

THE CURSE OF FRANKENSTEIN

J. H. BRENNAN



A bloodcurdling gamebook
where you can play Frankenstein
or his gruesome monster.

THE CURSE OF FRANKENSTEIN

Strange things are happening in the polar wastelands. The hideous creation of the dreaded Doctor Frankenstein lurks in this frozen hell, ruthlessly seeking to destroy the man who hunts it.

The ghastly tale of Frankenstein began when the mad scientist used spare parts from long-dead bodies to create the most terrifying monster the world had ever seen – a monster which escaped from its creator and now awaits the final confrontation in the most barren wilderness on earth.

Only you can resolve this conflict. Only you can determine the outcome of the final battle. Only you can decide whether a lumbering monster or a power-crazed maniac will survive to terrorize humanity. And you'll need considerable courage, skill and luck to succeed, whoever you are!

This Horror Classic gamebook, featuring the famous characters from Mary Shelley's novel, contains a special system which allows you to play the role of Dr Frankenstein or to become the monster he created.

Don't miss the other great gamebook in the Horror Classic series, *Dracula's Castle*, featuring the most famous vampire of all time! It's on sale now.

About the author

J. H. Brennan has always been interested in magic, spells and wizardry, and among his many books has written a number on magic.

He is the author of eight titles in the *Grailquest* Solo Fantasy Gamebook series, and of four titles in the *Sagas of the Demonspawn*. He has also written two Fantasy Role-Playing Games – *Man, Myth & Magic* and *Timeship*.

Also in this series: *Dracula's Castle*

J. H. Brennan

The Curse of Frankenstein

Illustrated by Tim Sell



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*[Documents discovered in the ruins of Schwarzstein Castle:
Late Autumn, 1985]*

Extracts From The Diary Of Herr Dr Baron Viktor Frankenstein

15 January

The creature has escaped!

I am distraught. I had thought him securely confined, but he has grown stronger even than I had imagined. The massive iron chains which held him to the wall are snapped like twine. The fetters which encased his wrists and ankles lie twisted and broken on the stone-flagged floor. The great studded oak door has been ripped from its hinges and flung across the chamber with such violence that it has literally shattered into fragments.

And the creature is gone . . .

He may have injured himself in some small degree when breaking free, for spots of drying blood have left a trail along the gloomy corridor and up the winding staircase which gives exit from the dungeons. By following this trail with diligence and piecing together several small clues along the way, I was able to conclude what must have happened.

The creature, my monstrous creation, having broken free from the chains and shackles which restrained him and having further assaulted the door of his cell with such ferocity, proceeded along the corridor and climbed the staircase leading to the warren of passages which comprise the ground floor of the castle itself.

It appears the monster found his way to the kitchens and there encountered my wolfhounds, both of whom I discovered this morning dead, their backs broken. They hated the creature, of course, and in all probability attacked it.

It is plain the monster sought me, his creator, for the trail next led to the upper storeys and passed within a few feet of the chamber in which I lay sleeping. Yet the creature did not enter; and for that I thank God, for I would surely have been torn limb from limb. Instead, the monster continued upwards, emerging eventually on the battlements overlooking the lake. From thence he jumped, as I thought to his death.

But I was mistaken for, although a leap such as this would have slain any mortal, when I searched for the body at the lakeside, I discovered unmistakable signs that, having plunged from the battlements into the dark waters, he subsequently emerged at a spot near the pine woods and hence followed a path out of my estate.

22 January

The death of the watchman (and I have never seen a more gruesome corpse) convinces me the monster has, for some time, made a home in the docks, surviving easily enough in that lawless warren of alleys and warehouses where such little sustenance as he requires may be stolen without difficulty.

Is the dockland still his home? This I beg leave to question. The talk here is not of the dead watchman, gory though that murder was, but rather of the ship which docked here for supplies and took on board something – some *thing* – which appeared on no document. That this was the creature I created I have no doubt. The ship is the vessel of an expedition of exploration and scientific discovery bound northwards, to the polar regions; and it sailed before I had the opportunity to alert its master of the dreadful cargo he carried. But I shall pursue the ship, for the monster is my responsibility and mine alone. It is the Curse of Frankenstein and only Viktor Frankenstein can lay it.



The Adventure System

This is a *game* book. You don't just read it: you play it. You'll need a couple of dice, paper and a pencil. A pocket calculator could be useful, but it's not essential.

You'll also need LIFE POINTS which are your measure of survival and without which you're dead. *You begin your adventure with 100 LIFE POINTS.*

CHARACTER STATISTICS

The hero you create for this adventure will have the following characteristics:

SPEED COURAGE STRENGTH SKILL PSI

The first four explain themselves. The last one, PSI, is the measure of your character's *wild talents*, that is, his or her ability to do weird things like reading minds, seeing into the future or zapping people by thought alone.

To calculate your *Character Statistics* (Stats for short) throw one dice against each attribute and note the result. A score of 3 is average. Anything above it is good. Too many stats below 3 could mean trouble.

COMBAT

There are times when you will have to fight for your life. Combat follows this sequence:

1. Throw one dice on behalf of yourself and one for your opponent. Add SPEED and COURAGE figures to each. Highest score hits first. If both scores come out the same, roll again.
2. To attempt a strike, throw *both* dice. If you score below 6, you miss. Score 6 or more and you hit. In the adventure, you'll have to throw dice on behalf of your opponent as well and the same rules apply.
3. To calculate damage after a hit, add your STRENGTH and SKILL figures to your dice score then subtract the result from your opponent's LIFE POINTS. Your opponent scores damage against you in the same way.

Should your LIFE POINTS be reduced to zero (or less), your character is dead.

FLIGHT

Sometimes it makes more sense to run than to fight: eg when your opponent is particularly tough, or when you are extremely low on LIFE POINTS.

To exercise a RUN option you must roll two dice.

Score 9 – 12 and you may safely RUN to any of the exit sections shown in your current location.

Score 5 – 8 and while you may still RUN, you can **only** run back to the section you were in **before** you entered your present location. Furthermore, your opponent gets one free strike at you as you retreat and will score double the dice damage shown since your back is turned.

Score 2 – 4 and your opponent cuts off your retreat, which means you can't RUN at all. Furthermore, your opponent will automatically gain the first strike and score **double** damage on that strike (only) since you were so unprepared for a fight.

Note: In sections where there are no immediate exit sections listed, you **must** return to the last previous section you visited if your attempt to RUN is successful.

RUNNING may only be attempted before combat is engaged, not halfway through a fight.

HEALING

It's not too important if you lose a few LIFE POINTS in a fight as you'll heal up naturally at the rate of 3 LIFE POINTS for every new section you enter.

If you've lost a *lot* of LIFE POINTS, you'll probably have to try *Medicine*, which is sometimes risky, or *Natural Healing* which is *always* risky.

Medicine

You may find MEDICINES during the course of your adventure. If you do, instructions for use will be on the bottle (just below the skull and crossbones).

Natural Healing

To engage in NATURAL HEALING, you throw two dice. Above 6, the score is added to your current LIFE POINTS. Scores of 6 or below are *taken away* from your current LIFE POINTS. If you think about this, you'll realize a bad run of NATURAL HEALING can kill you.

Neither MEDICINE nor NATURAL HEALING may be used during a fight.

However successfully you heal up, your LIFE POINTS can never rise above 100.

PSI

PSI is even trickier than HEALING. You roll your PSI abilities at the start of your adventure. Every time you use PSI, you use up one point of your PSI statistic. After that, you may continue to use your PSI talents but at the fearsome cost of 20 LIFE POINTS per use.

Playing The Game

If you are already familiar with solo adventure gamebooks, you will know that playing them involves moving through various numbered sections. This gamebook is no exception, but there are some very important differences from the way gamebooks are usually played.

To begin with, there are two different *types* of section: Location sections and Action sections. In the layout of the present book, all Location sections are grouped together at the beginning (and clearly labelled as to what they are) while all Action sections are grouped together to form the main body of the book. You can tell at once whether you are looking at a Location section or an Action section by glancing at the head of the page on which it is printed. There, along with the relevant section numbers, you will find either the word **Loc** (for location) or **Act** (for action).

During your adventure, the tracking instructions at the end of a section will normally refer to an Action section. But each Action section when you reach it will carry a Location section reference. This means that you should turn to the Location section shown in order to find a complete description of the environment in which the action is taking place. Then return to the Action section and continue reading.

Location sections are complete in themselves and do

not track anywhere, so when you turn to one of them, it is your responsibility to keep a (mental) note of your place in the **Action** sections.

As you actually play the game, you will find you need to consult the **Location** descriptions less and less, since you will become increasingly familiar with your environment. **Action** descriptions are headed with the *name* of the relevant location so that you will always know instantly where you are.

All this sounds a great deal more complicated than it really is. Once you begin your adventure, you will quickly get the hang of the new system and after a section or two, you will be using it quite automatically.

By means of this technique, which has been exclusively developed for the **Horror Classics** gamebook series, a more varied and interesting adventure may be compressed into the available space.

The Polar Regions

It is chill; more chill than you ever remember. The cold insinuates itself into your clothing and leeches what small warmth remains in your body. Your limbs are stiff and sore with the cold, swollen in your imagination to twice their normal size.

You look out across a barren wasteland, icescape and snowscape beneath a lowering sky. Against a backdrop of a wind that howls incessantly like souls in torment, flurries of snow herald the next inevitable storm.

Never have you felt so alone. You close your eyes, remembering, and your memories are as barren as this ghastly place: destruction, death and murder. The long sea voyage locked in with your own dire thoughts, and now this icy hell on earth. How did it happen? Who are you that the gods of Fate should seek to punish you so severely?

If you are the Monster created by Viktor Frankenstein, turn to Act 1. If you are Frankenstein himself, turn to Act 2.

Location Sections

1

Trapped Ship

Looming above you is the metal side of a great ship held fast from bow almost to stern by the encroaching ice. The air is filled with metallic sighs and creaks as the pressure of the icefield varies with the movement of the chill polar waters far below.

You can see no activity on deck and the portholes stare down on you like blind eyes. Some twenty feet away, however, is a frost-encrusted rope ladder hung from the main deck and ending no more than three feet above the icefield.

2

Ice Caverns

A glittering cliff face rises up before you, pockmarked by a series of dark openings, four in all. By a curious trick of the light, the planes of the ice-cliff and the entrances to the caverns within it, blend to form the clear impression of a gigantic skull looking out of the polar wastes.

3

Ice Mountains

Rising high above you to the north is a mountain range conceived in hell. The lower slopes are covered in the eternal ice, but higher up the ice has disappeared to

reveal grim, grey, naked rock, while higher still seethes the dull glow of volcanic fires.

The smell of sulphur is everywhere, even here in the lower regions, and the sweep of snow at the base of this lowering range is dusted with a fine layer of ash. The mountains rumble and groan like an agonized giant, filling the air with sound.

4

Trackless Wastes

All around you, the snowfield stretches to eternity, a freezing desolation relieved only by a relentless wind.

5

Log Hut

Set in splendid isolation is a small hut built of logs, its external cracks sealed with tar now frozen to the crystalline rigidity of stone.

Nearby, half-buried in a drift, is a logpile, precious fuel husbanded against the worst rigours of the perpetual winter.

The door of the cabin is shut tight and hung with skins. The sole visible window is shuttered so that details of the interior remain a mystery.

6

Thermal Springs

Astoundingly, a wave of heat rolls over you as you watch water bubbling and hissing from a series of thermal springs scattered over an area of almost an acre. Moisture hangs heavily in the air and the area is pervaded by the acrid metallic smell of mineral salts.



7

Permanent Fogbank

Fog looms up before you like a solid wall, its boundaries clearly delineated to form a wall impenetrable to sight and running in a gentle curve to enclose a whole area of the icefield.

8

Broken Ice

The ground beneath your feet is no longer firm. Everywhere are cracks and gullies and, as you progress, it becomes clear that in this region the permafrost is breaking up to leave a field of floes and bergs, jam-packed close together at first, then widening to create an ever more dangerous route.

9

Lost City

Below you, spread out to fill a natural amphitheatre of immense size are the avenues, squares and courtyards of an ancient city, unmarked on any map, unmentioned in the log of any previous explorer or adventurer.

Many of the actual buildings are in ruins, split and crumbled by the relentless frost, but some still stand as dramatic stone monuments of another age when, perhaps, the climate of the region was more amicable to humanity.

Even from a distance, it is possible to discern that the architectural style is monumental and unique, the product of a civilization long lost to historical record.

10

Esquimau Village

Strange hummocks in the snow resolve themselves into

low, but well-constructed domes, each one with a tunnel entrance through which a man might crawl to gain the interior. These are, without a doubt, the famous igloos of the northlands, forming an Esquimau village.

11

On Deck

The great ship is trapped in a northeast/southwestern line. Amidships is a large trapdoor, while another, smaller, lies to the stern. Forward, two flights of wooden steps lead to the bridge and fo'c's'le. Between them is a wooden doorway.

12

Captain's Cabin

The cabin is well-appointed and clean, filled with the pervasive smell of wax polish on wood. A cabinet of charts and rum clings to one wall, while near the door is a globe indicating the more important sea routes.

On a table is spread a large chart of the Arctic regions, weighted down by rule, T-square and sextant.

13

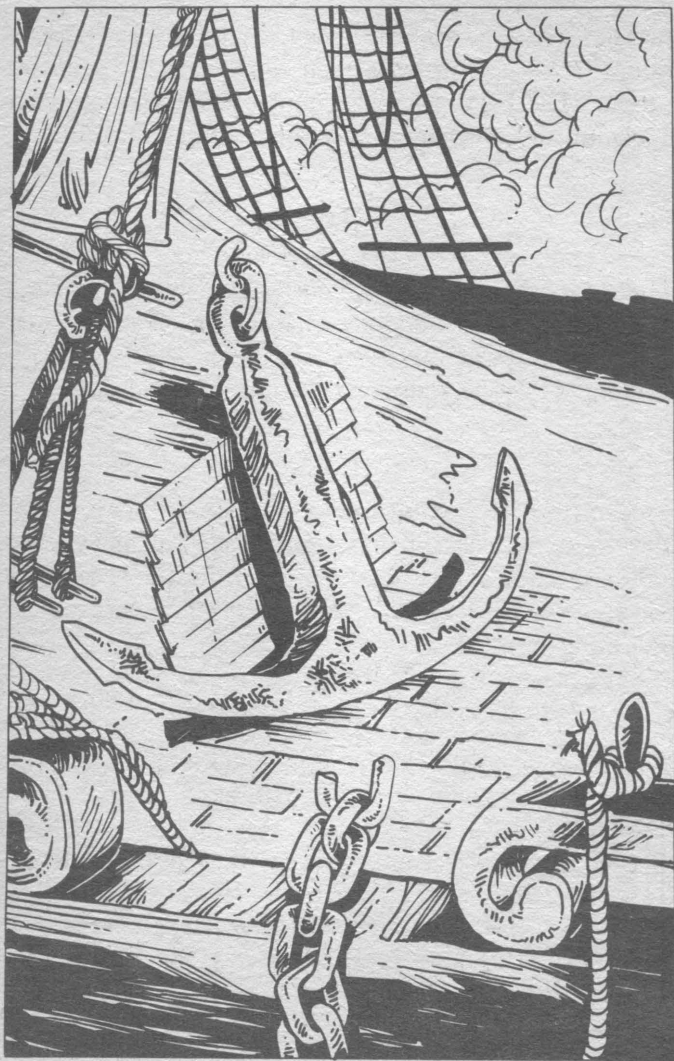
Cargo Hold

A rope ladder drops from the upper deck into the massive cargo hold. Once this vast space might have been filled with grain from the wheatfields of Canada or sugar from Barbados. Now, however, it has been compartmentalized and stocked with provisions for the long Arctic voyage.

14

Ship's Anchor

There are clear indications of a scuffle here. The great



anchor has been moved but not dropped and shattered pieces of a belaying pin are strewn across the deck.

Strangest of all, two links of the anchor chain, each thicker than a man's arm, have been snapped like twine.

15

Cabin Corridor

The doorway opens on to a narrow stairway which leads in turn into a cabin corridor with a series of partly-open doorways on either side.

16

Bridge

The place is a shambles. Sea charts have been ripped into confetti and the ship's wheel pounded into pieces. The communications pipe is torn from the wall while the outer door swings drunkenly from broken hinges.

17

Empty Cabin

The cabin is small, neatly-kept – and empty. Through the single porthole is a view of Arctic desolation.

18

Roadway

The remnants of an ancient roadway lead from the high ground into the city. Although the flagstones are cracked and broken, they remain largely free of snow or ice, as if they were perpetually heated by some subterranean thermal stream.

19

City Building

Even now, tumbledown and broken by time, the structure bears mute testimony to the skills of the ancient engineers. Dressed stone blocks, none less than six tons, may still be seen in the walls, each set so finely without mortar to its fellows that a playing card could not be inserted between them.

With buildings such as this, the city must once have been the wonder of the world, a towering edifice to ingenuity and expertise. Now deserted and abandoned, it is decaying. For if the thermal reservoirs beneath still maintain it free from snow, nothing can hold back the withered hand of time and even granite will eventually crumble into dust.

20

Plaza of the Four Temples

Although it is difficult to determine the original geography of the overall city, this may well have been its central square. What remains of the slabbing seems to be marble, but marble of a type unknown elsewhere for several of the slab fragments are veined with solid gold.

The square itself is bounded by four great L-shaped temples, three at least of which seem in reasonable repair. Roadways lead from this place in the cardinal directions, north, south, east and west.

21

The Grand Avenue

What wonders must this thoroughfare have seen when the city was inhabited! Processions of priests . . . chariots of kings . . . marching legions . . . bustling merchants . . .

The avenue is broad and still passable. It runs on a true east/west line from a snowbank in the west to a gradual disintegration beyond the outermost building to the east.

22

Ruined Building

It is impossible to determine the use to which this structure was put in its heyday. Little remains now but a rubble-filled shell in which traces of the ancient inner walls are barely discernible.

23

Monument

Placed exactly central to the junction on a pedestal of chocolate-coloured granite is an almost perfectly preserved statue of what might easily be a biblical patriarch.

The tall, bearded figure wears flowing robes and clutches a staff in his right hand. Half-hooded eyes stare eastwards along the Grand Avenue, sightlessly surveying the scene. From the left hand hangs a delicately-carved scroll.

24

Cruciform Tower

Once a military outpost for sure. The building even now sweeps upwards high above your head, but in doing so represents only a fraction of its former height since the uppermost levels have crumbled and vanished.

The cruciform structure is oriented towards the cardinal points with entrance archways north, south, east and west. The southernmost entrance is, however, blocked by a fall of rubble.

25

Rubble Heap

There were buildings here once, as the huge dressed stone blocks protruding from the rubble ably testify. But not even the basic structure remains. All that is left is a hill of rubble and stone blocking any passage southwards.

26

Square Building

Here you find a curious box-shaped structure with sides of equal length and roof more or less intact. Gaping openings show traces of doorways and windows long perished.

Within, the building comprises a single chamber with traces of mosaic on the floor and a fading mural just discernible on the northern wall.

Close up, you can see this mural depicts a religious scene. Tall, robed and bearded male figures carry in procession an ornately-carved wooden box, slung between two poles. The route of the procession seems to be from a central plaza to a cubical building similar to the one you have now entered.

Almost central in the floor of the chamber, you can see the outlines of what might well be a trapdoor, although any ring to lift it has perished.

27

The Elemental Temples

Of all the buildings you have so far seen in this lost city, these four are by far the best preserved.

All are roofed, while the colonnaded archway entrances lead to remnant doors. There is too little left of

these doors to deny you access, but the marvel is that wood could have survived at all in this foul climate.

Each building is identical in shape, an equal-armed L embracing the central plaza with the colonnaded entrances facing inwards. But the stonework differs, each from the other. All are constructed from granite, but the stone in the northwestern building has a brownish tinge, that of the northeast is bluish, that off southeast reflects the light distinctly green, while the temple to the southwest is built of black granite, polished to the smoothness of obsidian.

28

Museum

Although roofless and open to the elements for centuries, this building generates an immediate sensation of excitement the moment you step within its walls.

Little remains of what it once was, but it is enough. Strewn through the familiar rubble are artifacts and figurines and such an astonishing variety that you decide they must at one time have formed part of a museum or extensive private collection.

The figurines are perhaps the most interesting since they give some indication of the culture which first raised this city from the polar snows. They depict a stately race with a distinctly Semitic cast to the features; and some depict artisans apparently using remarkably sophisticated tools.

Besides the figurines, you uncover a carved box of what might be soapstone and, on opening it, discover it contains a number of well-preserved parchment scrolls. But your initial excitement dies quickly when you discover you are unable to read them.

29

Inside the Brown Temple

Portions of an inside wall have fallen in, but you scarcely notice since the central chamber of the temple is dominated by a gigantic sculpture of an eagle, crouched on a bough as if to spring down on some prey beneath. Surrounding it in wall niches are further bird of prey representations – kites, falcons, even owls – most broken or damaged in some way, but all indicating a high degree of artistic talent in their creation.

30

Inside the Green Temple

Little remains of the original temple furnishings, but one feature rivets your attention immediately: plumes of bright green flame dance ceaselessly out of what seems to be a natural rock cleft incorporated into the overall design of the building.

Surrounding the cleft, their reptilian faces reflecting the green light, are a score of stone dragons, each about three feet long, arranged in a ring.

31

Inside the Blue Temple

For a moment you are puzzled by what faces you, then light dawns and you realize you are looking at the remains of a giant cascade fountain, now bone dry, surmounted by a broken statue of what must once have been a dolphin.

32

Inside the Black Temple

The gloom within this building is oppressive. Something



Loc 32

about the very stonework seems to absorb light, so that you are left with the impression of walking through an underground cavern.

The lack of light plays tricks with your eyes so that while you can see well enough, you cannot see far. Much of the interior of the place has been eroded, with a series of inner walls now reduced to jet black rubble. But protruding from one heap is a sculpture of a grinning gnome.

Action Sections

1

Trackless Wastes · Loc 4

You fiddle nervously with the bolt through your neck and scratch at the stitches which prevent your right ear from falling off as you survey your surroundings.

There is little to see. The permafrost of the tundra stretches endlessly in all directions and even your footprints have been smoothed away by the last snowfall as if they had never been. Your brain, transplanted from the luckless offspring of a moronic forester, functions intermittently at the best of times, and is now so frozen that it scarcely functions at all. Certainly you have not the least notion from whence you have come or, indeed, where you should be going.

Yet from all its numbness, your brain still holds one important scrap of information: you are being pursued by your creator, Baron Viktor Frankenstein, once a father figure but now your most deadly enemy.

You sniff the air, picking up distant scents of seal and bear. You walk around in a tight circle until the movement warms your brain sufficiently to remember a little more.

Act 1

The man is unstable, of course. Who else but a madman could imagine the pale, two-legged shape loping across the ice was a threat to humanity?

But you are forced to accept the fact you are being hunted by a dangerous lunatic who will surely try to kill you if he catches you.

Unless, of course, you get him first!

You flex your muscles (which are, incidentally, quite enormous) and knit your beetling brows in an effort of concentration. You are the modern Prometheus for you have possessions, talents and a destiny . . .

First, possessions. As a well-built monster, you already have the following spares:

1. Heart
2. Head
3. Liver
4. Intestines (30 feet coil)
5. Left foot.

Make a note of them in your Inventory. They are used as follows:

Heart Restores you to full LIFE POINTS when plugged in. Must be used before you are killed and may be used only once per adventure.

Head Will double your current LIFE POINTS when exchanged for your existing head (but will not exceed your original level) and save you the trouble of washing your face. Can be used only once during an adventure.

Liver Roll one dice now to determine how many times your spare liver can regenerate. Each one is worth 30

LIFE POINTS to you each time you decide to use it. Your spare liver may be used any number of times up to the regeneration number you just rolled.

Intestine Worth 20 LIFE POINTS per 10 feet. Once you've used up the whole 30 foot it's gone for good.

Left Foot May be used to replace either foot if it falls off; and will also restore LIFE POINTS lost due to the injury. If, however, you end up with two left feet, your SPEED and SKILL stats must be halved.

You have also room in your pockets for any **three** of the following:

Rope (50 feet coil)

Box of matches

Mallet

Bag of iron nails

Axe

Saw

Knife

Sandpaper

Wine bottle

Copy of *The Times*

Now talents. Your PSI powers are:

(a) *Terror Strike*

(b) *Blood Lust*

(c) *Love Affair*

Terror Strike is great in combat. When used, your opponent shivers so much with fright that he **automatically** misses his next strike at you.

Blood Lust energizes you so dramatically that you may **double** any damage caused by your next strike.

Act 2

Love Affair is an unusual talent which will convert 50% of your enemies into (temporary) friends. Should you decide to use it, expend the PSI energy, then throw one dice. Score below 4 and you've wasted your PSI. Score 4 or more and an enemy will refuse or cease to attack you, allowing you to proceed as if you had won the combat. The Baron is immune, of course.

And now is it north to Act 3; south to Act 5; east to Act 7; or west to Act 9?

2

Trackless Wastes · Loc 4

Your keen eyes flicker restlessly across the icy, barren wasteland. Out there somewhere is the creature you created. In the polar regions, waiting and watching, endlessly seeking to destroy the man who gave him birth.

He is the monster; and that man is *you*: Baron Viktor Frankenstein, scientist, surgeon, and inventor.

It was *you* who conceived the hellish idea of making a living creature by sewing together bits and pieces from corpses. It was you who harnessed the lightning to animate the end result. It was you who voiced the dread cry "Abra Cadaver!" as the monster climbed off its slab and tried to take you by the throat.

That was your first intimation something might have gone wrong. Since then your life has been totally devoted to hunting down and destroying the horrid creature. And now, at last, you have tracked it down to the Arctic.

But before you proceed with your quest, you should

know a little more about Viktor Frankenstein. Specifically about his PSI abilities and the few possessions he may take with him across the Arctic snows.

As Viktor, your PSI powers are:

- a) *Mad Science*
- b) *Monster Making*
- c) *Body Armour*

Mad Science is a particularly interesting and unusual PSI ability, the results of which are unpredictable. To use it, you must expend the relevant PSI (or LIFE) points, then throw one dice and proceed in line with the following results:

Score

1 Creates a beaker of steaming liquid which, when quaffed, will double your STRENGTH figure for one combat (and cause fur to grow all over your face as a side effect).

2 Creates an electrical arc which will hurl itself unerringly at an opponent, causing a straight 25 LIFE POINTS damage.

3 Sets you cackling evilly to such a degree that your SPEED stat drops to zero for the duration of a combat. This means your opponent will be able to strike twice for every strike you get in.

4 Causes your opponent to fall asleep for the duration of a combat, allowing you to hack him into ice cubes or, mercifully, allow him to live while you proceed on your merry way, having won the fight.

5 Causes *you* to fall asleep for the duration of a combat, thus allowing your opponent to hack you into ice cubes.

Act 2

6 Causes a violent chemical explosion in your vicinity. If this option comes up, you must throw the dice again. Score 1 to 4 inclusive and your enemy is utterly destroyed. Score 5 or 6 and so are you.

Monster Making is a lesser version of the talent which got you into your present mess. By using this PSI ability, you will instantly create a little monster of 25 LIFE POINTS and average stats (all 3s) which will fight to the death on your behalf.

Body Armour is a defensive use of PSI which will half any damage scored against you in a given combat. The talent must be used afresh in each combat faced.

You may select any six of the following to take with you on your adventures:

Ice pick

Rope (50 feet coil)

Penknife

Bottle of vintage wine

The Manchester Guardian

Bottle of Laudanum*

Box of matches

Warm socks

Tent

Pith helmet

Mallet

1 lb nails

* Contains six doses, each of which will restore a double dice roll of LIFE POINTS.

And now you have a decision to make, Viktor – where to next? In this wasteland, one direction looks much like any other. North will take you to Act 4; south to Act 6; west to Act 8; and east to Act 10.

3

Fog Bank · Loc 7

You hesitate. Nobody relishes getting lost in fog; and what faces you is a real peasouper. The odd thing is it manages to hold up against what is quite a strong wind.

Will you go north into the fog at Act 11, south to Act 15, east to Act 17 or west to Act 19.

4

Trackless Wastes · Loc 4

Something large is moving up ahead.

You stop, then cautiously inch forward in the hope of getting a better view. The creature silhouettes briefly, leaving you with the impression of a massively-built man. And whatever it is, it does not appear to have seen you and is moving away northwards.

You may follow it north at Act 12, go south to Act 16, go west to Act 8, or east to Act 10.

5

Broken Ice · Loc 8

This is not good news for somebody your size and weight. The ice beneath your feet is creaking alarmingly. You spin round and begin cautiously to try to retrace your steps. The creaking grows louder . . .

You may not actually survive this unpleasant and unexpected

Act 6–8

development. Throw two dice. Score 10, 11 or 12 and the ice cracks, plunging you into the chilling depths of Act 13. Score anything else and you should be able to pick your way carefully north to Act 15, west to Act 23, or east to Act 25.

6

Trackless Wastes · Loc 4

Relentlessly you trudge onwards.

The direction, as always, is up to you. North will take you to Act 16, south to Act 18, west to Act 20, east to Act 22.

7

Trackless Wastes · Loc 4

This is the sort of environment where, unless you are very careful, you could get yourself completely lost.

West will leave you at Act 15, north at Act 17, south at Act 25 and east at Act 27.

8

Trackless Wastes · Loc 4

The relentless chill is beginning to gnaw into your very bones, but you persevere, driven on by the clear light of your mission.

If you find yourself driven west, turn to Act 24. East will take you to Act 16, north to Act 26 and south to Act 28.

9

Trackless Wastes · Loc 4

There is nothing that can be said for this location. Better move on, but to where?

North will take you to Act 19, south to Act 23, east to Act 15 and west to Act 29.

10

Trackless Wastes · Loc 4

Not much to hold your attention here and no sign of any passing monster, so you press on swiftly.

West takes you to Act 16, east to Act 30. North goes to Act 32, while south will leave you at Act 34.

11

In Fog · Loc Confused

The fog envelops you like a sullen blanket, cutting your visibility to no more than a step or two ahead. The Arctic silence deepens and the moisture permeates your clothing, increasing the sense of chill.

Act 12-13

You hesitate. It would be all too easy to become lost forever in this dreadful fog.

If you have not already done so . . .

South will take you to Act 3, north to Act 21, west to Act 31 and east to Act 33.

12

Trackless Wastes · Loc 4

You follow the creature for what seems like miles before it tops a rise and disappears from view down the other side. Anxious not to lose it, you increase your speed. In moments you, too, have topped the rise . . .

. . . and discovered the creature is waiting for you!

The (possible) good news is that it isn't your monster, just a bad-tempered polar bear anxious to tear you limb from limb. The bear's stats are: SPEED 3, COURAGE 5, STRENGTH 6, SKILL 3, PSI 0 and LIFE POINTS 45. If the bear succeeds in its ambition, turn to Act 14. If you survive, you may travel north to Act 36, south to Act 38, west to Act 40 or east to Act 42.

13

Dead · Loc ?

Although it's a little hard to tell with a creature like yourself who's sewn together from spare parts, you are currently dead.

What you must now do is haul yourself up by your bootlaces, re-roll your stats, collect a fresh 100 LIFE



Act 14-15

points and start off your adventure again at **Act 1**. Any booty you collected last time round is lost, unfortunately, but nobody can stop you making use of any maps you may have made.

14

Dead · Loc ?

Well, that seems to have put paid to your ambition for a long life and peaceful demise. You are no longer among the quick.

In case you're unfamiliar with being dead, what you need to do now is re-roll your stats, pick up a fresh 100 LIFE POINTS and restart your heart and your adventure at **Act 2**. You are not permitted to keep any booty you may have picked up last time around, but you can make cunning use of any maps you may have generated.

15

Trackless Wastes · Loc 4

The essential sameness of the tundra evokes a distinct sensation of *déjà vu*.

You stumble forward.

But in which direction? North will take you to Act 3, south to Act 5, west to Act 9 and east to Act 7.

16

Trackless Wastes · Loc 4

Not much you can do here except keep going.

But in which direction? North takes you to Act 4, south to Act 6, west to Act 8 and east to Act 10.

17

Trackless Wastes · Loc 4

There are marks in the snowfield here as if something passed this way fairly recently but the tracks have been scuffed so that it is no longer possible to discover which way they are heading, nor what made them.

North will take you to Act 33, south to Act 7, west to Act 3 and east to Act 35. The terrain here will also permit you to go northwest to Act 11, southwest to Act 15 and southeast to Act 27.

18

Trackless Wastes · Loc 4

An Arctic hare pops its head briefly from its burrow before disappearing again.

You, meanwhile, have the option of going south to Act 44, west to Act 46, east to Act 48, or north to Act 6. The terrain here will also permit you to go northeast to Act 34 or northwest to Act 20.

Trackless Wastes · Loc 4

It begins to feel as though you are well and truly lost.

Yet there is nothing you can do save persevere. West takes you to Act 37, north to Act 31, south to Act 9 and east to Act 3. The terrain here will also permit you to travel northeast to Act 11 or southwest to Act 29.

Trackless Wastes · Loc 4

Trouble, Viktor – there's a wolf here! Just one fortunately, rather than a whole pack, but you are so surprised to find the animal so far north that you might as well be faced by a thousand of the beasts.

Or perhaps not. The wolf's stats are SPEED 5, COURAGE 5, STRENGTH 4, SKILL 3, PSI 0 and LIFE POINTS 25. It gains +5 on any damage it may score against you on account of extreme hunger. Should the wolf kill you, it will eat what it can and bury the rest at Act 14. Should you survive, you may travel north to Act 28, south to Act 46, east to Act 6 and west to Act 50. The terrain also permits you to travel northeast to Act 16 or southeast to Act 18.

In Fog · Loc confused

The fog envelops you like a sullen blanket, cutting your visibility to no more than a step or two ahead. The Arctic

silence deepens and the moisture permeates your clothing, increasing the sense of chill.

You hesitate. It would be all too easy to become lost forever in this dreadful fog. If you have not already done so . . .

North takes you to Act 39, south to Act 11, west to Act 41 and east to Act 43. The terrain here also allows you to go southwest to Act 31 or southeast to Act 33.

22

Trackless Wastes · Loc 4

The going is a little more difficult here and your options more limited than usual.

You may, in fact, only go west to Act 6, south to Act 48, southwest to Act 18 or northeast to Act 10.

23

Trackless Wastes · Loc 4

Frost-covered rock formations make the going difficult here.

So difficult that you are limited to travelling north to Act 9, west to Act 45, east to Act 5 or southwest to Act 47.

24

Trackless Wastes · Loc 4

The going is difficult here, so that you find yourself restricted in choice of direction.

Act 25-27

Limited to south at Act 50, east at Act 8 or southeast at Act 20.

25

Trackless Wastes · Loc 4

Areas here are almost totally impassable, reducing the choice of directions in which you may go.

Although you may still travel west to Act 5, north to Act 7, northeast to Act 27 or southeast to Act 49.

26

Trackless Wastes · Loc 4

Legend says there are areas of the great Arctic wasteland which will drive men mad; and it may well be that you are in one of them now.

To get out of it, you can always go north to Act 52, northeast to Act 54, south to Act 8 or west to Act 56.

27

Trackless Wastes · Loc 4

Nothing stirs and your keen eyes pick up not so much as an animal track.

You may go north to Act 35, northwest to Act 17, southwest to Act 25, south to Act 49 or east to Act 51.

28

Trackless Wastes · Loc 4

The terrain becomes more and more rough until you can scarcely continue.

Your options are, in fact, diminished to two – north to Act 8 or southwest to Act 20.

29

Trackless Wastes · Loc 4

The wind whips a flurry of snow into your eyes, momentarily blinding you. But when you recover, the scene before you is unchanged.

Leaving you with the options of going north to Act 37, south to Act 45, east to Act 9 or west to Act 53.

30

Trackless Wastes · Loc 4

The going becomes more difficult with rocky outcrops blocking your way in several directions.

Leaving you with the choice of going north to Act 54 or east to Act 58.

31

Fog · Loc Confused

The fog here is so thick it is literally impossible to see your hand in front of your face.

You may stumble south to Act 19, north to Act 41, east to Act 11 or west to Act 37.

32

Trackless Wastes · Loc 4

This part of the wasteland is even more impassable than usual, with rocks and chasms blocking your way in several different directions.

You may, however, go northeast to Act 54, south to Act 10 or northwest to Act 36.

33

Fog · Loc Confused

The fog here is so thick it is literally impossible to see your hand in front of your face.

You may stumble south to Act 17, north to Act 43, west to Act 11 or northwest to Act 21.

34

Trackless Wastes · Loc 4

Once again the going grows difficult, limiting your travel options.

South will take you to Act 48, southwest to Act 22 and northeast to Act 58.

35

Trackless Wastes · Loc 4

There is something dark half-buried in the snow!

As you approach closer, you can see it is a human figurine, about three or four feet long to judge from the section clear of the snow. It is in the shape of a young woman, with narrow, Oriental eyes and has been sculpted from what appears to be obsidian, leaving the surface black and liquid.

You can relieve your frustrations by pounding the statue into dust at Act 55, or relieve your curiosity by carefully digging it out of the snow at Act 59. Alternatively, you may leave it where it is and go on your way: west to Act 17, south to Act 27, northwest to Act 33, southeast to Act 51 or northeast to Act 57.

36

Ice Mountains · Loc 3

You find the place immediately oppressive, threatening. Even here, in the lowlands, waves of heat roll down



intermittently from the great, grumbling volcanic mountain tops like putrid avalanches of sulphur fumes. Every instinct you possess urges you to return whence you came, to flee from the danger these mountains undoubtedly represent.

And yet mountains such as this could be the very place where the foul monster you created would seek to hide. However, the decision, as always, is yours. You may retreat south from the mountains to Act 12, southeast to Act 32, or southwest to Act 52. But if you wish to search these hellish mountains, you may begin your climb at Act 60.

37

Rock Formation · Loc Unmapped

Your way is barred by a towering rock formation, so strange in its appearance that you catch your breath involuntarily. For a moment you are half-convinced you are witnessing the work of man. Delicately twisted towers and minarets claw their way upwards out of the primordial snow like some distorted mosque transposed from warmer climes.

But closer inspection soon convinces you the effect is an illusion. This is no weird building, but rather a natural oddity, created when volcanic fires tortured living rock.

Pi – ong!

As you stand fascinated by the curious formation, a bullet whistles past your ear to skeeter off the rock. Your creator, Baron Frankenstein, has caught up with you!

You spin around, but the lunatic scientist is nowhere in sight. No chance to fight him here – your only course

Act 38–39

is flight. But where? Would you be safer in the wilderness of the tundra, or lost among the pseudo spires of the rock formation?

You may enter the formation at Act 61. East will take you to Act 19, while south leads to Act 29.

38

Trackless Wastes · Loc 4

Chill and beginning to tire a little, you continue onwards. The going roughens, cutting down on your choices of direction.

But you may go south to Act 16, west to Act 8, east to Act 10 or northeast to Act 54, so your problems aren't too bad.

39

Thermal Springs · Loc 6

What a place for a bath! (And what a way to get warmed up a bit.) No wonder such a dense ring of fog surrounds this area: it could be no different with the hot, moist air of the springs meeting the chill winds of the Arctic wastelands.

You move forward to the edge of one bubbling pool for a closer inspection. Steam rises from it like a newly-boiled Christmas pudding.

Almost absently, you begin to remove the pitiful rags you use as clothes . . .

Look here, are you really going to try to take a bath in this bubbling mineral water pit. Or are you only going to wash your clothes (which are, admittedly, a bit smelly by now). You may take a bath at Act 63, wash your clothes at Act 65, do both at Act 67 or back off the whole dumb idea at Act 69.

 40

Trackless Wastes · Loc 4

The ground beneath your feet feels treacherous and a little investigation quickly convinces you this area is riddled with gullies and crevices half-hidden by snow.

In moments your suspicions are confirmed when you stumble on the half-buried body of an Esquimau, long-dead but perfectly preserved in the Arctic cold. For an instant you suspect another monster murder, but closer examination soon shows the poor unfortunate simply broke his leg in a hidden fissure and froze to death, unable to move.

Caught up in his furs is a small container fabricated from a hollow walrus tusk and containing a quantity of dark, viscous fluid.

If you want to risk drinking this fluid, you may do so at Act 62. If not, throw the container away and proceed carefully westwards (the only safe route) to Act 26.

 41

Fog · Loc Confused

The fog here is so thick it is literally impossible to see your hand in front of your face.

You may fumble your way south to Act 31, east to Act 21, north to Act 71 or west to Act 73.

42

Trackless Wastes · Loc 4

There is blood on the snow!

You follow the trail and soon discover the grisly remains of what must once have been a man, but is now no more than a dismembered hulk – dismembered, one must presume, by the very bear you yourself just slaughtered.

You turn away in sorrow and disgust, but as you do so, your eye catches a curious little skin bag some distance from the mutilated corpse.

You bend to examine it and discover it contains three small, polished pebbles, a feather of some description, a square of grey fur and a short twig twisted round with leather thonging. Right at the bottom is a small piece of amber and a cube of some material which exudes a pungent and highly distinctive smell.

You take a careful step backwards. This is, without doubt, a medicine bag, which presumably means the body you have found is that of a tundra shaman, one of the most powerful sorcerers of the Northlands.

Which leaves you with the problem of whether you should take the medicine bag and run the risk of heaven knows what at Act 64. Or leave it firmly alone and continue on your way at Act 66.

43

In Fog · Loc Confused

Your fumbling fingers strike solid rock and it soon becomes clear that your progress is severely limited.

In fact, you can only go south to Act 33, west to Act 21 or northwest to Act 71.

44

Trackless Wastes · Loc 4

An errant ray of sunlight glints off something in the snow. For a moment you half-convince yourself you have imagined it, but your self-confidence reasserts itself and you kneel down for a closer look.

It is a tiny shard of coloured glass.

You begin to stand up again, disappointed, when the significance of your discovery impinges on your consciousness. Worthless in itself, the fragment indicates beyond all doubt that someone else has been in this area recently.

You stand up and look around you. There are no tracks save your own, but rock to the north of the fragment seems to have been scuffed a little.

None of which is terribly helpful in deciding where you should go. Your options are north to Act 18, south to Act 68, west to Act 70 or east to Act 72.

Ice Caverns · Loc 2

The longer you stare, the stronger the illusion becomes until your senses insist you are standing before a giant skull. You find the sight strangely comforting, like a message from home.

But that gives no indication of whether you should enter the caverns – and if so, which of the four entrances you should use. If you decide that now is as good a time as any to strike out underground, turn to Act 75. Alternatively you may leave north to Act 29, east to Act 23 or south to Act 77.

Trackless Wastes · Loc 4

This definitely seems like the road to nowhere; and, as usual in situations of this type, the terrain permits you to move freely in almost any direction.

Select from north at Act 20, south at Act 70, southeast at Act 44, northwest at Act 50, northeast at Act 6 or west at Act 74.

Log Hut · Loc 5

Impatiently you sweep away the skins, only to find a stout wooden door behind them. With an arrogant swing of your mighty fist you sma –

Yuiipes!

– You suck your bruised knuckles while frowning angrily at the door which has survived your onslaught without so much as splintering slightly.

With nothing better to do until the pain dies down, you study the scrap of paper pinned to the door with a dirty great iron nail. Block printed on it are the words:



Since, presumably, you are unable to get into the hut, you may now travel north to Act 77, northeast to Act 23, south to Act 81, west to Act 83 or east to Act 85.

Ice Caverns · Loc 2

What a distinctly unappealing place. You move to change your perspective, but the illusion of a skull is, if anything, stronger.

If you feel like entering the caverns, you will have your opportunity at Act 76. If you prefer to give them a miss, you can always travel north to Act 34, south to Act 72, west to Act 18 or southwest to Act 44.

Esquimau Village · Loc 10

You glance around. There is no sign of Baron Frankenstein here – or anybody else for that matter. But only an idiot or a monster would be out wandering in weather like this, so there is every possibility the villagers are indoors.

If you feel like a bit of company, you may enter the village at Act 87. Otherwise, you may skirt it south to Act 91, north to Act 27 or northwest to Act 25.

Trackless Wastes · Loc 4

From somewhere distant, the wind carries a hint of the smell of the sea, but you are unable to determine from exactly which direction.

You may, however, proceed north to Act 24, south to Act 74, southeast to Act 46, east to Act 20, northeast to Act 8, southwest to Act 78, or west to Act 84.

 51

Yawning crevasse · Loc Unmapped

Your passage eastwards is blocked by a yawning crevasse. Moving forward, you peer over the edge to see if there is any way you might climb down in order to get across.

And out of the depths rears a great head!

You have not seen anything so terrifying, so bizarre, so horrible since the last time you glanced in a mirror. The head, with fiery red eyes the size (and shape) of water melons, is attached to a sinuous white-scaled body. An open mouth with double rows of teeth yawns dangerously in your direction.

You have discovered the near-legendary Arctic wyrm, a creature whose breath is known to be as dangerous as a cobra's bite. You step back a pace, but it is too late to flee. The wyrm is striking towards you with breathtaking speed.

This is going to be monster vs monster. The wyrm's stats are SPEED 6, COURAGE 3, STRENGTH 6, SKILL 3, PSI 0 and it has no less than 55 LIFE POINTS. Apart from any normal damage this beast may score against you, it will breathe all over you successfully on a throw of 12, stripping skin and flesh from your bones and leaving you little more than steaming green jelly. Should the encounter kill you, turn to Act 13. If you survive, go to Act 89.



52

Trackless Wastes · Loc 4

The going has become extremely difficult here, allowing you to progress in only a limited number of directions.

Namely southwest to Act 56, northeast to Act 36 or due south to Act 26.

53

Trackless Wastes · Loc 4

There are definite signs here that someone has passed this way.

You examine the snow and discover the remains of a temporary campsite.

Something on the ground catches your eye and you bend to pick it up. It is a coin, a good luck piece . . . and one you instantly recognize. A single tear forms in your eye, then drops to freeze instantly and fragment with a musical tinkle against a rock. There can be no mistake. The coin belonged to the man who made you, Baron Viktor Frankenstein.

Waves of sadness wash over you. Sadly, you and Papa (as you fondly called him) never quite saw eye to eye, possibly because of the difference in your size. And the day you accidentally broke most of the bones in his upper body while giving him a loving hug was the day he disowned you forever and set out to hunt you down like a rabid dog.

Yet with it all, he is still Papa. Will you ever see him again?

Hopefully not in this adventure, since he seems so determined to destroy you. But you can keep his good luck

Act 54–55

piece, an extremely valuable coin which allows you to add 2 points to any dice throw you may make from now on. Now plod on northeast to Act 37, east to Act 29, southeast to Act 45, southwest to Act 93 or due west to Act 97.

54

Rock Formation · Loc Unmapped

Your way is blocked by a towering rock formation where volcanic forces have distorted rock into delicately twisted towers and minarets which claw their way upwards like some granite mosque transported bodily from warmer climes.

From this weird spot, you may go south to Act 30, southwest to Act 32, or east-southwest to Act 26. And while it seems unlikely that you would wish to explore the rock formation itself, you may still do so at Act 80.

55

Trackless Wastes · Loc 4

Curling your hand into a massive fist, you bring it down with superhuman force on the obsidian statue . . .

. . . which explodes with sufficient force to blow you to Act 13.

56

Trackless Wastes · Loc 4

The going becomes restricted (and the weather, if anything, more cold).

Your travel options are limited to four: northeast to Act 52, east to Act 26, southeast to Act 24 and west to Act 82.

57

Trackless Wastes · Loc 4

Something very odd is happening. As you trudged into this area, a blizzard began to blow, forcing you to halt and seek crude shelter with your back to the wind. But after a moment you realize that the intensity of the blizzard never varies, the wind remains constant.

Cautiously you step back a pace or two the way you came and discover that the edges of the blizzard are clearly delineated as if the snowstorm were somehow confined to the one spot.

You begin to circle and find the storm is indeed confined to one spot, a permanent blizzard stretching out ahead of you.

If you want to try your luck in that blizzard, you can do so at Act 95. If not, you can avoid it south at Act 51 or southwest at Act 35.

58

Trackless Wastes · Loc 4

Up ahead is the monster! The looming shape with the bolt through the neck is absolutely unmistakable.

Act 59

With a strangled cry you hurl yourself forward, determined to do battle, determined to rid the world forever of this foul creation –

– and find yourself half-drowning in a snowdrift!

As you gasp for air and struggle to free yourself, you can see that what you took to be the monster is no more than a snowman in the monster's image. The creature is growing more cunning, hence more dangerous. You will have to be extra careful from now on . . . assuming, of course, that you get out of this drift alive.

Which is quite an assumption. Throw two dice. Score below 3 and you drown. Score 3 to 6 and you freeze. Eitherway, turn to Act 14. Score 7 to 12 and you scramble out again with the option of travelling northwest to Act 54, southwest to Act 34, west to Act 30 or east to Act 86.

59

Trackless Wastes · Loc 4

Gently you scrape away the snow and ice. Carefully you extricate the statue. It is surprisingly light for its size and, as you lift it free of the snow, it begins to radiate a warm black glow.

You almost drop the artifact in surprise. Between your hands, the figurine begins gently to vibrate, then hum softly. The glow increases until you and the figure are surrounded by an area of black luminescence like a giant egg.

The sensation within the cocoon is by no means unpleasant, but definitely weird. The quality of your vision has changed, as if you were examining something

by moonlight . . . except that your environment and the objects within it all seem to be illuminated from within. A good feeling assails you and you smile. A voice echoes within your mind.

“Think of the King whose touch turned all to gold, for the password is his name!”

King? Password? Password to what? Or where? And where is the voice coming from?

No matter. The black glow is fading, the hum dying, the figurine growing chill and lifeless. You set it down again, frowning.

A real mystery. The password may come in useful at some stage if you can figure it out. In the interim, a quick flex of your muscles will convince you that however many LIFE POINTS you may have lost on this adventure, you are now back up to 100. You may now travel west to Act 17, south to Act 27, northwest to Act 33, southeast to Act 51 or northeast to Act 57.

60

Ice Mountains · Loc 3

You begin your climb, fighting your own better judgement as much as the rough, tough terrain. And as you climb, a curious sensation grips you: the feeling that you are being followed.

You glance around you quickly, but there is nothing in sight. Perhaps it is merely overactive imagination, triggered by the menace of the place. Or perhaps you are hallucinating slightly from breathing air tainted by volcanic fumes. You shrug your shoulders and press on.

There is a sound behind you.

Act 61-62

You spin round just in time to find yourself under attack by a huge ape-like creature with enormous hands, feet and fangs.

You have, it appears, encountered a yeti, sometimes called an abominable snowman, and a creature which could probably give your monster a run for its money. This yeti has the following stats: SPEED 2, COURAGE 5, STRENGTH 6, SKILL 3, PSI 0 and 60 LIFE POINTS. It is extremely hungry and it is not a vegetarian. If the yeti kills you, turn to Act 14. If you survive, go to Act 88.

61

Rock Formation · Loc Unmapped

This is not particularly easy going for a creature your size and in many cases progress depends on squeezing through very narrow gaps.

So narrow, in fact, that there is a fighting chance you may get stuck. Throw two dice. Score 2 to 4 and you are jammed tight. Lose 15 LIFE POINTS. If this kills you, a slow death will carry you off to Act 13. If not, or if you score anything else, you can plunge deeper into the formation at Act 99.

62

Trackless Wastes · Loc 4

The dark fluid burns all the way down. Your stomach knots. There is a soundless explosion in your head.



Act 63

Your vision dims, then clears abruptly. Very much to your surprise, you feel good. In fact you feel marvellous.

As well you might, having imbibed some of the strongest medicine you are ever likely to find. If you have lost any LIFE POINTS up to now, you will find them restored. What's more, unless you are killed in your next fight, any LIFE POINTS you lose then will automatically be restored at the end of the encounter. (But only for one combat encounter.) On that happy note you may take the only safe route out of here, which happens to be westwards to Act 26.

63

Thermal Springs · Loc 6

Throwing caution and clothes to the winds, you hold your nose and leap feet first into the bubbling pit.

Minutes later, you are still sinking. But fortunately Papa Baron transplanted extra large lungs when he lashed you together, so the long journey down does you little real harm and after a time your natural buoyancy has you bobbing upwards again like a cork.

You break surface, take a deep breath and begin to sing, scrubbing off the accumulated grime and generally enjoying the pleasant sensation of heat after such a long trek through the cold.

And as you do so, you suddenly notice three of the Baron's bully-boy helpers grinning at you evilly from a nearby rock!

This is what's known as getting caught with your pants down. Each of the three has the following stats: SPEED

3, COURAGE 2, STRENGTH 3, SKILL 2, PSI 0 and 30 LIFE POINTS. *Each carries a dagger which gives him +5 on any damage scored against you. All three are enthusiastic for your scalp, having been offered a substantial bounty by the mad scientist himself. And to make a bad situation even worse, the first two will automatically get first strike against you by reason of surprise.*

There is, however, just a little good news. Health-giving minerals in the thermal springs have increased your STRENGTH and SPEED stats to 6 for this encounter, while a slight calcification effect will deduct 3 points from any damage scored against you in this fight. If the Baron's men kill you, they will collect their bounty when they dump your body at Act 13. If you survive, best turn to Act 101.

 64

Trackless Wastes · Loc 4

Your hand closes on the medicine bag.

At once your head begins to reel. The world turns upside down. The earth shakes beneath your feet. Above you, mythic creatures – pegasi, manticores, even dragons – whirl and swoop across the leaden sky. Something in the bag has seized your mind!

Fortunately there's still time to drop it at Act 90. But if you prefer to take your chances, hang in there to Act 92.

 65

Thermal Springs · Loc 6

Swiftly you peel off your clothing and drop it into the bubbling spring . . .

Where it promptly disintegrates!

You stare down in horror at the few floating scraps of material, none of them bigger than a postage stamp and getting smaller by the second. Then you stare down at your great hairy legs and enormous bare feet, wondering how you are going to get yourself out of this mess. Running round in the buff is bad enough, but running round in the buff in the Arctic is tantamount to suicide. You are comfortable enough here, of course, since the thermal springs have left your immediate environment comfortably warm, but once you leave you'll freeze for sure.

You look around you (a little desperately) but there is no-one in sight. Sitting down on a nearby rock in a pose not unlike that of Rodin's *Thinker*, you try to figure out what to do.

But however hard you cogitate, your options are strictly limited. You might like to try calling for help at Act 103 since the Arctic is probably full of people anxious to assist a naked monster. Or perhaps you could try suicide by leaping into the bubbling spring at Act 109, since this is at least a warm way of reaching Act 13.

Wearily, you plod on.

Moving east to Act 32, southeast to Act 10 or northeast to Act 54.

Thermal Springs · Loc 6

Being essentially a lazy monster, you pinch your nose between forefinger and thumb of your left hand and leap into the bubbling pit fully clothed.

Only to find your clothes promptly dissolve!

For a moment you tread water, stunned. Every last stitch you were wearing is now gone, leaving you naked as a (rather large and ugly) new-born baby.

Instantly, you do the only possible thing in the circumstances – you panic. If the bubbling spring can do this to your clothes, what is it going to do to you? Your great hands scrabble at the edge as you try to haul yourself out, but, in your excitement, you miss your hold and slip back in. Desperately you begin to scrabble again –

– but became dimly aware that having destroyed your clothing, the bubbling water is not, in fact, doing you any harm at all.

Your panic subsides and you slip back into the comfort of the thermal spring to think. You have a real problem here. With your clothes gone, you are as good as dead once you leave the warmth of the thermal springs: trekking stark-naked across the Arctic wastes is seldom recommended in explorers' manuals. At the same time, what can you do?

You heave yourself out of the spring and squat down to have another little think.

But your options are strictly limited. You might like to try calling for help at Act 103. Or you could try suicide by leaping into the bubbling spring at Act 109, since this is at least a warm way of reaching Act 13.

Log Hut · Loc 5

You pull back the skins and discover a stout wooden door behind them on which has been pinned a note.

The note reads:

KEY TO DOOR IS UNDER THE MAT

You glance around. No mat. On impulse, you turn the note over. On the back is written:

THE MAT IS IN THE CAVERNS

If you've been to the caverns, found the mat and recovered the key, you may use it to open the door at Act 94. If not, your options are north to Act 44, northeast to Act 70 or northeast to Act 72.

Thermal Springs · Loc 6

Cautiously skirting the springs themselves, you make a careful exploration of the area. Beyond a rocky outcrop you find clear indications that several men have been here; and quite recently. That they were the Baron's henchmen you have not the slightest doubt – among the rubbish they dropped was a half-finished scrimshaw of his ancestral home.

You glance around with narrowed eyes, fearful that they might still be in the vicinity, but there is no indication of any danger. You are about to drop the scrimshaw into your pocket, being an enthusiastic collector of maritime memorabilia and similar rubbish, when you notice carved in tiny lettering on the back the words:



How interesting. But it doesn't get you anywhere, does it? If you've changed your mind about taking a bath, you may still do so at Act 63, or wash your clothes at Act 65 or both at Act 67. Alternatively, you may troll off north to Act 105, south to Act 21, southwest to Act 41 or southeast to Act 43.

 70

Coast · Loc Unmapped

The chill grey Arctic sea looms sullenly before you, an impassable barrier to any further progress.

Act 71-73

Although you may go north to Act 46, northwest to Act 74 or east to Act 44.

71

Fog · Loc Confused

You stumble onwards, hands outstretched before you in the time-honoured monster pose.

North (and indeed northeast) will get you to Act 39. South goes to Act 41, southwest to Act 73 and southeast to Act 21.

72

Coast · Loc Unmapped

The wintry Arctic sea appears morosely before you, an impassable barrier to any further progress.

You may, however, travel north to Act 48, west to Act 44 or northwest to Act 18.

73

Cliff · Loc Unmapped

Good grief, you're teetering on the very edge of a sheer cliff face which drops away a thousand feet or more!

Now is a good time to find out if you have a head for heights. Roll two dice. Score below 6 and you've tottered over, falling with a blood-curdling scream to smash

through the floor of the chasm far below into Act 13. Score 6 or better and you can pull back from the brink to travel northeast to Act 71, east to Act 41, southeast to Act 31 or southwest to Act 37.

 74

Trackless Wastes · Loc 4

There is a huge footprint in the snow!

Your monster? Or something else? You bend to examine the print – and something attacks you viciously from behind!

You are NOT being attacked by whatever left the footprint but by something much worse: a polar reiz. Unknown to natural science and hinted at only in the darkest legends, the reiz is a six-legged, snow-white cross between a lion and an ox, with sabre teeth, a trailing mane and heavily-clawed forelegs. The stats of this reiz are: SPEED 6, COURAGE 6, STRENGTH 6, SKILL 4, PSI 1. It has 70 LIFE POINTS. Its PSI ability is INSTANT DEATH which it will use on a throw of 12 to consign you immediately to Act 14. Since it attacked from behind, it gets first blow by reason of surprise. If the reiz kills you, turn to Act 14. If you survive, turn to Act 96.

 75

Ice Caverns · Loc 2

You start forward, then hesitate. There are four entrances, all within easy striking distance. Which one will you pick?



These entrances form the orifices of the skull formation. You may enter through the right eye at Act 107, through the left eye at Act 111, through the nose at Act 115 or through the mouth at Act 121.

76

Ice Caverns · Loc 2

Cautiously, you study those four entrances. Selecting one rather than another could make an enormous difference to where you eventually end up.

Since the entrances form the orifices of the skull formation, you may select from the left eye at Act 98, the right eye at Act 102, the nose at Act 106 or the mouth at Act 112.

77

Trackless Wastes · Loc 4

The wasteland seems to continue endlessly until even your keen sense of direction almost deserts you.

Almost, but not quite. You still retain enough to realize you can go north to Act 45, south to Act 47 or northwest to Act 93.

78

Coast · Loc Unmapped

The freezing Arctic sea emerges sombrely before you, an impassable barrier to any further progress.

You may, however, travel north to Act 84, northeast to Act 50, east to Act 74 or southeast to Act 70.

79

Log Hut · Loc 5

The key turns easily in the lock and the door swings creakily open. Inside, the hut is dark and gloomy, but you have already memorized the position of the shuttered window and move in to feel your way towards it.

“Get him lads!”

It is the familiar voice of your creator, now alight with mad excitement at having caught up with his least favourite monster.

You swing around to defend yourself.

There are three of the Baron's men in the hut, each with the following stats: SPEED 3, COURAGE 4, STRENGTH 3, SKILL 4, PSI 0, LIFE POINTS 25. Each is armed with a belaying pin which gives him +5 on any damage scored against you. Baron Frankenstein himself will not take part in the attack and will run away if you seem to be winning. If you lose, your body will be preserved in a glass case and your spirit will end up at Act 13. If you survive, turn to Act 113.

80

Rock Formation · Loc Unmapped

Once within the formation, the impression of an Arabian Nights environment increases, so that you feel

almost no surprise when your foot knocks over the battered remnant of an ancient brass oil lamp of distinctly Middle Eastern design. You bend down to pick it up. Apart from a broken handle, the lamp seems sound enough. But what is it doing here, so far from the burning desert kingdom where it was obviously made?

What indeed? But a more urgent question is whether you have the bottle to rub it. If so, turn to Act 100. If not, you can continue to explore the formation at Act 104.

81

Coast · Loc Unmapped

The biting cold Arctic sea takes shape silently before you, an impassable barrier to any further progress.

From here you may go northwest to Act 83, north to Act 47 or northeast to Act 85.

82

Coast · Loc Unmapped

The unfriendly grey Arctic sea appears menacingly before you, an impassable barrier to any further progress.

Although you may still travel southeast to Act 24 or east to Act 56.

83

Coast · Loc Unmapped

The hostile Arctic sea looms sullenly before you, an impassable barrier to any further progress.

Although you may still travel northeast to Act 77, east to Act 47 or southeast to Act 81.

84

Trapped Ship · Loc 1

Is this the ship in which you came? The cold has obviously begun to gnaw away important centres of your brain, for you cannot remember. Nothing about the great trapped bulk is even vaguely familiar.

But whether you remember or not, you are still faced with an immediate decision – whether or not to try to board the ship.

You walk around it cautiously, craning upwards, but there is no indication of any life aboard.

Which leaves you at make-your-mind-up time. If you want to risk that frozen rope ladder, turn to Act 108. Alternatively, you may leave the ship to its fate and travel south to Act 78, east to Act 50 or northeast to Act 24.

85

Coast · Loc Unmapped

The unwelcoming Arctic sea looms sullenly before you, an impassable barrier to any further progress.

You may, however, still travel southwest to Act 81, west to Act 47 or northwest to Act 23.

86

The Crystalline Ridge · Loc World's End

You stop, dumbstruck. Ahead, to the east, but running north and south as far as the eye can see, is a high ridge of what appears to be purest fire diamonds, throwing back the light in reflective shards and creating dancing rainbows everywhere.

That it is a natural phenomenon you have no doubt, but it is like absolutely nothing you have ever seen or heard of before. You push forward, wondering if this could be some form of bizarre glacier, but when you reach the ridge itself, you quickly discover the huge crystals are not ice (nor diamond either, more's the pity) but quartz.

You may try to cross the ridge due east at Act 110, or travel north along its length in search of an easier crossing at Act 114, or south for the same purpose at Act 118. Alternatively, of course, you may trek west to Act 58.

87

Esquimau Village · Loc 10

You stride forward.

"Hello," you call. "Is anybody home?"

Esquimau warriors, each armed with a wickedly-barbed spear, rise up out of concealed hides to ring you. They seem wary, nervous, but very determined.

Act 87

You stop, having no real wish to impale yourself on a spear.

"Are you a yeti?" calls one of the men, a big, bearded individual who might be their leader.

"No, of course I'm not," you tell him shortly.

"What are you then?" he asks.

"I'm a monster," you mumble sheepishly.

"You're a what?" he asks in amazement.

"A monster," you exclaim, more loudly this time.

A startled gasp runs round the circle of skin-clad warriors surrounding you. And while the ring of spears never falters, a heated discussion breaks out among them in a language you do not understand until a fat woman emerges from one of the igloos and elbows her way into the circle.

"Careful!" the leader warns. "He may be dangerous. We think he's a yeti, but he says he's a monster."

"Of course he's a monster!" the woman snaps. "Who ever heard of a yeti with a bolt through its neck." She cuffs a nearby warrior around the ear, sending him flying. "Put down your spears. This is no way to greet a guest."

"If we put down our spears, he may attack."

"If he does, I'll deal with him," the woman promises grimly.

Slowly, reluctantly, the warriors allow their spears to drop.

If you want to take advantage of this situation by attacking to take the woman hostage, you may do so at Act 117. If you prefer to let matters develop peacefully, turn to Act 119.

88

Ice Mountains · Loc 3

Scientific curiosity encourages you to examine the gigantic corpse carefully. Since it may well have interesting parts you could transplant sometime. But the most interesting part of all turns out to be a small canvas sack strapped to the creature's back and more or less hidden in the long fur.

You open the sack cautiously and discover to your surprise that it contains a delicately-carved jade figurine of what appears to be a Chinese dragon. The workmanship is excellent, with an artistic eye for detail, and the figurine is certainly quite valuable. But what on earth is a Chinese artifact doing here in the polar regions – let alone being carried by a yeti?

The question may remain forever a mystery but, in the interim, you need to decide where to go next. You may continue to climb in these dangerous mountains at Act 120 or leave them to travel south to Act 12, southeast to Act 32 or southwest to Act 52.

89

Yawning Crevasse · Loc Unmapped

Gasping a little from your exertions, you approach the edge again – and discover an entire colony of Arctic wyrms climbing the sheer sides of the crevasse towards you! It seems you have stumbled on one of the most dangerous areas of the entire polar regions, with small chance of proceeding any further eastwards.

You have, however, a little time before the wyrms will

Act 90-91

reach you and you use it wisely by extracting one of the razor-sharp forefangs of the creature you have just killed. Used as a knife in combat, the fang will give you +5 on any damage you may score.

Now better get out of there before the remaining wyrms crawl all over you. Your available options are west to Act 27, north to Act 57 or northwest to Act 35.

90

Trackless Wastes · Loc 4

The bag hisses and wriggles as it reaches the ground, as if it contained some living creature like a snake. But you stoutly ignore this development and stride off without a backward glance.

You may move east to Act 32, southeast to Act 10 or northeast to Act 54.

91

Coast · Loc Unmapped

The chill grey Arctic sea looms sullenly before you, an impassable barrier to any further progress.

North will take you to Act 49, east to Act 51.

92

Trackless Wastes · Loc 4

For a moment you teeter on the verge of a blackout. Then, quite suddenly, your head clears and a curious (but very pleasant) sensation of warmth begins to pervade your entire body.

This looks like the magical answer to thermal underwear, Baron. From now on, whatever happens, the cold of the Arctic will be powerless to affect you; and any enemy using cold as a weapon will be unable to harm you. In the interim, you might as well loosen your tie, unbutton your shirt and stride off briskly east to Act 32, southeast to Act 10 or northeast to Act 54.

93

Trackless Wastes · Loc 4

Your left foot, which was never all that secure, has come very loose from walking, but a nip and a tuck soon secures it good as new.

Even with a fully repaired left foot, your travel options are limited to southwest to Act 125, northwest to Act 97 or northeast to Act 53.

94

Log Hut · Loc 5

Inside, the hut is so gloomy that you crack your shin quite nastily against a table leg before you manage to

Act 94

open the shutters on the single window and let a little light into the place. You look around.

The hut is crudely furnished, with little indication of recent habitation. It seems to have been built originally by a solitary trapper or hermit with a taste for the cold. A cursory examination reveals little of immediate use, but the contents of a small, open wooden chest near the window catches your eye. Within the chest is a beautifully-made stone figurine of a winged woman, her eyes formed by two semi-precious crystals delicately inset.

As you lift the figurine from the box, you notice beneath it a leather-bound book which, on examination, proves to be a faded diary. Many of the pages are missing and on some of those which remain, the ink is so faded as to be unreadable. But from what you can make out, an exciting story emerges.

The author of the diary remains a mystery, but he was familiar with the Arctic wastelands and seems to have lived in them for many years. How he managed to survive is a deepening puzzle until you stumble on the most exciting section of all – a description of a lost city far to the east: “beyond the Crystal Ridge” as the record puts it. There is even a rough sketch map of the route to the city, a tortuous and dangerous journey by the look of it.

But one which you may like to undertake at Act 116. Alternatively, of course, you may leave the hut and travel north to Act 44, northwest to Act 70, northeast to Act 72 or due south to Act 122.

95

In Blizzard · Loc Lost

The storm closes around you, blocking out your ability to see more than a few yards ahead and totally destroying your sense of direction.

You stumble onwards bravely, but it quickly becomes obvious your decision to risk this blizzard was a wrong one. Desperately you try to retrace your steps to safety –

But alas you break out of the storm only to find yourself shivering in the murky gloom of Act 13.

96

Trackless Wastes · Loc 4

You stare down at the bizarre corpse, wondering where you ever found the strength and stamina to kill it. As you do so, a memory stirs. Towards the end of the fight, when it was obvious you had the upper hand, the reiz tried to flee northwestward, a difficult direction to move in given the immediate geography. Why then did the creature try to head that way?

If you're really curious, you can try going northwest yourself to Act 84. But since this may lead only to a den of reizi, you might be better off travelling west to Act 78. north to Act 50, east to Act 46, northeast to Act 20 or southeast to Act 70.

Coast · Loc Unmapped

The bitterly-cold Arctic sea is exposed before you, an impassable barrier to any further progress.

From here you may travel east to Act 53, southeast to Act 93 or take a long trek northeast to Act 37.

In Caverns · Loc Unmapped

Cautiously you step into the cave which forms the left eye of the skull. Beyond the wide, near-circular opening, the cavern narrows abruptly into little more than a long, narrow passage which twists and turns at first, but eventually settles into running due northwards.

Although gloomy, it is far from dark even in the narrow confines of the passage for a dull, green luminescence pervades the walls, floor and roof of the caverns, reflected by the crystalline ice formations to create a ubiquitous glow.

You travel northwards for some yards before reaching a sort of T-junction as the passage connects with another leading due east and west.

Due west will take you to Act 124, due east to Act 126. But you still have the opportunity to get out of this area of the caverns by backtracking to Act 48 where you may go on to select another entrance or abandon them completely.

Rock Formation · Loc Unmapped

How peculiar – someone has been here before you . . . and carved graffiti on the rocks!

Frowning, you attempt to decipher the words which are, of course, well weathered. In so far as you can judge, they seem to be in verse:

*Mountains of madness hold the key
To the lone traveller's Destiny.
Once found, move south through icy hells
To wooden house where danger dwells
To place where heat melts all the snow
To find that which you now must know
In order to survive the day
And put your enemies away.*

Not particularly good poetry, but a sterling effort to carve so much into frozen rock. And the advice contained in it may well be useful.

If not, this has been a wasted part of your journey since the way forward is definitely impassable. Fortunately you can be fairly sure you have lost your creator by now, so you may safely backtrack out of the formation and select a route east to Act 19 or south to Act 29.

Rock Formation · Loc Unmapped

This is ludicrous – you are not a character in a pantomime! You are Baron Viktor Frankenstein, scien-

Act 100

tist and monster-maker extraordinaire. Yet here you are, in the middle of nowhere, busily polishing a battered old oil lamp like some superstitious shepherd on the shores of the Dead Sea. What a stupid occupation! What do you expect to happen anyway? Do you honestly think smoke will start to pour out of the lamp and coalesce into a huge, green-skinned djinni out of the Arabian Nights? Do you imagine even remotely that –

Hello, there's smoke beginning to pour out of the lamp!

You stop rubbing at once, but it makes no difference to the smoke, which curls upwards in a spreading, whirling cloud . . .

Perhaps it was the heat generated by your rubbing which triggered combustion of some fuel remnants inside. There must be a scientific explan –

The smoke is beginning to coalesce into a green-skinned djinni, turbanned, heavily-bearded and carrying a scimitar, exactly like a nightmare illustration from the Arabian Nights.

The creature bows. "Your wish is my command Illustrious One," it begins.

"Good," you say, ever the opportunist. "What I want is –"

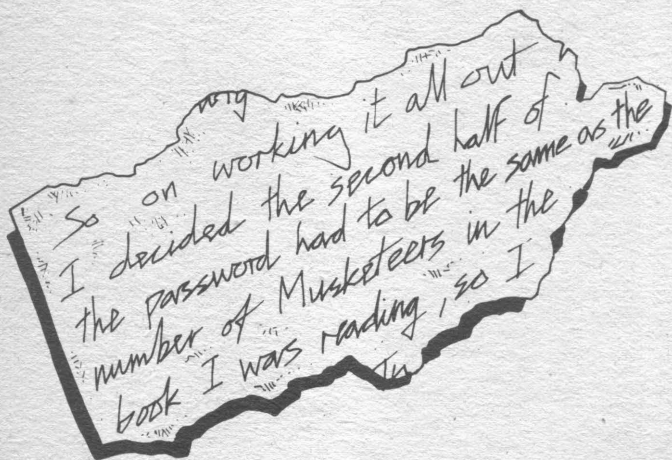
But the towering giant interrupts. "Provided, of course, you can defeat me in battle . . ."

Aladdin never had problems like this. If you really want to go head to head with this brute, you will have an opportunity to do so at Act 128. If you would prefer not to, simply throw the lamp away and get out of the rock formation quickly south to Act 30, southwest to Act 32, or east-southwest to Act 26.



Thermal Springs · Loc 6

You are stomping the bodies in an upsurge of blood-lust when you notice a piece of paper which has fallen out of one man's pocket. You pick it up and discover it to be a fragment of a letter he was writing to a girl-friend in Venezuela. The fragment reads:



So on working it all out
I decided the second half of
the password had to be the same as the
number of Musketeers in the
book I was reading, so I

Not a lot to go on, but in a place like this you never really know what information might become useful or when.

Meanwhile, it would make sense to get out of here before anything else happens. North will take you to Act 105,

south to Act 21, southwest to Act 41 or southeast to Act 43.

102

In Caverns · Loc Unmapped

You have entered a large cave, illuminated by some natural luminescence in the walls which is reflected and amplified by the ice and crystal formations so prevalent in this place.

You move into the cavern, noticing as you do so that there are subtle signs someone has been this way before, although how long ago you have no means of knowing.

Deep into the cave you realize abruptly you will have to make another decision. There are two exits, both leading into passageways lit by the same natural luminescence as the cave itself.

One of these leads north to Act 130, the other east to Act 138. Or you may leave the cave to Act 48.

103

Thermal Springs · Loc 6

“Help!” you call and your gruff voice sets up echoes which reverberate across the wastes to crack ice and set off avalanches in the distant mountains.

“Help!!!” you call again, mournfully. “Help!”

“Would you ever stop that racket?” asks a small voice by your ankle. “And cover yourself up at once! You’re positively indecent!”

“That’s the trouble,” you say, glancing down to dis-

Act 104

cover your calls have alerted an Arctic gnome. "All my clothes have been destroyed and I will probably freeze to death without them."

The gnome, whose own clothes are too small to fit you, scratches thoughtfully behind one ear. "I suppose you were dunking them in the spring? That water will rot anything. Still, can't leave you in the buff – you'll frighten the penguins. Would you be prepared to sacrifice ten of your LIFE POINTS for a good suit?"

Well, would you? If so, turn to Act 127. If not, you can only go to Act 131.

104

Rock Formation · Loc Unmapped

Squeezing between two outcrops, you suddenly find yourself clear of the formation – and teetering on the edge of a slippery slope which seems to go on for miles.

You leap back swiftly, knock your head against the rock, spin round once, then lose your balance completely and pitch forward headfirst.

At once you are sliding south like a toboggan and gathering momentum all the time.

Roll two dice and double the result to determine how many LIFE POINTS this exciting little journey will wear off. If the result kills you, turn to Act 14. If you survive, you will slide all the way south to Act 30.

105

Ice Mountains · Loc 3

What a pretty place! For the first time since you came to the Arctic, you have found somewhere that reminds you – at least a little – of home.

If you want to explore these pleasant mountains more fully, you may do so at Act 129. If not, your only available route is south, which will carry you to Act 71.

106

In Caverns · Loc Unmapped

The cave you have entered is quite small, illuminated by some form of bioluminescence in the walls which casts a green glow over the entire environment.

The only exit is a passageway leading north from an opening in the north wall, but when you take this route, you are confronted, almost at once, with a three-way branching of passages.

Continuing north will take you to Act 132. The remaining branches are northeast to Act 136 or east to Act 148. Or you may, of course, leave the cavern altogether at Act 48.

107

In Caverns · Loc Unmapped

You have entered a large cave, illuminated by some natural luminescence in the walls which is reflected and

Act 108–109

amplified by the ice and crystal formations so prevalent in this place.

You move northwards into the cavern, noticing as you do so that there are subtle signs someone has been this way before, although how long ago you have no means of knowing.

Deep into the cave you realize abruptly you will have to make another decision. There are two exits, both leading into passageways lit by the same natural luminescence as the cave itself.

If you want to travel north, turn to Act 133. To go east, try Act 139. There is still time to leave the caverns completely and make your next decision at Act 45.

108

On Deck · Loc 11

The ship has that silent, eerie feel of a totally deserted vessel, a sort of icebound *Mary Celeste*. More sinister still, there are some indications of violence here – a broken belaying pin, a smashed lifeboat – which leave you even more uneasy.

Despite your unease, you may elect to explore this deserted vessel at Act 134. Or you may zip back down the rope ladder and head off at high speed south to Act 78, east to Act 50 or northeast to Act 24.

109

Thermal Springs · Loc 6

“Goodbye, cruel world!” you call dramatically as you leap nude into the bubbling spring, permitting yourself to sink

like a stone with visions of the dreaded Act 13 flashing through your frenzied mind.

Within seconds, to your surprise, a submarine current seizes you, whirling you downwards in a dizzying spiral, then rushing you southwestwards in a terrifying maelstrom which plunges you, lungs bursting, into blackness.

But not, oddly enough, the blackness of Act 13. You awaken instead at Act 135.

110

The Crystalline Ridge · Loc World's End

An exhausted hour later, you conclude your attempts to cross the ridge here are absolutely doomed to failure. It represents an impassable barrier for anything other than a bird.

Although there may, of course, be a crossing north at Act 114 or south at Act 118. Alternatively, you know you can go west at Act 58.

111

Ice Caverns · Loc 2

The wide entrance narrows almost immediately to a narrow passageway, dimly illuminated by luminescent green micro-organisms clinging to the icy rock surfaces.

You move northwards along the passageway until you see, a little ahead, a T-junction as this passage joins another running due east/west.

And the junction is guarded!



You halt in amazement. The Arctic wasteland is supposed to be uninhabited, except for the odd Esquimau and lunatics like the mad scientist and his motley crew of bully-boy helpers. Yet only yards away from you, armed with spears and at attention, are two tiny, wizened humanoids who glare in your direction with feral (and somewhat bloodshot) eyes.

"Halt!" one commands

"Who goes there?" asks another.

"Friend or foe?" puts in the first.

"Seek to pass at your peril," remarks the second in a pleasingly quaint turn of phrase.

"Who are you?" you ask. Then, on second thoughts, you amend the question: "*What* are you?"

"I am Harkoon Gallicus Bindemere," says the creature who spoke first. "My companion is Verdun Van Bloot. And what do you mean, *what* are we?"

"You don't look human," you say.

"Look who's talking," says Verdun Van Bloot. "At least we don't have bolts through our neck and big feet."

"Leave him be," cautions Harkoon Gallicus Bindemere. "He can't help being ugly and stupid." He smiles horribly in your direction. "We are polar trolls, handsome sir, set to guard The Way."

"What way?" you ask.

"The way past, you fool!" growls Verdun crossly. "If you haven't got the password, you don't go any further."

What a turn-up! If you have the stupid password, use it quickly and get past these two idiots. If you haven't, you can always backtrack to Act 45 and select another entrance or abandon the caverns completely. Alternatively, of course, you can use your big feet to stomp the little upstarts at Act 137.

Ice Caverns · Loc 2

As you step into the mouth-shaped cavern, a whimsical thought occurs. What if the 'mouth' should close and the 'skull' begin to chew you into little pieces?

An amusing fantasy.

You move deeper into the cave. Somehow the fantasy grips you so that you glance around nervously.

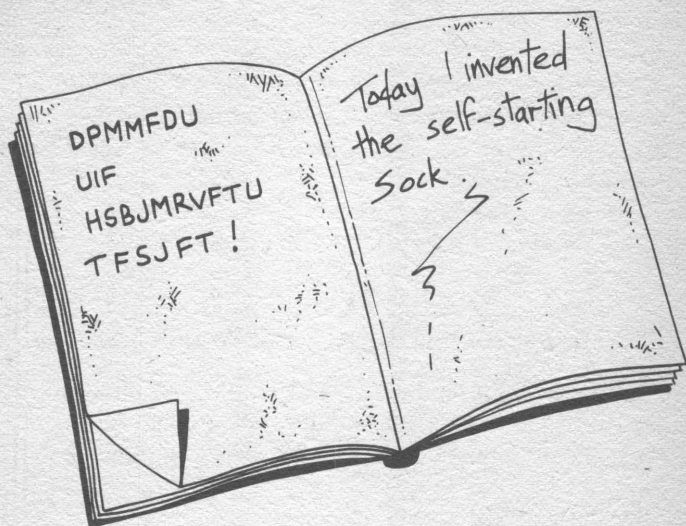
But the cave does not chew you up. Nor does it go anywhere. The 'mouth' is no more than a shallow cavern with no exit other than its entrance. It is touch and go whether you are relieved or disappointed.

But whatever you feel, your only option is to return to Act 48 and then decide on another entrance or to leave the caverns completely.

Log Hut · Loc 5

What little furniture there was in the hut has now been smashed up quite badly in the fight. Picking your way through the debris, the only thing of interest that commands your attention is a pouch which may (or may not) have fallen from the Baron's pocket during the punch-up. You pick it up and discover it contains a small sum of South American paper money, a small, hand-coloured daguerrotype of a boss-eyed goldfish and a notebook.

Abandoning the worthless money and the equally worthless goldfish, you begin to flick through the notebook. Some of the entries are coded and others a little obscure.



But the one which catches your eye is that which is neatly headed:

PASSWORD

Beneath the heading, the writer has scrawled in a neat copperplate:

"The second part of the password, for those who have not already found it near the first, is a prime number, uneven, which, when added twice to itself becomes the last of all the single digit numbers. When discovered, add this secret to the first part of the password and, ignoring trolls, proceed direct to that place which is indicated."

It is precisely the sort of message which gives adventures such a bad name but, as you discover when

Act 114–115

you examine the remainder of the notebook, it is all you are getting.

Which gives you no option but to leave the hut again after all the trouble you took getting into it and to strike off south to Act 81, west to Act 83, east to Act 85, north to Act 77 or northeast to Act 23.

114

The Crystalline Ridge · Loc World's End

An exhausted hour later, you concede that your attempts to cross the ridge here are absolutely doomed to failure. It represents an impassable barrier for anything other than a bird.

Although there may, of course, be a crossing south at Act 118, or some eastern route at Act 110. Alternatively, you know you can go west at Act 58.

115

Ice Caverns · Loc 2

You step into the cave, which is eerily illuminated by a luminous green fungus crawling over walls, floor and ceiling, and discover that it narrows into a single passageway north. But this passageway, having travelled northwards only a few yards, ends abruptly. Closer examination indicates that the route has been deliberately blocked by a huge boulder.

You can always return to Act 45 and select another entrance (or abandon the caverns altogether, if you wish). But should

you want to keep going north, it's as well to remember you are a strapping great monster for whom a boulder should not create insurmountable difficulties. To karate chop the boulder in half, all you need do is throw one dice. If the result is less than your STRENGTH figure, the boulder will break, allowing you to proceed to Act 141. You are allowed three attempts to break the boulder. If none succeed, you must return to Act 45 and select another route.

 116

 Trackless Wastes · Loc 4

The going, if anything, is even more difficult than you imagined from the map. But twice within hours you have seen clear indications of the passage of the monster you created: huge footprints frozen in the snow, iron filings where he scratched absently at the bolt in his neck, the odd internal organ which had worked loose and fallen out to lie like a reminder of doom in the snow.

You are on the right track, that much is certain. And the map clutched in your right hand ensures you remain on the right track.

At one point, shortly after you have rested during a brief snowstorm, you enter a tunnel which carries you miles eastwards emerging east of a crystalline ridge which reflects rainbow light in all directions. From this point, the ground rises steadily as you continue to trek east.

A trek which will take you all the way to Act 140.

117

Esquimau Village · Loc 10

Roaaarrrrr!!!

That is the sound of you leaping forward fiercely, teeth bared, face contorted in a monstrous grimace, to seize hostage the hapless Esquimau maiden . . .

. . . who dodges beneath your massive outstretched hands, reaches up and deftly unscrews the bolt from your neck!

You stand for a moment, horrorstruck. Then the world revolves alarmingly as your head falls off.

A development which ushers you swiftly to Act 13.

118

The Crystalline Ridge · Loc World's End

An exhausted hour later, you concede that your attempts to cross the ridge here are absolutely doomed to failure. It represents an impassable barrier for anything other than a bird.

Although there may, of course, be a crossing north at Act 114, or some eastern route at Act 110. Alternatively, you know you can go west at Act 58.

119

Esquimau Village · Loc 10

After a moment, the men of the village begin to back away slowly, encouraged by a fierce glare from the

woman. One by one they move off (a little sullenly) about their everyday business, leaving you alone with the woman.

She eyes you shrewdly. "Are you married?"

"Yes," you lie promptly, having read about the lengths to which Esquimau women will go to get a husband.

She shrugs. "Pity. I might have made you an offer you couldn't refuse. Still, you'd better have something to eat – I can defrost some extra blubber." With which she turns and disappears into the tunnel entrance of her igloo.

Whence you can follow at Act 143 if you have the nerve. Otherwise you are free to leave the village south to Act 91, north to Act 27, northwest to Act 25 or east to Act 51.

120

Ice Mountains · Loc 3

The going does not become any more pleasant as you push further – and higher – into the mountains, but at least the weather undergoes a steady rise in stark contrast to the usual experience of mountain climbing. In fact, it is not long before you are shrugging off your Arctic gear and stopping every fifteen minutes to wipe the sweat from your brow.

Do you plan to keep climbing these stupid mountains until you melt? If so, you can continue upwards at Act 142. But you can always abandon them and strike off south to Act 12, southeast to Act 32 or southwest to Act 52.

121

Ice Caverns · Loc 2

You step into the yawning mouth . . .

Which promptly closes, chewing you up into little pieces!

At least that's the way it seemed to you, although the fact of the matter is that you were probably caught up in an unexpected rockfall. But chewed up or crushed, any remaining bits of you are only to be found at Act 13.

122

Coast · Loc Unmapped

The ice-cold Arctic sea looms morosely before you, an impassable barrier to any further progress.

Although you may travel north to Act 68, northwest to Act 70 or northeast to Act 72.

123

Cavern Passage · Loc Unmapped

The polar trolls step to one side and salute briskly.

“Take my advice and go east,” remarks Harkoon Gallicus Bindemere as you step past into the east/west passage.

“Or west,” adds Verdun Van Bloot confusingly.

Both treat you to horrifying smiles.

But which piece of advice do you take? West will carry you to Act 145, east to Act 155.

124

Cavern Passage · Loc Unmapped

The passage runs west for perhaps fifty yards before it meets up in a T-junction with another passage running due north/south.

North will take you to Act 144, south to Act 150, or you can backtrack east to Act 98.

125

Trapped Ship · Loc 1

Your first instinct is to hide, but your sensitive nose (transplanted from a bloodhound) suggests the vessel may actually be deserted.

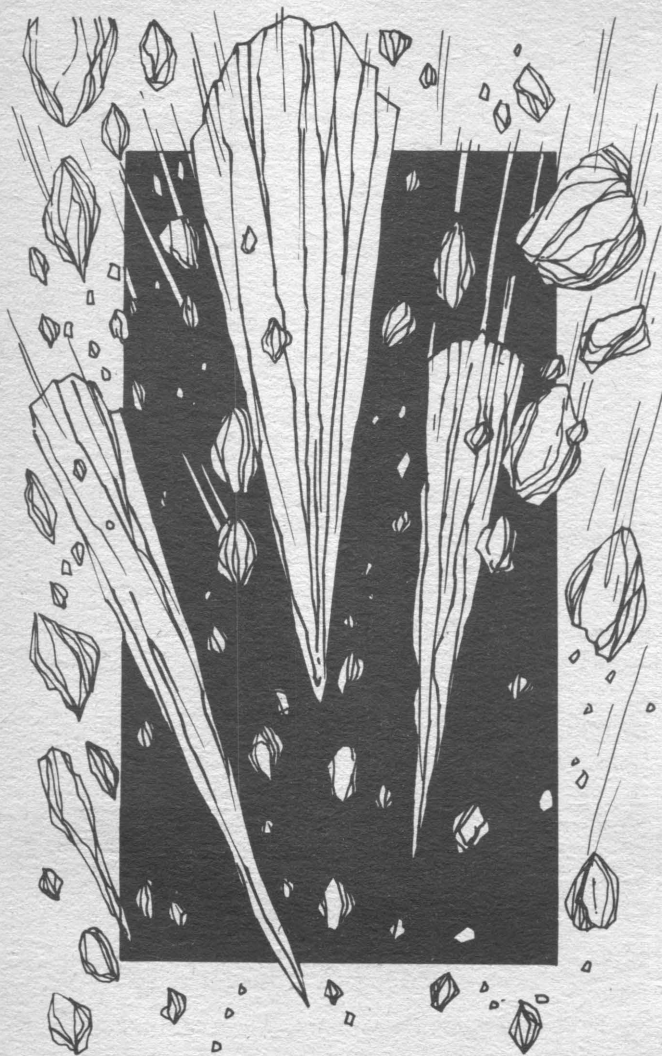
Of course, your nose has been wrong before and a bad move here might just land you in the hands of Baron Frankenstein, the man sworn to destroy you.

If you want to play safe, you can always slope off north to Act 97, southeast to Act 83 or northeast to Act 93. But if you insist on climbing that rope ladder, you'll end up at Act 147.

126

Cavern · Loc Unmapped

You have reached a dramatic, high-ceilinged cavern, festooned with stalactites of ice. A swift glance around alerts you to the fact that the cavern has four exits, west, south, northwest and northeast.



Ssssss – crash!

You leap back in alarm as a stalactite spears down from the ceiling to shatter on the cavern floor, missing you by inches.

Sssssss – crash!

Another one, even larger, closer and more dangerous than the first!

Better not hang around in here for long or you will find yourself skewered lengthways. Your exits are west to Act 146, south to Act 152, northwest to Act 166 or northeast to Act 178. But before you can reach any of them, you must first throw one dice and compare the result with your SPEED stat. If your SPEED is higher you can go direct to the section stated. If not, you can only extricate the stalactite from your cranium and go direct to Act 14.

127

Thermal Springs · Loc 6

“Yes, all right . . .” you mumble uncertainly. “How do I get rid of them.”

“Leave that to me!” exclaims the gnome, delivering a vicious hack to your shins which naps off 10 LIFE POINTS clean as a whistle. (*If this kills you, go to Act 13.*)

“Why you – ” you roar.

“Put me down!” screams the gnome, his voice a little muffled on account of your hands around his throat. “Isn’t it a favour I’m doing you? And how can I do it if you insist on strangling me?”

Reluctantly you drop him on the snow and bend down to massage your ankle. The gnome picks himself up

Act 128

grumpily and begins to make curious sewing movements in the air. After a moment he staggers towards you, arms outstretched. "Take it," he says.

"Take what?"

"Your new suit. I've just magicked it."

"I can't see any suit," you frown.

"Of course you can't – it's invisible!"

"I don't want an invisible suit!" you shout. (Not that you believe there really is a suit in the first place.) "I'd look rude wearing an invisible suit!"

"That's the last time I do a favour for you!" grunts the gnome, allowing his arms to drop to his sides. He turns and stumps off. "Freeze then!" he screams over his shoulder. "See if I care!"

As he disappears over the horizon, you'd better decide whether you are going to search the ground for this 'invisible suit' at Act 149 or reconsider your suicide option at Act 109.

128

Rock Formation · Loc Unmapped

You remove your jacket and roll up your sleeves.

"You're on!" you say.

This is not going to be easy. The djinni has 50 LIFE POINTS and the following stats: SPEED 3, COURAGE 5, STRENGTH 6, SKILL 4 and PSI 5. He will use PSI every second strike to double the damage he scores against you. If you lose this fight, turn to Act 14. If you survive, go to Act 154.

Ice Mountains · Loc 3

It grows less chill as you climb until eventually you are actually feeling warm for the first time since you entered the Arctic Circle.

You are also feeling uneasy, although exactly why you would be hard put to explain. Certainly there is no sign at all of the Baron or his men up here and the area is too barren to support large animal life, so little can threaten in the way of danger. Perhaps you are just over-tired, a condition which tends to make you a little nervous . . .

You decide to find a suitable place to rest and after trudging some distance, mainly uphill, you notice a cave entrance to the east, approached by a broad sweep of scree which would certainly sound the alarm if anybody or anything attempted to approach. The perfect spot, in fact, for a little shuteye.

You crunch your way loudly across the scree towards the cave. But when it is little more than 20 yards away, you stop dead in alarm. An eerie blue light is flitting just within the cave mouth.

Frowning, you stare into the yawning blackness. There it is again! A blue crackle like sheet lightning flitting through the inside of the cave.

There is no volcanic activity – the colour is all wrong, as is the way the light flickers and jumps. But what is it? Maybe the cave is haunted and you are catching glimpses of its ghosts.

The only way you're going to find out is to enter the cave, which you may do at Act 151. Alternatively, you may continue to explore the mountains at Act 153 or leave them altogether by going south to Act 71.

130

In Caverns · Loc Unmapped

The passageway runs north/south, ending (surprise, surprise) in a door to the north! A door? In a cavern complex in the Arctic wastelands?

To the south, the passage opens into a cavern, while between door and cavern, branch passages lead off southwest and northeast.

South takes you to Act 102, north to that weird door will leave you at Act 156. You may enter the southwestern branch passageway at Act 178 or the northeastern passage at Act 162.

131

Thermal Springs · Loc 6

The gnome looks at you in stunned amazement. "You must have the IQ of a wellington boot," he remarks. Then, hitching up his pants, he adds, "Well, it looks as though I'm going to have to save you from yourself, you great gombeen!" With which he launches himself violently upon you.

The gnome has 40 LIFE POINTS, SPEED 4, COURAGE 6, STRENGTH 2, SKILL 4 and PSI 6, but this is going to be an odder fight than you imagine. If he manages to remove 10 or more of your LIFE POINTS he will break off combat and run, in which case you should go to Act 157. Should you kill him before that happens, he will use his PSI ability to resurrect with full LIFE POINTS and continue the fight. In the unlikely

event that you manage to kill him seven times without losing 10 LIFE POINTS, you will certainly die of guilt in which case you should turn to Act 13.

132

In Caverns · Loc Unmapped

The passage runs north/south with a stout wooden door set into its western wall.

You can try to open that door at Act 158, go north at Act 164 or south to Act 106.

133

In Caverns · Loc Unmapped

The passageway runs north/south, ending (surprise, surprise) in a door to the north! A door? In a cavern complex in the Arctic wastelands?

To the south, the passage opens into a cavern, while between door and cavern, branch passages lead off southwest and northeast.

Before, however, you can do anything about any of these interesting possibilities, you are going to have to deal with the creature flying towards you at a great rate of knots.

This is no penguin. You are under attack by an Arctic sreek, which is less of a bird than a white winged giant prehistoric bat. This example of the breed has 25 LIFE POINTS, SPEED 6, COURAGE 3, STRENGTH 5, SKILL 3 and PSI 0. It is very difficult to hit on



account of its speed, flying ability and colouring so that you will need to score 8 or better to lay a finger on it. It is also a disease carrier and will infect you with polar rot on a throw of 12, causing you to lose 5 LIFE POINTS extra per combat round until natural immunity sets in at the end of the fight. If this little horror kills you, turn to Act 13. If you survive, go to Act 159.

 134

On Deck · Loc 11

Your decision made, you glance around to determine which part of the ship you are going to explore first.

You will find the trapdoor amidships at Act 160, the stern at Act 168 and the wooden door at Act 170. The steps are at Act 176. Or you may leave the ship and head south to Act 78, east to Act 50 or northeast to Act 24.

 135

Ice Caverns · Loc 2

Your eyes shiver open and you look around. Behind you is a deep hole in the ice, already beginning to freeze over. You are still nude, chilled to the bone and stiff as a board. The thermal spring must have led into an underground stream which carried you here.

And as if you haven't troubles enough just now, there is a polar bear scowling down at you from a distance of less than a yard.

The bear has 30 LIFE POINTS, SPEED 3, COURAGE

Act 136–137

5, STRENGTH 6, SKILL 5, and PSI 0 and will bite your right foot off for 15 LIFE POINTS damage on a throw of 12. You, on the other hand, are so cold now that your STRENGTH and SPEED stats are both halved and you will require 8 or better just to hit the bear. If the creature kills you, go to Act 13. If you kill the bear and have a knife with you, you may use its skin as clothes and go to Act 161. If you don't have a knife, killing the bear is useless since you will freeze to death (at Act 13) immediately afterwards.

136

In Caverns · Loc Unmapped

The corridor runs northeast for several hundred slippery yards, climbing all the time, then ends abruptly in a cave-in. But six feet short of the blockage, set central on the floor of the passage, is a door mat!

You start towards it. Instantly steel bars crash down from the ceiling, blocking your way. You glance around. Set into the northern wall is what appears to be a panel with a cylindrical keyhole.

If you happen to have a rod to insert in this cylindrical keyhole, you may do so at Act 172. If not, you're stuck with returning to Act 106.

137

In Caverns · Loc Unmapped

"Have at you, oddly-named little creatures!" you cry dramatically as you launch yourself fiercely on Harkoon Gallicus Bindemere and his companion, Verdun Van Bloot.

Although you half hoped they would run from the onslaught of an individual as huge, ugly and muscular as yourself, they simply eye you cynically until you are in striking distance, then hurl their spears with deadly precision.

Those rotten spears will cost you 20 LIFE POINTS each, a total of 40 altogether. If this kills you, to to Act 13. Should you survive, your troubles are only starting. Each troll has 99 LIFE POINTS, SPEED 6, COURAGE 6, STRENGTH 4, SKILL 6 and PSI 6. Their PSI abilities guarantee an automatic resurrection, at double LIFE POINTS, should you manage to kill one. The only really good news in this whole mess is that they will allow you to break off the fight at any time, so long as you take yourself off to Act 45.

138

In Caverns · Loc Unmapped

The passageway runs east/west, ending in a cavern to the west and a T-junction with another passage to the east.

West takes you to Act 102, east to Act 174.

139

In Caverns · Loc Unmapped

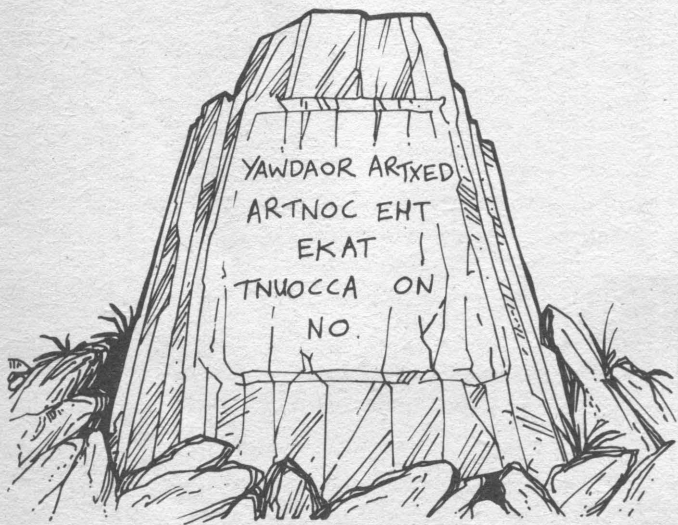
The passageway runs east/west, ending in a cavern to the west and a T-junction with another passage to the east.

West takes you to Act 107, east to Act 163.

Lost City · Loc 9

How incredibly exciting! And possibly how dangerous, for who knows what evil lurks in such a place as this. Although one evil which is certainly lurking down there somewhere is the terrifying creature you created, the monster of Frankenstein, now allied with heaven knows what other horrors in this Arctic wasteland.

But whatever the dangers, you must go on. You move forward, seeking a road downwards into the city itself, and come almost immediately on a stone stele rising bravely out of the permafrost and ice. The runic writing upon it is faded with age, but legible. It reads:



Beyond the stele lie two roadways, one curving left, the other right.

You may take the left road at Act 180, the right at Act 186.

141

In Caverns · Loc Unmapped

You are in a corridor running north/south. To the south, the passage opens into a cavern, while north it ends in steps downwards. A stout wooden door is set into the western wall of the passage while new passages branch off east and northeast.

South will take you to Act 165, north to Act 167, east to Act 169, northeast to Act 171 while the door opens into Act 173.

142

Ice Mountains · Loc 3

It is virtually sub-tropical at this height; and dirty too, since you are walking through a constant drizzle of volcanic dust. You are sweating profusely and –

The statue of the dragon is moving!

You drop the artifact in sudden alarm, wondering if volcanic fumes may have unhinged your mind. But there is no doubt about it: the creature is stretching its bat wings, twisting its head and looking towards you with glittering eyes which exhibit definite signs of life!

Act 143

This is not a full-sized dragon, of course, so if you attack it quickly at Act 182, you should put paid to it without much difficulty. If, however, you wait until it is fully alert at Act 194, you could be in serious trouble, small though it is. But the choice, as always, is up to you.

143

In Igloo · Loc Esquimau Village

The interior of the igloo is far warmer than you would ever have believed possible; and rather nicely furnished with a slowly melting ice-block table and two armchairs, each made from what looks like tightly-packed sealskins.

“I know,” says the woman. “It’s a mess – you don’t have to tell me.”

“I wasn’t thinking that at all,” you say honestly.

But she goes on as if you hadn’t spoken. “It’s tools that are the problem. You can’t get them out here, so you’re stuck with making things out of snow and ice. I often think I’d give my right arm for a decent saw or a hammer or real metal nails.”

An interesting insight into the problems of other cultures; and one which may give you pause to consider your own good fortune, with nothing more to worry about than death at the hands of the man who made you. If you have a saw, hammer, mallet, nails and are willing to donate any or all of them to this Esquimau lady, then turn to Act 175. If not, events will unfold without such a generous gesture at Act 181.

Cavern Chamber · Loc Unmapped

You find yourself stepping nervously into a vast, open subterranean chamber, walls, floor and ceiling cut from ice, but far too regular to be a natural formation. Open exit corridors run north, south and east, but before you can reach any of them, it seems you must decide what to do about the creature rising up from the centre of the chamber floor and turning its huge head towards you.

If you did not know better, you might be tempted to imagine the brute to be some sort of mythological ice dragon since, apart from fiery breath, it fits the description perfectly: reptilian body, stubby bat wings, heavily-scaled white skin, barbed tail and chill blue eyes. But since you know it can be nothing of the sort, you conclude it must be a freak survivor from the great age of the dinosaurs, a prehistoric remnant protected by the Arctic wastelands from whatever it was that rendered its fellows extinct.

You view the approaching monster with a certain scientific detachment. A pterodactyl, perhaps, since it is winged? Except the body shape is more reminiscent of the tyrannosaurus family. But then again –

Perhaps it might be better to fight first and sort out the zoology afterwards since this prehistoric remnant is almost on top of you and looking distinctly peckish. It has straight 6s in all its stats except for PSI (which is 2) and a massive 60 LIFE POINTS. Furthermore, although such a thing is quite impossible, it will use one of its PSI points to breathe fire on any combat roll higher than 10, causing a terrifying 20 LIFE POINTS damage. If you survive this encounter, which frankly seems somewhat unlikely, turn to Act 184. If not, turn to Act 14.



145

In Caverns · Loc Unmapped

Quickly you reach another junction with a new corridor running north/south. You glance both ways and listen carefully, but apart from the distant dripping of meltwater, there is nothing to be heard.

There is, however, something to be done since you must select whether to go north to Act 177 or south to Act 183. Alternatively, of course, you may still go east to Act 155 or east and south past the trolls, which will take you out of the caverns completely and leave you at Act 75.

146

Cavern Passage · Loc Unmapped

The passage you have entered runs due east/west. To the east it opens into a vast cavern, to the west it ends in a T-junction with another passage. Halfway along, a branch passage opens to the south.

Not that any of this is of immediate concern since your nose will immediately tell you one of the rare, small, but dreadfully dangerous polar cats is somewhere close by. These leopard-like creatures, so finely adapted to their environment as to be virtually invisible until they want to be seen, are among the most vicious fauna of the Arctic wastelands.

You hesitate. You can see nothing, however hard you peer around you. But the rank smell clearly indicates cat nearby.

As does the faintest sound, as if an over-enthusiastic claw had scraped on ice . . .

Act 147-148

Your nose was right. The bundle of fury which launches itself upon you is a polar cat all right with SPEED 6, COURAGE 6, STRENGTH 4, SKILL 4 and PSI 0. It has a total of 20 LIFE POINTS, but is so difficult to see that you will only manage to hit it on a special roll of 9 or better, while its vicious claws add +2 to any damage it may score against you. If you survive the attack, you have the option of going east to Act 126, west to Act 124 or taking the southern corridor which leads to Act 98.

147

On Deck · Loc 11

Your great head swivels around as you examine your surroundings and wonder what you should examine first, where you should go now. The deck is deserted and you can sense life nowhere nearby.

Despite this, you may wish to explore and examine. The trapdoor amidships is at Act 179, the stern at Act 185. You may climb to the bridge at Act 189 or open the door between the steps at Act 195. Or you may, of course, leave the ship and head north to Act 97, southeast to Act 83, or northeast to Act 93.

148

In Caverns · Loc Unmapped

The passageway narrows dramatically as it runs eastwards where it eventually ends in a steep flight of roughly-cut steps leading downwards.

Those steps are so narrow you will have to turn partly sideways to get down them – which you may do, if you have the nerve, at Act 188. If you prefer not to take the steps, going west here will take you back to the junction where you may go north to Act 132, northeast to Act 136 or south to leave the caverns altogether at Act 48.

149

Thermal Springs · Loc 6

You fumble around, scrabbling at the ground and generally feeling like a complete fool.

Until, that is, your hands suddenly grip something with the feel of heavy cloth – although your eyes see nothing at all! You feel carefully now, with rising excitement, and, sure enough, it seems you have picked up a jacket of some description. Another fumble and you have found the breeches. Hurriedly you pull them on and in moments you feel distinctly warmer.

The only problem is your appearance, formidable at the best of times, but now distinctly rude, since the suit, when worn, has remained indistinctly invisible.

For a moment you consider leaving matters as they stand, on the premise that if you meet up with Baron Frankenstein again you might well frighten him to death. But good sense prevails and on inspiration you walk to the edge of a thermal spring, lie down and roll in the mud.

The idea works. The film of mud clinging to the suit renders it visible and while it is a far cry from Savile Row, you are at least decently covered.

Not to mention ready to move on. If you wish to look around the remainder of this curious thermal area, turn to Act 69. If

Act 150–151

you would prefer to put it behind you as quickly as possible, you may go north to Act 105, south to Act 21, southwest to Act 41 or southeast to Act 43.

150

Cavern Passage • Loc Unmapped

Well, Baron, you've plunged feet first into a pit! The ground seemed to give way beneath your feet and in you went.

Whether you ever come out again is uncertain. Roll two dice, add 10 to the result, then subtract the total from your current LIFE POINTS. If this kills you, go to Act 14. If not, you can scramble out and return to Act 124 or take time to search the pit at Act 190.

151

• Cave • Loc Ice Mountains

Bravely you walk into the cave. And stop, not because you want to but because you have to. A few yards in, sealing off the entire cave entrance, is a gossamer-fine spider's web, no different in appearance from any ordinary spider's web, yet so strong it holds you as easily as it might hold a fly.

Your great muscles bunch and heave as you seek to free yourself, but while the web stretches, it does not break. And perhaps struggling was not such a good idea since you can now see, picking her way along the strands of web, a spider the size of a cocker spaniel. In a sudden burst of eccentric inspiration, you realize the blue

flashes are static electricity: a natural phenomenon doubtless used by the spider to attract curious victims into her lair.

If you were free you could cope, but stuck as you are to a web, this overgrown arachnid will be able to eat you a bit at a time for the next six months (given that you'll keep well in the cold). If, however, you happen to be carrying a bottle of wine and a newspaper, there may be an ingenious way out of this mess at Act 191. If not, wait six months then go to Act 13.

152

In Caverns · Loc Unmapped

The passage winds its way southwards for several yards, narrowing all the time until you are holding in your stomach in order to squeeze through.

But squeeze through you do, emerging from a hitherto hidden crack just above the bridge of the nose of the skull formation.

An irritation. You may, if you wish, retrace your steps to the stalactite cavern at Act 126 and take your chances there. Alternatively, you can slide down from your present position and approach the caves again from Act 48.

153

Ice Mountains · Loc 3

You forge ahead until the way forward becomes quite impassable and are about to turn back when your eagle

Act 154

eye (the one the Baron transplanted from an eagle) catches sight of a curious artifact half-buried in the ground a little to your right.

Swiftly you dig it out for a closer look and discover it to be something the like of which you have never seen before: a short metallic rod, bulbous at each end with a series of copper rings set along its length. A small plate set in one bulbous end identifies it as:

PSIONIC GENERATOR Made in Serbo-Croatia

The other end has a small slot labelled:
Insert Psionic Batteries here

If you happen to be carrying psionic batteries, pop them in, make a note of your present section number, then turn to Act 193 for a description of how the generator works. If you don't, there's no way forward so you'd better backtrack to Act 129 and review your options there.

154

Rock Formation · Loc Unmapped

As you eliminate the last of the djinni's LIFE POINTS the creature dissolves into a massive smoke cloud which in turn runs like water back into the opening of the lamp.

You stare at it momentarily, then rub it briskly. The smoke emerges as before, once again coalescing into the towering green-skinned figure.

"Your wish is my command, O Illustrious One," it says. "Provided, of course, you are prepared to fight me."

"Here, just a minute," you protest. "We've been through all that!"

“Be that as it may,” remarks the djinni. “It is in my nature that once I emerge from the lamp I have to fight *something*. If there were enemies here I should certainly wade in on your behalf. As matters stand, however, it has to be you, otherwise I’m freed of that stupid lamp forever!” He hesitates. “However, since you put up such a good show the last time, I’m prepared to enter into this fight with one hand tied behind my back . . .”

It seems you can use the djinni as a sort of guard dog if you only rub the lamp when you want to unleash him on your enemies. But since you’ve rubbed the lamp now when there are no enemies about, you have to fight him again. Should you decide to do so, turn to Act 192. If you figure you’d better not in your weakened state, you can throw the lamp away and head south to Act 30, southwest to Act 32 or east-southwest to Act 26.

155

Cavern · Loc Unmapped

You step from the passage into a high-ceilinged cavern festooned with stalactites of ice and limestone. Your eagle eye takes in two facts immediately. One is that the cavern has four exits – west, south, northwest and northeast. The other is that several of the stalactites are in a dangerously weakened condition and anybody walking under one could be taking his life in his hands.

Since, however, you have no intention of walking under any of the dangerous ones, you glance around in the hope that something will help you decide which exit to take. But there is nothing at all of interest in the cavern other than the giant white winged lizard perched on a rock outcrop near the centre. You turn and –

Act 156

Giant white winged lizard?

You spin round as the brute takes off: an ice dragon if ever you saw one!

You have two choices: run or fight. You may run at Act 197, fight at Act 213.

156

In Caverns · Loc Unmapped

How nice – somebody has put out a welcome mat. It's right there in front of the door. On impulse, you flick up a corner of the mat with your toe. Sure enough, there is a glittering key underneath. It's amazing the way people hide keys under mats, that being the first place a burglar or an adventurer looks.

Swiftly you grab the key and leap forward to open the door.

No keyhole.

You stare in amazement. The door has neither lock nor handle but it does have a coin slot set quite high above your head. Immediately below the coin slot is an embossed metal strip bearing the legend:

OCTAGONAL COINS ONLY.

INSERT 3 TO OPERATE

Great Universal Coin-Op Corporation of New York

Beneath that someone has hung a notice lettered roughly on a piece of card. This notice reads:

4/15/14/'20 2/15/20/8/5/18
 19/5/1/18/3/8/9/14/7 6/15/18

3/15/9/14/19 20/8/5/25 8/1/22/5 1/12/12
 2/5/5/14 5/1/20/5/14 2/25
 13/15/14/19/20/5/18/19!

Presumably it was written by a mathematician.

If you happen to be carrying three octagonal coins, you may insert them at Act 196. Without these coins you may only pocket the key and go south to Act 102, southwest on the branch corridor to Act 178 or northeast on the branch corridor to Act 162.

157

Thermal Springs · Loc 6

You give chase for a few yards before the Arctic breeze around your antipodean regions reminds you that you're in no state to go galloping off anywhere.

"Come back!" you scream. "I'll tear you limb from limb!"

"Oh no you won't!" he calls back. "The new suit's behind you!"

You glance around. "No it isn't!"

"'Tis so – it's invisible!" calls the gnome, disappearing over a rise in the ground.

You glance around again, but see nothing, which is, of course, exactly what you would expect if he is telling the truth.

Life's full of problems, most of them stupid. If you can face feeling a complete idiot, you are free to search for the 'invisible suit' at Act 149. You are also free to reconsider your suicide option at Act 109.

Act 158–160

158

In Caverns · Loc Unmapped

The door opens easily enough, leaving you standing at the bottom of a flight of steps leading upwards and westwards, while at the bottom of the steps a corridor runs due north/south.

South on the corridor will take you to Act 106, north to Act 164. Climbing those steps will take you to Act 198.

159

In Caverns · Loc Unmapped

If you were not such a remarkably well-built monster, you would be quite exhausted by now. As it is, you feel fit enough to take on a flight of dragons. (Well, almost.)

Perhaps fortunately there are no dragons about, leaving you with nothing better to do than select where you plan to go next.

South will take you to Act 107, north to that interesting door at Act 199. The intervening branch corridors lead northeast to Act 205 and southwest to Act 155.

160

Cargo Hold · Loc 13

With some difficulty, you push the trapdoor further back to allow you a better look at that ladder. It seems a little frayed from here, as if it had been overused and under-repaired.

Which makes one wonder if you should risk trying to climb

down into the hold at Act 200. You may, of course, attempt the safer (?) course of exploring the stern at Act 168, the wooden door at Act 170 or the steps at Act 176. Or you may, of course, like to reconsider the whole mess at Act 108.

 161

Ice Caverns · Loc 2

Still shivering, you skin the bear and fashion yourself a rough jacket and breeches (furry side outside) which you will pull on gratefully. You suspect you look awful, but at least you are now warm enough to survive.

You stand up and stare around to take in the details of your surroundings and decide on what to do next.

A decision you can best take at Act 45.

 162

In Caverns · Loc Unmapped

The passageway develops a slight gradient, which increases steadily until you find yourself in considerable difficulties.

The problem is as much the slipper nature of the ice floor as the steepness of the gradient. But you persevere.

Until, that is, you slide back down all the way to Act 130.

 163

In Caverns · Loc Unmapped

The north/south passage ends in an open chamber to the south and turns at right angles east at its northern end.

South will take you to Act 201, north to Act 207.

164

In Caverns · Loc Unmapped

The passage descends in a series of rough-cut steps to the shore of a vast subterranean lake. The faint bioluminescence of the soaring cavern roof reflects dimly from the surface of the still, dark waters.

Moored at the water's edge is a battered, leaky rowboat, black painted and emblazoned with a pale silver skull insignia. You shiver involuntarily.

When you stop shivering, you have the option of using that sinister rowboat at Act 202 or retracing your steps to Act 132.

165

In Caverns · Loc Unmapped

You have entered a cave with daylight streaming through an opening to the south. Northwards, a single passage provides the only exit.

Going south will take you out of the caves to Act 45. The passage north leads to Act 141.

166

Cavern Passage · Loc Unmapped

The passage you have entered is a dog-leg with exits west and southeast.

The western exit leads into a large, square chamber at Act 144. The southeastern exit leads into a cavern at Act 126.

In Caverns · Loc Unmapped

The passage descends in a series of rough-cut steps to the shore of a vast subterranean lake. The faint bioluminescence of the soaring cavern roof reflects dimly from the surface of the still, dark waters.

Moored at the water's edge is a battered, leaky rowboat, black painted and emblazoned with a pale silver skull insignia. This could actually be a daguerrotype of the owner, a slim, tall, hooded individual dressed in monkish robes and crouching in the stern of this dilapidated vessel. His features are so deathly pale and emaciated that you might well be looking at a skull.

"Ferry you across, good sir?" he asks in sepulchral tones.

Across . . . across . . . across . . . his voice echoes.

"Only a small fee," he adds. And smiles.

Fee . . . fee . . . fee . . . goes the echo.

"How much?" you ask suspiciously.

"That may only be revealed should you decide to use my ferry," he replies. He giggles slightly. "Trust me."

"Who are you exactly?" you ask, not at all comfortable with this situation.

"My name is Charles Hubert Aron," he replies, possibly quite truthfully, although whether the name means anything to you is something else again.

The point is, are you prepared to trust this weirdo and step into his leaky ferry at Act 203? If not, you can always retrace your faltering steps back up the stairs to Act 141.



168

Ship's Anchor · Loc 14

Only one creature on earth could have snapped those links – the monster you created! Something violent happened here.

You search the area diligently, but find nothing more and are about to move on to somewhere else when a thought strikes you: perhaps there is something under the anchor?

Perhaps . . . but are you strong enough to move it? Throw one dice and compare the result with your current STRENGTH stat. If your STRENGTH stat is higher, turn to Act 204. If not, turn to Act 208.

169

Cavern Passage · Loc Unmapped

The passageway runs east/west for some distance before, at its eastern end, turning abruptly south and descending in a steep flight of rough-hewn steps into darkness.

You reach the top of those steps and hesitate. From the depths below, your keen ears catch the sound of heavy breathing; but strain as you might, you can hear nothing else.

The point is, are you going to descend those stairs? If so, turn to Act 209. If not, retrace your steps and select another option at Act 141.

Act 170–171

170

Cabin Corridor · Loc 15

Cautiously you edge forward, listening intently, but you can hear nothing. You reach the first door and push it gently open. Taking a deep breath, you look inside.

It is an empty cabin, large enough to sleep four crewmen, but sparsely furnished and lacking anything of interest to you.

You move on, never once losing your caution. But door after door reveals nothing other than crew cabins.

You could waste a lot of time down here. If you decide to call it a day, you can go back on deck at Act 108 and explore elsewhere or leave the ship. Alternatively, should you wish to continue exploring these cabins, turn to Act 206.

171

Cavern Passage · Loc Unmapped

This is tough going. The icy floor of the passage slopes upwards, making it progressively more difficult to go on without sliding back.

After a time you come to realize you will get no further simply ploughing on. But fortunately you are a large monster in a (comparatively) narrow corridor, so that by turning backwards and spreading your arms and legs you can inch your way along by jamming yourself against the corridor walls.

You are in this ludicrous position, grinning smugly, when the flying yrm attacks.

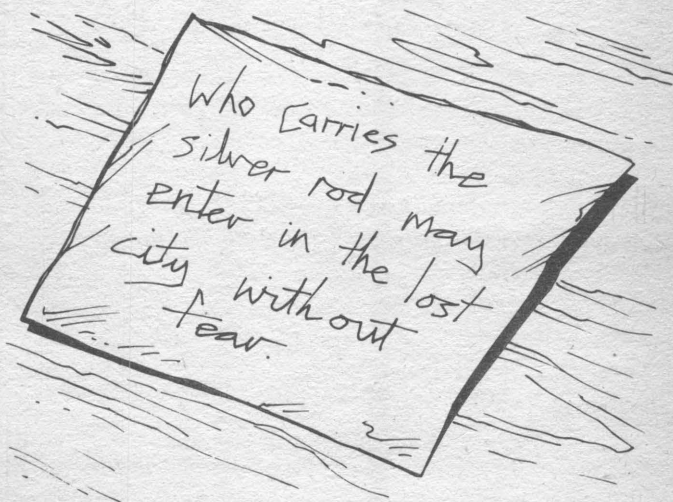
Flying yrms (or polar rays, as they are sometimes called) are flat, white, fishlike creatures which glide rather than fly and have two modes of attack: electric shock delivered on a throw of

8 or better, administering a standard 10 LIFE POINTS damage; and wraparound achieved on a throw of 12 which suffocates an opponent unless the yrm is killed within three combat rounds. This yrm has 30 LIFE POINTS, SPEED 2, COURAGE 4, STRENGTH 5, SKILL 4, PSI 0. If the yrm kills you, turn to Act 13. If you survive, turn to Act 211.

172

Cavern Passage • Loc Unmapped

Carefully you insert the tip of the silver rod in the keyhole. At once the metal bars slide back. Quickly you grab the doormat, fully expecting to find a key beneath. But instead there is a square of paper; and for once the message on it is written in plain English:



Act 173–175

Well, that's worth knowing since you certainly have a silver rod. Assuming, of course, you know where to find a Lost City, which you don't. If you relax at this juncture, you will slide back down the slippery slope to Act 106.

173

In Caverns · Loc Unmapped

The door opens onto a flight of steps which climb upwards to an east/west passage.

Mmm. Climbing those steps will take you to Act 207. If you prefer not to, you can always go north instead at Act 167, south to Act 165, east to Act 169 or northeast to Act 171.

174

Cavern Passage · Loc Unmapped

The passageway runs north/south, ending in an open chamber to the south and turning eastwards at right angles at its northern end. A branch passage joins it to the west.

The branch passage will take you to Act 138, north leads to Act 198 while you can reach that southern chamber at Act 210.

175

In Igloo · Loc Esquimau Village

She stares at the gift in the manner of one unaccustomed to generosity.

“That’s uncommonly decent of you,” she says. “If you were a better-looking individual, I’d kiss you.”

"No need for that," you say hurriedly. "You have to keep these things in proportion."

"Doubtless you're right," she replies. "But for the sake of my pride, you will have to accept at least token payment." With which she presses a curious octagonal coin into your reluctant hand.

Grab it and run before she gets sloppy again. It's such an odd coin that it's doubtful if you'll spend it, but it may come in handy for something sometime. Meanwhile, having left the cosy confines of the igloo, you can hoof it speedily out of the village south to Act 91, north to Act 27, northwest to Act 25 or east to Act 51.

 176

Bridge · Loc 16

The shambles can mean only one thing: your monster was here at some stage . . . and possibly not so long ago. Did the creature you created slaughter the entire ship's crew? Or did they simply take one look at him and run? These are mysteries which, perhaps, will never be solved. In the interim, a brief search of the wreckage uncovers what you take at first to be a fragment of a sea chart, but which quickly reveals itself to be a land map of some description. But of exactly what is something of a mystery because, while much of the map appears to detail the polar wastelands, one section clearly indicates a city named Mytharenum. And while you cannot quite recall where Mytharenum might be located, you know that it cannot, of course, have been established in these Arctic climes.

Nothing much else to see up here. Better return to the deck at Act 134 and decide where to go from there.

Cavern Chamber · Loc Unmapped

You have entered a vast, open subterranean chamber, cut entirely from ice, but so regular, so geometrical, there can be no question of its being a natural formation. Furthermore, someone has been here before you – and recently. Near the centre of the chamber, weighted down with a small rock, is a sheet of paper on which has been clearly written:



And it is signed – you can scarcely contain your excitement as you read this – by your creator, your adoptive father, Baron Viktor Frankenstein!

A message from the man who made you. Perhaps he wants to make amends.

You are still grinning inanely at the scrap of paper when the ice dragon descends upon you.

The creature has 60 LIFE POINTS. SPEED 6, COURAGE 6, STRENGTH 6, SKILL 6, PSI 2. On any combat roll higher than 10, it will use its PSI points to breathe fire for a standard 20 LIFE POINTS damage. Should the beast kill you, turn to Act 13. If you survive, go to Act 215.

178

Cavern Passage · Loc Unmapped

The passage runs northeast/southwest, linking with a north/south passage at its northeastern end and with a cavern to the southwest.

Which leaves you with the obvious decision of whether you want to explore the north-south corridor at Act 130 or the cavern at Act 126.

179

Cargo Hold · Loc 13

You sniff and your sensitive nose (transplanted from a bloodhound) quickly tells you there is nothing in the hold but food. Determined to waste as little time as possible, you close the trapdoor, rise from your crouched position and look around for somewhere more interesting to explore.

Your options await you at Act 147.

Boldly you step onto the road –

And are caught around the ankle by a clawlike hand!

You stare down in amazement. It is not a human hand, of course, but rather some sort of plant formed in the appearance of a hand and now gripping your ankle with a ferocity which is really frightening.

You tug to free your foot, but this curious plant (the only one you have seen in this Arctic wasteland) only grips tighter. You kneel down to pry it loose – and find yourself instantly gripped around the knee by a second clawlike plant. You reach to free yourself and are gripped around the wrist by a third.

And in this uncomfortable position you will remain, tugging at first desperately, then feebly, at the grasping plants until such time as starvation and exposure carries you to the blessed release of Act 14.

“Now,” says the woman, “can I offer you something to eat? A little raw whale blubber or some salted seal flipper?”

Your eyes cross slightly of their own accord and you swallow loudly before remembering an urgent appointment somewhere.

“I’m terribly sorry,” you say politely, “but I’ve just remembered an urgent appointment.” With which you exit the igloo at a fast rate of knots, one hand pressed over your mouth.

When the urge to throw up passes, you may leave the village south to Act 91, north to Act 27, northwest to Act 25 or east to Act 51.

 182

Ice Mountains · Loc 3

Swiftly you leap upon the creature, determined to nip trouble in the bud before it starts.

Which should not be terribly difficult since, in its semi-animate state, the dragon has only 10 LIFE POINTS and active stats of only 1 each. Should the creature kill you (which, admittedly, sounds highly unlikely), turn to Act 14. Should you kill the dragon, it will fragment into tiny pieces, leaving you free to go south to Act 12, southeast to Act 32 or southwest to Act 52.

 183

Circular Cavern · Loc Unmapped

There is a metallic grille inlaid in the floor of this cavern covering the entire area. Through the grille you can clearly see a deep pit, the floor set with sharpened stakes, point upwards. Set into the wall, a little distant from the entrance, is a lever.

The problem with all this is that to reach the lever you are going to have to step on the grille, which you may not particularly want to do, given what's underneath it. The cavern itself has only one exit, back to Act 145, which you may take if you wish. But should you decide to step onto the grille, you may do so at Act 217.

Cavern Chamber · Loc Unmapped

There is a small silver rod on the perch where the creature nested which you salt away with all the finer instincts of a magpie.

You are about to leave when a thought strikes you. Surely you have some duty to those adventurers who may tread this path after you? The cavern is dangerous and a timely warning might save a life. At the same time, such a warning may not be taken seriously . . .

Frowning, you wrestle with the dilemma until it occurs to you that if you write the warning in code, it will certainly be examined with diligence. Thus, taking care to write clearly, you pen: CFXBSF! ESBHPO DBWFSO.

Leaving the paper prominently displayed, you make your way out.

North will take you to Act 212, south to Act 124, while eastwards the corridor turns southeast to take you to Act 126.

Ship's Anchor · Loc 14

You stare at the broken links, a vague memory forming in the dim recesses of your transplanted brain. Have you been here before? If so, you were certainly very angry, or perhaps a little mad (for lunacy, they say, will give you the strength of ten monsters) assuming you were responsible for snapping the links.

But whatever happened here – and whoever was responsible – is ancient history now.

So don't hang about. You may examine the trapdoor amidships at Act 179, climb to the bridge at Act 189, open the door between the steps at Act 195 or leave the ship north to Act 97, southeast to Act 83 or northeast to Act 93.

186

Roadway · Loc 18

As you step onto this ancient roadway, you are seized by a sudden sense of destiny, an overwhelming conviction of having reached a turning point which permits no going back.

Experimentally, you *do* attempt to turn back, only to discover to your amazement that the way you came is now completely blocked by an earthslip which occurred without the slightest sound!

It seems your intuition was all too accurate.

And with nowhere else to go, your only option is to go to Act 214 . . . into the Lost City itself!

187

Bridge · Loc 16

With a faint click, the box opens. Inside is a tiny sphere of what appears to be soap, but soap which emits such a heady and delightful perfume that it makes your head spin.

You close the box ever so carefully and stand with a benign grin spreading across your almost unbelievably ugly features.

Act 188–189

As well you might, since the perfume contains a drug which will turn any wild animal so friendly that it will refuse to fight and allow you to pass. The little sphere is sufficient for three separate encounters before the scent wears off. An interesting find, but since there is nothing else here, you'd better leave the bridge after which you may decide to explore the trapdoor at Act 179, the stern at Act 185, the door between the steps at Act 195; or leave the ship north to Act 97, southeast to Act 83 or northeast to Act 93.

188

In Caverns · Loc Unmapped

You step off the bottom stair – and plunge directly through the floor to drop almost twenty feet to the floor of a cavern below.

This unexpected plunge will remove a double dice roll of your LIFE POINTS. If this kills you, go to Act 14. If not, you can dust yourself down at Act 216.

189

Bridge · Loc 16

This place looks as though somebody has been a bit drunk and disorderly. But whatever the fight was about, it seems to be over now and the participants long gone.

You scramble around in the debris, examining some torn charts which tell you little enough except that you are in the polar regions, which you knew already. You are about to call it a day and leave the bridge when your eagle eye spots an intricately-carved ceramic box of delicate proportions.

Taking enormous care, for the box is fragile as an eggshell, you begin to fumble with the clasp.

But will you manage to open it without breaking it? Throw one dice and compare the result with your SKILL figure. Score lower than your SKILL and turn to Act 187. Score equal to your SKILL and throw again. Score higher than your SKILL and the box crumbles into powder, completely destroying whatever was in there and leaving you no option but to leave the bridge and explore the trapdoor at Act 179, the stern at Act 185, the door between the steps at Act 195; or leave the ship north to Act 97, southeast to Act 83 or northeast to Act 93.

190

Pit Bottom · Loc Unmapped

After ten minutes or so of conscientious searching, you have discovered three spiders, a dead rat, a mouldy half sandwich dropped by some previous adventurer, a dried chestnut, a piece of string with a knot in one end, an iron nail (bent), a small quantity of sawdust, a torn paper bag, what looks like a metal washer, the torn label from a gutta perscha pack, an empty laudanum bottle and a jelly baby.

You may take any or all of these before returning to Act 124.

191

Cave · Loc Ice Mounatins

Working swiftly, (for the spider is approaching like an E-type carrot), you bite off the top of the wine bottle and use its



contents to moisten the sports page from your copy of *The Times*, which you then wrap around the bottle itself.

Amazed at what you have learned about electricity simply from watching the Baron animating the odd corpse, you hold up your improvised Leyden jar so that the crackling static plays around it like a halo, sending a curious bell-like ringing tone around the cave.

The spider, if she is at all worried about your peculiar actions, does not show it and is now rushing forward for the final leap at your jugular, or whatever method of attack is favoured by giant spiders.

But as the fearsome creature reaches a point so close you can feel her hot breath on your cheek, you lower the bottle.

Zzzzzzzst!

A lightning flash emanating from the wine bottle incinerates the spider and disintegrates the web, leaving you free to explore the cave.

In which you find, apart from bones, a small leather pouch containing a labelled key. (The label reads on the front: "Hut. Front Door." And on the back: "No Milk Today, Thank You." Near the pouch lie two flat metallic objects which, on closer examination, prove to bear the inlaid message:

PSIONIC BATTERIES

Psionic Battery Manufacturing Co Inc
Grand Rapids

If you happen to be carrying a psionic generator (particularly one of Serbo-Croatian manufacture), insert the batteries, make a note of your current section number, then turn to Act 193 for a description of how the whole thing works.

Since there does not appear to be anything else of interest

Act 192–193

here, you may now leave the cave and continue to explore the mountains at Act 153 or leave them altogether by going south to Act 71.

192

Rock Formation • Loc Unmapped

Wearily (and with a distinct sense of déjà vu) you launch yourself upon the towering djinni.

Which, as you may recall, has 50 LIFE POINTS, SPEED 3, COURAGE 5, STRENGTH 6, SKILL 4 and PSI 5. You may also recall this creature will use PSI every second strike in the hope of scoring double damage against you. If you lose this second fight, turn to Act 14. If you win, the djinni will fight on your behalf for six encounters or until killed, whichever is the sooner. In this case take the lamp and head south to Act 30, southwest to Act 32 or east-southwest to Act 26.

193

Reference • Loc Special

Providing it contains batteries with charge left, placing a psionic generator's bulbous end against the right temple and twisting the rings will send a bolt of raw energy through your brain, reducing your SPEED, COURAGE, STRENGTH and SKILL stats by one point each, but increasing your available PSI figure to **double** what it was when you started.

To determine how many charges are left in a set of psionic batteries, roll one dice and make a note of the result.

Now off you go back to the section you were in and have fun with your new generator.

194

Ice Mountains · Loc 3

In a sudden burst of violent sound and movement, the creature takes to wing, whirling high above your head, then swooping like a child's kite on a stormy day.

It plunges towards you, claws outstretched, but swings away short without mounting an attack. In a moment it comes to rest, perching on a rock. The lizard head cocks to one side and the bright, dark eye regards you curiously.

I was frozen, a voice echoes in your head.

You stare around you. The voice, while definitely internal, is so distinct you are more than half convinced it must come from somewhere nearby.

You released me, the mental voice continues.

"Who are you?" you ask aloud in dawning realization that you are in some sort of weird telepathic communication with someone . . . or something!

The dragon hops down from its rock perch and struts towards you like some peculiar bird.

I am the wozrekk, says the voice. **I go with you to Xanthine.**

"Wozrekk?" you echo. "Xanthine?"

But the voice within your mind is still. The dragon creature stops a few yards distant and regards you curiously.

This is something of a turn-up, Baron. You will quickly discover this creature will henceforth follow you wherever you go, flying tirelessly and leaving only on occasional

Act 195–196

sorties to hunt food. It will not aid you in any combat or harass your enemies in any way, but it is unique in that it will actually follow you to Act 14 and beyond should the need arise. Hopefully, however, it will be a long time before you see Act 14 again: in the interim you will find the route up the mountains quickly becomes impassable, leaving you only the options of striking south to Act 12, southeast to Act 32 or southwest to Act 52.

195

Cabin Corridor · Loc 15

Good grief – there's a drunken sailor in here! He staggers towards you aggressively waving a belaying pin in one hand and a meat cleaver in the other hurling threats and abuse, having, it appears, mistaken you for his mother-in-law.

Not that you want to hurt this inebriated idiot, but you have very little choice since that meat cleaver gives him a brutal +5 on any damage he may score against you. The sailor has 25 LIFE POINTS, but his various stats are all reduced to 1 (except for PSI, which is zero) by reason of the drink. If the sailor kills you, turn to Act 13. If you survive, you will find yourself at Act 219.

196

In Caverns · Loc Unmapped

You insert the three octagonal coins.

As the final one of them drops, there is a massive grinding of gears before a sepulchral voice intones:

“Cheat! There are not three coins of the correct shape to insert in the whole of this adventure!”

You step back in sudden alarm – but too late. A vicious blade, propelled by some infernal mechanism, leaps from a slot in the door to impale you through the heart.

No arguing with that. Except perhaps at Act 14.

197

In Caverns · Loc Unmapped

You take off like a frightened jack rabbit, moving only marginally more slowly than the speed of light and outrunning the monstrous lizard with no great difficulty.

In the confusion of the flight, however, you have little enough recognition of where exactly you have ended up when at last exhaustion forces you to slow down and stop. Roll one dice. Score 1 or 2 and turn to Act 75. Score 3 or 4 and turn to Act 177. Score 5 or 6 and turn to Act 141.

198

In Caverns · Loc Unmapped

You have entered an angled passage, a portion of which runs north/south, a portion of which runs east/west.

The north/south leg of the passage has a branch passage running westward, while directly south it opens into a chamber. The east/west run of the passage leads onto a flight of descending steps.

Act 199-200

You can reach that southern chamber at Act 210 or take the branch corridor to Act 138, while descending the steps will lead you to a door which, if you go through, takes you to Act 132.

199

Cavern Passage · Loc Unmapped

The door has neither lock nor handle. What it does have is a coin slot set about the height of your shoulder, immediately below which is an embossed metal strip bearing the legend:

OCTAGONAL COINS ONLY.

INSERT THREE TO OPERATE

Great Universal Coin-Op Corporation of New York

If you happen to have three octagonal coins, insert them now and turn to Act 221. If you haven't, your only choice is to return to Act 159 and review your options there.

200

Cargo Hold · Loc 13

You are halfway down the ladder when a curious creaking noise persuades you to stop. The ladder jerks slightly, even though you are not moving. You glance up and see that the frayed rope is disintegrating as a series of strands go *pinng!*

With lightning reflexes, you begin to climb back up the ladder to safety –

And have nearly made it when the rope finally breaks, plunging you downwards into the hold where a broken neck on arrival spirits you swiftly to Act 14.

201

Chamber · Loc Unmapped

These caverns get curiouser and curiouser. You have entered what is obviously a man-made chamber but not one cut from ice – rather this chamber has been constructed from stone blocks and flags, walls, floor and ceiling.

At the entrance (which, as it happens, is also the only exit), there are indications that thick metal bars once closed off this chamber in the manner of a cell, but only broken stumps remain, as if something of truly awesome size and strength had broken out.

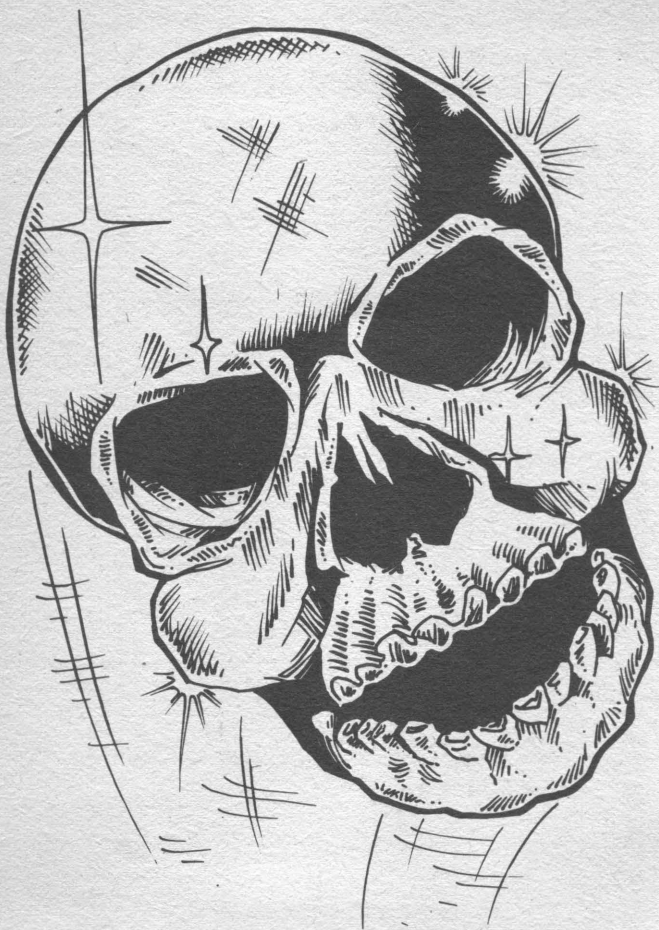
Whatever happened happened long ago, for the remains of the bars are deeply rusted and the interior of the chamber is bare.

Which leaves you with little option but to return the way you came – to Act 163.

202

In Caverns · Loc Unmapped

You step into the sinister boat, only to discover that you share it with a silver skull, a model of the painting on the prow. The artifact looks valuable, but when you bend to pick it up, you find it is somehow fastened to the woodwork of the little vessel and will not move.



Relegating the puzzle of the immovable skull to another time, you settle down to row across the lake. The boat moves smoothly and the sound of the oars in the water is soft and soothing. So soft and soothing you scarcely notice the soft nudge at your ankle. But when it comes again, you look down to discover the silver skull has moved and is now directly by your foot!

Frowning, you reach down to try to pick it up again –
– and the skull bites you savagely!

This is not good news, Baron. The silver skull has 50 LIFE POINTS, SPEED 5, COURAGE 5, STRENGTH 5, SKILL 5, and PSI 0, and will attempt to eat you feet first. If it succeeds, turn to Act 14. But even if you survive, the rowboat will be so damaged in the fray that your only option becomes a quick swim for shore and a retracing of your steps to Act 132.

203

In Caverns · Loc Unmapped

Having made your decision, you leap into the ferry with something akin to gay abandon.

“All right, Mr Aron,” you remark bravely, “what’s your fee?”

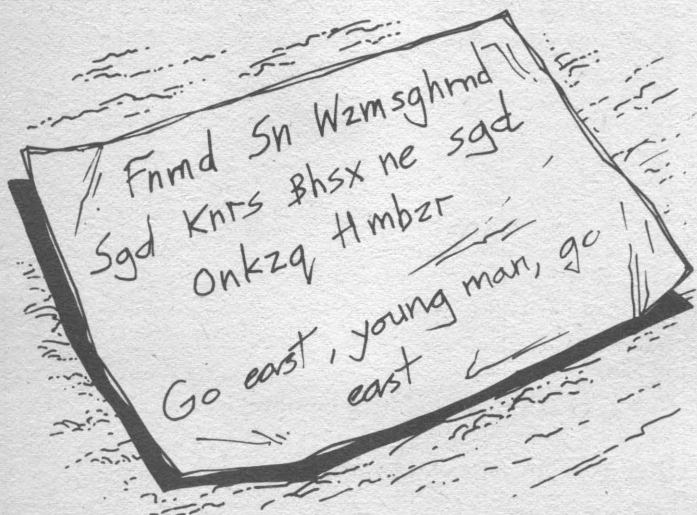
But C H Aron only smiles benignly . . .

And turns his ferry in the direction of Act 13.

Ship's Anchor · Loc 14

With a monumental effort you shift the anchor. Only a few inches, but it is far enough. Beneath it is a scrap of paper on which has been scrawled a coded message in the familiar handwriting of the late Dean of Canterbury Cathedral – the same hand you transplanted onto your monster in the vain hope that a little bit of religion would do him no harm at all.

The first part of the message is in code but beneath that is a piece of advice in as plain English as you ever get in adventures of this type.



Whether or not this is of much use to you (a doubtful proposition) it is obviously all you are going to get. Now return to Act 134 and select another option.

 205

Cavern Passage · Loc Unmapped

This passage slopes upwards, forcing you to extend your toenails through the soles of your boots in order to obtain a better purchase on the slippery surface.

But even this ingenious manoeuvre proves ultimately futile when, after no more than fifty yards, you find the passage blocked by a plug of ice. Deep within the transparent surface, you can see the shape of a shaggy-haired, beetle-browed, club-carrying individual, dressed in skins, staring sightlessly outwards, hands outstretched as if in supplication.

If you happen to be carrying a box of matches and a newspaper, you may use one to light the other and consequently thaw out this captive at Act 223. If not, the only thing you can do is retract your toenails and slide back to Act 159.

 206

Captain's Cabin · Loc 12

An examination of that chart reveals something of exceptional interest. The map, while accurately indicating the contours of the coastline and several inland features, dissolves into fantasy by showing a city – named as Xanthine – to the east.

Since a city in the Arctic wasteland is obviously ridiculous, you might easily have dismissed the importance of this one had you not noticed a smudged fingerprint in the same area which you recognize instantly as belonging to the forefinger of the late Dean of Canterbury, whose hands you transplanted onto your monster.

Does this indicate that the monster is even now hiding out in some lost city? Even if the city does not exist, the monster (whose transplanted brain functions quite slowly at times) may have believed it did and headed eastwards in a vain attempt to find it. Either way, the map and the fingerprint may be a vital clue.

Since there is nothing else to interest you here, you had better make your way back to Act 134 and review your options there.

207

In Caverns · Loc Unmapped

You have entered an angled passage, a portion of which runs north/south, while another portion runs east/west.

The north/south leg of the passage has a branch passage running westwards, while directly south lies an open chamber. The east/west run of the passage leads onto a flight of descending steps.

Down those steps and through the door at the bottom will take you to Act 141. The branch passage may be explored at Act 139, while you can reach the southern chamber at Act 201.

208

Ship's Anchor · Loc 14

You heave with all your might.

Craaaaaak

You heave again

Craaaaack! Ouch!

That's a hernia, rupture or slipped disc for sure.
And painful with it.

So painful you have actually lost 10 LIFE POINTS in the initial flash of searing agony. If this kills you, turn to Act 14. If not, you will find to your extreme frustration that the anchor has not moved an inch. You may now elect to try again at Act 168 or abandon the attempt by moving to Act 134 and selecting a different option.

209

In Caverns · Loc Unmapped

You reach the bottom of the steps and, though the ground beneath your feet looks firm enough, you simply keep on going.

Eaaaaaaaaaahhhhhhhh . . . Splat!

That fall costs you 15 LIFE POINTS. If this kills you, turn to Act 13. If not, you will find yourself lying at Act 75. Turn now to Act 75 and decide for yourself which entrance to take.

In Caverns · Loc Unmapped

The chamber is not so open as it looked. In fact it is not open at all. For while there is no door, thick bars seal the entrance to a room which has been constructed of stone blocks and flags, floor, walls and ceiling.

You approach cautiously, wary of those bars and what they might signify. And as well you did so, for as you come within a few yards of them, a creature the size and shape of a mountain gorilla flings itself forward with such ferocity that the bars shake and even bend a little, but fortunately hold.

You jump back involuntarily. The creature, despite superficial similarities, is no gorilla. It is far too large for one thing and the wrong colour for another since it is a creamy white from head to toe. Hate-filled pink eyes stare out at you and huge muscles bulge as it strains to break through the bars.

Behind the creature in the stone-flagged chamber is a small sea chest. Beside the bars is a lever, rusty, but apparently serviceable.

If you feel like examining the sea chest, you are going to have to get past the monstrous creature which is even now salivating at the thought of getting its massive paws on you. The lever may do something about the bars, or may not: you can find out for certain at Act 218. Alternatively, you may ignore both sea chest and beast while making a tactical retreat to Act 174.

Cavern Passage · Loc Unmapped

What a swiz! After all that, the passage comes to a dead end just beyond a small heap of debris which you assume to be a yrm nest.

Mumbling darkly with disappointment, you turn to retrace your steps when your eagle eye catches sight of an octagonal coin nestling in the nest. With some difficulty you grab it.

Before backtracking to Act 141 to review your options there.

212

Long Gallery · Loc Unmapped

A short corridor from the south leads directly into a breathtaking natural gallery running due west/east and exploding in a delightful array of twisting ice formations which curve and soar into grotesque figures like the work of some mad artist.

You step forward and are at once taken by a crystal-line tinkling sound which echoes through the gallery so that its source is impossible to discern.

"Who's there?" you call, half listening to the echo.

There . . . there . . . there . . . resounds the echo.

"Is anybody there?" you call, feeling a little like a medium in a seance.

There . . . there . . . there . . .

"Am I alone in this gallery?" you call, beginning to enjoy the natural sound effects.

No . . . no . . . no . . . reverberates the echo.

You leap back in alarm, but nothing attacks you.

Which isn't to say that nothing will should you decide to go deeper into the gallery at Act 220. Alternatively, you may decide discretion is the better part of lunacy and backtrack south to Act 224.

213

Cavern · Loc Unmapped

Aaaargh!

With a mighty roar (or possibly just a strangled gasp – it's difficult to be sure) you launch yourself upon the Arctic dragon.

A creature with some 60 LIFE POINTS. SPEED 5, COURAGE 5, STRENGTH 6, SKILL 3 and PSI 0. The good news is this breed cannot breathe fire. The bad news is it can breathe an icy blast so chill it will freeze you solid on a throw of 11 or 12. If the dragon kills you, turn to Act 13. If not, go to Act 225.

214

City Map

The Lost City of Xanthine

It looks as though you have safely found your way into the Lost City of Xanthine, Baron. And the chances are high the monster you seek is hiding out here somewhere. You may search where you wish: simply turn to the Act section number shown on the map.

215

Cave Chamber · Loc Unmapped

Staggering a little, you pick up the Baron's note to keep as a souvenir. Beneath the paper is a curious octagonal coin which you pocket as well.

Roadway

242

240

242

230

242

242

Brown

Blue

242

242

240

228

Grand Avenue
222

240

242

238

Plaza of the
Four Temples

242

240

242

Black

Green

226

240

242

236

242

234

Act 216-217

And having finished that little bit of thievery, you may now leave the cavern north to Act 227, south to Act 145 or east to Act 155.

216

Ice Caverns · Loc 2

You pick yourself up to find you have been lying dazed just inside the cave which serves as the mouth of the skull formation, a cave which now has a gaping hole in its roof.

But apart from this hole, which is too high for you to reach, there is no exit from the cave except for that leading outside.

Which you may as well take to Act 48.

217

Circular Cavern · Loc Unmapped

Eeeeeaaaaaagh! Scrunch! Squelch! Splat!

The sound of you plunging downwards to impale yourself on the wicked spikes as the grille opens beneath your feet . . .

But it is all in your mind, the result of a paranoia brought on by the tension and excitement of your adventure. The grille remains firm beneath your feet as you walk to the lever.

And reach for the lever . . .

Do you really think this is wise? You got away with walking on the grille, but a quick glance past your feet shows

that pit and those spikes just as menacing as they ever were. If you absolutely insist on pulling the lever, you may do so at Act 229. But there is still time to backtrack to safety at Act 145.

218

In Caverns · Loc Unmapped

Firmly, bravely, you pull the lever.

Stupidly you stare at the silly thing which has now come away in your hand. The bars remain where they are, but from somewhere within the cell-like chamber, a siren begins to wail loudly.

The sound, which keeps rising in pitch and intensity, enrages the white brute within, which begins to fling itself at the bars with renewed fury. You step back in sudden alarm, your head reeling from the noise of the siren. The creature seizes the sea chest and uses it like a battering ram against the bars, smashing it to pieces and spewing a king's ransom in gold coins across the floor of the cell. The bars hold, but only just. The siren grows louder still. You feel darkness swimming at the edges of your consciousness. The creature roars, thumps its massive chest and charges the bars with its head. The floor vibrates at the impact and the bars bend. You turn to run, but your legs are jelly. The world is spinning around you. Again the creature hurls itself at the bars, roaring so desperately now that it almost drowns out the sound of the siren. You hear a fearsome metallic creak, but if the bars have given way, it is no longer any concern of yours. The sound of the siren rises almost to the limits of audibility and you sink gently into darkness.

What a mess! The only good news is that you don't wake up at Act 14, but rather at Act 232.

219

Cabin Corridor · Loc 15

As you make to step over the prostrate body of the sailor, he revives sufficiently to clutch you drunkenly around the ankle – sure sign that sufficient rum confers at least a semblance of immortality.

“I ’spesxt you think you’re vury clever!” he slurs.

“Let go of my ankle!” you mutter, kicking furiously and vainly in an attempt to dislodge him.

“But the Baron hash your meshure,” continues the inebriate. “You’ll never get away from him – ”

“I’ll kill you if you don’t let go!” you scream furiously.

But he is too far gone to hear you. “The only way you’ll ever be free of him is to shink his hip.” With which he collapses again, snoring loudly.

Shink his hip? How do you shink a hip? But you have more on your mind at the moment than drunken puzzles. Like whether to continue exploring belowdecks at Act 235 or whether to return to Act 147, there to select a new and different option.

220

Long Gallery · Loc Unmapped

You step forward.

Careful . . . careful . . . careful . . . comes a whispering echo in your ear.

"Who are you?" you whisper back, wondering vaguely why it is that when somebody whispers to you, you seem impelled to whisper back rather than reply in a normal tone.

I am the Answerer! hisses the echo, adding: *Answerer . . . Answerer . . .*

"What does that mean?" you frown.

It means I will answer truly three questions; and you have just blown two of yours.

"No I haven't!" you protest.

'Who are you?' and 'What does that mean?' Those are questions, aren't they? And I answered them, didn't I? You have one left, the echo whispers smugly.

"Where hides the monster I created? Where may I find him?" you ask at once, determined not to lose your last chance.

Easy, whispers the echo. *Easy . . . easy . . . easy . . . the horrid creature is hiding in the lost city of Xanthine beyond the crystal ridge to the east, specifically in the ghastly depths of the Black Temple, which is at the southwestern corner of the Plaza of the Four Temples on the Grand Avenue which runs east/west through the Lost City,* the echo replies helpfully.

"How do I get to this Lost City?" you cry.

Only three questions allowed . . . allowed . . . allowed . . . says the echo, fading away.

"Here, just a minute –"

But it is too late. Not a sound can be heard in the long gallery save the noise you yourself are making.

A quick inspection of the gallery will show there is no exit other than the entrance, which will allow you to backtrack to Act 224.

221

Cavern Passage · Loc Unmapped

Whirr . . . grind . . . rattle . . . clatter . . . crash!

Just as you were about to flee in panic from these bizarre sounds, the door falls in, raising a huge cloud of dust which blinds and chokes you momentarily.

But the cloud clears quickly giving you sight of a small, square chamber to the northern end of which a flight of rickety wooden steps descends into darkness. It is not the most inviting of places to go and you might have decided to ignore the steps altogether were it not for catching sight of a cap on the second step down.

One of the Baron's men for sure and if you want to follow his lead, you may descend at Act 231. But you may still ignore those steps, of course, by returning to Act 159. The door will, however, swing closed behind you and it could be quite difficult collecting three more coins to open it again.

222

The Grand Avenue · Loc 21

From your present vantage point, you can see clearly almost the whole run of the avenue. To the west stands a monumental statue of a robed figure, while the length of the avenue is bisected by a large plaza enclosed by four imposing buildings.

Although the city seems deserted, there is always the possibility of ghosts. Throw two dice. Score 8 or above and that possibility becomes a reality, in which case you should throw one dice to determine the number of ghosts you face.

Each one has 20 LIFE (?) POINTS and SPEED 3, COURAGE 3, STRENGTH 3, SKILL 3, PSI 0.

(If you are accompanied by a wozrekk, this useful creature will always eat a single dice roll of ghosts before the battle begins, leaving you to deal only with the remainder – if any.)

If the ghosts kill you, turn to Act 14. If you survive, or if you meet no ghosts at all, you may return to your map at Act 214 and select a new destination.

223

Cavern Passage · Loc Unmapped

As the ice melts, the body of the caveman gradually turns from blue to a pleasing shade of brown and one eye opens to regard you balefully.

“Hugga-mugga,” grunts the caveman.

“You’re alive!” you exclaim, feigning more surprise than you actually feel since defrosted cavemen do tend to revive totally in adventures like this, however unlikely such resuscitation might be in the eyes of orthodox science.

“Yus,” says the caveman.

“You speak English?” you exclaim, genuinely surprised this time.

“Yus,” nods the caveman.

“This is incredible!” you tell him. “I mean, you’ve obviously been frozen in that ice for thousands – perhaps millions – of years and you not only survive, but speak quite good modern English!”

“Yus,” grins the caveman.

“What’s your name?” you ask, delighted.

“Yus,” says the caveman.



Some of your enthusiasm fades. "You're not really speaking English, are you?"

"Yus," says the caveman, adding, "Hugga-mugga."

All very edifying, but you'd better decide what you're going to do with this linguistic miracle. The caveman has 30 LIFE POINTS, SPEED 2, COURAGE 6, STRENGTH 6, SKILL 5 and PSI 0. The club he carries gives him +3 on any damage he may score in a fight. He will, if you wish, accompany you and fight on your behalf until killed, but there is one drawback. If you enter six new sections without a fight, he will, on the seventh, attack you out of boredom and fight to the death.

Should you prefer not to get involved in this sort of mess, you can always leave him here to seek his own destiny. Either way, your choice of direction is confined to sliding back to Act 159.

224

Cavern Chamber · Loc Unmapped

You find yourself stepping nervously into a vast open subterranean chamber, walls, floor and ceiling cut from ice, but far too regular to be a natural formation. Open exit corridors run north, south and east and the corpse of a huge ice dragon lies spread-eagled on the floor.

North will take you to Act 212, south to Act 124 and east via a turn southeast, to Act 126.

225

Cavern · Loc Unmapped

You snap off a stalactite and plunge it through the body of the dragon in a final burst of fury, then look around to

Act 226-227

see if there are any more brutes for you to fight. Perhaps fortunately there are not, but your eagle eye catches sight of a curious octagonal coin, which you snatch up and salt away with the fine-honed thieving instincts of a true adventurer.

You may now select one of those exits. West will take you to Act 123, south to Act 233, northwest turns eventually west and takes you to Act 177, while northeast leads to Act 159.

226

Rubble Heap · Loc 25

To the north you can see the Grand Avenue, while northeast lies the Plaza of the Four Temples. Both look considerably more desirable places to be than the one you are in at the moment, since the rubble is swarming with polar rats, each one the size of a tomcat.

And some quite prepared to chance attacking you. Roll one dice to determine how many rats will try to gnaw away a few LIFE POINTS. Each has 10 LIFE POINTS, SPEED 5, COURAGE 3, STRENGTH 2, SKILL 3 and PSI 0. If the rats kill you, turn to Act 14. If you survive, turn to Act 244.

227

Long Gallery · Loc Unmapped

A short corridor from the south leads directly into a breathtaking natural gallery running due east/west and

exploding in a delightful array of twisting ice formations which curve and soar into grotesque shapes like the work of some mad artist.

Out of the corner of your eye, one of those grotesque shapes appears to move . . .

It may be time to get out of here, that is, south to Act 237. But if you want to push on, try Act 241 instead.

228

Monument · Loc 23

On impulse you move closer and discover there is writing on the scroll, faded a little with time, but delicately chiselled into the stonework. The language of the word-ing is alien, but oddly familiar as if it were the mother tongue from which English descended. The message reads:

WARE NIGHTSHADES. HUCKLE HORROR
LESS TURNABOUT

Staring at it without much comprehension, you notice that the pedestal of the monument is seamed as if the statue might rotate. On impulse you reach out and push – and rotate it does, smoothly and easily. And as it faces west, a grinding of gears opens up a dark doorway in the pedestal.

You peer in. A short flight of no more than four stone steps leads downwards into a stone-lined corridor which disappears into gloom.

The thing is, do you want to explore this dark corridor which may lead anywhere? If so, turn to Act 246. If not, you should turn the monument back to its original position,

thus sealing the secret passage, and make your way to another destination on the map at Act 214.

229

Circular Cavern · Loc Unmapped

Splat!

The sound of you plunging downwards to impale yourself on the wicked spikes as the grille opens beneath your feet . . .

And this time it is not in your mind.

Go to Act 13.

230

Square Building · Loc 26

Curiously you move to examine the trapdoor. Age has crumbled the stonework around the edges so that, with a little care and effort, you should be able to prise it open.

But even as you reach forward to do so, a sinister scratching sound reaches your ears. A sound which emanates from beneath the trapdoor itself . . .

Heaven alone knows what you are going to let out if you open that trapdoor, but you may risk it at Act 248. Otherwise, you are perfectly at liberty to select a new destination from the map at Act 214.

231

Subterranean passage · Loc Unmapped

As you step off the wooden staircase onto the floor of the passage itself, the first flagstone beneath your feet moves a little; and at once a heavy grinding of stone on stone spins you round in panic to discover a huge stone slab has dropped, crushing the bottom step to matchwood and very effectively sealing off your retreat.

With no hope of going back now, you must necessarily go forward; and in doing so you quickly realize that the passage you are in is gradually descending: a shallow gradient, but one that does not vary.

Some fifty yards along, you discover a second cap with, apparently, the owner's head still in it; but closer inspection shows this actually to be a turnip, half-eaten to keep away the scurvy.

A few yards beyond the turnip, the corridor abruptly ends in a stout doorway, tight closed and, as you discover when you try to open it, securely locked.

As is your custom when faced with obstacles of this type you smash it with your head; and while the door does not yield, the impact springs a small panel into which are set a series of numbered buttons:

1 2 3 4 5

6 7 8 9 0

Beneath the buttons some forgetful traveller has scrawled a handwritten note:

For combination, complete this series

3 7 15 31 63 127

Once you find the next number in the series, punch it out on the numbered buttons. This will open the door and allow you to proceed directly to the section with the same number as you have just discovered.

232

In Caverns · Loc Unmapped

This is incredible! The bars have been torn and twisted, ripped from their sockets with such incredible force that they are pulverized into metal filings, leaving only the mangled stumps remaining. The white gorilla-like creature is gone, as is the sea chest (although a few shattered remnants of the latter are strewn across the corridor behind you).

But most astonishing of all, you are still alive! What a close call.

Count your blessings and return to Act 174.

233

Ice Caverns · Loc 2

Good grief – you're falling!

You followed the passage south towards what seemed to be daylight, reached the end, lost your footing on a very slippery surface indeed and now you're dropping down a sheer cliff face to doom, death, and destruct –

Or maybe not, since you have landed softly and safely in a snowdrift, outside the ice caverns and with no way of climbing back into the small passage entrance you have fallen out of.

Which leaves you with the option of re-entering the caverns at Act 75 or leaving them altogether and selecting a new destination at Act 45.

 234

 Cruciform Tower · Loc 24

But if one entrance is blocked, the others are open, which leaves you to make the decision of whether to enter the tower or not.

Before you do so, however, there is one small problem . . .

Although the city seems deserted, there is always the possibility of ghosts. Throw two dice. Score 8 or above and that possibility becomes an actuality, in which case you should throw one dice to determine the number of ghosts you face. Each one has 20 LIFE (?) POINTS and SPEED 3, COURAGE 3, STRENGTH 3, SKILL 3, PSI 0. (If you are accompanied by a mozrekk, this useful creature will eat a single dice roll of ghosts before battle begins leaving you to deal with only the remainder – if any.)

Should the ghosts kill you, turn to Act 14. Should you survive – or meet no ghosts in the first place – you have the option of entering the cruciform tower via your choice of entrance at Act 250 or retuning to the map at Act 214 and selecting a new area to explore.

 235

 Empty Cabin · Loc 17

This feels like the ten thousandth empty cabin you've looked into, but as a thorough and conscientious monster

Act 236

you explore it carefully anyway, ripping things apart and generally making an unholy mess in your frantic search for clues.

Alas in vain . . .

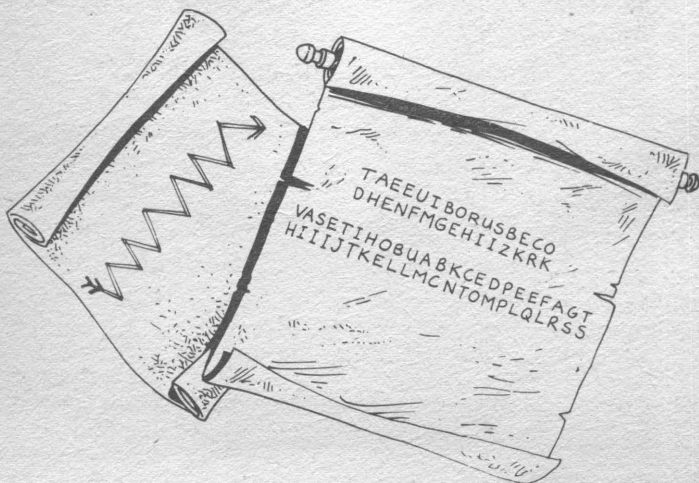
It certainly looks as though there's nothing more for you below decks, but if you insist on keeping on, you can do so at Act 239. Alternatively, you may return to Act 147 and review your options there.

236

Museum · Loc 28

Or then again, you may just possibly be able to decipher what is written if you take a little time and do a little thinking.

On one scroll – the most curious of the entire collection – there is no writing at all, but rather a diagram, which may be of religious significance. On the scroll beside it, there is a coded message:



When you have examined these scrolls, you turn again to the others, but time has faded portions of the writing completely, so that however clever you might be there seems no possibility of discovering what secrets they may once have contained.

Which means you can now do nothing other than return to the map at Act 214 and select a new destination.

237

Cavern Chamber · Loc Unmapped

You have entered a vast, open, subterranean chamber cut entirely from ice, but so regular, so geometrical, there can be no question of its being a natural formation. The body of a recently-killed ice dragon is slowly freezing solid on the floor.

You may leave this chamber north to Act 227, south to Act 145 or take the eastern passage which turns southeast to Act 155.

238

Plaza of the Four Temples · Loc 20

An eerie silence hangs over the Plaza and the air is sullen, heavy, as if a storm were about to break. You cannot quite shake off the feeling that somebody – or something – is watching you, although staring about you reveals nothing.

You may, if you wish, take a closer look at those temples at Act 252. Or you may feel it wiser to leave this area altogether and select a fresh destination from the map at Act 214.

239

Captain's Cabin · Loc 12

Dogged perseverance seems to have taken you into a better class of cabin, but whether or not this is going to prove useful is something else again.

Nevertheless, you search the cabin thoroughly; and while the charts reveal nothing you did not already know, one cupboard yields a full bottle of medicinal brandy!

Which can actually be quite tricky stuff, even if it is fun. First off, the bottle will provide you with 10 doses of healing, each one capable of restoring a double dice roll of LIFE POINTS. However, any restoration of 7 or more LIFE POINTS indicates a state of mild inebriation. Between 7 and 10, you will always miss the first blow of your next fight whatever the dice say. At 11, you will miss the first three blows. And at 12, you will miss every other blow for as long as the fight lasts. Since you have now thoroughly explored below decks, you can only return to Act 147 and review your options.



Ruined Building · Loc 22

A darting movement catches your eye and you notice two things simultaneously: a large green metallic key half-buried in the rubble and an even larger albino rat crouched beside it.

*There is absolutely no reason why you should risk rat-bite for the sake of a grotty old green key: you may simply return to Act 214 and select another destination. But if you want the key, you will have to fight the rat which, while it has only 15 LIFE POINTS, SPEED 5, COURAGE 3, STRENGTH 2, SKILL 3 and PSI 0, is a plague carrier (polar rat, to be exact). On a throw of 11 or 12 during combat the rat will successfully infect you so that, in addition to normal damage you will lose 5 LIFE POINTS per combat round (or new section visited after the fight is over) until such time as you take a **triple** dose of healing potion. If the rat (or the plague) kills you, turn to Act 14. If you survive, you may take the green key before turning to Act 214 to select another destination.*

Long Gallery · Loc Unmapped

You step into the gallery, noting a curious echo from your footsteps as you do so. The movement that attracted your attention earlier comes again, a little deeper into the chamber. You move forward.

Hisssss!

You swing round at the sound, which echoes

dramatically. You can see now there are no exits from this gallery other than the one through which you entered.

Something like a spider's web brushes your face, but you can see nothing. You half turn, a growing panic gnawing at your stomach.

Fight me, whispers a voice in your ear. There is another movement to your right.

If you want to take up that whispered challenge, you may remain in the Long Gallery and see what develops at Act 243. But there is still time to make yourself scarce by going south to Act 237.

242

City Building · Loc 19

You move closer to inspect this remarkable feat of architecture and engineering. And as you do so, you catch sight of a metallic gleam in a niche some four feet above your head in one of the remaining walls.

Intrigued, you climb carefully onto a rubble pile and, while you slip often enough, you manage overall to retain your footing and eventually reach a position to see that a blue metal key has been wedged into a crack between two massive stones.

There is, however, one interesting problem. To reach the key, you will have to insert your hand, wrist and part of your forearm between the massive blocks. There is space enough to do so, if only just, but now you are close to the wall, you can clearly see how precariously situated these stones actually are. It seems as if the slightest vibration would dislodge the uppermost block; and

Act 243

while it is unlikely that the wall would collapse, there is no doubt at all that your arm would be trapped and crushed.

You stare into the opening, wondering if you want a blue key sufficiently badly to risk a lingering and painful death to get it.

*Well, do you? You may abandon the key, at least for now, by turning to the city map at Act 214 and selecting a new (and hopefully less threatening) destination. But if you are determined to try for the key now, slide your hand **very carefully** between the two blocks then, using your other hand, throw two dice. Score below 6 and you may extract the key safely before turning to Act 214. Score 6 and you will have to throw again. Score 7 to 9 and the slab slips, crushing your arm to the extent of 15 LIFE POINTS (if this kills you, turn to Act 14) and ensuring you will miss every second strike during each of your next three combats. Score 10 to 12 and your arm will be crushed and trapped, leaving you with the option of starving to death or cutting off your own arm, should you have a knife, and bleeding to death. In either of these latter two cases, turn to Act 14. Good luck.*

243

Long Gallery · Loc Unmapped

“All right!” you roar abruptly. “Let me at you!”

And so saying, you emit a savage wolf-like howl and begin to beat your chest in the manner of a mountain gorilla while leaping up and down on your huge feet and grimacing hideously.

“Hiyah tump!” you scream, in imitation of the ancient

Welsh martial arts war cry. Spinning on your left foot, you kick out viciously with your right, connecting with a grotesque rock formation which fragments instantly, showering the entire area with splinters and causing a small landslip from the ceiling.

“Come on!” you shout. “Let me at you! I’ll slaughter you where you stand! I’ll tear you limb from limb!”

The echo of your voice sets up vibrations, which shake loose more rubble from the ceiling so that for a moment you are surrounded by a hail of small stones and ice chips. You race up and down the gallery, whooping and hollering while at the same time twanging the bolt through your neck in a most alarming manner.

You stop, puzzled. Nothing else has happened. Nothing has attacked you. Even the echo seems a bit subdued.

Maybe you’ve frightened whatever it was to death. In any case, this gives you yet another opportunity to retreat south to Act 237. But if you wish to remain even longer in the Long Gallery, you may do so at Act 245.

244

Rubble Heap · Loc 25

As the last remaining rat turns up its rotten toes, a glint of metal in the rubble attracts your attention. For a moment you are half tempted to ignore it, since there may well be more rats in a place like this. But curiosity gets the better of you eventually and you scrabble away a few loose stones for a better look.

It is a brown metal key of ornate design and considerable size!

Curled around its shank is a small blue and white striped polar asp.

*Problems never cease, do they? You may ignore the key by turning to **Act 214** and selecting a new destination from your city map. But if you want to go for it, throw two dice. Score below 6 and you have the key safely. Score 6 and throw again. Score 7 to 10 and the snake grazes your hand for the loss of 15 LIFE POINTS. (If this kills you, turn to **Act 14**. If not, take the key and run.) Score 11 or 12 and a lethal, not to say very painful, bite carries you directly to **Act 14**.*

245

Long Gallery · Loc Unmapped

“Come out, come out wherever you are!” you shout, now somewhat more than half convinced there is no-one else in here. “Come on – poke your nose out half an inch and I’ll have it off you!”

You stride up and down the long gallery, making provocative gestures and singing rude songs.

“Come on, come on, you pie-faced fools!” you scream in challenge. “What are you afraid of – I’m only a poor little monster with fairly big feet!”

But despite all this effort, absolutely nothing appears to do you any damage or relieve the monotony.

With a shrug, you turn to leave.

*South to **Act 247**, of course.*

246

Monument · Loc 23

You step into the passageway and inch forward. But before you have gone more than a few steps a sudden grinding

noise causes you to spin round in time to see a huge stone slab sealing the way back.

You examine the slab carefully, but it fits exactly blocking the passage completely. Application of all your strength does not move it even a fraction and there is no indication at all of any control mechanism at or near the slab.

With a fatalistic shrug you turn and move away down the corridor. Since there is no going back, you must go forward.

Hours later, you are still doing so. In so far as you can judge, the passage leads more or less due west, but is featureless and with no indication whatsoever of where it may be leading. Eventually, after what seems like an eternity of trudging onwards, you notice a slight upward gradient. Perhaps a quarter of a mile further on, the gradient becomes more pronounced until it is at least so steep that the builders of the passage have been forced to cut terraces and eventually steps to permit further progress.

The steps end in a stone slab, much like that which sealed the passage at the other end. But by the side of this one is a sturdy metal lever clearly marked with the cunningly coded message: LLUP.

With a shrug you turn backwards and llup the lever. The slab slides back immediately in a burst of freezing air, allowing you to step into the Arctic wasteland now so familiar to you.

With a grinding of gears, the passageway seals itself off behind you.

Leaving you stranded at Act 30.

247

Long Gallery · Loc Unmapped

As you turn to go, three grotesque shapes hurl themselves upon you, biting, gouging, hacking and kicking furiously.

That'll teach you not to creep about timidly. Each grotesque shape has 20 LIFE POINTS, SPEED 3, COURAGE 3, STRENGTH 3, SKILL 3, PSI 0 and will attack sequentially. If they manage to kill you, turn to Act 13. If you survive this provoked aggression, go to Act 249.

248

Square Building · Loc 26

Throwing caution to the winds, you prise open the trapdoor. A white shape flickers in the well of darkness beneath. Cautiously you peer down. There are no steps, although it does seem as though there might have been at one time, but it is only a short drop from the trapdoor into what appears to be a stone-lined passageway.

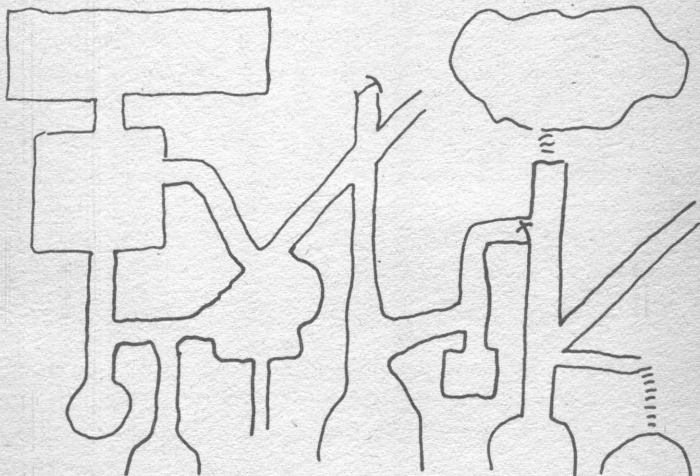
The white shape which you saw briefly has now disappeared, leaving you with no more than a faint impression of a red-eyed, vaguely ape-like creature, very swift in its movements. But since you cannot see more than a few yards into the passageway, there is no telling if the thing has fled or is simply lurking in the darkness.

There is, of course, one way to find out: drop through the trapdoor and take your chances. If you wish to do so, turn to Act 254. But you still have the option of closing the trapdoor and seeking a fresh destination from your city map at Act 214.

Long Gallery · Loc Unmapped

As the last of the three expires, an eerie wailing erupts from the grotesque formations in the gallery, sending chills along your spine and causing the bolt through your neck to reverberate in a most alarming manner. This is obviously not a healthy place to be.

Although it is not particularly unhealthy either since two of the grotesque shapes you killed have dropped vials of healing potion, each one containing a single dice roll of doses, each dose capable of restoring a double dice roll of LIFE POINTS. Furthermore, the third shape proves to be clutching a scroll on which a rough, uncaptioned map has been sketched; although a map of precisely what is something you have to judge for yourself. Meanwhile, you are now free to collect your booty and go south to Act 237.



Cruciform Tower · Loc 24

You enter the tower, turn and attempt a swift exit. But not, it seems, swift enough.

The tower, as you discovered the instant you entered, is now the lair of a pack of polar werewolves, fur-covered humanoids with protruding lower jaws and prominent incisors. There are three of them, ranged around a crystal casket which contains a dull metallic black key.

You may still retreat if you are prepared to grovel a little, since the lycanthropes will then permit you to leave and select a fresh destination from your city map at Act 214. If, however, you are anxious to get your hands on the black key, you are going to have to fight. Each polar werewolf has only 15 LIFE POINTS, SPEED 4, COURAGE 3, STRENGTH 4, SKILL 2, PSI 0, but like most werewolves is capable of ripping your throat out (killing you instantly) on a throw of 12. If the brutes kill you, turn to Act 14. If you survive, you may take the key (and casket if you wish) with you when you go to consult your city map at Act 214.

Subterranean passage · Loc Unmapped

The passageway is narrow in places and soon begins to descend quite dramatically. The going becomes difficult underfoot as dampness creeps into the passage, dampness which increases and increases until you are wading through shallow pools and slipping on seaweed



Act 252–253

patches. The tang of salt in the air grows more and more pronounced.

You hear a sound, a distant rumbling similar in some respects to thunder, and a faint vibration beneath your feet. For a moment you press on, then some basic survival instinct seizes you and you turn in growing panic to make your way out of the passage.

You are almost running when the tidal wave sweeps down the tunnel to engulf you.

When you surface, you can float off to Act 13.

252

The Elemental Temples · Loc 27

You stroll closer and, from your new vantage point, discover you may have been mistaken about the easy access. The original doors are indeed broken, but a little way beyond them, new doorways of metal have been installed, each one with a keyhole prominent.

There is nothing to stop you returning to Act 214 and selecting a new destination from your city map. But if you have the correctly coloured key and wish to enter one of the four temples, you will find the green temple at Act 256, the blue at Act 258, the brown at Act 260 and the black at Act 262.

253

Subterranean passage · Loc Unmapped

The passageway is narrow in places and soon begins to descend quite dramatically. The going becomes difficult

underfoot as dampness creeps into the passage, dampness which increases and increases until you are wading through shallow pools and slipping on seaweed patches. The tang of salt in the air grows more and more pronounced.

You hear a sound, a distant rumbling similar in some respects to thunder, and a faint vibration beneath your feet, as if from rushing water far below. But you press on and come eventually to an opening into an elongated cavern running northwards. The opening has been partly blocked by a boulder, leaving a gap large enough for you to see through but not squeeze through.

You may, however, be able to move the boulder. Throw one dice and compare the result with your STRENGTH stat. If the two are equal, throw again. If your STRENGTH is higher, you can move the boulder at once and proceed to Act 257. If your STRENGTH is lower, the boulder does not move. In this latter case, you may try again, of course, but three unsuccessful attempts in a row will cost you 5 LIFE POINTS due to hernia and exhaustion.

254

Underground passage · Loc Unmapped

You drop through the trapdoor, landing like a cat and twisting instantly into your most effective fighting stance. But nothing attacks.

As your eyes become accustomed to the gloom, you can see the beginnings of a narrow corridor running westwards, with the white ape-like shape you noticed earlier scuttling silently away from you.

Cautiously you begin to follow. In so far as you can

judge, the corridor runs generally westwards for several hundred yards before developing a gradient upwards. The white ape-creature remains a safe distance ahead of you throughout, giving you no more than a tantalizing glimpse of itself at intervals in the gloom.

You press on without the slightest intuition of danger when, with shocking abruptness, two armed and armoured guards step from alcoves in the side walls of the corridor, blocking your passage. You stare at them in astonishment. Although such a thing is obviously impossible, they carry swords and appear in virtually every respect exactly to resemble legion guards of Ancient Rome.

But ancient Romans or not, they speak a language you can understand as one issues the challenging question:

“Is the password greater than one?”

And it's a question you are going to have to answer. If you think the password might be greater than one, turn to Act 264. If you think it might be less (although it's difficult to see how it could, really), turn to Act 270. If you don't know the password and don't want to risk a wrong guess while facing these two tough-looking individuals, they will permit you to backtrack all the way out of the passage to select a new destination from your map at Act 214.

255

Subterranean Passage · Loc Unmapped

As you punch in the final digit, the door swings silently open, allowing just the faintest hint of a sea breeze to waft past your nostrils.

You are staring into what appears to be a natural

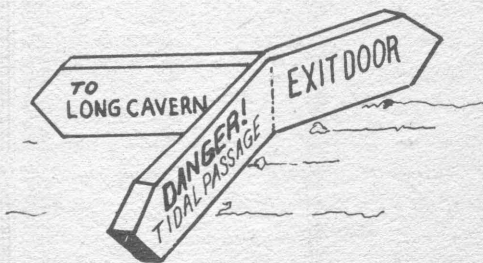
passage through bedrock, an impression reinforced by a rudely hand lettered wooden sign lying just within the door:

SMUGGLERS CAVES →

The arrow points along the passageway, but since the sign bears every indication of having been broken and dropped where it now lies, this may be a totally meaningless indicator.

You step through and the combination door closes silently behind you, effectively sealing your retreat. With no other option, you set off down the passage which runs north for a few yards before forking northwest and northeast.

At the junction is a small three-pronged signpost, one arm of which indicates danger ahead in one of the passages. But which one? The signpost has been broken



from its upright like the SMUGGLERS CAVE sign earlier, so you have no means of telling in which passage of the fork the danger lies.

Nevertheless, you are going to have to chose now between the northwest passage at Act 251 or the northeast at Act 253.

Inside the Green Temple · Loc 30

Fascinated, you step towards the flame, which flares suddenly as if in response to your movement. The sudden dance of flames brings a curious illusion of life and movement to the stone dragons; but your attention is focused elsewhere, for the sudden rise in illumination shows that only feet from the dancing flame within the ring of dragons is the largest emerald you have ever seen – a stone the size of an ostrich egg, yet so finely cut that the light reflected from its facets rivals that of the fire itself.

You move towards it, fascinated, and as you do so, illusion becomes reality. With a sudden whiplash of scaly tails, the dragons move forward to attack.

But not, thank heaven, all of them. Throw one dice to discover how many of the reptiles have become animate. Each one has 15 LIFE POINTS, SPEED 5, COURAGE 5, STRENGTH 5, SKILL 3, PSI 0. If you happen to have a wozrekk with you, this useful creature will quickly put paid to half of them (assuming there are more than one and rounding down if you are dealing with an uneven number) leaving you to fight the rest. If the dragons kill you, turn to Act 14. If you survive, radiations from the dancing green flame will fully restore your LIFE POINTS and you may take the emerald to Act 214 where you can select a fresh destination from your city map.

257

Long Chamber · Loc Unmapped

As you squeeze through, you become immediately aware that this chamber has been used for storage. Several dozen barrels and many smaller casks have been stacked neatly against the walls in orderly rows.

Since there is no discernible exit other than the one through which you entered, you take the opportunity of a quick examination before backtracking.

The barrels, you soon discover, have varied contents: some are filled with water, others rum (and evil-smelling rum it is), others sugar, others powdered cocoa and three an interesting green liquid which, on tasting, turns out to be lime juice.

The casks by contrast, present a very different picture. All are very much smaller than the barrels (you could pick up the largest of them with one hand with no difficulty). The first you examine undoubtedly contains salt. The rest, without exception, are filled with a dark grey powder you cannot immediately identify.

Will you risk testing it at Act 269, lighting a lamp or torch to examine it more closely at Act 259, or simply stop wasting your time and leave it severely alone at Act 261.

258

Inside the Blue Temple · Loc 31

But as you step forward, the dolphin speaks a single word: "Halt!"

You do so, more in sheer surprise than anything else.

The dolphin has not come to life or anything of that nature: it remains a somewhat broken-down stone statue. Yet the voice definitely issued from the recesses of its open mouth.

As you ponder this puzzle, you notice a vague movement in the stone beneath your feet and, on stepping back, discover that it actually rocks slightly. As it does so, the voice comes again:

“Halt!”

A moment’s experimentation indicates that the voice and the rocking motion of the stone are linked, as if your footfall has actually triggered the warning. With this in mind, you move a pace forward to the next flagstone. At once the voice comes again:

“You proceed in great danger to yourself unless you can truly answer the mystic riddle enscribed on my base.”

You glance downwards to the base of the pedestal on which the dolphin rests. Nothing is enscribed there, but a twisted metallic plaque, apparently torn from the base, lies nearby. You can just make out the wording:

“In the Temple of the Dolphin, the grey-robed worshippers are vowed to tell the truth at all times, while the red-robed worshippers are vowed always to lie. Should you meet a man without a robe who tells you he has heard a member of the congregation admit she is a liar, can you now decide what robe that man should wear?”

An interesting problem in deductive logic, but not one that should concern you – or so you feel until you move forward again and the mechanical dolphin croaks:

“Now speak your answer, retreat or die!”

This could be big trouble if you believe the dolphin. You may retreat from the temple simply by moving to Act 214 and selecting a new destination from the city map. But if you wish to answer, grey will take you to Act 266, red to

Act 272. You may, of course, decline to answer at all and press ahead anyway, in which case turn to Act 274.

259

Long Chamber · Loc Unmapped

Boom!

Black-faced and (possibly) bewildered, you will find yourself, in tattered clothing, at Act 13.

260

Inside the Brown Temple · Loc 29

You step closer, noting as you do so that a nest has been carved, sited on a fork in the bough on which the eagle perches; and as your viewpoint changes, you can see within the nest the glitter of a large, golden, jewel-encrusted egg.

You stop, a gleam in your eye to match the gleam of the artifact. You have seldom seen anything more beautiful – or more valuable. It would, you know, be the work of a moment to hoist yourself up onto the stone bough and rescue the egg.

You move forward to do so and the huge stone eagle spreads its wings!

You stop, scarcely able to believe your eyes. Surely the creature cannot have developed a life of its own?

And indeed it has not. As your heartbeat settles a little from the sudden hammering which began when the eagle moved, you can see that the stone bird is



actually a mechanical contrivance of considerable ingenuity, doubtless set up to impress worshippers now long dead.

You step forward again, more confidently this time, and quickly determine that the automaton is triggered by the pressure of your weight on certain flagstones on the floor.

Shaking your head in admiration at the long-dead engineers who created a machine that would continue to function so effectively for centuries, you jump and catch hold of the bough to pull yourself up.

And the eagle attacks!

This could be quite tricky, Baron. You certainly cannot fight a mechanical eagle as you would a polar bear. In fact, however much damage you seek to inflict, you will only stop its attack when you manage to roll 12, which will switch off the machinery completely, leaving the great mechanical bird completely dormant. Until that happens, however, any hit the bird scores against you will remove a standard 7 LIFE POINTS irrespective of what the dice may show. If you are killed in this unlikely encounter, turn to Act 14. If you survive, you may safely take the golden egg to Act 214 and select a fresh destination.

261

Long Chamber · Loc Unmapped

You continue examining the barrels for a time (while leaving the casks severely alone) and while you discover nothing new or exciting in the way of content, you do discover some of them conceal exits from the chamber.

Act 261

Two rows to the north conceal a full-sized door in the northern wall, while a single barrel to the east actually blocks an open crawlspace.

Neither look particularly inviting. The northern door sports a roughly-tacked notice on which a large red skull and crossbones tends to reinforce the rudely lettered message:



The crawlspace, on the other hand, is so small that you will have to go on all fours to get into it and so dark that you can see absolutely nothing ahead once you are in, but will be forced to feel your way along.

You may, of course, go back the way you came and take the northwestern passage to Act 251. But if you insist on being a hero, you can try the skull and crossbones door at Act 263 or the crawlspace at Act 265.

262

At Door of Black Temple · Loc Plaza

Deftly you insert the black key but the door won't budge! The key turned perfectly, as you might imagine it would, but the door remains tight shut. In a fit of pique you kick it violently and nearly dislocate your toe. The door stands solidly before you.

This is very puzzling, not to say frustrating, but there does not seem a great deal you can do about it. If you wish to investigate the other temples, turn to Act 252, otherwise return to Act 214 and select a fresh destination from your city map.

263

Henhouse · Loc Unmapped

You fling open the ominous door and jump back in anticipation of some immediate and terrifying attack, but nothing happens. From the straw-strewn chamber beyond, you hear the sound of contented cackling.

Cautiously you peer in. Beyond the skull and crossbones door is a smallish (10'x10') henhouse in which are scratching three hens. It might be a pleasant rural scene were it not underground and were the hens not guarded by one of the most spine-chilling creatures you have ever set your monstrous eyes on.

In appearance, it is a cross between a gorilla and a toad with sharp talons, enormous fangs and a barbed tail. It looks the sort of creature that could rip an elephant open for breakfast and eat a pride of lions for dessert. The hens do not appear to be greatly in awe of

Act 263

it, however: one of the three is actually pecking its foot at the moment.

Encouraged by the hen's brave example you ask. "Who are you?" It comes out a little high-pitched and squeaky, but the beast in the henhouse seems to understand well enough.

"I am Frankenstein's monster," it says.

"No you're not!" you tell it sharply, your initial nervousness evaporating with the insult. "I –", and here you tap your mighty chest proudly, "– I am Frankenstein's monster!"

"I am Frankenstein's monster Mark I," says the creature, not at all put out. "You're a Mark VII by the look of you – a bit more streamlined, but not so heavy on armaments. I suppose you're trying to get away from him before he kills you?"

"How do you know?"

"He always turns against his monsters eventually. Who do you think has me minding these stupid hens?"

"So you're his prisoner? Will you aid me if I set you free?"

"That depends," says Mark Monster (or Mark I Monster, to give him his full name).

"On what?" you demand

"On how smart you are. I'm not throwing in with just any old dumdummy who walks through the door."

"I'm smart all right," you say quickly.

"We'll see about that," says Mark cynically. "Answer me this then: how many eggs will these three hens lay in eight days?"

"I can't tell you that!" you snap. "You haven't given me enough information to work it out."

"All right," shrugs Mark, gnashing his fangs together alarmingly, "I'll give you a clue. With this breed of hen, a hen and a half will lay an egg and a half in a day and a half. So come on: how many will these three lay in eight days?"

*You have limited choices here. One is obviously to slam the door and backtrack gaily to **Act 261**, there to select a different option. Another is to tell your blood brother what he can do with his stupid riddle, a course you may undertake at **Act 271**. Or you can simply answer the question correctly, add one, add a couple of centuries, add a further half century and go to the **Act** section number you reach after all that brain work.*

 264

Underground Passage · Loc Unmapped

One guard looks at the other. Each guard looks at you. Both guards slowly shake their heads and begin to move towards you with a glint in the eye that suggests you are in more trouble than you have been for a very long time.

“I meant no,” you say quickly. “No, it’s not greater than one. Of course not. How could it be. It’s less than one, of course. That’s what I meant to say. I knew all along. Why are you looking at me like that?”

Even in the middle of all this nervous babble, you know it’s not going to work. The guards are drawing their swords and moving towards you with military precision.

In a moment, you are fighting for your very life.

*And like as not losing. Each guard has 50 LIFE POINTS, SPEED 4, COURAGE 3, STRENGTH 5, SKILL 5, PSI 0. Using swords gives them a +3 on any damage they may score against you and an absolute kill on a throw of 12. If they kill you, turn to **Act 14**. In the unlikely event that you manage to survive, turn to **Act 268**.*

 Crawlspace · Loc Unmapped

Feeling distinctly nervous and considerably exposed, you drop on hands and knees to enter the crawlspace. It is extremely dark inside and grows worse as you progress since the narrow tunnel begins to twist and wind like an itchy snake.

At one point you begin to wonder if you should be here at all, but discover it quite impossible to turn and almost impossible to move backwards. Then, just as your indecision is at its height, the passage makes a sharp right- angle turn, you try to follow it around and become stuck fast.

What a way to end an adventure: starved to death in a grotty narrow tunnel. But perhaps it's not over yet. If you happen to have a Mark I Monster with you (bringing up the rear, so to speak) he is quite strong enough to push you through like a cork popping out of a bottle. If you haven't, you may be strong enough to do the job yourself: throw one dice and compare the results with your STRENGTH stat. If your STRENGTH is higher, you can push through to Act 273. If not, you might still have enough SKILL to get you through. Again throw one dice and compare the result with your SKILL stat. If your SKILL is higher, turn to Act 273. If not, your last chance is to get lucky. Throw two dice this time. A score of 7 or better gets you through to Act 273. Anything else, regrettably, gets you stuck, literally, at Act 13.

 Inside the Blue Temple · Loc 31

You clear your throat, which has gone suddenly dry. It is, in fact, rather silly to worry about a test like this. You are not a

superstitious native believing yourself faced by some all-powerful dolphin god. You are a civilized scientist amusing himself with an automaton.

Nevertheless, your voice is a little tight as you announce your answer.

At once the slab beneath your feet falls inwards, plunging you downwards into a deep water pit filled with a shoal of the extremely rare Arctic piranha. As you fall, you can hear one word reverberating:

“Wrong!”

Since you don't really want to know what happens when you introduce yourself to the piranha, simply turn to Act 14.

267

Henhouse · Loc Unmapped

“By George!” exclaims Mark I in admiration. “How did you work that out?”

“Simple,” you say, grinning a little. “Since one hen lays one egg in one day and a half, three hens would lay three eggs in a day and a half. Which means they’ll lay two eggs in one day, or sixteen eggs in eight days.”

“Phew!” whistles Mark I. “He must have given you a good class of brain – he transplanted mine out of a weevil. But I’m smart enough to recognize a good ally when I see one. Take it from me that I shall come with you and give you all the help I can.”

It is, in fact, a useful offer. Mark I Monster, despite his maggoty little brain, has 50 LIFE POINTS, SPEED 3, COURAGE 5, STRENGTH 6, SKILL 3, and PSI 0. He is willing to fight to the death on your behalf and may even be able to aid you in other ways as you move towards your final

confrontation. Since there is no other way out of the henhouse, you have a choice of trying the crawlspace at Act 265 or backtracking to the junction where you can take the northwestern passage to Act 251.

268

Underground Passage · Loc Unmapped

Battered but unbowed, you step over the bodies of the guards, taking care to help yourself to one of the swords (which will give you +3 in any combat damage you may score from now on).

The passage continues for perhaps twenty yards more before ending at a closed black door which, on careful examination (you kick it a few times) proves to be locked.

If you happen to have a black key on your person, you may unlock the door and step through to Act 276. Without such a key, your only choice is to retrace your steps all the way out of the passage and return to Act 214 to choose a fresh destination from your city map.

269

Long Chamber · Loc Unmapped

Boom!

Well, more like “boom”, actually. The powder tastes ghastly and even the little bit you tasted exploded sufficiently violently to clear your sinuses.

You stagger backwards, crossing and uncrossing your eyes. This is definitely gunpowder! And there is enough here to blow the entire adventure sky high.

Greedily you grab on of the casks. This will certainly come in handy for your final assault on Baron Frankenstein.

And having lethally armed yourself for all contingencies, you may continue your exploration at Act 261.

 270

Underground Passage · Loc Unmapped

The grim-faced guards salute grimly and step back into their alcoves, leaving you free to proceed along the corridor.

The passage continues for perhaps twenty yards more before ending at a closed black door which, on careful examination (you kick it a few times) proves to be locked.

If you happen to have a black key on your person, you may unlock the door and step through to Act 276. Without such a key, your only choice is to retrace your steps all the way out of the passage and return to Act 214 to choose a fresh destination from your city map.

 271

Henhouse · Loc Unmapped

“You know what you can do, don’t you peabrain?” you ask, not altogether politely. “You can mangle your worzels, that’s what you can do! If you think I’ve nothing better to do than stand here answering stupid riddles made up by some halfwit who –”

But he interrupts you rudely by leaping upon you and pounding your head.

Mark I Monster has 50 LIFE POINTS, SPEED 3, COURAGE 5, STRENGTH 6, SKILL 3 and PSI 0. He does not like to be insulted, so the price of calling him peabrain is a fight to the death. If it’s your death, turn to Act 13. If you survive you may, since there is no other way out of

the henhouse, try the crawlspace at Act 265 or backtrack to the junction where you may take the northwestern passage to Act 251.

272

Inside the Blue Temple · Loc 31

Nervously you intone your answer, wondering vaguely why you find this sort of encounter nerve-wracking.

For a moment, nothing happens, then, with a small grinding of hidden gears, there is a movement inside the mouth of the stone dolphin and out pops a massive sapphire of quite unparalleled brilliance.

You stare at it momentarily, quite speechless, then step forward without thinking to grab it.

But if your move was a little silly in such a dangerous environment, you get away with it. No traps are sprung, no hidden guards attack and the sapphire, larger than a duckegg, is yours!

With nothing else of interest in this temple (and you search every inch of the interior after getting the sapphire) you may now only return to your city map at Act 214 and select a new destination.

273

The Arctic Lagoon · Loc Unmapped

Light!

You can hardly believe it. Crawling at full speed, you reach the end of the claustrophobic little tunnel to emerge on a broad ledge of a sheer cliff overlooking a chill, but generally ice-free, lagoon.

And anchored in the lagoon, sails furled, is a schooner. Even from this distance your eagle eye can spot the name painted on the side: *The Monster Hunter*, clear indication that you are looking at Baron Frankenstein's very own sailing ship, the base from which he has been mounting Arctic sorties against your good (if monstrous) self.

A plan springs into your mind fully formed. Destroy the ship (which seems to be deserted at the moment, so you won't even have the trouble of murdering a whole crew) and the Baron's Arctic career is finished, leaving you free to live out your remaining life in peace like any other self-respecting monster.

There is, at the bottom of a path descending from the ledge, an unguarded rowboat which will take you quickly to the ship itself. But how to sink it . . .

There is only one really feasible answer: a keg of gunpowder.

If you happen to have one with you, climb (carefully) down to the rowboat and pull for the ship at Act 275. If not, your only worthwhile option is to backtrack through the crawlspace and look for one, possibly in the long chamber at Act 257.

274

Inside the Blue Temple · Loc 31

At once the slab beneath your feet falls inwards, plunging you downwards into a deep water pit filled with a shoal of the extremely rare Arctic piranha. As you fall, you can hear one word reverberating:

“Sucker!”

Since you don't really want to know what happens when you introduce yourself to the piranha, simply turn to Act 14.

At Frankenstein's Ship · Loc Secret Lagoon

Your luck holds as you reach the side of the schooner, for dangling down almost to the waterline is a rope ladder.

Carefully hoisting your cask onto your shoulder, you shin quickly up the swaying ladder and climb over the side; at which point your luck runs out completely. For the ship is not deserted after all. Glaring at you and only a few yards distant is the looming form of Baron Frankenstein himself.

Who, being mad, has the strength of ten men (well, two anyway) and a flintlock pistol into the bargain. The Baron's stats are: LIFE POINTS 75, SPEED 3, COURAGE 5, STRENGTH 12, SKILL 3, PSI 0. His pistol will kill you outright on a hit, but he needs 9 or better to hit with it and can only use it once. If the Baron kills you – and he will certainly try – turn to Act 13. If you survive, you may have the opportunity to blow up his ship at Act 277.

Inside the Black Temple · Loc 33

But the gnome is the least of your problems just now. The white ape-like shape which flitted before you in the corridor has reappeared, joined by nearly a dozen more of its kind, slim, hairless, ghoulish creatures with feral pink eyes and darting movements. They form ranks in front of you, hands outstretched like beggars in a market.

“What do you want?” you ask cautiously, well aware that you could not possibly win a conflict with so many.

The white creatures do not speak, do not move. But from somewhere beyond them comes a deep, resonant voice:

"They want gifts. They are immortal and were trained to allow none into the temple without gifts."

You look around trying to locate the voice, but without much success until you drop your eyes and catch sight of a small, squat man who might have been the model for the gnome statue.

"Who are you?" you call.

"The Guardian," he replies in the same resonant voice. "All that is left of my civilization, except for these therns, of course." Here he nods towards the white creatures.

"What sort of gifts do they want?"

"You must give them a golden egg, a large sapphire, and a giant emerald," says the Guardian.

"Otherwise?"

"Otherwise they will kill you if you wish to pass. There is nothing I can do about this: it is their nature. They killed the last stranger to call here, and he was a great deal larger and more fierce than you."

Larger and more fierce than — ?

"He didn't have a bolt through his neck, by any chance?" you ask with rising excitement.

"Now you come to mention it, he did. At least I think so. I can check if you like: the body is in cold storage round the back."

It's your monster! Without a doubt your monster! Neatly put out of the way by these therns and the body still available so you can sew in a new and more peaceful brain and *start your experiments again!* What a break, what a lucky break!

"May I have the body?" you ask anxiously, ignoring the outstretched hands of the therns.

"I'll fight you for it," the gnomelike creature answers. "I get very bored out here with only therns for company."

"Done!" you say.

Act 277

*But before you can get into any punch-up you will have to get past the therns. If you happen to have a golden egg, and the relevant emerald and sapphire, you can go direct to **Act 278**. If you haven't, you are going to have to withdraw for now and search for egg and gemstones by returning to your city map at **Act 214**.*

277

On Frankenstein's Ship · Loc Secret Lagoon

You dump the rabid lunatic over the side with a feeling of relief and delight, then set down the keg of powder at the midpoint of the ship. Using one of the Baron's old socks as a fuse, you set up the explosive carefully to permit you time to get clear. With a quick glance around to make sure nobody else is on board, you light the sock.

It burns far more rapidly than you had imagined it would, sending up a spluttering plume of rancid smoke. You stare at it for a moment, then race for your rowboat in panic. The sound of the spluttering fuse fills your ears as you pull away.

Will you get far enough away in time? You are a well-made monster and your muscles have been fine-honed by the rigours of your adventure. In a moment the oars are dipping like the sails of a windmill in a hurricane and the rowboat is speeding across the lagoon at approximately 108 knots. You reach the beach with a crash that rips the bottom out of the boat, fall onto the sand, pick yourself up, then dive for cover behind a convenient rock.

Not a moment too soon!

A small flash heralds the explosion of the powder keg, to be followed immediately with a massive explosion as the ship's own supplies of powder (which must have been considerable) catch and explode with a violence

which blasts the schooner into splinters and creates a rolling wave which speeds across the whole breadth of the lagoon to break on the beach and drench you.

But a little water cannot dampen your enthusiasm as you stare out across that now empty stretch of water. You have done it. Chalked one up for the monsters. Rid the world (and notably the seas) of the maddest scientist of them all. Destroyed his ship and left yourself free to make a home here without fear of persecution.

With a merry twirl of your neck bolt you turn away and walk off to face an infinitely brighter future.

Now that you have succeeded so admirably in this adventure, why not return to the beginning and set out in search of even greater triumphs in the role of Baron Frankenstein?

278

Inside the Black Temple · Loc 32

The thorns melt aside, squabbling a little over their expensive gifts. As you step forward you can now see beyond the squat gnome statue a block of ice in which the familiar shape of your monster has been perfectly preserved.

Your heart leaps paternally, for while the creature was horribly evil, brutally dangerous and ugly as sin, he was still your secret pride and joy. If you can only get through this final fight and cart him back to civilization, a new brain will soon have him better behaved and a new head will certainly make him better looking. A few months' work and some spare parts from the graveyards and you will have the best-looking, best-behaved monster the world has every seen.

Act 279

But first the little monster who is lurching towards you . . .

The Guardian is not, in fact, all that impressive at first sight. He has only 20 LIFE POINTS, SPEED 3, COURAGE 3, STRENGTH 3, SKILL 3, PSI 0. But roll one dice before you start and this will indicate how many times the little brute can resurrect after you have killed him! If the Guardian uses this nasty trick sufficiently well to kill you, turn to Act 14. If you survive, it is a short trip to Act 279.

279

Inside the Black Temple · Loc 32

Stepping over the body of the Guardian, who shows no indication of any further resurrections, you walk proudly to the ice block which encases the incredible monster you created.

You stare down fondly at that unbelievably monstrous face, already planning the new look which could easily ensure him a career in movies, possibly playing Dracula or something of that sort.

You feel proud. You have overcome all obstacles, successfully tracked this prodigal son to the ends of the earth and beyond. Now all that remains is to drag him home. And rebuild him bigger, better (and hopefully a bit more obedient) than he was before!

And when you have done so, you might like to become your monster by returning to the start and adopting a new role for a different adventure.

Frankenstein's Adventure Record

LIFE POINTS

Starting: 100

Current:

CHARACTER STATISTICS

Frankenstein

SPEED

COURAGE

STRENGTH

SKILL

PSI

EQUIPMENT

Healing Potions:

Frankenstein's Combat Encounters

Enemy Section Enemy Life Pts. Character Statistics SPEED COURAGE STRENGTH SKILL PSI Result	Enemy Section Enemy Life Pts. Character Statistics SPEED COURAGE STRENGTH SKILL PSI Result	Enemy Section Enemy Life Pts. Character Statistics SPEED COURAGE STRENGTH SKILL PSI Result
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Frankenstein's Tracking Sheet

[illegible]

The Monster's Adventure Record

LIFE POINTS

Starting: 100

Current:

CHARACTER STATISTICS

The Monster

SPEED

COURAGE

STRENGTH

SKILL

PSI

EQUIPMENT

Healing Potions:

The Monster's Combat Encounters

Enemy Section Enemy Life Pts. Character Statistics SPEED COURAGE STRENGTH SKILL PSI Result	Enemy Section Enemy Life Pts. Character Statistics SPEED COURAGE STRENGTH SKILL PSI Result	Enemy Section Enemy Life Pts. Character Statistics SPEED COURAGE STRENGTH SKILL PSI Result
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Rule Synopsis

- 1 You start with 100 LIFE POINTS and cannot exceed this number. When your LIFE POINTS are reduced to zero, your character is dead.
- 2 Roll one dice to determine your Character Statistics and note these on your Adventure Record.

Combat

- 3 Roll one dice on behalf of yourself and one for your opponent to determine who has first strike. Add SPEED and COURAGE stats to each. Highest score hits first.
- 4 Throw both dice to attempt a hit. Roll 6 or more to hit. (Roll on behalf of your opponent also.)
- 5 Add STRENGTH and SKILL stats to the dice roll to determine the amount of damage caused. Subtract the result from your opponent's LIFE POINTS. Your opponent scores damage against you in the same way.

Flight

- 6 If you choose to RUN, roll two dice and check your score against the following table:
Score 9-12 you may safely RUN to any exit in your current location
Score 5-8 you may RUN but only back to your previous Action section. Your opponent has one free strike and scores double dice damage
Score 2-4 you cannot RUN. Your opponent has a free strike at you and scores double dice damage.
- 7 You may only attempt to RUN *before* combat.

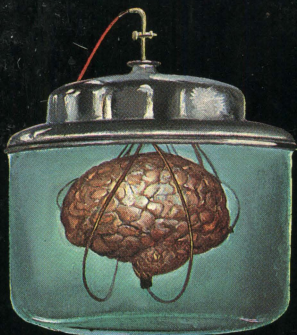
Healing

- 8 You heal up naturally at the rate of 3 LIFE POINTS per new section visited.
- 9 You may use any *Medicine* you may find or attempt *Natural Healing*. Roll two dice. Score 6 or more and you may add your score to your current LIFE POINTS. Score less than 6 and you must *subtract* your score from your current LIFE POINTS.

PSI

- 10 After you have used up all your PSI statistic, you may continue to use your PSI talents at a cost of 20 LIFE POINTS per use.

NB. Remember to keep a note of where you are at any time.



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luck and nerves of steel.**

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scientist once again control his
loathsome creature?

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