a slow death by starvation.



371

You wade through the grasping, clinging Tangleweed, not stopping until you are well clear of it, but losing another 3 STAMINA points in the process. Turn to 248.

372

Hugging the shadows, you work your way round to the side of the building, and creep towards the guard. Your foot brushes a pebble, which clatters along the cobbles, and the guard suddenly snaps awake. He barks a challenge and levels his spear at you. Will you attack the guard (turn to 131), try to bribe him (turn to 345), or retreat (turn to 270)?

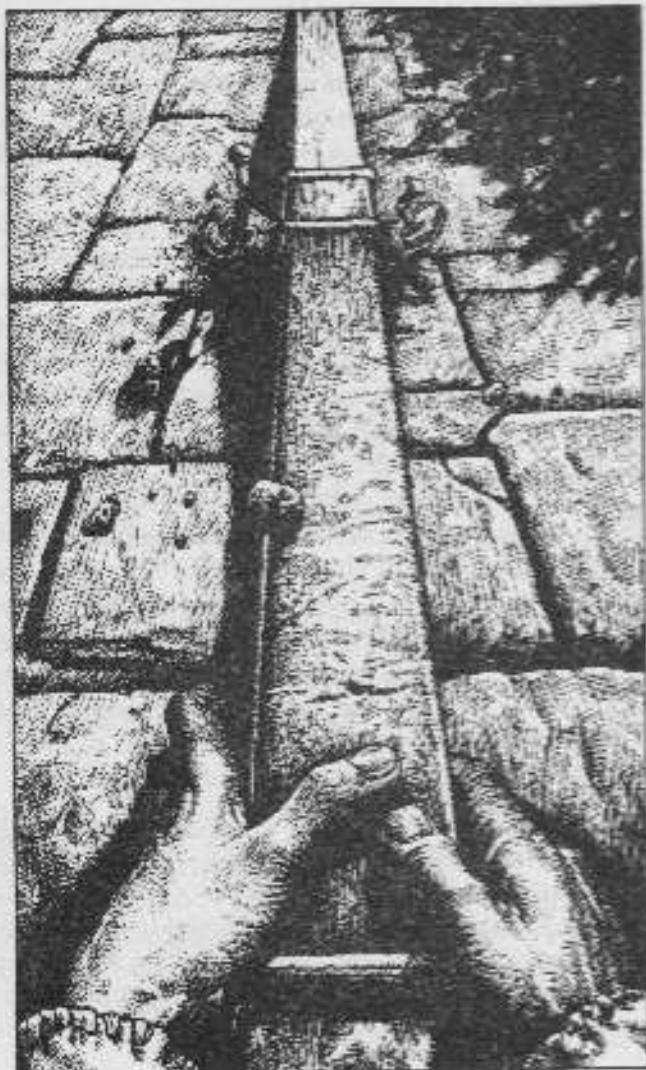
373

Your mind works quickly. There is some kind of sorcery at work here, and you don't like the idea of fighting your own shadow at all. If you stop casting a shadow, you won't have a shadow to fight – but how can you do this? You drop the torch you are carrying, and hurl your weapon at the torch on the wall. Don't forget to cross it off your *Adventure Sheet*. If you have nothing else to fight with, you must deduct 3 from your Attack Strength until you find another weapon. Roll two dice. If the result is equal to your SKILL score or less, turn to 5. If not, turn to 249.

374

At last, the passage comes to an end. You had begun to think that it would go on for ever, but you find yourself peering into a huge cavern with no visible exits. Is this the hiding-place of the Eye of the Basilisk? The cavern is featureless, and its roof is lost in darkness, beyond the range of torchlight. You move cautiously into the cavern, and start to check the walls for concealed doorways or hiding-places.

Suddenly, your attention is caught by a rattling noise from above you. You raise your torch and look up, trying to see where the noise is coming from – and see an immense spider, fully five feet across the body, dropping like a stone towards you. Roll two dice. If the result is equal to your SKILL score or less, turn to 207; if not, turn to 304.



375

You climb the drainpipe rapidly, but when you are about ten feet off the ground, it shudders slightly, and comes away from the wall with a groan of twisting metal. You fall to the alley below – lose 2 STAMINA points – and the drainpipe falls on top of you with a crash. You drag yourself into the shadows: if you have HIDE skill, turn to 116; if you do not, turn to 272.

376

You put your hand down on the table, with your fingers spread wide, and stab the knife into the table between each pair of fingers in turn. Faster and faster the knife moves, until you accidentally stab one of your fingers. *Test your Luck.* If you are Lucky, turn to 71. If you are Unlucky, turn to 199.



377

The door is very solid – it appears almost impossible to open by force – and the lock on it is one of the largest and most complicated that you have ever seen. If you have **PICK LOCK** skill, you can try to open it, but it won't be easy. Roll two dice, and add 2 to the score. If the result is equal to your **SKILL** score or less, you have opened the door – turn to 295. If not, or if you don't have **PICK LOCK** skill, you can't open the door, and you will have to confine your attention to the desk (turn to 90) or leave the Merchants' Guild stealthily and either look for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk without looking for any more clues (turn to 144).

378

You search both sides of the passage, but can find no way out at all. Perhaps you missed something earlier on, and this really is a dead end. *Test your Luck.* If you are Lucky, turn to 88. If you are Unlucky, turn to 42.

379

Cursing, you brush the scorpion away, crush it underfoot and take the key. As you turn to put it in the lock on the great iron door, your vision blurs. Shaking your head, you try to take a step, but fall to the ground as the venom takes effect. Your adventure and your life both end here.

380

You cannot stop your hand wavering, and your fingertips brush the edge of the light. A searing pain lashes through your arm. *Test your Luck.* If you are Lucky, you lose 4 **STAMINA** points. If you are still alive, go back to 87 and try again to take the gem. If you are Unlucky, the shock of the pain makes you stumble further into the light and the searing pain is the last thing you ever feel. Your adventure ends here.

381

As you hurry out of the cavern, you notice a series of holes in the walls of the passage, three on each side, at chest height. You crawl underneath them, and as you do so a small dart shoots out of each hole. If you had been standing, they couldn't have missed you. Gain 1 **LUCK** point for evading the trap, and follow the passage to 191.

382

Carefully cutting the spider-silk from around the body, you find that it is indeed human. You avoid the face – you don't want to find out whether it's anyone you know – and concentrate on looking for usable equipment. You find a backpack with enough Provisions for two meals, but that is all. You decide that you can't face investigating the other bodies, and resume your climb to 341.

383

You pull the statue round so that the archer's arrow points at the standing stone beside the barrow. There is a grating noise, and part of the featureless grassy mound falls inward, revealing a small stone doorway. You go cautiously inside, pausing only to light a torch, your hand-lantern isn't bright enough for these conditions. Turn to 343.

384

You look all round the two-storey house for possible entrances. There is no back door, but you find two possible ways in: a front door, which is locked, and a drainpipe, which leads up to three windows on the upper floor.

If you have **PICK LOCK** skill, you may try to open the front door (turn to 276). If you decide to climb the drainpipe, turn to 108. If you don't wish to do either, you can make your way back to the Market Square and visit the Merchants' Guild, provided that you haven't done so already, by turning to 129.

385

The beggar wakes with a start. 'Don't hurt me,' he whines. 'I've done no harm. All I wanted was somewhere to sleep out of the weather.' He's clearly frightened of you – he probably thinks that you are a Guild official or a nightwatchman. Will you pretend to be a watchman and order him out (turn to 330), or will you tell him you're a friend (turn to 291)?

386

You resume your circuit of the building, and notice a doorway in the wall, but when you investigate it, you discover that it's been bricked up – there's no way in here! Carrying on around the building, you turn left and find yourself in Key Street. Looking south, you see someone dodging a hail of arrows. You smile to yourself as you head north. The Guild has done well with that trick, even though there were some who said it would never work.

You come back to the Market Square, having walked right round the Merchants' Guild, and pause to think. You have found three ways in: the front door, where there is a guard to get rid of; the back door; and the drainpipe beside the back door, which leads to a window. You decide that the front door is too risky: fighting with an armed guard in the Market Square is bound to attract attention, even at night. This leaves you with the back door (turn to 159) or the drainpipe (turn to 225). If you have **CLIMB** skill or a rope and grapnel, you can ignore both options if you wish, and try climbing to the roof – turn to 4.

387

You leave the darkened alleyways of the Noose, and head out into the rest of the town. Where will you go first?

To Brass's house?

Turn to 156

To the Merchants' Guild?

Turn to 129



388

You miss the Jib-Jib, which runs screaming down the passage. You've heard that their voices are loud, but you still find it hard to believe that such a small beast can make so much noise! You can't hear the armed guards running to investigate – the Jib-Jib's howling drowns out everything else – but you can imagine them running up the stairs at this very moment. You make your way out of the Merchants' Guild as quickly as you can, and take cover in a shadowy alley. After your nerves have settled, you begin to weigh up the situation. It's too dangerous to return to the Guild now, so you'll have to do without any information that you might have gained there. That leaves you two options. You can look for clues in Brass's house (if you haven't been there before) by turning to 156, or you can set out in search of the Eye of the Basilisk now, and hope that you have enough information to find it (turn to 144).

389

A stony claw rips your shoulder open; you are torn from the drainpipe and plummet to the alley below. Lose 3 STAMINA points. If you are still alive, turn to 48 if you have HIDE skill, 175 if you do not.

390

The door shudders as you hit it, but does not open. Lose 1 STAMINA point for a bruised shoulder. Instantly, the air is filled with a dense, mustard-coloured cloud of spores, but the cloth over your mouth and nose protects you a little. Try again – roll

two dice. If the result is equal to your SKILL score or less, turn to 190; if not, turn to 51.

391

You drop to the foot of the wall, hitting the ground hard – lose 1 STAMINA point. You stagger to your feet and try to run, but guards are converging on you from all sides. Roll two dice. If the result is equal to your SKILL score or less, you manage to evade the guards and escape – turn back to 144 and try somewhere else. If not, turn to 36.

392

You leave the city by the Field Gate, slipping past the guards like a shadow. Soon, you see Barrow Hill rising out of the night ahead of you. As you climb the hill, you see the ancient barrow from which it got its name. Not far away is an overgrown garden, all that remains of a great house built here a century or more ago. They say that the family who lived there were dogged by ill-luck until they abandoned the house, and soon after they left it burnt to the ground. You wonder what Brass has done to the site, where the Eye of the Basilisk is, and how it's protected. Where will you start looking?

By the barrow?

Turn to 30

By the house?

Turn to 77

393

You hurl yourself to one side, but the thing, whatever it is, grazes your shoulder. A tremendous jolt

of pain lashes through your body, and for a fraction of a second you feel as if your very soul is being burnt up by the thing's hellish energy. Lose 2 STAMINA points, 1 SKILL point and 1 LUCK point. The thing hovers above the dead thief's body for a fraction of a second, then sinks down into it, soaking into the dead flesh like water soaks into a sponge. The body twitches once, and then drags itself to its feet. Your scalp tingles as the dead eyes stare sightlessly into yours, and the dead thief shambles to attack you. Will you fight the Animated Corpse (turn to 82), or try to run away (turn to 192)?

394

You manage to free your foot, but the fire spreads rapidly and soon the whole of the web is blazing. If you have CLIMB skill (a rope and grapnel won't do here), turn to 239. If you do not, turn to 296.

395

You attack the Gargoyle.

GARGOYLE

SKILL 9

STAMINA 10

When you win a round of combat, turn to 133.



396

By the faint moonlight coming into the room, you see a large four-poster bed. Two people are asleep—Brass and his wife. At the foot of the bed stands a chair with clothes heaped on it, and a rapid search of the clothes turns up 10 gold pieces. As you are about to leave, you see that around Brass's neck is a key on a silver chain. The key has the letter 'R' on it. If you try to take the key, turn to 361 if you have **PICK POCKET** skill, 261 if you do not. If you decide not to take the key, you turn and leave the room quietly. Once back on the landing, will you:

- Try the first door across the passage? Turn to 70
- Try the second door across the passage? Turn to 76
- Investigate the door at the other end of the landing? Turn to 321

Or you can leave the house quietly and either go to the Merchants' Guild, if you haven't already done so (turn to 129), or set out in search of the Eye of the Basilisk without looking for any further information (turn to 144).

397

You hold the object in the light, and it disintegrates with a flash. It is totally destroyed, and not even a trace of ash is left behind. Cross the object off your *Adventure Sheet*, and lose 4 **STAMINA** points as your hand brushes the edge of the light. What will you do now?

- Reach into the light and take the gem? Turn to 269
- Throw something to knock the gem out of the light? Turn to 130
- Try to block the light? Turn to 292

If you want a clue, spend 2 **LUCK** points – don't forget to adjust the score on your *Adventure Sheet* – and turn to 338.

398

You manage to kill the Jib-Jib before it can make a sound. Just as well – you've heard that their screams can be heard miles away, and the last thing you want to do is to let the whole town know that someone's broken into the Merchants' Guild. Wiping your sword, you turn your attention to the doors. Which one will you try first:

- The door with the coin symbol? Turn to 3
- The door with the fish symbol? Turn to 163

399

You try to climb the cavern walls, but they are too sheer and you can find no handholds. You look again around the cavern, searching for a hidden door or some other way out, but find nothing. *Test your Luck*. If you are Lucky, turn to 213. If you are Unlucky, turn to 320.



400

As you stand looking at the fake gem, a secret door opens in the back of the chamber, and out steps Rannik, followed by several other prominent Guild members. They are all smiling.

'Yes, I know it's a fake,' grins Rannik, 'the whole job was. But the dangers were real enough, and you used your skills and equipment well to overcome them. You've passed your test, and the Guild Council, whom you see here, has no hesitation in admitting you to full membership of the Thieves' Guild of Port Blacksand.' Your disappointment turns to a choking mixture of elation and relief as the other thieves crowd round to congratulate you.

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