

The Curse of Blackwood Manor

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Two dice, a pencil and an eraser are all you need to embark on this adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress. It is up to YOU to decide which routes to follow, which dangers to risk and which foes to fight.

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INTRODUCTION

Before you take part in this quest, you must first determine your own strengths and weaknesses. You use dice to work out your initial SKILL, STAMINA, and LUCK scores. On page 7 is an *Adventure Sheet*, which you may use to record details of your adventure. On it, you will find boxes for recording your SKILL, STAMINA and LUCK scores. Write your scores on the *Adventure Sheet* in pencil so you can erase previous scores when you start again. You may make photocopies of the sheet for use in future adventures.

You use dice to work out your *initial* scores on an *Adventure Sheet*, which you may use to record details of your adventure. On it, you will find boxes for recording your SKILL, STAMINA and LUCK scores. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures. Full details governing rules can be found in any of the Fighting Fantasy Gamebooks as well as on the Official website: www.fightingfantasy.com.

SKILL, STAMINA, LUCK

To determine your *initial* SKILL, STAMINA, and LUCK scores:

- ❖ SKILL Roll one die. Add 6 to the number and enter this total in the SKILL box
- ❖ STAMINA Roll two dice. Add 12 to the number, box on the *Adventure Sheet*.
- ❖ LUCK Roll one die. Add 6 to the number and enter this total in the LUCK box.

For reasons that will be explained below, all your scores will change constantly during the adventure. You must keep an accurate record of these scores, and for this reason, you are advised to write small in the boxes or to keep an eraser handy. However, never rub out your *initial* scores, except on those very rare occasions when the text specifically tells you so.

Although you may be rewarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *initial* Scores, except on very rare occasions, when you will be instructed on a particular page. SKILL reflects your general expertise in fighting and combat; the higher the better. STAMINA score reflects your general constitution, your overall will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. LUCK score indicates how naturally lucky a person you are. Luck are facts of life in the fantasy world you are about to explore.

BATTLES

During your adventure, you will often come across pages in the book, which instruct you to fight a creature or human.

First, record the opponent's SKILL and STAMINA scores in the first empty Encounter box on your Adventure Sheet. The scores for each opponent or creature are given in the book each time you have an encounter. You should also make a note of any special abilities or instructions, which are unique to that particular opponent.

The sequence of combat is then:

1. Roll two dice for your opponent. Add its SKILL score. This total is the opponents Attack Strength.
 2. Roll two dice 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 your opponent's is, you have wounded it. Proceed to step 4.
 4. If your opponent's Attack Strength is higher than yours is, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows - start the next Attack Round from steps 1 above.
 4. You have wounded your opponent; so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below). Proceed to step 6.
 5. Your opponent has wounded you; so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see below). Proceed to step 6.
 6. Make the appropriate adjustments to either your opponents or your own STAMINA scores (and your LUCK score if you used LUCK - see over).
 7. Begin the next Attack Round, starting again at step 1 with your current SKILL score. This sequence continues until the STAMINA score of either you or your opponent reaches zero (death). If your opponent dies, you are free to continue with your adventure.
- If you die, your adventure ends and you must start all over again by creating a new character.

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 in the relevant pages themselves), you may use LUCK to make the outcome more favourable to you. However, beware! Using LUCK is a risky business and, if you are *un*lucky, the results could be disastrous.

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

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

USING LUCK IN BATTLES

In battles, you always have the option of using your LUCK either to score a more serious wound on an opponent you have just wounded or to minimise the effects of a wound you have just received.

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

If the opponent has wounded you: you may *Test your Luck* to try to minimise the wound. If you are Lucky, your opponent's blow only grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 extra STAMINA point (i.e., a total of 3 points from your own STAMINA). Remember: you must subtract 1 point from your LUCK score each time you *Test your Luck*.

Skill

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

At various times during your adventure, you will be told to *Test your Skill*. The procedure for this is the same as that for *Testing your Luck*: roll two dice. If the number rolled is less than or equal to your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your SKILL each time you *Test your Skill*. Your SKILL score can never exceed its *initial* value unless specifically instructed on a page.

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or created your own luck by some other action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *initial* value unless specifically instructed on a page.

EQUIPMENT

You will start your adventure with no equipment, but you may find items during your travels. Reduce your *initial* SKILL by 2 points until you find a weapon.

BACKGROUND

The rain lashes the windscreen like a wild insane animal. Why you have to go out at this time of night, you don't know? Your boss rang you twenty minutes ago to take some papers to Blackwood Manor for Mr Smith to sign, so a sale can go through quickly.

You drive through the rusty iron gates and drive up the gravel driveway. A dark foreboding wood closes in on you from both sides until you arrive at the house.

Blackwood Manor towers over you like a malicious giant creature staring at its prey. You get out of the car, run through the rain and reach the front door stepping in every puddle all the way.

You knock on the door and wait in the darkness shivering. The door snaps and clicks as locks open to reveal an ancient face. The old man is withered and cracked from years of experience. He is slightly stooped forward and leans on a wooden walking stick. He wears a brown dressing gown and blue slippers. 'Can I help you?' he asks.

You tell him who you are and he lets you in. Entering the foyer he leads you to the entrance hall decorated with a black and white chequered floor, red walls and ominous-looking portraits. You turn left into the study. All the other doors are closed.

The study is dark and lit only by a few candles and a crackling fire in the fireplace. An ornate clock echoes its ticks throughout the room and sits atop the mantel. Red drapes cover the windows and an oriental rug fills most of the floor. An oak desk sits in the far corner and two armchairs face the warmth of the fire where you both sit down.

You take out the papers from your briefcase and hand them to the old man. He ignores them and stokes the fire with a nearby poker. 'This night reminds of an age past. A time I can never forget. If I had known what was to befall me that night, then I wouldn't have ventured here.' he says as he stares distantly into the dancing flames.

'Although the day itself was quite eventful, it started when my car broke down just outside a small village quite near here.' He stares at you and gives you a sickly grin. As you look into his eyes you see something familiar about them. Have you already met? No, you would have remembered.

Strangely you start to feel drowsy. As he continues his story you start to visualize his very words, when suddenly...

Go to 1.

1

...the car swerves as you miss the deer standing in the middle of the road and crash into a nearby tree. You are unhurt but shaken. You clamber out of the car and turn back to look down the road as the deer walks off into the nearby trees. A sign ahead reads: BLACKWOOD - 3 MILES. You look at your watch. It's about midday and the sun beats down upon you like a malevolent drummer. A three-mile hike is upon you since you forgot to bring your mobile phone with you. You hope they have a garage.

Go to 117.

2

You attach the hair to the doll and pierce the heart with the pin. The Count clutches his chest and slumps to the ground dead. The demon staggers slightly but recovers quickly. It stares at you with its steely eyes and grins. Do you carry the skull of Librahl? If so, go to 199. If not, go to 133.

3

You have the urge to kill him and lunge yourself at him.

DANIEL BLACKWOOD SKILL 10 STAMINA 12 If

you win, go to 101.

4

You are in the withdrawing room. Rich drapes hang over the windows while plush green cushioned furniture fills the room. A chessboard stands by one wall. Do you investigate the chessboard? If so, go to 185. If not, you leave, go to 74.

5

The desk is covered with a few papers, blotting paper, ink and a calendar. Strangely the year on the calendar is 1874. Do you open the desk drawers? If so, go to 73. If not, you leave the room, go to 37.

6

As you get tangled in them you push forward harder until you reach the other side without too much damage. Unfortunately, you didn't notice the large pit on the other side and fall headlong into it. You break your neck. You are dead!

7

He leads you into his vestry and you sit opposite each other over a small wooden table. 'What you fought outside is only a small part of what's going on in this area. It has to do with Blackwood Manor on the other side of the woods to the north. It's a place of devil worshippers and demonic atrocities. However, recently the locals have started disappearing and strange things have been happening in the woods. I believe something big is about to happen on a grander scale of literally demonic proportions.' explains the priest. 'I'm getting too old to go demon hunting. Please help.

Fate has led you to this damnable place and you must find a way to stop whatever they are planning. Go north into the woods and beware of strange goings on. Eventually you will arrive at

the house. It won't be easy getting in but you must and destroy the evil that resides within.' You sit silently for a few minutes and your heart tells you that you have to help. You both stand up, shake hands and leave.

Go to 150.

8

Covert each of the words letters with the following code: A=1, B=2, C=3, etc. Add up the totals to each of the four words. With these four values add them together and then divide the final total by five. Turn to that reference with the same result. If it doesn't make any sense you have failed. Go to 133.

9

You are in the Sinis room. A strange contraption greets your eyes. It is made of metal, about eight feet by five feet by three feet high. It is riveted around the edges and it is oblong-shaped. On top is a smaller box welded on top. A small slot is situated on top of the smaller box. Do you have a diamond ring? If so, go to 160. If not, you leave, go to 216.

10

Little did you know that the bats were Anastasia's pets and you are infected. She now has influence over you and you easily become her slave forever!

11

One of the alcoves is a door to a secret room. Inside the room is a metal box. Covered in a black satin cloth is a human skull made totally out of jade. It is called the skull of Librahl. You take it and leave. Go to 61.

12

It is getting dark now and it's starting to rain. You are standing on the driveway. To the west is an orchard (go to 195) and to the east is the front of the manor house (go to 54).

13

You stumble over an upturned root. Lose 1 STAMINA point. The path splits north and east. Do you go north (go to 143) or east (go to 64)?

14

The path ends at a metal grating. It is padlocked shut. Do you have a copper key? If so, go to 118. If not, you head back west, go to 88.

15

The vampire bites into your neck and sucks on your blood. You will spend eternity as a vampire joining in the blood lust that has befallen many creatures of the night. Your mission is over.

16

You are in the dining room. A long mahogany table spans the room and rich drapes cover the windows. The walls are covered in strong electric blue wallpaper and a large crystal chandelier glitters in the light above you. Sitting upon the table is a long wooden box. Do you open the box? If so, go to 192. If not, you can go south (go to 31), east (go to 170), or west (go to 56).

17

‘The attic? There is nothing up there but junk.’ Do you ask what’s going on in the house (go to 193) or leave (go to 109)?

18

Alas, you have failed. Without the key you cannot stop the Count. Your mission is over!

19

As you enter the inn it feels quite cosy with a few snugs, a large fireplace, stools and tables. The bar is made of mahogany and masses of spirits line the back wall. The staircase leads up to the residential area, while a trapdoor behind the bar leads down into the cellar. To go upstairs (go to 201) or to go down the cellar (go to 97). Alternatively, you can leave (go to 189). As for a phone - there isn’t one!

20

The trees disperse and you come out into the manor grounds. Go to 48.

21

The old woman seems to look down upon you with an air of disdain. She wears an electric blue dress with white lace frills. The name plaque reads: Countess Olivia Blackwood 1840-1892. Return to 95 and choose again.

22

The door unlocks easily and you enter the room. Go to 113.

23

The noise is deafening but creates the desired effect as a secret door opens in the tower wall. Do you enter the secret passage? If so, go to 136. If not, you can go to the front door (go to 208) or the stable yard (go to 44).

24

You shake the rattle to coax the creature out and you step back in horror as a hybrid emerges. A tear comes to your eye as the rattle draws a manifestation of nature. It looks like a cross between an eighteenth month old baby with lizard features and claws on its feet and hands. You decide to leave the poor creature playing with the rattle and vow to destroy those responsible. Go to 171.

25

You head up the stairs. Go to 198.

26

You surround the skull with the candles. Do you have some matches? If so, go to 187. If not, go to 133.

27

Hidden behind one bottle is a silver key. Return upstairs, go to 170.

28

The path splits again to the north (go to 98) and to the west (go to 72).

29

Amongst old clothes and photo albums you find an ornate ruby ring, which you may take. You go back downstairs. Go to 19.

30

You actually enter a huge cavern. Large stalactites hang down greeting ominous stalagmites on the way up. Searching around you find the odd animal bone and little else. You leave and head north. Go to 129.

31

You are in the Great hall. Marble columns support a golden vaulted ceiling. White walls surround you as a magnificent staircase ascends to the next level. Do you:

- | | |
|---|------------|
| Go upstairs? | Go to 126. |
| Take a west door? | Go to 184. |
| Take an east door? | Go to 173. |
| Enter a door to the left of the stairs? | Go to 16. |

32

The white pawn moves to queen 4. Do you move:

- | | |
|----------------------------------|------------|
| Black pawn to queen 4? | Go to 197. |
| Black pawn to queen's bishop 4? | Go to 84. |
| Black knight to king's bishop 3? | Go to 114. |

33

You are in the Loki room. This is a strange room as everything is upside down. You are walking on the ceiling and the floor is above you. It makes you laugh and you leave. Go to 171.

34

Do you carry a voodoo doll, a pin and a locket of hair? If you have all three, go to 2. If you don't, then go to 149.

42

Inside the sack you find an old tome on witchcraft. It is made of a strange material, which resembles buckled leather. No, wait! It is skin ...human skin: dyed darker for the cover and treated with something to make the pages less pliable to write on. The words, you fear, are written in blood. You may take this ghoulish artefact and return upstairs. Go to 19.

43

You arrive at a clearing in the woods. A stone archway stands in the centre and looks quite out of place. Do you enter the arch (go to 174), leave north (go to 183) or head west (go to 87)?

44

The stable yard can be resident to at least thirty horses but all is quiet and night has fallen completely. The rain is starting to get heavier and underfoot is muddy. Do you trail through all the stables? If so, go to 191. If it will take too long you can go to the front door of the manor (go to 208) or the bell tower (go to 169).

45

You are in the wine cellar. Racks of bottles fill the room. Steps lead back up to the kitchen. Do you examine the wine? If so, go to 227. If not, go back upstairs, go to 170.

46

The landing splits off to the left (go to 171) and right (go to 127).

47

The crypt is dark and foreboding. A solitary coffin stands on a stone plinth in the centre. Do you open the coffin (go to 155) or go back upstairs (go to 150)?

48

You are standing outside a gazebo in the gardens of Blackwood Manor. To enter, go to 212. To head towards the house, go to 60.

49

The book is pretty much boring. A whole chapter is dedicated to a yellow flowered plant called *Beata Virgo*: the blessed virgin. Its sap has protective powers and used in the magic arts. Return to 232.

50

Anastasia is an animorph and can influence animals. She can also transform into them and changes into her favourite - a black panther. She attacks.

BLACK PANTHER SKILL 10 STAMINA 14

If you win, go to 215.

]

51

You are in the Seth room. It is empty apart from an iron grille in the wall. Suddenly the door locks and gas shoots out of the grille. You start to cough. Do you have a screwdriver? If so, go to 180. If not, go to 139.

52

Test your luck. If you're lucky, go to 162. If you're unlucky, go to 241.

53

You arrive at a crossroads in the trees. You can go north (go to 142), east (go to 204) or west (go to 72).

54

You are standing on the gravel driveway in front of the house. A stable yard can be seen to the south and a bell tower leads to the east. Do you go:

- | | |
|---------------------|------------|
| To the front door? | Go to 208. |
| To the stable yard? | Go to 44. |
| To the bell tower? | Go to 169. |

55

Uttering the four words of the incantation causes the candles flames to combust into an inferno. The sap protects you from harm but the demon isn't so lucky. The flames turn red, then blue, green, and back to normal. Then as if the air had been sucked out of the room, the flames disappear. Go to 200.

56

You are in the conservatory. Plants fill this room all around you. A yellow flowered plant sits in a china pot in the centre of the room. Do you wish to pick a flower? If so, go to 234. If not, you return to the dining room, go to 16.

57

The tea is refreshing but doesn't restore any STAMINA. Do you ask him:

- | | |
|-------------------------------|------------|
| What's going on in the house? | Go to 193. |
| What's upstairs? | Go to 17. |

58

You realize when he laughs at your first strike that you caused him no harm. You're fighting a losing battle. The last thing you hear is laughter until your last breath. You are dead!

59

The barn is full of haystacks. They are starting to rot due to the dampness. Do you want to dig around looking for the proverbial needle (go to 230) or leave the barn (go to 175)?

60

You are standing centrally in the manor gardens. The house is to the north and a fountain can be seen to the west. Do you go north (go to 12) or west (go to 205)?

61

The tunnel splits three ways. To the north (go to 141), east (go to 206) or west back into the library (go to 113).

62

You are in the Thor room. A small four-poster bed stands by one wall with crisp white sheets, while a dresser stands by the opposite wall. Iron bars on the windows make you feel uneasy. A growling noise makes you turn around quickly as you come face to face with a large and fierce hound. It attacks.

HOUND SKILL 6 STAMINA 7

If you win, you leave, go to 137.

63

You go up a flight of stairs to a corridor. A door marked 'Hades' lies to your right. Do you enter (go to 235) or continue on (go to 92)?

64

The path ends at a stone monument: an obelisk of sandstone with an inscription on its base that reads:

*Stone of wrath must fight,
Liberty in a dead few,
Redemption calls above,
Break into one's heaven.*

*Walking towards the light,
Blue has its last day, I
travel what's in sight, Angry
words will laugh.*

*Subtlety is the giver,
Where can the woken be,
Oh, ring the bell and see.
(The END is the truth!)*

Nothing of that makes any sense. You shrug your shoulders and head north. Go to 143.

65

The chest opens easily and inside you find a small phial of blue liquid and a wooden stake. Do you drink the liquid? If so, go to 203. If not, take the stake and leave, go to 88.

66

You put the ruby ring in the indent and a secret door opens revealing a small secret room. Sitting upon a small pedestal is a gold talisman on a chain. The talisman has a hole in the centre. Do you carry a gold medallion? If so, go to 147. If not, take the talisman and head north. Go to 209.

67

You fill the pan with the remaining sap. Return to 16.

68

The creature lunges at you in a furious attack and it bites into your throat. The last thing you remember is the strange gurgling laughter as you lose consciousness and your life. Your mission is over.

69

Instinctively you cover yourself in the sap, head to toe. You are soaked. Have you come across four strange words on your travels? If so, go to 8. If not, go to 133.

70

The road ends abruptly and leads into a graveyard. A church stands nearby to the east. You scan the gravestones and find one of interest. 'Here lies the angel of death. May he transcend the bounds that tie.' There is no name or date. A shovel leans against the gravestone next to it, which you take.

You were about to leave when the soil of the grave you were reading starts to move. You watch in horror as a skeletal hand emerges. In mere seconds the rest of the skeleton appears and stands before you. A blood-curdling scream from the depths of hell itself emanates from the creature and lunges for you. Armed with your shovel you defend yourself.

SKELETON SKILL 6 STAMINA 7

If you win, go to 134.

71

Straight out of a horror movie the bell-pull activates a trapdoor below and you plummet down on top of a mass of stakes impaling you like a pincushion. You die painfully and slowly.

72

The path turns north and you arrive at a fast-flowing river. Stepping stones cross the expanse. *Test your luck*. If you're lucky, you cross the river without incident, go to 20. If you're unlucky, go to 156.

73

Test your luck. If you are lucky, go to 152. If you are unlucky, the drawers are all locked and there is no key or anything to force them open. You give up and leave the room. Go to 37.

74

The landing turns left and right here. An unmarked door lies ahead. Do you go left (go to 38), right (go to 137) or enter the unmarked door (go to 4)?

75

You are in the Od room. It is a sparsely furnished room with a modest-looking bed and dresser. A man sitting in an armchair by the fireplace smiles as you walk in. ‘Hello, my name is Daniel Blackwood. How can I help you?’ Have you heard of Daniel Blackwood before? If so, go to 138. If not, go to 186.

76

You are in the Periphetes room. As soon as you step through the door a blast of flame shoots at you. Do you carry a shield? If so, go to 202. If not, go to 225.

77

You are in the Anubis room. This room is a large ladies boudoir. Its colour scheme is mainly scarlet and black. A large dresser with an ornately decorated mirror stands against one wall while a large four-poster bed with scarlet covers stands opposite. However, a raven-haired beauty occupies the bed. Her skin is pale and her lips are bright red. From the looks of it, she is naked under the bed sheets. ‘So, Anastasia has a visitor.’ she purrs. Do you:

- | | |
|----------------------|------------|
| Apologize and leave? | Go to 179. |
| Talk to her? | Go to 93. |
| Attack her? | Go to 224. |

78

You enter a rocky room that is full of junk. Old paintings, furniture, a stuffed bear, ripped umbrellas are amongst the few items here. However, nothing catches your attention and you press on. Go to 223.

79

She asks for the book and sifts through it. ‘I thought I lost this book forever. Ah, hang on, this might work. A spell for destroying demons. You’ll need various artefacts and used in the right order followed by an incantation will destroy any hell beast. I don’t know the incantation.’ She rips out the page and hands it to you. You read what it says:

*Destroyer of Demons:
Bone of the green,
Heart of the red,
Blood of the yellow,
Flesh of the white.*

Rolling up the page you tuck it in your pocket. Go to 213.

80

The body of a young man lies inside. He is obviously a recent addition. He wears an old fashioned suit. Do you examine the body? If so, go to 164. If not, you head to the house, go to 54.

81

You ascend up into the belfry. A small bell hangs from the rafters. Do you ring the bell (go to 167) or go back downstairs (go to 150)?

82

As you enter the hut you see a humanoid shape in a dark corner. Do you say 'hello', (go to 190) or attack (go to 35)?

83

You are in the lounge. The room is finely decorated with a large carved fireplace and red crushed velvet chairs and sofas. The fire burns heartily and a large golden clock sits upon the mantel. A wooden box sits on a small oak table. Do you open the box? If so, go to 125. If not, you leave by the only door, go to 37.

84

Go to 114.

85

'Ah, the direct approach. No mortal weapons can kill him. Try voodoo magic. You'll need a voodoo doll, a pin and a lock of his hair - Anastasia Blackwood, my sister, has one in a locket. Good luck.' You thank him and leave, go to 39.

86

The cave is small and you have to stoop down. The floor of the cave is sandy and looks like it has been disturbed. Using the shovel, you dig up a sack. Do you open the sack? If so, go to 176. If not, you leave it unopened and leave the cave, go to 163.

87

You arrive at a stagnant pond full of weed and filth. A bubbling appears on the surface of the water. Do you stay and see what happens (go to 112) or leave and head north (go to 183)?

88

The path splits off to the north and west. To go north, go to 145. To continue west, go to 28.

89

You drive the stake through its evil heart and it screams a thousand hells. It evaporates into dust revealing a purse it was lying on. You open it and find a diamond ring, which you take. You go to the house. Go to 54.

90

You are in a vaulted room. Written on one of the walls can be seen: gate torn XODUS red fire. Two doors lead north (go to 209) and east (go to 120).

91

The corridor ends at a flight of stairs and a door to the left named ‘Cercyon’. Do you enter the door (go to 166) or climb the stairs (go to 109)?

92

The corridor turns left, but facing you is a door marked ‘Sinis’. Do you try this door (go to 9) or go left down the corridor (go to 216)?

93

‘My name is Anastasia Blackwood. I am the Count’s sister and you are trespassing. What shall I do with you?’ She thinks for a while and has an idea. ‘My cousin Daniel Blackwood is becoming a nuisance and I want you to kill him for me. If you do then I will help you to defeat my brother. You will find him further upstairs.’ Have you been bitten by a flock of bats? If so, go to 207. If not, you attack her, go to 224.

94

You are in the torture chamber. Various torture instruments fill this chamber: a rack, iron maiden, thumbscrews, branding irons, etc. A masked man is meandering about and turns round as you enter. ‘Who are you?’ he shouts and grabs a hot branding iron.

TORTURER SKILL 8 STAMINA 7

If you win, go to 214.

95

You are in a waxworks museum. This morbid place has wax replicas of previous Blackwood Manor residents. Three characters take your interest. Do you look at the portly gentleman with a monocle (go to 237), the old woman with the snooty expression (go to 21), or the young woman with the sad demeanour (go to 222)? Alternatively, you can leave north (go to 177) or east back to the house (go to 54).

96

You find a small copper key. You leave the barn and head into the woods. Go to 182.

97

Test your skill. If the result is successful, go to 211. If it is unsuccessful, go to 103.

98

You arrive at a fast-flowing river. The only way across is to swim. Do you risk swimming across? If so, go to 156. If not, head east, go to 145.

99

It’s the front door but it is securely locked and no key can be found. Go back to 37.

100

The portrait hits you on the head. Lose 2 STAMINA points. It crashes by the door and the frame breaks. However, you spot something scrawled on the back of the painting. It reads: KALAK. You decide it would be prudent to leave now, go to 137.

101

Lose 2 LUCK points as you leave the room, go to 39.

102

You have come ill-prepared. You will become the demons first sacrifice this night. Your mission is over!

103

You slip on one of the steps and fall headlong down to the bottom breaking your neck along the way. You are dead.

104

The steps end at a tunnel. You walk down it and enter a small square room. It is empty apart from a metal chest by the far wall. Do you open the chest? If so, go to 65. If not, you leave and head west, go to 88.

105

You find nothing in its stable and you try elsewhere. To the front door, go to 208. To the bell tower, go to 169.

106

The tunnel splits off to the north (go to 238) and to the east (go to 165).

107

The door is locked but there is no keyhole! Do you enter the Anubis room (go to 77) or go upstairs (go to 239)?

108

The rod acts like a key and the rock splits in two. At the heart of the rock you find a large ruby the size of your fist, which of course you take. You leave, go to 225.

109

You climb the stairs and enter an attic. Go to 210.

110

The shop is locked. Do you knock (go to 36) or carry on down the road (go to 70)?

111

Walking across a field you spot a farm to the west. A dark, ominous-looking wood lies to the north. Do you head for the farm (go to 175) or the woods (go to 182)?

112

An old pram rises to the surface and you relax. Attached to the pram is a plastic baby's rattle, which you may take. You leave and head north. Go to 183.

113

You are in the library. Hundreds of books line the twenty-foot high shelves. Do you want to read some books? If so, go to 232. If not, you leave, go to 31.

114

Go to 153.

115

You look at yourself in the reflection. You ponder about your situation and start to daydream. A ghostly figure comes into view in the mirror behind you. You turn and see no one. You turn back and see a ragged looking man in the mirror's reflection. He seems to mouth a single word. You hear nothing but you read his lips. It looks like TEMUT. Suddenly he vanishes and so should you. Go to 63.

116

You place the ruby next to the skull. Strangely the two start to vibrate and move closer together. The molecules start to twist and turn and merge with each other. The ruby rests inside the centre of the skull. Do you carry some candles? If so, go to 26. If not, go to 133.

117

The village of Blackwood is small and unfortunately has no garage. The village green lies before you with various blooms of flowers bordering into pretty patterns. A pub lies to your left and the road continues round to your right. Do you go left (go to 229) or to the right (go to 189)?

118

You unlock the grating and open it to reveal some stone steps leading into darkness. Do you descend? If so, go to 104. If not, you head back west, go to 88.

119

The creature hisses on sight of the crucifix and returns into the casket as he had once been. Do you have a wooden stake? If so, go to 89. If not, go to 228.

120

You enter a small room with no redeeming features whatsoever. However, you notice a very small recess in the wall. If you have a ring with a gem on it then convert the letters of the gem into numbers in sequential value, i.e. A=1, B=2, C=3, and so on. Total the numbers and go to the reference that matches it. If it doesn't make sense then you head north. Go to 209.

121

You cough, making your presence known. He drops a test tube in surprise and turns round. ‘Ah, a visitor. I don’t get many of them. Please sit down and have a cup of tea.’ he flusters. You sit down and he pours you some tea. Do you drink it? If so, go to 57. If not, you make your apologies and leave, go to 109.

122

You enter an anteroom called the Sciron room. A row of pegs hang on one wall, while a bronze door with demonic carvings can be seen opposite. You feel you are close. Get prepared and step through. Go to 41.

123

You smash the door window with a loose brick and find a key inside the lock and turn it. The shop is filled with all sorts of bric-a-brac. Most of it is cheap and overpriced. You find a decorated bedpan, which you can take. You leave and head up the road. Go to 70.

124

The path continues through the woods. An owl flies past over your head. You spot an opening in the trees to the east. Do you head east (go to 135) or carry on north (go to 53)?

125

As you open the box you recoil in horror as a single human eyeball sits on a red cushion. You feel it should be left where it is and leave the room. Go to 37.

126

You are on the landing next to the staircase. Do you go left (go to 46) or right (go to 74)?

127

The landing passes a door marked ‘Od’. Do you enter (go to 75) or carry on (go to 39)?

128

You find nothing apart from a dead rat. You leave the barn and head into the woods. Go to 182.

129

The woods continue on for a while until you hear the sound of rushing water. Go to 98.

130

You laugh at the audacity. The book isn’t real but a counter lever for a real secret passage. Do you enter? If so, go to 61. If not, return to 232.

131

Amongst the shelves you find some food. Restore 2 STAMINA points. You also find a long pin and a screwdriver. Take what you want and leave. Go to 158.

132

As you search the walls for any hairline cracks you are in shock to find that the door you came in has just vanished. You are trapped without an exit. You will slowly starve to death in this hell house!

133

The beast roars with laughter. It swats you with one hand and you are crushed against the far wall. You will die horribly tonight!

134

You sit down in a heap, shocked at fighting your first undead being. It takes a minute before you feel a presence. A man stands over you and he makes you jump. Looking upwards you see he is a priest. 'Come with me my son. I have a lot to tell you.' Surprised, you follow him into the church. Go to 7.

135

On the other side of the opening you encounter a mass of brambles. Do you scramble through (go to 6) or leave north (53)?

136

The door closes behind you. You are trapped! Looking ahead a tunnel leads a long way to some steps going up. You ascend and arrive at another secret door. You open it and enter a room inside the house. Go to 83.

137

The landing ends at two doors. One is marked 'Thor', the other marked 'Gallery'. Do enter the Thor room (go to 62), the gallery (go to 217) or return to the main landing (go to 74)?

138

Does Anastasia Blackwood have influence over you? If so, go to 3. If not, go to 186.

139

The gas becomes more intense and you can't breathe. Eventually you die from this poisonous gas. Your mission is over!

140

You are in the stores. Do you examine the shelves (go to 131) or leave and continue on (go to 158)?

141

You enter a small dusty chamber. The room is lined with a number of alcoves. Have you read a letter from *Vashnech*? If so, go to 11. If not, you leave the room, go to 61.

142

The path arrives at a fast-flowing river. The only way across is to swim. Do you risk it? If yes, go to 156. If no, return to 53.

143

Further into the woods you pass a quaint cottage with ivy creeping across its face. Do you enter the cottage (go to 194) or carry on north (go to 231)?

144

It is dark and dusty and smells very musty. A small round window looks out over the village green. A few old chests are sitting dusty and alone. Do you want to open them (go to 29) or leave (go to 19)?

145

A rush of water is heard as you eventually approach a fast flowing river. A wooden bridge spans the river and looks quite sturdy. You cross it and reach the other side without incident. The trees disperse and you enter the manor grounds. Go to 48.

146

You knock and wait. Minutes later the door opens and a butler answers. You claim your car broke down on the main road and wish to use the phone. 'We do not have a phone and you are not welcome!' he snaps and slams the door shut. You'll have to try something else. Do you try the bell-pull just to annoy him (go to 71), try the stable yard (go to 44) or the bell tower (go to 169)?

147

The medallion fits perfectly and the talisman glows for a few seconds and stops. Mark the word 'HTOB' on your *Adventure Sheet* and leave with the talisman northwards. Go to 209.

148

He is taken aback and cowers in the corner. With shame you leave, go to 109.

149

The Count laughs at you and attacks.

COUNT BLACKWOOD SKILL 12 STAMINA 20 If you

win your first attack on him, go to 58.

150

You are standing in the church. Looking up at the vaulted ceiling you spy gargoyles grinning down upon you. Huge stone columns hold up the roof and dark wooden pews line the floor either side of you. Stone stairs spiral up and down. To go upstairs (go to 81). To go downstairs (go to 47). If you wish to leave the church, go to 111.

151

A small wooden hut can be seen to the east. It is run down with holes in the roof. Do you investigate? If so, go to 82. If not, you carry on north, go to 124.

152

The drawers open easily. The top drawer contains a dagger. You now have a weapon. Restore your SKILL by 2 points. The bottom drawer contains a letter addressed to the Count that reads:

At last the time has come for the one to resurrect this world into his vision of wonder. I hope the preparations have been made and by midnight our master shall be with us. However, be careful with the skull of Tarnek, for without it we are doomed and make sure the skull of Librahl is hidden in the secret alcove. This infernal skull should never be in the presence of our saviour.

Yours loyally,

Vashnech.

Interesting, you close the drawers and leave the room. Go to 37.

153

You continue to play for a while and it ends in a stalemate. You wait and nothing happens, so you leave, go to 74.

154

‘Well, good luck!’ Daniel smiles and leads you out. Go to 39.

155

Your heart skips a beat when you see a skeleton lying inside. You’re on your guard in case of a repeat performance in the graveyard happens again. It doesn’t. Looking inside you find a small crucifix on a chain and a shield. Take what you want, go upstairs and leave the churchyard. Go to 111.

156

The current is too strong for you and you get washed up downstream, drowned! You are dead.

157

You are in the study. Oil lamps light this natural darkened room. A fire crackles against the west wall while a mantel clock ticks loudly above it. Rich red drapes cover the windows and an oriental rug fills most of the floor. A huge oak desk sits in one corner while two armchairs face the fire. Do you examine the desk (go to 5) or leave the room (go to 37)?

158

The landing ends at a flight of stairs going upwards. Two doors lay either side. One is named ‘Anubis’, the other ‘Rudra’. Do you go:

| | |
|-----------------------|------------|
| Upstairs? | Go to 239. |
| Into the Anubis room? | Go to 77. |
| Into the Rudra room? | Go to 107. |

159

You are in the Tezcatlipoca room. It is a small room with a piano. As you look around, the piano starts to play by itself. A feeling of euphoria comes over you. Restore 4 STAMINA points. With renewed hope that there is some good left in the house, you leave and carry on the corridor. Go to 91.

160

You insert the ring and a whirring noise is heard within its depths. After a few moments it stops. Nothing else happens. You wait a few more minutes and still nothing. You shrug and leave. Go to 216.

161

You open the box and a strange creature jumps out. In a blur it hides behind a pile of books. It makes a strangulated gurgle sound. Do you have a baby's rattle? If so, go to 24. If not, go to 68.

162

You jump up and pull the trapdoor down. A ladder slides down and you ascend up into the attic. Go to 144.

163

The wood path splits to the east and west. Do you go north (go to 183), east (go to 14) or west (go to 88)?

164

All you find is a broken pocket watch, which is useless. Suddenly a hand grabs your wrist and you realize the occupant is not quite dead. In fact he is a vampire. The fangs give it away! He rises from his tomb and moves towards you, bearing those fangs of fury. Do you carry a crucifix? If so, go to 119. If not, say your prayers and go to 15.

165

You arrive at some stone steps and climb down into a vaulted room. Go to 90.

166

You are in the Cercyon room. This is a small cosy room with clutter all around. Books, parchments, scientific equipment hide a few chairs, a table and a small bed. A man is bustling about over some lab equipment in the far corner. He hasn't noticed you. Do you:

- Talk to him? Go to 121.
- Attack him? Go to 148.
- Or, just leave him to it? Go to 109.

167

The sound is deafening and could wake the dead. However, it did wake up a flock of bats that were hanging high up in the shadows. They attack you.

FLOCK OF BATS SKILL 6 STAMINA 4

If you lose an attack round you have been bitten, make a note of this on your *Adventure Sheet*. If you win, you go back downstairs. Go to 150.

168

The dark path twists and turns and splits off north (go to 151) and west (go to 43).

169

You enter the bell tower and look thirty feet up and just about see the bell, as it is night-time. A rope hangs down from it. If you know how many times to ring this bell to cause any effect then go to that reference with the same number. If not, you can go to the front door (go to 208) or the stable yard (go to 44).

170

You are in the kitchen. By one wall is a large stove. An oak table stands in the centre ready for servicing the household. A trapdoor leads down into the cellar. You also find enough food for many meals here, but you can carry only four meals at a time, and will have to return for more food when you run out. Each meal eaten will restore 4 STAMINA points. Do you go down into the cellar (go to 45) or leave the kitchen (go to 16)?

171

The landing ends at two doors: a door marked 'Loki' and another marked 'Laboratory'. Do you enter the Loki room (go to 33) or the laboratory (go to 236), or head back (go to 127)?

172

White moves queen to queen's rook 4: checkmate. It's queen's gambit. A secret drawer opens at the side of the chessboard and reveals a gold key. You take it and leave, go to 74.

173

The door is locked. Do you have a silver key? If so, go to 22. If not, return to 31.

174

As you enter the arch you feel a shiver down your spine. Your eyes start to lose focus and you black out. When you awake all you were carrying has gone and you are somewhere completely different. Go to 124.

175

You enter a farmyard with dirty straw scattered over the ground. A barn lies to the west and stables to the south. Do you enter the barn (go to 59) or the stables (go to 220)? Alternatively you can head for the woods, go to 182.

176

You gasp in horror when inside the sack is a decapitated head of a man. The flesh is rotting and maggots crawl all over and in various orifices. However, the head is diseased and you become infected. Every move to a new reference you take, deduct 1 STAMINA point. Unless you find a cure you will die. Leave the cave and head north. Go to 163.

177

You head towards a stone building: the family crypt. The gate is open and leads down some stone steps to a dark portal. Do you investigate (go to 219) or go to the house (go to 54)?

178

Aargh! It burns! Lose 4 STAMINA points. That'll teach you to put your hand in acid! Ego bruised, you head off down the tunnel. Go to 106.

179

Have you been bitten by a flock of bats? If so, go to 10. If not, go to 158.

180

You quickly unscrew the grille and find a gas canister behind it. You turn it off and the door unlocks. Lose 2 STAMINA points for the effects of the gas. You leave, go to 25.

181

The talisman glows and a bolt of golden lightning shoots out and hits the brethren. They burst into flames and scream in agony. When they are all dead the Count looks at you with disgust.

‘So, stranger, you think you can stop me? Behold my master has risen!’ He turns towards the altar and you follow his gaze. A creature of dark skin and huge build stands about eight feet high. Its horns shine in the torchlight. His master has certainly arrived. Do you attack the demon first (go to 133) or the Count (go to 34)?

182

You head into the dark woods and find a path leading east and west. To go east (go to 13) or go west (go to 168).

183

A huge waterfall greets you along the path. The thundering expanse of torrential downpour emits a spray that dampens only your clothes and not your spirits. The magnificence of nature triumphs again. You notice a dark shape behind the waterfall and realize it's a cave entrance. Do you enter the cave (go to 30) or carry on northwards (go to 129)?

184

You are in the ballroom. This room is huge. It measures 100 feet by 80 feet by 70 feet high. Huge crystal chandeliers hang down from the ceiling while twenty-foot high windows look out onto the rainy night and beyond. You find nothing else here. Return to 31.

185

The chessboard is made of chequered ebony and ivory while the pieces are made the same way. Suddenly one of the white pawns slides by itself as if making a move. Do you move a black piece in answer to it? If so, go to 32. If not, you leave, go to 74.

186

‘Well stranger, I presume you’re hear to kill my cousin, the Count?’ he smiles. You are taken aback. ‘Don’t worry I wish you luck. Can I give you any information?’ Do you ask:

| | |
|-------------------------------|------------|
| How do I kill the Count? | Go to 85. |
| What can I expect further on? | Go to 226. |
| Nothing, you wish to leave. | Go to 154. |

187

You light the candles. Do you carry some sap in a bedpan? If so, go to 69. If not, go to 133.

188

You leave the chamber and make your way downstairs. When you reach the front door, it is open! You step out of the door into a new dawn... Except, you don’t! You find yourself in the entrance hall again. Thinking you weren’t concentrating properly you try again. You still step back into the entrance hall. The cursed house has trapped you! Go to 240.

189

You stroll down the country road, past a duck pond, and head northwards. To your right you spot an antique shop. Do you wish to investigate (go to 110) or carry on down the road (go to 70)?

190

It doesn’t answer. Do you attack (go to 35) or flee (go to 124)?

191

At about the sixteenth stable you find a resident, but no ordinary one. A horse, as black as the night with flaming nostrils, rises on its hind legs and charges you. You must fight.

BLACK MARE SKILL 9 STAMINA 9

If you win, go to 105.

192

You open the box and find a crystal rod inside. You have no idea what it’s for? Do you go south (31), east (170) or west (56)?

193

‘Well, I’m not sure! The Count doesn’t tell me much. My name is Frederick Levall, Keeper of the Keys, which is a fancy name for a caretaker.’ You tell him what you have heard and he goes pale. ‘The Count must be stopped. I certainly don’t want something nasty happening. I an’t help you with magic but I can give you this.’ He takes a phial out of a nearby drawer and hands it to you. ‘It is a potion of stamina and strength but only good for one dose.’ If you drink it you can restore your SKILL and STAMINA scores to their *initial* levels, but not during any battle. You have taken up much of his time and leave. Go to 109.

194

An old woman sits in a rocking chair and smiles at you as you enter. ‘Come on in, son. Sit down. Take the weight off your feet.’ she grins. Looking around the cottage it reminds you of a fairytale one. The small windows draped with red and white checks filter small rays of light through them. The furniture consists of an oak table and chairs. A fireplace has a burning, crackling fire. An ornate carriage clock on the mantel ticks away and a black cat sits upon a round rug near the fire. You sit on a chair and she still smiles as she looks at you.

You ask her about the problems with Blackwood Manor. ‘Ah, that cursed place. Yes I have heard many things. I wouldn’t go anywhere near that place if I were you.’ She looks at you and stops smiling. ‘Well if you must go then you can’t go inside unarmed, so to speak.’ Do you have a book on witchcraft? If you do, go to 79. If not, go to 213.

195

The orchard is full of apples and you take one to eat. Unfortunately it is rotten. Probably everything associated with the manor is rotten to the core. Do you go west into a stone building (go to 95) or back east to the house (go to 54)?

196

The book tells of various magic artefacts and spells. However, one page looks interesting. It tells of the Skulls of Tarnek and Librahl. The first is an ebony skull and is used in the darkest witchcraft. The latter skull is made of jade and is used in white magic. Return to 232.

197

White moves pawn to queen’s bishop 4. Do you move:

| | |
|-----------------------------------|------------|
| Black knight to queen’s bishop 3? | Go to 153. |
| Black pawn takes white pawn? | Go to 172. |

198

At the top of the stairs the corridor turns right but facing you is a door labelled ‘Periphetes’. Do you enter (go to 76) or turn right down the corridor (go to 225)?

199

The skull of Librahl resonates. The demon loses its grin and staggers back. You place the skull between you and the beast. Do you have a large ruby? If so, go to 116. If not, go to 133.

200

The chamber is quiet and empty and there is no sign of the demon or the bodies of the brethren. You have succeeded! Go to 188.

201

The bedrooms are empty but you notice a trapdoor in the ceiling. Do you open it (go to 52) or go back downstairs (go to 19)?

202

The shield protects you from being roasted alive. When it stops you find a flamethrower fixed to a stand and wired up to the door you entered. You deactivate it and look around the room. A huge rock of sandstone, with strange carvings, fills most of the room. A hole passes from the front into the rock. Do you have a crystal rod? If so, go to 108. If not, you leave, go to 225.

203

You gulp down the blue liquid. It tastes awful but you feel revitalized. Restore your SKILL and STAMINA scores to their *initial* levels. If you have a deadly infection then it is cured. You grab the stake and leave, go to 88.

204

The path turns north and you hear rushing water. Go to 145.

205

The ornate fountain has a statue of a man and a woman in an embrace. Water cascades from behind them and showers their limestone skins where it splashes into a round shallow pool below. You find nothing else. Go north to the house. Go to 12.

206

You arrive at a tunnel junction. To head north, go to 78. To head east, go to 94.

207

The bats were her pets and you are infected. Her influence is strong. If you meet her cousin Daniel Blackwood, you will have the urge to kill him - no exception. You leave and go upstairs. Go to 239.

208

The large front door stands before you like a mouth ready to swallow you up. The bell-pull would get someone's attention. Do you pull it (go to 71) or knock instead (go to 146)?

209

The tunnel ends at a dead end. You find no secret doors and return to the library. However, the secret door locks and you cannot return to this area again, no matter what the references says. Go to 113.

210

You are in the attic. It is full of junk. An extensive search reveals nothing. You go back to the magnificent staircase and continue the other way. Go to 46.

211

You nearly slip on one of the steps but regain your footing. You continue to descend. Go to 221.

212

There is a lot of garden furniture in the gazebo like chairs, tables, sun umbrellas, etc. Amongst the wooden boxes you find an old painting of the manor. Written on the back, in blood, is the word: SEMUS. You leave and head towards the house. Go to 60.

213

‘I wish you luck with your mission.’ She smiles. You wave goodbye and head north. Go to 231.

214

You search the chamber and find a box of matches and a voodoo doll. You take them, leave and head north up the tunnel. Go to 78.

215

The dead panther transforms back into her human self. You search her room and find a locket of hair, which you take. You leave and go upstairs. Go to 239.

216

The corridor ends at a window looking out into the dark rainy night. To your left is a door marked ‘Seth’ (go to 51), while a flight of stairs goes up to the right (go to 198).

217

You are in the gallery. Many portraits hang on the walls. One of the current Count Augustus Blackwood stares at you. You are sure the eyes follow you round the room. Suddenly as if by magic the portrait flies off the wall and aims for your head. **Test your luck.** If you’re lucky it misses you and you run out of the room, go to 137. If you’re unlucky, go to 100.

218

It opens easily and you find about a dozen white wax candles, which you take. You head east by going to 165.

219

Torches light your way down a short tunnel until you enter the main crypt. Stone caskets sit on shelves around the crypt. In the centre stands a stone plinth. On top is an open casket. Do you look inside? If so, go to 80. If not, you head to the house, go to 54.

220

The stables are empty and damp. The smell of horses still lingers and also makes an impression on your shoes as well. A bird flaps about in the rafters while a rat scurries past your feet. A gold medallion with a snake insignia lies on the floor. You pick it up and put it in your pocket. You leave. Go to 175.

221

The cellar is cold and dark and a leaky tap drips incessantly somewhere in the shadows. Huge beer barrels fill most of the cellar and are empty. However, wedged behind one of them is a canvas sack carrying something oblong-shaped. Do you open the sack (go to 42) or leave it alone and go upstairs (go to 19)?

222

The young woman looks sad and alone. You hear a whisper. Leaning closer you realize the whisper came from her lips. You listen intently. ‘Stranger, beware of the horror that lies within the house. Do not trust anyone except for the keeper of the keys. The present Count is evil beyond comprehension. Along with his brethren he plans to resurrect a demon. But be warned, the Count must be destroyed first before you kill the demon as they are intrinsically linked.’ The voice fades and you step back quite shocked. The plaque reads: *Katherine Blackwood 1856-1874*. She was so young but you wonder how she died? Go back to 95.

223

You enter a small room with a pit in the centre. A transparent liquid fills the pit. Do you put your hand in the liquid to test it? If so, go to 178. If not, you turn right head down another tunnel, go to 106.

224

Have you been bitten by bats? If so, go to 10. If not, go to 50.

225

The corridor ends at two golden double doors. They are locked. Do you have a golden key? If so, go to 40. If not, go to 18.

226

‘Well, you’re going in the right direction to meet the Count. He resides past the Sciron room. Don’t linger in the Hades room or you will be killed.’ You thank him and leave. Go to 39.

227

Test your luck. If you’re lucky, go to 27. If you’re unlucky, you go back upstairs, go to 170.

228

The creature surprises you and knocks the crucifix out of your hand. Go to 15.

229

‘The Hanged Goat’, apart from its name, is a quaint old seventeenth century coaching inn. The sign creaks as its swings in the wind while the front door is wide open. No one seems to be about. Do you enter the inn (go to 19) or go back to the road (go to 189)?

230

Roll a die. If you rolled an even number (go to 128). If you rolled an odd number (go to 96).

231

A cave can be seen to the west. Do you investigate the cave (go to 86), head north (go to 183), go east (go to 14) or west (go to 88)?

232

A few books grab your attention. However, you only have time to read TWO books only! Do you read:

| | |
|--|------------|
| <i>Black Arts and Witchcraft?</i> | Go to 196. |
| <i>Secret Passages of Blackwood Manor?</i> | Go to 130. |
| <i>Magic Plants for the Amateur Witch?</i> | Go to 49. |

Once you have finished, return to 31.

233

You are in the Isis room. It is richly decorated with a four-poster bed and a long mirror stands in the corner. Do you examine the mirror? If so, go to 115. If not, you leave, go to 63.

234

As soon as you pick it, sap pours out of it like an open wound. Do you carry a bedpan? If so, go to 67. If not, the sap drains away and you return to 16.

235

The Hades room is completely bereft of anything. No furniture, no carpet, no paintings or wallpaper, no widows, nothing! Do you stay to search for secret passages (go to 132) or leave right away (go to 92)?

236

You are in the laboratory with all manner of scientific equipment stocking up this lab. A large wooden box with a barrel door sits on a table. Do you open the box (go to 161) or leave (go to 171)?

237

The old man is as fat as a pig and wears a monocle. The name plaque reads: Count Ludvig *Blackwood 1832-1889*. He has an air of arrogance and bloated self-importance. Go back to 95 and choose again.

238

You enter what seems to be a sacrificial chamber. A stone altar stained with previous virgin's blood stands in the centre with many candelabras around the chamber. A small cupboard sits on the floor against the east wall. Do you open the cupboard? If so, go to 218. If not, you leave and head east, go to 165.

239

At the top of the stairs is a door marked 'Tezcatlipoca'. Do you enter the room (go to 159) or carry on down the corridor (go to 91)?

240

Years have passed and the evil residents of the house have long since gone. It is night and raining heavily again. Your old aching joints are hurting again and you wish for death. You're tried to kill yourself hundreds of times before without much success. Immortality sucks!

However, tonight is going to be different. Tonight you will be free. Car headlights shine through the study window, as you hear tyres driving over the gravel outside. There is a knock on the front door and you answer it to a young man carrying a briefcase. You chuckle to yourself as you lead him into the study. Tonight you will be free at last!

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You can't reach it and give up, You go back downstairs (go to 19)

