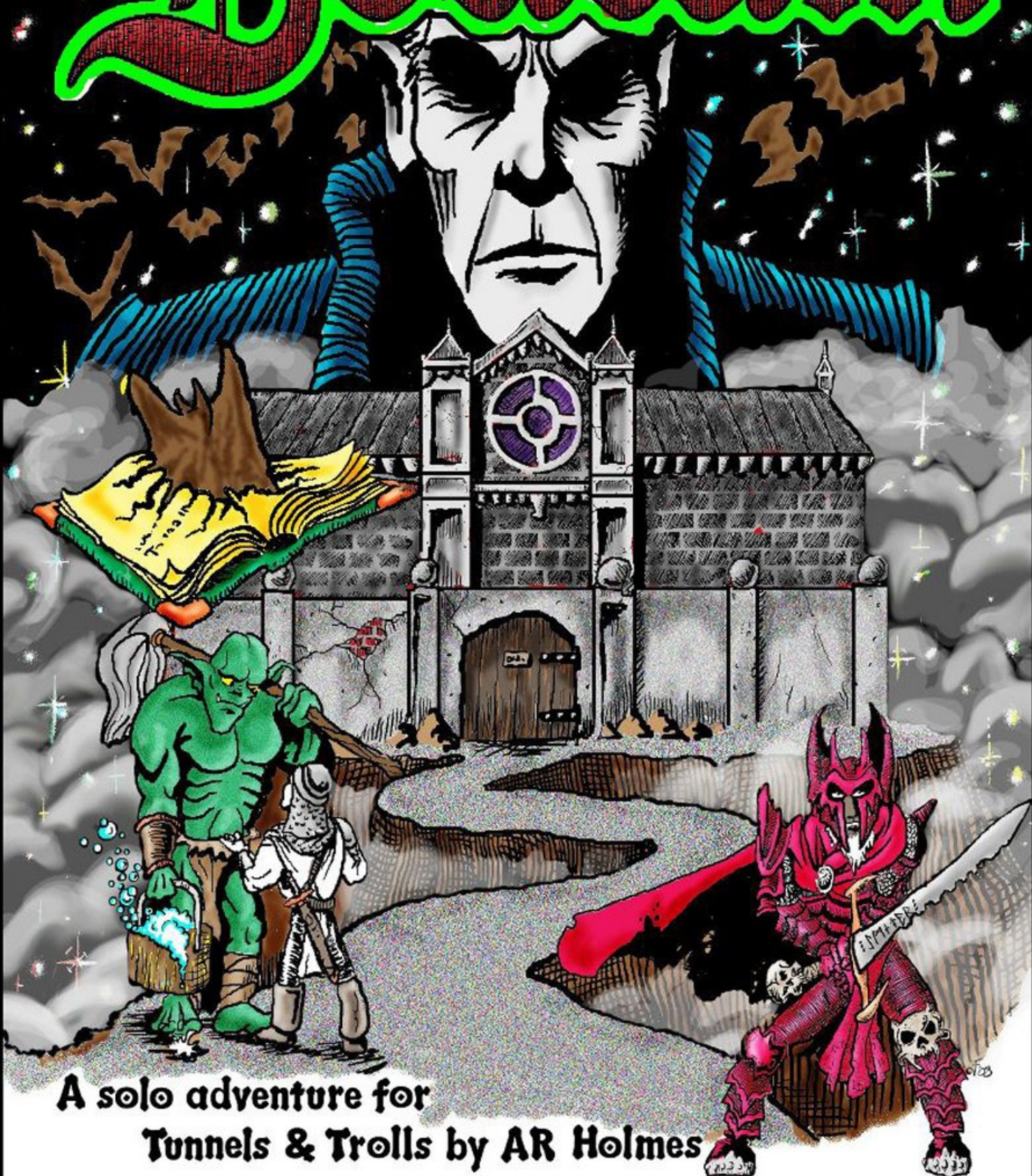


Red Moon



A solo adventure for
Tunnels & Trolls by AR Holmes

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and to provide the reader with space in which to doodle lunatics.*

Bedlam

**SOLITAIRE ADVENTURE FOR
TUNNELS & TROLLS™**

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TavernMASTER
GAMES

INTRODUCTION

Many speak in hushed tones of the dark asylum brooding atop the Goblin Moors, and of the unspeakable horrors that dwell within. Of the strange and sinister Master, who comes to town always after nightfall, to collect supplies, only to quickly speed away into the night with his accursed carriage, toward the nightmarish building which is Bedlam. People vanish, to reappear weeks or even months later, dead and drained of blood upon the moors. Those who enter the asylum on the hill, be they adventurers seeking treasure, or travellers seeking shelter for the night, are never seen again. One entrance can be seen in the cold stone walls, but it is whispered in taverns and muttered in corners, that there are many ways to leave, once within the great, grey walls. Recently, new scandal surrounds the asylum: the son of a popular and influential nobleman vanished, never returning from a lone hunting trip upon the Goblin Moors a month ago. A fine reward awaits he who can return the lad to his father. It is believed that the Master holds him within the asylum, for some dark, hidden purpose...

And so the asylum of gloom awaits adventurers brave, who seeking to unveil the dark mysteries that dwell within. Minstrels sing of great treasures waiting there, tempting warriors and thieves to travel across the cold, sodden Goblin Moors, to enter the asylum of darkness, seeking fame and fortune. Will you be the next one to pass through the portal of madness, and enter Bedlam?

With a heavy grunt, you toss your goldbox to the floor of your tiny room above the Worm & Whistle tavern, and it responds with a hollow clunk. Empty again, damn it! You have just enough silver in your pouch to pay for a few more days lodging then that's it. All the gold that you found in the tunnels beneath the Blue Frog Tavern – spent. The gems and jewels you collected from the dangerous depths of the Dungeon of the Bear – gambled away. Even the handsome sum you fought for fair and square in the deadly Arena of Khazan – squandered on luxuries. Not even the trinkets liberated from the dungeon of your great old Uncle Ugly remain in your ragged pockets. Broke once more, you must find a way to fill your goldbox once again.

With a sigh you walk over to your window and look out. After staring at the scenery for a few minutes, your eyes come to rest upon the distant hills to the east, beyond the Goblin Moors, and on a disturbing building, which stands atop a distant hill. This grim, menacing structure you know to be a strange asylum known only as Bedlam. The Keeper of the asylum, a tall ominous man known as The Master, rides into town once a month, cloaked in black, and after nightfall. He collects a cart load of supplies and returns to his building, having spoken to no-one apart from the town storekeeper, who stays open late especially for The Master's visit, for it keeps him in business. The Master and Bedlam are very strange. Strange also is the story of Guilian, the son of a local nobleman, who disappeared while out hunting on the Goblin Moors, around a month ago. Many whisper that he was abducted by fiends from the asylum and taken there for some dreadful purpose. The nobleman is offering a 1400GP reward for the return of his son - alive...

With another sigh and a heavy heart you turn from the window, place the empty savings box under the bed and rest. Morning brings new excitement as you prepare to travel to Bedlam. Your night was dream-haunted and all you could think of was the reward and adventure that a trip across the moors to the asylum might bring. If you cannot find the nobleman's son, perhaps you could steal some treasure within the dark walls of the asylum. The journey will not take long, and you have awoken at the crack of dawn to have a good early start. When you return, your box may be brimming with gold! Humming a merry tune, you pack your belongings and soon head off up the cobble road, which leads out of town and to the Goblin Moors.

Soon you have left the small town of Littlemoor behind and are crossing the moors towards the hill on which stands the asylum. Striding through the long grass in the sunshine, your spirits are lifted,

and you set your heart on a new goal. Eventually you reach the hill and begin to climb up to where you can see a muddy cart track leading to the top. The rough bracken and harsh grass is heavy going, but you stride on. Reaching the path, you find the going easier and approach the building, which now looms above you. Suddenly, as you look up, the huge building appears ominous against the sky, and takes on a more sinister aspect, and you have to confess to yourself that you are perhaps a little worried about what you may encounter within.

Still, you have come this far, so decide to carry on. In no time at all you are at the top, and the asylum towers above you. You can see no windows in the dark stone. No one is around, nor can any sounds be heard from within the walls. The only feature is at ground level: a huge wooden door with a brass plaque affixed to the wall above it, reading **BE DLAM** in gothic letters. Like it or not, your adventure has begun.

HOUSEKEEPING

Bedlam is open to any character of level 1, 2 or 3 who has no more than 35 personal combat adds. The casting of magic spells within the asylum is entirely suppressed by dark sorceries: mages may attempt this adventure, but may not cast spells. Magic items *will* function within the game, but the paragraph will always take priority over your item. For example, if you are told that your sword breaks, then it does, even though it may be magical and unbreakable. Use your own initiative with magic items. If you have a teleport amulet for example which will take you home, you may leave the game at any time.

You will need the basics for play, i.e. your character and the rulebook, pencil, scrap paper, your imagination, and dice. You may need polyhedral dice in this adventure, i.e. four, eight, ten sided dice etc. These are abbreviated as D4, D8, D10 etc. The normal rules of the game apply, and turns pass at the rate of 1 per three paragraphs, unless the text tells you otherwise. You will not need torches as the place is fully lit.

In this solo, AP, Adventure Points, are awarded in brackets – eg. (AP 20). Also take AP after saving rolls and combat, in accordance with your normal practice.

There are different editions of the rules for *Tunnels & Trolls*TM. This solo is suitable for all editions but is phrased with 7th Edition rules in mind, and 7th Edition characters may of course use relevant *Talents*. 7th Edition players should ignore alternatives provided in brackets for 5th Edition players.

5th Edition players please note: 7th Edition abbreviations are used for Prime Attributes throughout, so Intelligence is *INT*, Strength is *STR* and Speed is *SPD*; you may be used to *INT*, *ST* and *SP* respectively. If you don't use the optional Speed attribute in your games, then when the text calls for a saving roll on *SPD*, use *DEX* instead. Where differences between editions are significant, appropriate alternatives are given in brackets. For example: “*Make an L2SR on WIZ. (5th: L2SR on INT.)*” Finally, AP have quite a different function in 7th Edition and are given out sparingly: 5th Edition players should *multiply by 5* the amounts of AP given in the text. (Compared to 5th Edition, 7th Edition characters tend to have easier saving rolls and harder combat, so it balances out.)

Finally, the asylum has a strange effect on people who wander within its walls. Strange forces are at work, and you may find your INT dropping throughout the adventure. Keep a record of all temporary INT you lose. Unless the text actually says you lose the points permanently, you will regain all lost INT points when you exit the adventure.

That's about it, all you need to know before playing. The Asylum awaits; go to paragraph **1** and happy dungeoneering!



- 1 With the grim stone building towering above you and no visible windows, you have few choices. If you knock at the great oak portal using the brass knocker, go to **82**. If you leave the door for now and walk around the structure, looking for other entrances, go to **37**. If you want to open the door, go to **13**. You may leave the adventure from this point at any time.
- 2 *"Very Good! I always like to be of assistance to someone!"* the elf says, smiling broadly and displaying her pearl-white teeth. *"Do you wish to see the Master, or a doctor?"* she asks. To request an audience with the Master, go to **23**. To ask to see a doctor, go to **154**. If you decide to attack this lovely Elven lady, go to **91**.
- 3 *"Hmmmmmm, yes, I see,"* says the doctor. *"Here, take this."* A bottle of white fluid appears at your feet, as if by magic. The bottle is labelled *THE MEDICINE*. The face in the wall fades quickly away, and the bottle remains. It looks vile and gloopy, and will no doubt taste horrid. If you drink some, go to **175**. If you leave it, go out to **107**.
- 4 With care you lift the tortured man from the rack and place his body onto the floor. You wet his mouth with a little water and splash some on his brow, and he opens his eyes, which are bloodshot and watering. He speaks: his voice is croaky and slow, but audible. *"For me it is too late,"* he says, *"but for you there is still hope. Why you have entered this living hell is beyond me, but one thing is certain, you must get out while you still have your sanity, and your life. This place is more than just an asylum, it is a den of horror and evil!"* He coughs violently and wheezes, gasping for breath. After you give him another drink of water, he continues, eager to help you. *"You need some protection against the Master if you meet him and want to remain alive, so allow me to help you."* He points a bloody, bony finger towards the dungeon wall. Behind an obvious loose stone there you find a silver cross. *"Take it and use it well, my friend..."* The man's voice fails him. His eyes slowly close and he falls into a deep sleep, from which you doubt he will awake. With your cross in hand, you mutter a brief prayer to your deity for the man and leave the chamber via the steps to return to the empty chamber. Go to **54**. (AP 10)

- 5** How very interesting, you are in a library. The walls house many racks upon which rest a myriad of ancient, leather-bound tomes, enough to fill a dragon's belly! A rich red rug hides the cold stone floor, and a large lantern, which hangs from the ceiling by a strong chain, gives the room a warm, rich glow and a cosy feel. Upon an oak table, amongst various papers and writing equipment is a brass bell.

To ring the bell, go to **199**. If you have rung the bell once already and want to ring it again, go to **63**. If you leave the room by the west door go to **88**. If you leave by the spiral staircase, which goes up through the ceiling, go to **14**. If you would like to inspect the books, go to **119**.

- 6** The chest springs open without difficulty, and inside you see a wondrous thing. It is a sparkling crown of gold, worth in your estimation around 1000 GP! (Good fortune for you that you took that night-class in *Antique Valuation...*) You may lift the crown from the chest and go to **148**. If you leave the room empty handed go to **173**. If you have not done so already, you may inspect the coats, at **179**.

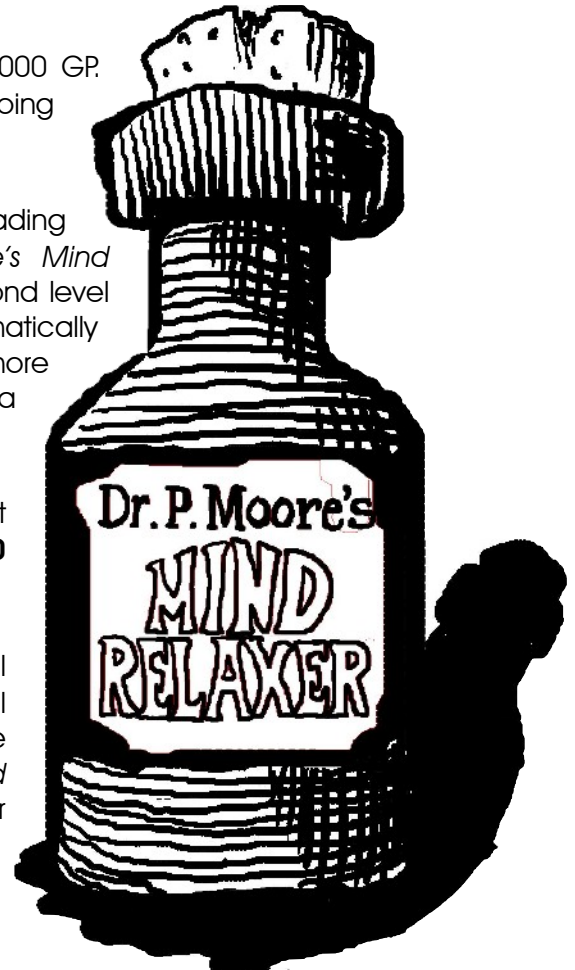
- 7** HORRORS! *This door is trapped!* As you turn the handle, the very floor beneath your feet opens up and you fall helplessly into the black void below, screaming all the way. As you fall through the hellish blackness, you feel sick and spin in all directions, tumbling into nothingness. All feeling in your limbs is lost and colours spin and swirl before your eyes. Your head spins, your arms and legs feel like they are being stretched into oblivion, and your guts feel as if they are about to explode. Pain fills your body. Suddenly there is a loud **BANG!** and you lose consciousness. Within the mysterious depths of tortured sleep you are lost to the weird images that fill your confused mind. Slowly, feeling begins to return to you, yet all remains dark. The feeling of movement has stopped, and your body begins to feel cold... Go to **30**. (AP 20)

- 8** The crown weighs 80 weight units and is worth 1000 GP. Pleased with your treasure, you leave the room, going back into the corridor. Go to **173**.

- 9** The bottle contains 6 small yellow pills. Careful reading of the label shows them to be *Dr. P. Moore's Mind Refreshers*. When you need to make a first or second level saving roll on INT, you may pop a pill and automatically make the roll, without rolling any dice! Taking more than one pill at one time is pointless and just a waste, so don't do it! Now go to **107**.

- 10** As you turned the handle, a needle shot out of it and missed your flesh by a tiger's whisker. Go to **140** to enter the asylum or **1** to try another option.

- 11** You are sick. Deduct 2 from your CON. This will return when you leave the adventure. The smell here is truly disgusting, worse even than the sausages at the Blue Frog Tavern! (*Don't tell old Quartz I said that!*) You may go east to **124**, or open the door again, this time prepared for the stench beyond, at **93**.



- 12** The female reaches high up to a shelf and takes down a battered old book. The sight of her tanned legs is rather pleasant... She hands it to you, and you see that the book has a plain cover but is entitled *ORNITHOLOGY FOR ADVENTURERS*. You flick through the book, which is rather boring, and then ask her to replace it. You watch again as she displays her tanned legs whilst lifting the book up onto the high shelf, thank her, and make to leave the room. Suddenly, the book falls from the shelf and from the flapping pages flows a fantastic rainbow of coloured lights, which engulf you in an instant. You feel very energetic for a brief moment; then the colours vanish and the book flaps back up to the shelf. Then you notice something rather odd; you have a small pair of wings on your shoulders! The magical tome has allowed you to speak Avian and move at double speed when flying with your new wings. You may fly at the discretion of your GM and you tire after your STR rating in full turns; but should you ever participate in killing any winged creature, your wings will fall away and your CHR fall to 3, never to increase again. Return to **5**: as you wonder at your new wings, the lovely lady advises you, ever so sweetly, not to ring the bell again...
- 13** The door is unlocked, but as you turn the handle, something goes 'click'. Make a first level saving roll on LK. If you make it go to **10** (AP 10). Failure takes you instead to **158**.
- 14** The spiral stairway is an elaborate affair of fine shiny silver, interwoven with pretty designs. The handrail forms the long, limb less body of a serpent, which feels alive as you place your hand upon it. Make an L2SR on INT. If you fail, deduct 1D4 INT points (temporarily). If you are going up, go to **116**. If you are going down, go to **5**.
- 15** You feel sick in your stomach as you step into the ghastly chamber. The demon sees its next meal and moves towards you. You look around the room for ideas, but only lifeless eyeballs and empty sockets of the skulls that lie around the room greet your gaze. The open jaws of the skulls seem to mock you in diabolical silent laughter as the monster advances upon you, its jaws dripping in anticipation. The monster attacks. If you attempt to dodge the demon and run for the door, go to **161**. To draw your weapons and fight, go to **38**.
- 16** **WHOOSH!** A flare of bright fire shoots from the burner as you light it. The ceramic flask above it gives off steam and bubbling sounds as it heats up. Soon, out of the pipe in the side of the flask a red liquid pours out and drips into a beaker underneath. The liquid fizzes for a moment or two then becomes still. Sure looks okay. If you drink it go to **192**. If you leave it well alone, go to **42**. You could also pour it into a bottle for later use. If you do this, make a note on your character sheet to go to paragraph **219** when you decide to drink it, and for now, go on to **162**. (AP 10)
- 17** You walk boldly north and turn a corner at the end to go west. As you do, a strange thing happens! The corridor behind you vanishes from sight and you are left in a short east/west corridor. Lose 1 point of INT and go to **26**. (AP 5)
- 18** "Acrobatics," the female says, her voice as sweet as sleigh bells. She looks around the shelves. "Ah, here we are then." She reaches for a book and takes it from the shelf, handing it to you with a smile. You thumb through it, and strange magics suffuse you. For every point of your INT over 12, you may add 1 point to your DEX. If you have an INT less than 12, add 1D12 to your DEX.

When you finish, the girl has left the room. Put back the book and go to **5**. Something tells you that ringing the bell again would not be a good idea, but it is up to you...

19 Your head spins around so fast that you feel you are at the centre of a tornado! Unfortunately for you, your mind cannot withstand such pressure, and you black out. Deduct 1 point of CON until you leave the adventure and go to **84**.

20 You lucky devil. Add 2 points to your LK for drinking this potion. Even as it slides down your gullet the liquid begins to act upon your body. You glow with health and vitality and bubble with renewed strength and vigour. So strong are these effects that you must release some of your newfound strength, so you punch the wall as hard as you are able, and it cracks! Increase your STR by 10 and add 8 to your CON! You now possess a swell body, and may also add 2 points to your CHR. You may mix another liquid by going to **60**. If you do not want to do this go to **42**. (AP 20)

21 Quickly you run back up the corridor, leaving the guardroom behind you. Then a horrible piercing scream hits your ears, and you see a vile demon running towards you. Boy, it sure has one hell of a monster rating! You leap through another door and emerge in another corridor. As you run down it, you find that moving your legs is getting more and more difficult. You look down and scream in terror, as the floor is alive with worms, and you are sinking into them! What kind of place is this? The corridor walls dissolve into fog and from the fog hundreds of howling, ghostly faces emerge, each one contorted with pain and anguish. The door ahead has gone, being replaced by a huge gaping mouth, lined with rows of sharp teeth. As the tide of worms suck your body under, the air you breathe seems to solidify into ice. You sink into the worms, your mouth and ears filling with them. Although you are unaware of it at this time, your own fear has created these ghastly illusions. In Bedlam, anything can happen. Sink through the book to **206**. (AP 25)



22 Go to **193**.

23 "He's not in at the moment," is the reply, and the elf continues with her work. Charming! If you leave, go to **96**. If you decide now you wish to see a doctor, go to **154**.

24 "Oh yes, here we are, you are very fortunate, this is the only one in stock." You are handed a leather bound tome by the woman, who then leaves the room, saying, "Oh, and don't be ringing that bell again either! You have been warned!" At once the book transforms into a handful of slippery red snakes, which slither to the floor through your fingers – and there they turn into rubies! However, you have also received several bites from the snakes. Roll 1D6 and deduct this from CON. Roll 3D6 for the number of rubies, each worth 20 GP. Go to **5**. (AP 10)

- 25** You lunge at the hobb doctor with your weapons, but as you are about to strike, an odd thing happens. Your weapons leave your hands and hover through the air to float above the hobb's head! With a swing of his stethoscope he sends your weapons back to attack you! You must now defend against your own weapons. Each weapon will have a 'CON' equal to its dice rating multiplied by 5. If you score hits on it, take them from this CON. If you have no other weapons with which to fight back, you will lose 1 CON point per round in addition to direct damage, from scratches and cuts that you would normally parry away. If you defeat your own weapons, take the total dice of the weapons in AP and go to **117**.
- 26** You stand in a short east/west corridor. At the west end is a door marked *THE MASTER*. At the east end is a door marked *LAST CHANCE*. Taking a deep breath, you look at each door again, deciding which to open. If you gather all your courage and open the door to the west, go to **100**. To take the eastern door, go instead to **22**.
- 27** Make 10 first level saving rolls on DEX. If you make all 10 rolls, go to **45** (AP 15). However, as soon as you miss a roll, go at once to **164**. Also, try for a third level saving roll on LK after each DEX roll. If ever you make this, go straight away to **217**. If you miss the LK rolls, do not worry, just keep on climbing!
- 28** Behind a rock you find a small iron casket containing 16 rings, each one worth 2D6 GP only. Now go to **168**, for you have a mystery guest in the room with you...
- 29** Soon, you see the spy hatch on the door open and a hand come through it. The fingers find a switch on the door and flick it upwards. The hand then withdraws and the door opens. Obviously this is a trap deactivation lever. Write **TRAPCATCH** on your character sheet and go to **124**. (AP 5)

- 30** You come around. Brrrrrrrr! It's cold out here!

Out here!?! You feel around quickly for your sword but feel only your own flesh, for you are naked, out on the Goblin Moors! Every item you had with you has gone. You have only your adds! Why are you here? Why are you naked? Where have you been? Why do you now sport a tattoo of a horny red devil on your butt? You cannot answer these questions, for you have no memory of the asylum! For this character, the adventure has come to a strange conclusion. You wander back to town, looking quickly for a clothing store, and feeling very, very confused... (AP 200)

~ The End ~

- 31** The door is stiff, but you push hard and open it. A horrible stench invades your nostrils. Make a L2SR on current CON. If you fail, go to **11**. If you make it, go to **94**. (AP 5)



32 The dove has the smoothest feathers that you have ever felt. The great wings beat without effort as they take you high into the air and away from the asylum on the hilltop. Over fields and forests you fly, enjoying the view and the fresh air filling your lungs, and the sheer thrill of the ride. Soon you are home, the dove having flown you to wherever you wished to go, far from the madness of Bedlam. The dove, having enjoyed taking you as its passenger, gives you a feather as a gift. It is magical, and will allow you one instant teleport to the place to which the dove has just brought you. But as payment for taking you home, the dove takes 4 points from your CHR to add to its own, adding to the great beauty it already possesses. With a soft melodic sound the bird rises into the air and is gone. You have survived Bedlam! Close the book and rest, for you have played well. (AP 500)

~ The End ~

33 The guard allows you to step into the entrance room. After wiping his nose on his arm and sniffing loudly and obnoxiously, he closes the door behind him, leaving you alone. Go to **140**.

34 As the door is opened the floor beneath your feet falls in and you cannot avoid falling into icy blackness. With no hope of saving yourself, go to **193**, as you pass out.

35 The man, Peter, completes his story of the asylum. He tells you about the Master, who sleeps in a crypt by day, and of the Master's treasures, which he adores and keeps scattered all around his chamber. He tells you also of the horrible magic, which abounds in the very walls of the building, and what that magic does to people's minds.

At this thought, he laughs and closes his eyes. You try to move but cannot! Your body is weak. You look down at your limbs and are horrified to see them withered and rotten! Screaming, you see also that the rest of your body is decaying, and you are now a cadaverous old wreck, incapable of movement. The evil contained within the walls of Bedlam has won you over, and you will never leave. As you sob, regretting the moment you set eyes on this place from your tavern room window, the door slowly closes, and locks, and now you are just another inmate, doomed to remain until death.

~ The End ~

36 Make a level 2 SR on STR. If you fail, you cannot open the stiff, heavy door; go to **153**. If you make it, go to **216** (AP 5).

37 As you feel the damp earth around the building 'neath your feet, you get that age-old feeling of being watched. Suddenly, from thin air, a wailing spirit appears behind you and you must turn to attack! It has an MR of 28. Each combat round, the spirit will reduce your CON by 1 due to its spectral form of attack, which will gradually weaken its victim until death. Fight the spirit. If you live, go to **64**.

38 The demon has an MR of 50, and can take 10 hits on its tough skin. Fighting this monster will not be an easy task, but you must get through this grim room if you want to continue your exploration of the asylum. If you slay this foul beast, go to **149** with a dirty weapon! (AP 10) If you lose, your body falls amongst the remains that already litter the floor...

39 With fear showing in your eyes you hold out the sprig of Wolfbane. The werewolf stops approaching and lets out a scary howl. The beast's eyes shine a bright yellow and it charges out of the room. You rush over and close the door tight, your heart racing. Go to **92**. (AP 30)

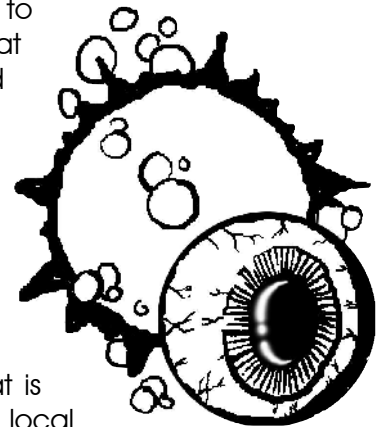
- 40** The evil warrior of chaos has a brutal looking sword which scores 5 dice, and he has 17 personal adds. His CON is 22 and he can absorb 9 hits on his beastly armour. A formidable opponent, the chaos warrior attacks with a frightening ferocity. If you kill him, go to **214**.
- 41** The atmosphere on the stairs is killing you; you cannot stand it any more! Letting out a yell of terror you turn and run back up the cold stone steps. You flee in stark terror away from this gloom-ridden place and once you get to the top of the stairs you dash through the *LAST CHANCE* door, to find yourself running from a magical hidden portal in the side of the building and down the hill, leaving Bedlam behind.

Soon you are home. You are just not formidable enough to complete this adventure. Nevertheless, you have done well and you have survived! This in itself is something to be proud of. Returning to the tavern room, you eat and rest, and at first light move on, leaving Bedlam and its mysteries far behind. Well done & fare thee well. (AP 300)

~ *The End* ~

- 42** The ancient bench is covered in a layer of stains and spillages. However, it is generally tidy and well laid out. A frog leaps out from under a pile of parchments, sending them to the floor and half scaring you to death! With another bound it vanishes behind an old trunk. A large ceramic flask rests upon a tripod over a flame burner, and many odd shaped jars and beakers hold strange multicoloured contents. Some small glass beakers stand on the desk top, with coloured liquids in them, and items of alchemy litter the room. You bite your lower lip in thought as you view the chamber. If you think lighting the burner might be fun, go to **16**. If you want to throw caution to the wind and mix the contents of the beakers, go to **60**. If you would rather smash the whole lot of equipment to oblivion to relieve your built-up aggression, go to **169**. If you do not wish to try any of these interesting options, return to **162** and rethink.
- 43** The door is hard and thick, and responds well to a good solid knock. A dull thud echoes throughout the corridor but nothing happens. However, roll 1D6. If the result is a 1, go to **220**. Otherwise, to wait, go to **190**. To reconsider your options go to **107**.
- 44** Very well done! You make it to the door and hastily run through it. If you went south, go to **120**; if you went east, go to **124**.
- 45** You are glad to touch solid ground once more. (AP 50) You have safely climbed to the bottom of the building and now have two options. You may enter Bedlam again by going to **1**, or call it a day and go home at **182**.
- 46** Slowly you walk over to the coffin; this is not a nice crypt, as crypts go, and you are a little scared. When you are within 3 feet of the coffin, it vanishes! An illusion! The hairs on the back of your neck rise up slowly and you break out in a cold sweat. You hunch up your shoulders as a morbid violet hue fills the chamber, and a voice, like the tolling of a death knell speaks from behind you; *"Turn around mortal and meet thy maker!"* Someone rather nasty stands behind you. Who can it be? Go to **68**, very very carefully...
- 47** If you reply yes, go to **2**. If no, go to **132**. If you reply that you don't know, go to **168**.
- 48** Make an L2SR on ST to open it. If you do, go to **153**. If not, you'll have to climb down, the asylum wall, for you have no other choice. Go to **27**. If you can fly, you can go to **1** to begin your adventure anew, or decide enough is enough and go home at **182**.

- 49** You stand in a white-walled room, which smells strongly of medicine and antiseptic. On the back of the door is an eye-test chart and behind a desk at the end of the room is a fat little hobb with a bald head and glasses, wearing a white coat. The room is full of cabinets and shelves. The hobb doctor says, "*Sit down please.*" If you leave at once, go to **107**. If you sit down as he asks, go to **77**. If you remain standing, go to **115**. If you attack the doctor, go to **25**. (N.B. If you are wearing a white doctor's coat, it makes no difference in here!)
- 50** "*All I can give you is this,*" he says – and he hands you a foot pump. If you leave the room as the doctor giggles at his hilarious joke, go to **107**. If you decide you do not like being made a fool of and ask for something else, go to **117**.
- 51** The muscular black skinned warrior has 10 adds and fights with a scimitar worth 4 dice; he wears no armour. If you kill him go to **140** – unless you wish to search his body for loot first. In that case, roll 1D6. On a roll of 1 or 6, go to **221**. Otherwise, you find nothing; go on to **140**.
- 52** You remember watching through the spy hole and execute the same procedure, entering the room safely. Go to **56**.
- 53** You step out of... a church? The sun shines brightly in your confused eyes as a cool wind blows. You turn to a man dressed in black who is walking behind you and ask him what is going on. He tells you that this is the funeral of Guillian, the local nobleman's son. He was found dead on the moors, near to the asylum building, drained of blood. The man steps away to comfort a group of women nearby who are weeping. Then you remember. You were at Bedlam, trying to find the lad as well as loot the place. Slowly, as you step away from the mourning crowd, you remember more of your adventure, and walk home. The memories of this adventure will haunt you forever: could you have saved Guillian if you had fared better in the asylum? What the hell is going on in there? You will never know, for your time within Bedlam is over. (AP 500)



☞ *The End* ☞

- 54** You stand in a large room lit by many lanterns. The floor is flagged and cracked, and the walls bland and featureless. The room contains a chair and a broken timber beam, nothing more. If you leave this room by the south door, go to **177**. If you leave by the right-hand east door, go to **176**. If you leave by the left-hand east door, go to **88**. If none of these options takes your fancy, you could walk across the cold, empty, eerie, stone-floored chamber and leave by going down a set of lonely, dark, spooky steps which descend through an archway at the north end of the room. The archway has a skull above it. If you do this, go to **201**.
- 55** You are in an east-west corridor. There is a door in the north wall and a door at the eastern end; to the west is a dead end. Go through the north door at **120** or east door at **202**.
- 56** The musty room, which has padded walls, contains only an old woman, who sits in a corner, her head bent low, her long matted hair trailing on the dirty floor. She is wearing a straight-jacket and does not move. If you leave the room go to **153**. If you walk over to the woman, go to **78**.

57 You have picked up a book bound in red leather, with the word *HAMMURS* on the front cover in large gothic style lettering in black with gold outline. You open the book only to discover that the pages are blank. How odd! You close the tome and open it up again at a different page, thinking it an illusion, but this time as you open it a flock of tiny bats fly from the pages and through the ceiling of the room! You instinctively drop the book in fright as this happens and the moment it hits the floor it changes into a red serpent, which slides through a crack in the floor! Lose 1 INT point. If you now leave the room, go to **120**. If you risk looking at another book, go to **210**. If you wish to try another option, go to **162**.

58 There is time only to find one item before you are caught. Roll 2D6 and refer to the table below. Go to the paragraph you roll up. Good Luck!

Result	2	3	4	5	6	7	8	9	10	11	12
Go to	203	126	136	137	143	160	28	188	196	197	108 or 80

59 The books are very old and many are decayed. They are labelled with strange symbols that you cannot understand. Some have faded coloured binders, whereas others are falling to pieces and have not been touched for a very long time. But wait! You spot an ivory bookend in the form of a dragon, partially hidden in the shadows of the bookshelf. Make a second level saving throw on LK. If you succeed, you can take the dragon: It is worth 85 GP. If you fail the roll, the dragon crumbles at your touch...

Nothing else on the bookshelf looks particularly interesting, but if you want to pick a book at random, go to **210**. It might just be worth a go, you never know what you'll find, especially in a strange place like this! If you leave the books alone, go to **162**.

60 There are three beakers, each one containing a different coloured liquid. Occasionally a lazy bubble makes its way to the top and bursts. If you mix red with green, go to **146**. If you mix red with black, go to **187**. If you mix black with green, go to **205**. For any other combination go to **222**.

61 You are a talented fighter. However, although two guards lie slain at your feet, there still remain two more, plus their leader. They run into the corridor to attack you, filled with rage at the death of their comrades. Each guard you killed has a short sword (3 dice), which you may use if you can, or take as spares. The two foes, which you now face, also have short swords but they wear some armour pieces, which take 2 hits, and each has a buckler shield carried on the forearm, which takes 3 further hits. (With x2 for Warriors, each guard can take 10 hits) They each have 11 adds and a CON of 16. To turn and run from these howling warriors, go to **122**. If you fight, and survive, go to **150**.

62 The book you pick is labelled *DRAGONS*. You can tell that the book has been backed using green dragon hide, and you are impressed! You open it and discover it is a storybook, telling the tale of two young dragons. It is good reading, and you sit down and read it from cover to cover. 10 turns pass uneventfully as you relax with this interesting tome. When you have finished you replace it. You may heal 1 point of CON if you have lost any. Also, you have the ability to speak pidgin Dragon Tongue! A worthwhile read after all! Go to **162**.

63 Once again you press the bell. *ZZZZZZZZZZzap!* Ouch! You have received an electric shock for your trouble. Then you happen to look in the mirror and your hair is standing on end and is glowing bright yellow! On the whole, the effect is quite fetching; increase your CHR by 1D6 points permanently and go to **5**. (You will need to keep it in good condition to retain the increase in CHR. Should you ever lose your hair your CHR returns to normal)

- 64** Following the wicked spirit's attack, you are on your guard. A low moan behind you makes you turn, sword in hand, but you see nothing. A shadow around a corner; no one there. You see someone just ahead duck around an outcrop of wall, but find no one. Laughter behind and above you, but no source can be seen. Searching for hidden entrances proves fruitless, and as an eerie mist begins to draw up around your feet, you begin to get scared. The temperature drops a few degrees and an icy wind springs from nowhere. Deciding to hurry back to the entrance, you quickly reach the door, as shadows and strange noises begin to surround you. Hoping the door is not locked; you can turn the handle at **13**, or knock loudly at **82**.
- 65** You are in a chamber of hideous vampire bats. You are attacked at once. Make an L1SR on SPD to run from the cavern before you are hurt. If you make it go to **105**, ignoring the first two sentences. If you fail, roll 1D8 (1D6+1 if you have no D8) to determine how many bats swoop down upon you and make a meal of your flesh and blood. Each bat has an MR of 10. If you kill them, take AP equal to the total MR of the bats killed and go to **58** to search the cavern, or **105** to leave, again ignoring the first two sentences.
- 66** She rises and looks into your eyes; *directly* into your eyes. If you attack, go to **91**. If you look quickly away, go to **156**. If you look back into her eyes, go to **95**.
- 67** You step into the guardroom, and glimpse a card table with a small mound of gold in the centre. You notice also a weapon rack on the north wall. The head guard is a giant of a man. He turns to you with an evil mocking grin, and pats the greatsword that hangs from his belt. He gets 6 dice for the sword and has 28 personal adds. He has a CON of 49 and can take 11 hits on armour. If you wish to fire a projectile at him before he closes in for combat, the SR is level 2 on DEX to hit, but you get only one shot before combat begins. If you kill this cruel man, go to **215**.
- 68** You are awarded no prizes for guessing who your guest is. You turn to see the Master standing tall and ominous, wearing a blue iridescent cloak. His face is a pale oval of malignance. "*We meet at last,*" he says, "*and the time has come to discover which of us is the better.*" Advancing slowly, he opens his red-rimmed mouth to reveal a ghastly set of yellowed teeth, filed to points, the pride of which are two long fangs in the centre of his upper jaw. He rushes you with only one aim: to end your life. Time to act!

If you hold up a silver cross, go to **79**. If you hold up Wolfbane, go to **90**. If you open a bottle of *Bottled Sunlight*, go to **101**. If you attack with weapons, go to **131**.



- 69** You open the battered book to discover that it only has one page, the rest being stuck together. Written upon the page in fresh blood are these words;

*YOU HAVE A CHOICE: KEEP THIS BOOK, WALK THROUGH THE DOOR, AND LIVE,
OR REMAIN IN BEDLAM AND MEET YOUR DOOM...*

Frightening stuff! (AP 20) Think carefully... If you keep the book and leave the room, go to **53**. If you defy the threat and the theatrical party trick, replace the book and leave the room, go to **162**.

- 70** Make an L1SR on CHR. If you make the roll, go to **147**. If you fail, she does not believe you, and asks you to leave. Go to **96** to do so. You may attack her by going to **91**.

- 71** You reach the foot of the staircase without any trouble. Here you stand at the entrance to a grim room - a torture chamber! The room is large, and lit by the eerie orange and yellow glow from a large forge at the far end. You see a torture rack, which holds a sick old man, scarred from torture. You see also a large iron maiden, which stands like a demon, towering over the room. A giant of a man stands over the forge heating branding irons. He turns to look at you and grins a mad grin. Suddenly, a giant armoured figure leaps out from the shadows at the side of the entrance to stand in front of you, making you jump back a little with surprise and fright. He wears a flowing black cloak and his armour is demonic in aspect, the helm portraying the visage of a demon. His sword is huge and serrated, the pommel shaped like a grinning skull. With a terrible roar the chaos warrior raises his sword to cut you in twain. Go to **40** - unless you're wearing a doctor's coat, in which case go to **198**.

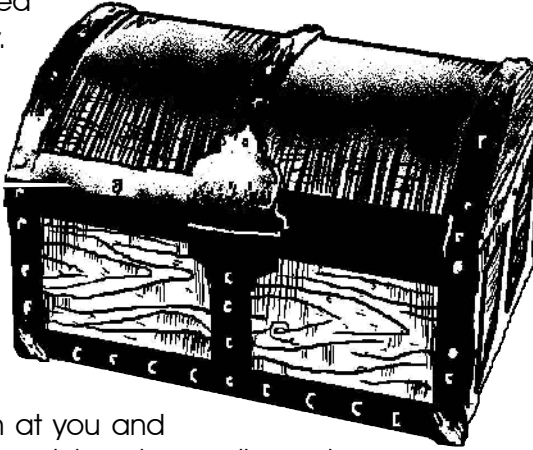


- 72** The first door you come to upon the north wall has the name *MARTHA* upon it. The middle door is labelled *PETER* and the door at the end has no nameplate - but the name *SATAN* is crudely chalked across it. If you ignore all doors go to **153**. To open Martha's door, go to **165**. If you open Peter's door, go to **155**. To open the door marked *SATAN*, go to **212**.

- 73** "Not in!" comes a harsh, deep voiced reply. You may now attack (go to **51**) or choose another option at **123**.

- 74** You take down a thick black book, which has no markings on the front or back cover, and open it. The pages have weird symbols on them, and you find it difficult finding anything that you can understand! On further examination, you discover that it is a book of magic spells. If you are a magic user, you recognise the book at once as a spell tome containing all Level 2 Wizard's Guild spells. You may keep this book to sell or to learn the spells yourself when, or if, you leave this adventure. Go to **162**.

- 75** You bring your weapon down upon the head of the Negro, who crumbles into a large heap on the floor, dead. Go to **140**. (AP 5)

- 76** You stand in a small room. The walls are painted white and the floor is tiled in two shades of grey. Upon the walls hang many white coats, and in the far corner of the room sits a small iron chest, the word *BEDLAM* embossed on the lid. You are not alone in this room however. Standing in here is a large man, naked but for a dirty rag draped around his personal adds. His eyes have no shine, they seem dull and lifeless. His skin is grey-yellow and his feet, ankles, hands and wrists are a shade of green. He jerkily moves his head to face you, moaning slightly. His mouth opens and spills out green slime. A set of vile red stained teeth grin at you and suddenly the creature attacks you with dirty, clawed hands, madly and without thought or reason. The ghoul, for such it is, has an MR of 30. If you kill him, go to **104**. If you lose, your adventure ends in this room, as the ghoul feeds upon your corpse.
- 
- 77** You take a seat in the hard wooden chair, and within seconds you begin to feel rather queasy. Make an L1SR on INT. If you miss the roll, go to **19**. If you succeed, go to **184**.
- 78** As you get within 10 feet of her, she lifts her head and speaks. *“Free me from this beastly jacket, please...please...”* You stop and think for a minute. If you release her from the constraints of the jacket, go to **129**. If not, go to **171**.
- 79** The silver cross holds off his fearsome attack, and with a vile hiss he buries his head into his cloak. As he wails, you hold the cross higher and nearer to him and he continues to cower in fear and some kind of pain. However, after a short time he begins to overcome the fear of the artefact and comes to attack you again, but you feel a sudden urge to touch your weapon with the cross, whereupon it gives off a pure white smoke and dissolves into the weapon, leaving a cross engraved permanently upon it. This weapon is now magical, and will deliver 3 times its normal attack die (before personal adds are calculated) against any undead foe (vampires, ghosts, ghouls, wraiths, zombies, & demons at the discretion of your GM etc.). The Master is undead, and now you must fight him, with the aid of your new magical weapon. Fight him unto death at **131**.
- 80** You find, wedged into a crack in the cavern wall, a sack made of black cloth. It is a magic sack, and can hold anything that will fit into it (as a rule of thumb a small treasure chest of about 3 cubic feet is the biggest thing it can hold) and weigh only 1 weight unit. However, you have been discovered. Go to **68**.
- 81** Make your first level saving roll on Speed. If you miss go to **91**, for you must fight. If you make the roll, you are quick enough to leave the room: go to **96** and choose an exit to leave by... quickly!
- 82** You lift the heavy brass knocker and beat it against the door. As the knock echoes within the building, a chorus of wailing, screaming and wild shouting erupts from the grim interior of the asylum. This must be the ‘dawn chorus’ of Bedlam that you have heard people talking about in town. It is the hopeless shrieking of inmates kept in padded cells. It is a truly disturbing sound. Lose 1 point of INT. As the hideous ‘choir’ quieten down, you hear footsteps approach the door. If you stay to find out whose footsteps they are, go to **110**. If you run around the building, go to **37**. If you prepare to immediately attack the owner of the footsteps, go to **130**.

83 You step through the door and emerge in the town tavern! Very strange! You see, the Master has protected his asylum from the likes of you, and has installed teleport portals to rid his house of unwelcome visitors. You have walked through one of them and it has sent you back to town. There are many ways to leave Bedlam, and there is a way to find the Master, but you failed to do it this time around. Go home, for your adventure here is over. (AP 500)

↻ *The End* ↻

84 You have been unconscious for some time, and are cold and damp. You open your eyes to discover that you are on the roof of the asylum! If you try to scale the walls to get down, go to **27**. If you would rather open the trapdoor you can see nearby, and re-enter the asylum through this, go to **48**. Winged folks can fly to the entrance at **1** or leave at **182**.

85 The witch completes her curse, and you are turned into a small house spider, doomed to spin webs and feast upon insects for the rest of your days...

↻ *The End* ↻

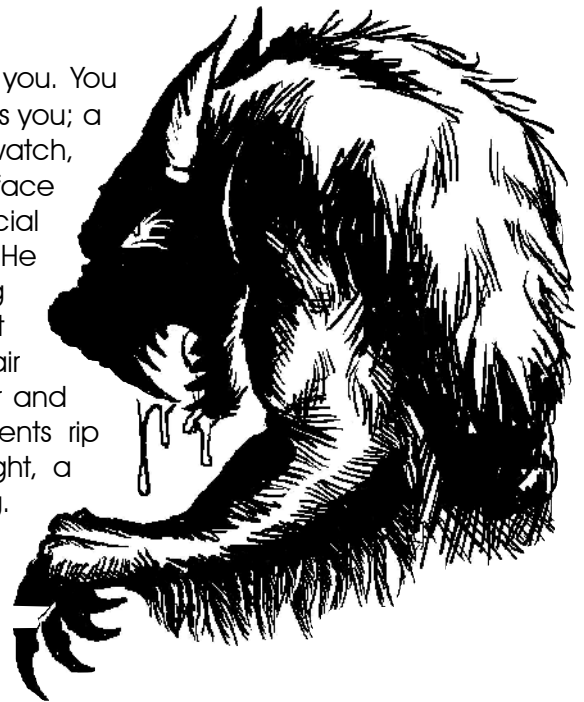


86 Oooooo, the atmosphere! There is evil all around, and it is getting to you. It really isn't nice. Make an L1SR on INT. If you fail, go to **41**. If you make it, go to **105**.

87 Well done, you have slain the two keepers of the torture chamber. If you now release the man from the rack, go to **4**. If you open the large iron maiden device, go to **111**. If you search the room, go to **181**. If you leave the room by the stairs you emerge safely in the empty chamber at the top, at **54**.

88 You stand in an east/west corridor, with a door at each end. If you go east, go to **5**. If you go west, go to **54**.

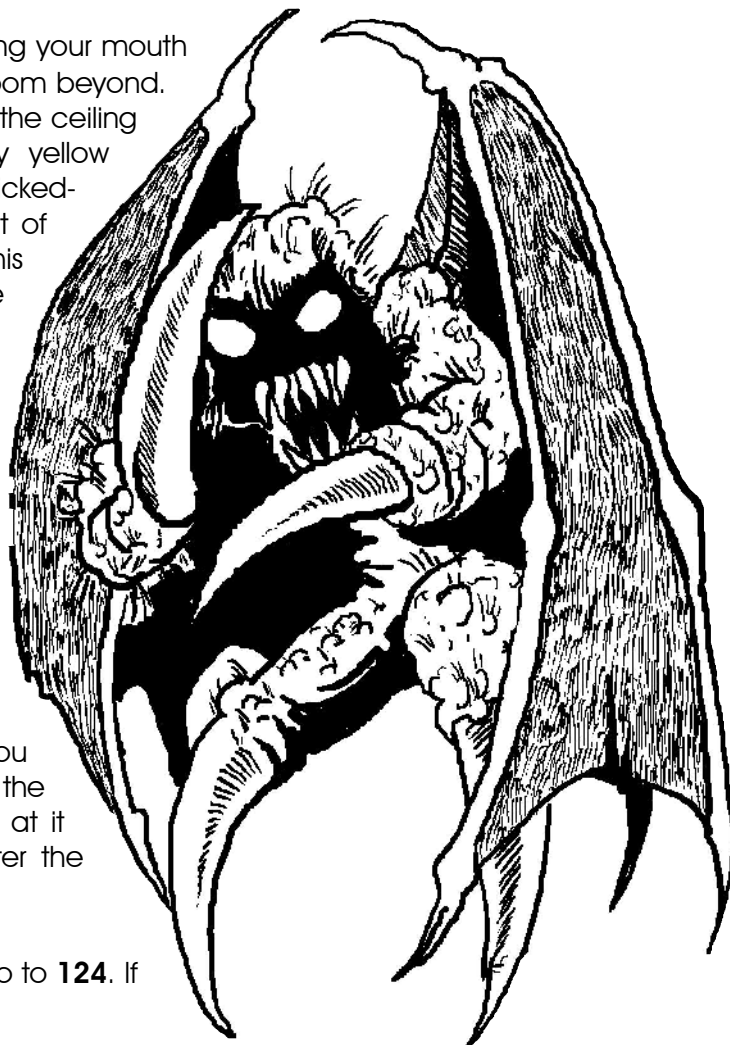
89 The large man closes the door fully and looks at you. You wish to attack him, but something in the room stops you; a strange feeling you cannot understand. As you watch, the man shivers and his eyes begin to water, his face reddening and his mouth salivating as his facial muscles contort and shift beneath his skin. He screams and bends over double, making agonising noises and shaking violently. His feet elongate before your disbelieving eyes and his hair grows to a great length. His body changes colour and also increases dramatically in size, as his garments rip from him and he then stands up to his full height, a horrific figure towering over you, his jaws dripping. His hands are now giant claws and the werewolf looks at you with blood red eyes, and he speaks. *"Leave this place forever or face me!"* Then a human face appears from behind a tall plant in the room. He is chained to a wall, and shouts desperately at you. *"Help me! Please help me! Don't leave me here with this monster!"* This prisoner is obviously the beast's next meal. Then suddenly you recognise the chained prisoner; it is the nobleman's son Guillan! If you leave the room, leaving the lad at the hands of the fearsome werewolf, go to **153**. If you stay to fight the beast, go to **213**. If you carry some Wolfbane and wish to use it here, go to **39**.



- 90** He is a *vampire*, not a werewolf, dummy. Deduct 1 point of INT until you leave the adventure and return to **68**.
- 91** As quick as a flash she transforms into a sleek sabretooth cat. She pounces on you gracefully and you must fight or be ripped to shreds. Her MR is 38. If you run for the exit go to **81**. If you choose to fight, do so, and go to **180** if you win.
- 92** With images of the terrible werewolf still fresh in your mind, you free the prisoner with a single blow with your weapon. The chain breaks with ease, and with Guillian in tow you rush out of the door and do not stop running even when you emerge from the asylum. You carry on running until you are exhausted, then when you are clear from the grim walls of the bizarre building, you take up a steadier pace and continue towards town. Within a few hours you reach Littlemoor, and Guillian is soon reunited with his father, who keeps his promise and pays you the 1400 GP reward. You enjoy a night of celebrations, as you are the town hero! The following day, as a bonus, the townsfolk allow you to equip yourself from the town store, before you leave them for other adventures. You may choose one suit of armour, any 3 weapons, and any 1 shield from the Rulebook, free of charge. Every town loves a hero, and Littlemoor is no exception. However, the Master lives on, and the strange goings-on, which take place within the asylum walls, remain mysterious... (AP 1000)

✧ *The End* ✧

- 93** You push the door open, whilst covering your mouth with a cloth, and look into the large room beyond. The walls are covered with slime, and the ceiling is decorated with a mass of sticky yellow fungus. Two doorways have been bricked-up, and the floor is a hideous carpet of corpse remains. In the midst of this carnage stands a vile monster. The arms and legs of this large humanoid beast are talons, and upon its back is a pair of leathery wings. This horrible blasphemy stands around 10' high and is covered in green skin, which in turn is covered with lumps and hair. The creature's mouth opens slowly to reveal rows of small sharp teeth. The thing begins to walk towards you. If you leave straight away, you may only do so through the door you now stand in. If you leave east, go to **124**. If you leave south, go to **120**. If you stand in the doorway and fire projectile weapons at it as it approaches, go to **218**. To enter the room go to **15**.



- 94** You avoid being sick. If you go east, go to **124**. If you open the door again, go to **93**.
- 95** Wow! Weird! Her eyes look like swirling pools of water. How relaxing. Make an L2SR on STR. If you succeed (AP 10), go to **96** and run from the room, or attack her by going to **91**. If you miss the roll go to **106**.

96 You are in a small room where all the walls are painted green. There are exits to the south, west and east. In the room, behind a desk, sits a beautiful Elven female, dressed in flowing silks, who smiles as you enter (elves are generally very good at smiling) and speaks to you in your own tongue. "Can I help you?" she says. If for some reason you see fit to attack this lovely lady, go to **91**. If you reply to her question, go to **47**. If you leave with a smile but say nothing, go to **140** for the south exit, **173** for east and **107** for west.

97 You find yourself within a system of ventilation shafts. Compared with the rest of the asylum, the shafts are quite peaceful! You even begin to relax a little. Suddenly, a disturbing sound echoes throughout the shafts; a loud chorus of wailing, moaning and shouting. It is the 'Dawn Chorus' of maddened inmates. You hold your hands over your ears until it stops, and then continue to crawl along. The yelling of the many crazed inmates of the asylum sure was awful, enough to turn a person insane. Lose 1 INT. You squeeze your body round a corner and enter a wider shaft, from which many smaller passages branch off, each leading to a dead-end and an iron grille. Through each is a cell, containing a sad patient. Looking through each in turn, all appear disturbing so you ignore them all and continue.

After several minutes crawling, you are faced with a small creature. It is a demon! And you have disturbed its warm, cosy resting place. With burning yellow eyes and a foul scream it attacks you. It has an MR of 30. If you take hits to CON, lose also 1 point of STR, as the demon's venom weakens you.

If you kill the small demon, you continue your journey through the ventilation shafts. After crawling round tight corners and up hot passages, and turning at various junctions, you come to a dead end, covered with a grille. A room lies beyond. Without the strength or will to turn back, you remove the grille and jump down. Where are you? Roll 1D6 to find out:

Result	1	2	3	4	5	6
Go to	5	120	134	120	5	159

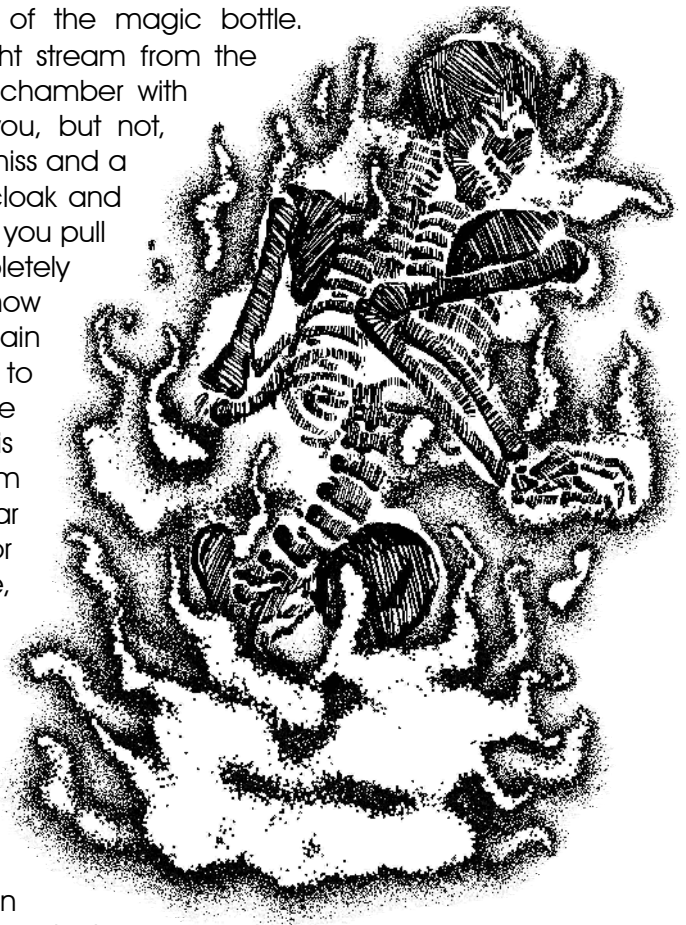
98 The crown weighs 80 and is worth 1000 GP. You close the chest and leave the room, whistling as you go. Go to **138**.

99 Good shot! The monster shrieks in pain. Record how many hits you scored, then go to **38** and deduct them from the creature's MR, not forgetting it can take hits on its hide. (AP 12)

100 Beyond the door is a flight of rough stone steps, which go down into the grim gloom. If you go down, go to **86**. If you go back through the door, go to **53**.



- 101** You pull free the cork from the top of the magic bottle. Suddenly, rays of glorious, bright sunlight stream from the container and fill every corner of the chamber with brilliant light. The sight is glorious for you, but not, alas, for the wicked Master, who, with a hiss and a roar of defeat, covers himself with his cloak and falls to the floor. His hands melt away as you pull the cloak away and expose him completely to the natural sunlight, which now illuminates the room. He screams in pain and horror as his limbs melt away to nothing and his body burns from the inside out; steam escaping from his mouth, nose, ears and eyes, and from the horrid open burns, which appear across his contorted body. The floor absorbs the gruesome black slime, which drips from his carcass as he dies, finally and completely. Melting eyes regard you with loathing and anguish as he opens his fanged mouth to let out one final hiss of anger as his life force drains from him. The Master of Bedlam is dead.

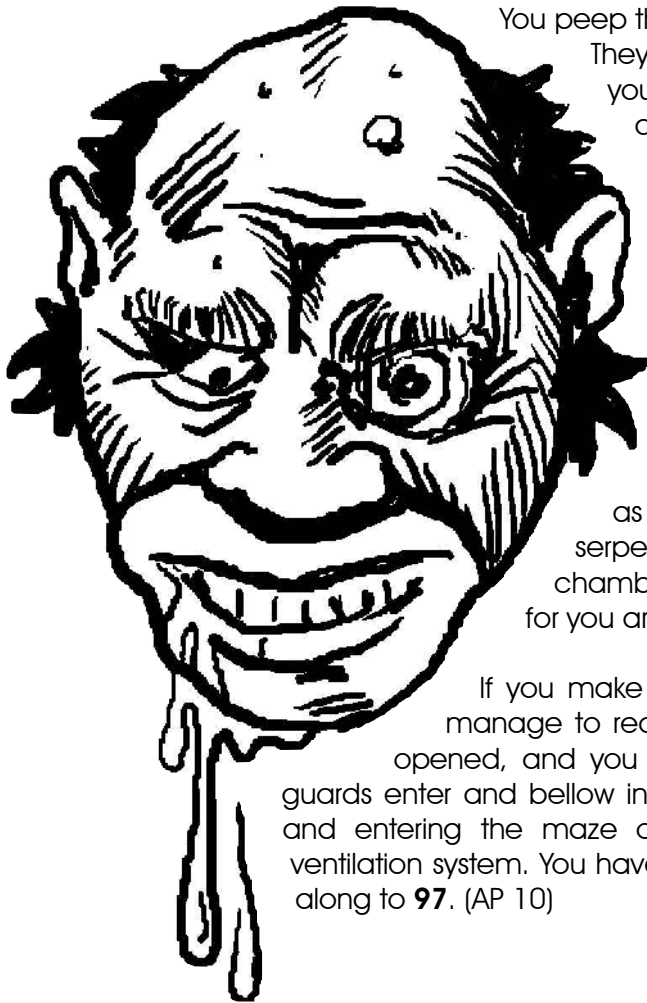


You have completed the adventure in Bedlam. You may take the Master's ring, which you spot, on the floor. As long as you wear it, you will be able to change into a night wolf, with an MR equal to your total attributes x3. You may only stay in wolf form for a maximum of your level number in full turns. Picking up the ring (you may sell it for 8000 GP) you leave the crypt, which is still bathed in glorious sunlight. For completing your task you may double any one attribute as a gift from your deity, and loot the remaining rooms of Bedlam for a total of 4000 GP before you finally leave. With the Master dead, you will encounter no further harm within the walls. Eventually you leave the asylum, striding into the countryside, already thinking of your next adventure. Congratulations! (AP 600)

~ The End ~

- 102** The doctor is helpless as you greedily take your fill of the items in the room. There is only so much you can carry and you do not want to overburden yourself, lest you find more valuable treasure later on in your adventure, so you cautiously don't take everything. Go to **194** and consult the table before leaving the room.
- 103** He looks at you and says, "*That, I can believe...*" He lets you in and leaves the room. Go to **140**.
- 104** If you fear further attack, leave the room and go to **173**. If you investigate the coats, go to **179**. If you check out the chest go to **6**.
- 105** You are terrified, but you manage to walk down the steps. You reach the bottom unharmed and find yourself in a paved area with three arched exits, each with a wolf head carved above it in detail. To go through the left hand one, go to **65**. To go through the right hand one, go to **159**. If the centre archway is your choice, go to **53**.

- 106** You are hypnotised and pass out. You awake in a padded cell, with no clothing, weapons, armour or other equipment. You have nothing at all. A large iron door stands in one of the walls and it has a spy hatch in it, which has been left open slightly.



You peep through and see two huge warriors guarding the door. They appear more than a match for you, and besides, you are unarmed and naked. You look around in desperation. The only other feature in the room is an iron grille set high up in the opposite wall to the door. You may just be able to reach it. Suddenly, you hear the rattle of keys in your door, so you quickly struggle to reach the grille and remove it. The door to your cell begins to open! Make an L2SR on LK. (If you have wings, you need not make the SR.) If you fail, you do not manage to climb to the grille and remove it in time. You are removed by the guards and knocked unconscious as you are dragged down a grim corridor lined with serpent headed torch holders towards a glowing chamber in the distance. You never awake. Close the book, for you are fed to the Master's favourite monster.

If you make the roll, or fly up to the grille, read on! Luckily you manage to reach the grille and remove it before the door is fully opened, and you scuttle through the shaft beyond as the two hefty guards enter and bellow in fury! But you are gone, wriggling through the shaft and entering the maze of narrow crawlways which serve as the asylum's ventilation system. You have saved yourself from certain death. Scuttle hurriedly along to **97**. (AP 10)

- 107** You are in a corridor going east and west. A door in the south wall bears a notice reading *DOCTOR. PLEASE KNOCK AND WAIT.* To the west there is a turning north. To go east go to **96**. To go west and take the turning, go to **177**. To knock on the door go to **43**. To walk straight into the doctor's surgery, go to **49**.

- 108** You find a length of hard wood amongst the debris on the cavern floor. You make a light and discover it has the word *FIREWAND* etched into it. This stick is vulnerable only to water, in which it will instantly sprout leaves and become useless. It can be used, once per turn, to shoot a bolt of fire worth 10D6 at a single foe, using the normal calculation method 'to hit' with a DEX SR. Range = 30 yds. However, it can only be used a certain number of times. Roll 4D6. This is the number of charges the wand has left. Return to **68**, for you have been discovered...

- 109** You find, stuffed under a pile of logs, a ruby bracelet worth 500 GP. With it you also find a sprig of Wolfbane wrapped in brown paper, tied neatly with a piece of string. Take these items if you wish, mark them on your character sheet and return to **87**.

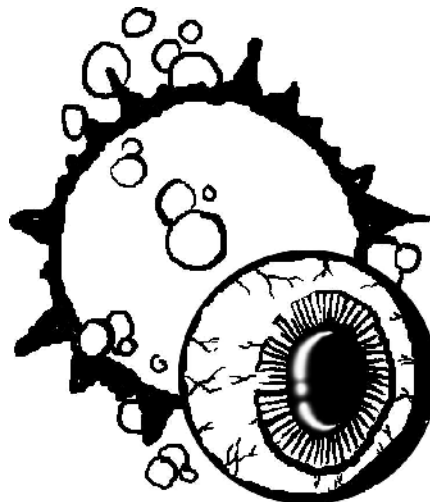
- 110** The door is opened by a tall, muscular, black skinned man. A scimitar hangs from his belt and he wears a pair of gaily-coloured pantaloons and sandals. He looks at you but does not speak. If you attack him, go to **51**. To talk to him, bidding him good day and telling him you wish to see the Master, go to **73**. If you ask to be allowed into the building, go to **33**. If you say you are a patient who has lost his memory, go to **163**.

- 111** With a creak, it opens. Not a pretty sight! Within is a man – at least you think it's a man, for his body has been punctured in numerous places by the wicked spikes on the inside of the torture device. His corpse also displays other evidence of torture by whips, brands and knives. There is not much left of him really. The corpse has started to rot and the smell is foul. You close the maiden, and lose 1 point of INT as the sight has sent you a little insane. This will return should you exit the adventure. Return to **54**.
- 112** Oh, you conceited Casanova! This is a mental asylum, not a church! A solo adventure, not a soap opera! Needless to say, she blushes, smiles, makes cute little sounds, looks up, down and around with fluttering eyelashes, and avoids direct eye contact with you. What is your CHR as a matter of interest? If it is *above* 11, go to **204**. If it is 11 or less, go to **118**.
- 113** Peter tells you more grim details about Bedlam. Most are too horrible to repeat here. Nothing seems useful to your adventure though. He mutters about a long grim corridor where the torch holders are shaped like unto serpents, and at the end is a chamber in which the Master keeps his favourite monster, sometimes feeding people to it! You make a mental note not to go there. HORRORS! During the time Peter has been talking to you, you have aged three years! Mark this down on your character sheet. This is frightening! Peter however does not seem to notice, and you wonder if your mind is playing tricks on you. Perhaps you have been in this weird place too long already? Peter is starting to tell you more, promising his information will aid you in your adventure. If you remain in here and continue to listen to his tales, go to **209**. If you have had enough, leave the room, and the rambling Peter, at **153**.
- 114** The crypt is not a nice place to search, so you are as quick as you can. You find 3 gems on the floor amongst the dust and dirt (roll them up from the table in the Rulebook) and an amulet worth 75 GP. Return to **159**: you cannot search the room again.
- 115** As you stand in the room your head begins to spin. Your vision clouds over and you feel faint. The room must be magical in some way, and you must try and combat it. Make an L1SR on INT. If you fail, go to **19**. If you make it, go to **184**.
- 116** Gosh! What a change! The room you are in is very weird indeed! The walls are painted in strange, contrasting colours, and the sweet smell of lotus blossoms fills the air. The room is lit by a myriad of coloured candles, which cast dancing shadows all around. On a table stands an odd device made up of many bowls, bottles and cylinders, through which bubbling liquids pass by means of a network of thin glass tubes. Hissing and bubbling sounds emanate from the device and scented, coloured smoke escapes through many small outlet valves to fill the air with a sickly smell. The whole thing looks dangerous and you think to leave it well alone.

Nothing seems of great interest in here, and you relax, just wanting to 'hang loose' for a while. Hey, after all, it's been a pretty tricky adventure up till now, and you deserve a break! Looking around, you see a peculiar door in the south wall. It is black with a silver handle shaped like a naked female. Above the door is a ventilator shaped like an open mouth. A shaft leads into the wall behind it. Bizarre noises can be heard through this shaft, but you feel too laid back to worry about investigating it, and instead you fancy leaving the room, very relaxed.

The experience of this room restores half of any CON you may have lost. (Also, AP 20.) You may take these bonuses only the first time you enter, and not again. If you leave by the spiral stair, go to **14**. If you leave through the west door go to **124**. To leave by the southern door go to **7**. If you decide after all to investigate the ventilation shaft, wriggle up to **97**.

- 117** Proudly, you stand towering over the hideous little hobb doctor. Shaking, he speaks to you, saying, "W-w-what do you want of me?" Think carefully... If you ask the doctor for money, go to **127**. If you want information about the asylum, go to **185**. If you want a handful of items from his medical cabinet, go to **102**. If you really want him to give you a cure for your flat feet, take off your boots and go to **50**.
- 118** Sorry, it appears that you are not worthy of this girl. You drop your head in sorrow and listen, eyes closed, as she leaves the room. *SIGH* You think of what could have been. Go to **5**: you may not try this again, for your CHR is too low and she will have naught to do with you.
- 119** At first glance the books look boring and ancient, and you cannot see any that interest you. Perhaps there is an assistant who will be able to help you? Return to **5**.
- 120** You stand in a north/south corridor with a door at either end. In addition, there is a rather large and ominous door in the west wall, on which is the following notice:
- DANGER! DO NOT ENTER THIS ROOM WITHOUT PERMISSION FROM THE MASTER!*
- You try the handle to see if it is locked, and are surprised to see a large mouth appear in the wall beside the door! It speaks: "Oy, scram! Can't you read? Beat it stranger!" The mouth closes and vanishes. If you ignore its warning and enter the room anyway, go to **162**. If you heed the magic mouth's warning, leave via the north door at **93** or south at **55**.
- 121** Go to **70**.
- 122** As you run, the warrior's laugh echoes throughout the walls of Bedlam. You charge through the door in the north wall as if the Devil himself was chasing you and leap into the corridor, your heart racing. However you stop dead in your tracks, for facing you is a fire demon! To face this thing seems like certain doom, but your only other choice is to return and face the warrior guard. To tackle the fire demon, go to **170**. If you would prefer to face the warrior guard, instead of being roasted to a crisp by the demon, go to **67**.
- 123** If you ask to see the Master, go to **73**. If you simply ask to be allowed to enter the asylum, go to **33**. If you explain that you are a patient, go to **163**.
- 124** You are in an east/west corridor. Halfway up the north wall there is a spy hole. Also, there is a door at each end of the corridor. If you look through the spy hole, go to **186**. To leave the corridor by the western door, go to **31**. To go east, go to **116**.



125 The potion tastes as you would expect muddy water to taste: it is really disgusting. For a few moments, you feel no effects. But then, your legs give way beneath you and you fall to the floor, shaking, quickly losing all your energy and strength, and within seconds you become paralysed. The magic mouth that you saw in the wall next to the door appears again, this time on the inside, and says *"Fool! I warned you stranger, but you took no heed of my warning and deserve to die! I have no sympathy for your miserable soul!"* The horrid thing then begins to shout *"Guard! Guard! Guard!"*

There is nothing you can do. You have a great deal of hatred and loathing for that horrible foul mouth, but you are powerless. Roll 1D6. On a roll of 1 a guard answers the call and runs you through, killing you as you lie there. On any other roll, no guard answers the shouts, and you lie on the floor unable to move for an hour. Then the effects of the potion wear off and you get up and continue with your adventure. However, the potion caused your hair to turn grey and your CHR is reduced by 5 points. There is no sign of the mouth and you rush out of the room. A lucky escape! Go to **120**, and do not enter the room again!

126 Aha! A pouch of jewels! You pick it up. Ouch! You drop it again! You were bitten by a particularly nasty centipede, which was lurking beneath the pouch. You begin to sprout small brown hairs all over your body and the end result is horrible. Reduce your CHR by 3 points. Also, to add insult to injury, the gems fell from the pouch when you dropped it and have rolled down cracks in the floor. Ever had one of *those* days.... Now, forget the treasure, for you have been joined by a guest; go to **68**.

127 The doctor hands you a box, which holds 67 GP and a bracelet worth 43 GP. Having got what you asked for, you leave. Go to **107** and do not disturb the doctor again.

128 The fight with the ghosts has proved, alas, too much of a strain for you and you collapse on the corridor floor. These shadow ghosts have washed your brain away, and now you are nothing but a cabbage. Dribbling and muttering nonsense to yourself, you are eventually discovered and stripped of all belongings, by strange goblin-like creatures dressed in white coats. You are placed into a padded cell and forgotten about. Your adventure, and your life, is over.

~ The End ~

129 With care, you undo the buckles on her straight-jacket and the witch is free. Make an L1SR on CHR. If you fail, go to **208**. If you make it go to **156**.

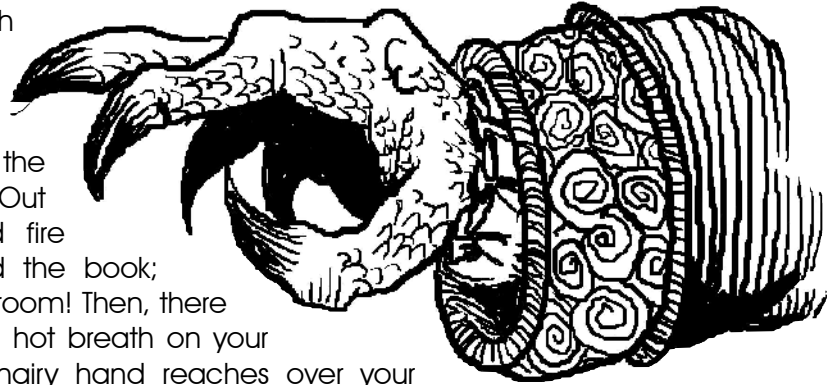
130 You position yourself on one side of the door, weapon poised to attack. The door opens and a head peers out. If you attack the black-skinned man, go to **75**. If you decide to speak to him instead, go to **123**.

131 He has 50 adds and a CON of 80. He gets 6 dice for his sword. This will be a tough battle! If you kill him, go to **135**.

132 *"Oh! What are you doing here?"* she asks, obviously annoyed. It does not take a 15th-level mage to tell that she is perhaps a trifle upset by your intrusion. If you say that you are visiting a friend, go to **70**. If you say you are a patient on your way to the bathroom, go to **121**. If however you are speechless, and have no reply for her, and stand there dumbstruck, go to **66**.

- 133** The girl falls silent and her face falls, with an expression of stark terror. She grabs a small book from the bottom shelf, blows the dust from it, and hands it to you. She is handling it as if it were a deadly scorpion or a fatal contact poison. Without a word she leaves the room after you have taken the book. It is backed in brown leather, which feels fairly thick. You open it. The first chapter describes the different Hells and their occupants and devils. The second concerns itself with the nature of demons and what powers they possess. Good stuff this! Excellent reading! The third, as you settle down and really get into the book, is about black magick and how to summon a demon.

Suddenly, as you read through the grim tome, the library plunges into darkness and you feel slightly odd for a moment, feeling as if you and the chair you sit in were in motion. Out of the darkness a great red fire appears, illuminating you and the book; you are no longer in the library room! Then, there is a cough behind you, and a hot breath on your neck. Next, a large, clawed hairy hand reaches over your shoulder and gently takes the book from you. You swallow hard



and turn around, to face the knees of a rather large (but very well dressed!) demon. You look slowly up to its great flame-wreathed face staring down at you, smiling. The demon tosses the book over its shoulder and clasps a giant hand onto yours. "Greetings, mortal, I have a little test for you..." the demon booms with a deep, powerful yet strangely soothing voice. "You know, you really shouldn't have picked that book! Ha-ha-ha-ha! Ha!" Go to **195**.

- 134** You are in a north/south corridor. To the north, the corridor takes a turn to the west, whereas to the south it ends in a plain wooden door. In the east wall of the corridor is a strong iron door, with a sign reading *PATIENT CELL AREA THREE: ENTER WITH CARE*. You wonder where areas one and two are, but no matter. You may go south at **83**, or may head north at **17**. Or, if you prefer, go through the iron door in the east wall at **153**.

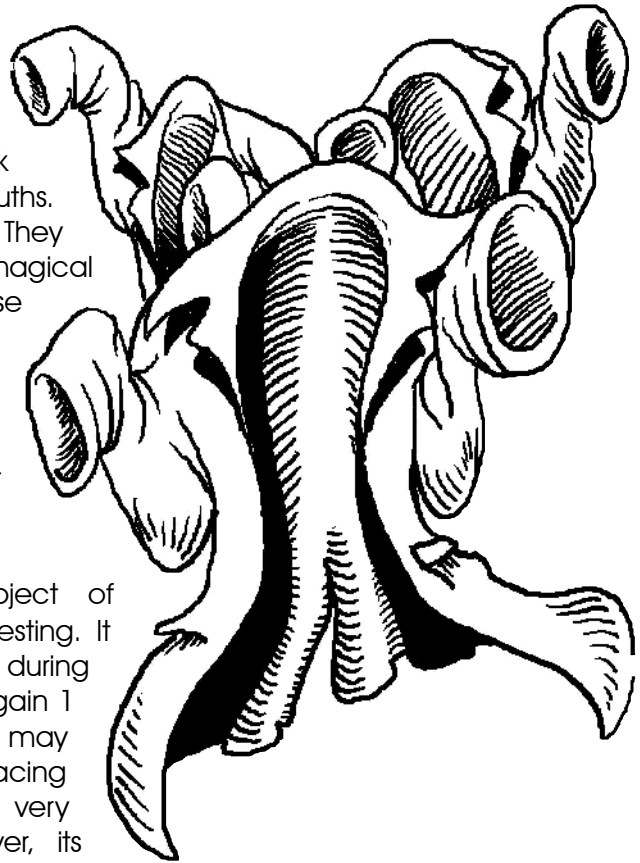
- 135** You have slain the evil Master of Bedlam, and now his body has changed into grey dust; all that remains is his cloak. His ring has also turned to dust, which is a pity, as it looked valuable. As you regain your breath after the battle, you notice a hole in the floor. The hole is filled with gems, large gems. Roll 20 times on the treasure generator in the rulebook, ignoring 'items' and all the gems will be 'large' size, you just need to roll for type of gem. Having taken your fill of loot, you make your way out of the asylum, the halls and rooms of which are now strangely silent... (AP 1000)

~ The End ~

- 136** You espy a rolled up parchment in the cavern wall. You reach high up to get it, but as you pull it down you feel webbing around it, and drop it fast, fearing spiders. Roll 1D6. If the result is odd, you were bitten by the spider, which was living on the parchment. (If you were wearing armour, the spider will have slipped through the gaps, so I'm afraid it will do you no good here) Roll 3D6 and deduct the result from CON as the Black Widow's venom rushes through your body. If you rolled even on the dice, the spider did not bite you, but as you drop the parchment it crumbles to dust anyway; what a waste of time! Meanwhile, you have been discovered: go to **68**.

- 137** You find a skeleton. Roll 1D6. On a roll of 2-5, you find a ring worth 30 GP on one of its bony digits, and an amulet worth 10 GP around the neck. If you roll a 1 or a 6, go to **223**. Afterwards, go to **68**, for you have been discovered...

138 When you are halfway up the corridor, the door behind you suddenly bursts open violently, and out fly three of the white coats from the room beyond! They are worn by pale green ghosts, with black sockets for eyes and gaping, moaning mouths. These hideous things attack you instantly. They have an MR of 14 each, and non-magical weapons do only half damage to these ghosts. Any hits they score on your CON are to be deducted from INT instead, as the attack is mental not physical. If your INT drops to zero or less during this combat, go at once to **128**. If you defeat all three ghosts, go to **173** (AP 10).



139 You are given a book on the subject of swordsmanship, and you find it very interesting. It takes you 8 full turns to read the book, and during this time you are undisturbed, and may regain 1 lost CON point, in addition to any STR you may have lost, at the rate of 1 per turn. You replacing the book once you have finished: it was very good reading but not magical. However, its wisdom is not useless: if you are a true warrior type, you may attempt to make a SR on INT at level 2. If successful, you may make a note on your character sheet that any edged weapon you use in hand-to-hand combat will score twice as many adds (not personal adds, just the ones for the weapon). You leave the room, to continue with your adventure, as it is getting late. Return to **5** and leave.

140 You are in a small rectangular room, the walls of which are painted bright white. The floor is a mosaic of grey, black and white tiles, and the word *BEDLAM* is displayed in green tiles in the centre of the mosaic pattern. The room is currently empty. To the south is the entrance door, large and ominous, with a huge iron bolt on this side. If you wish to leave the asylum, go to **1**. On the north wall is another door, painted white, like the walls. To go through it, go to **96**. A small cat sits on the floor. If you stroke it, go to **224**.

141 Do you reply;

"Doctor doctor, everyone seems to be ignoring me."

Go to **174**

"Doctor, I have a severe headache."

Go to **144**

"I seem to have terrible stomach ache, Doctor."

Go to **3**

If you make any other reply, go to **152**.

142 There are 6 subjects written in a language you can understand. Choose your book:

Ornithology (The study of birds)

Go to **12**

Acrobatics (Jumping around a lot)

Go to **18**

Magic (That stuff wizards do)

Go to **24**

Devils & Demons (Red guys with horns)

Go to **133**

Swordsmanship (Swinging your blade)

Go to **139**

Physics (Stuff you can't understand)

Go to **145**

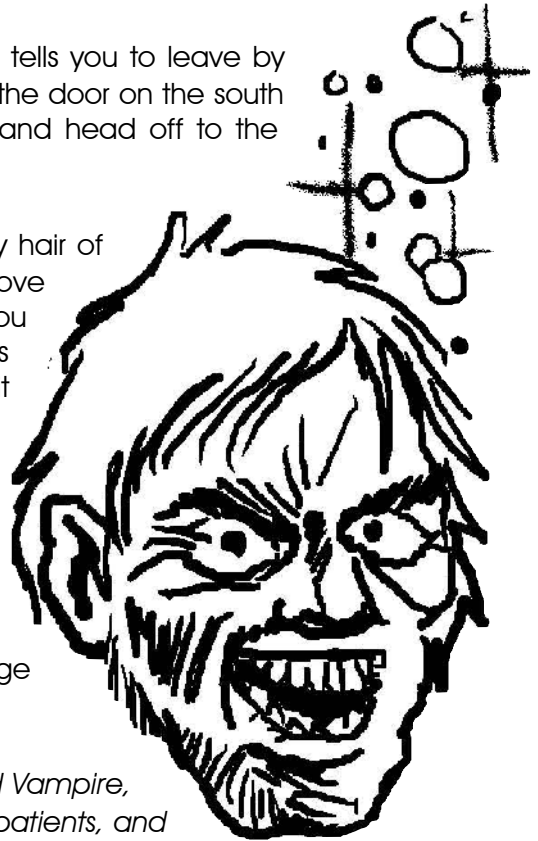
- 143** You find, wedged into the cracks in the floor, three rolled up scrolls. Each one describes 1 spell from the Wizards' Guild, and you may keep them to learn when you get out, or sell them to another character, or take them back to your local branch of the WG, where they will give you 20 GP for returning them. The spells are *Vorpal Blade*, *Mirage* and *Poor Baby*. Go to **68**, for it seems you have been found...
- 144** "Hmmmmm," the doctor mutters. "Take two of these as you rise, and two as you go to bed." With these instructions, the face of the doctor fades from the wall, and a bottle of pills appear on the floor next to you. If you pick up the pills, go to **9**. If not, go to **107**.
- 145** The maiden is impressed by your show of intelligence, and reaches for a blue backed book on the middle shelf. She gives you the tome and exits the library. WOW! The pages are covered in a mass of symbols and squiggles, formulae and equations, which are all far above you. As you try to close the book, you find to your horror that you cannot take your eyes from the pages: the symbols begin to move around, and you get a headache (best see a doctor...). The tome is sucking your mind like a leech sucks blood, and you must make a L2SR on INT to resist. If you make it, you struggle but close the book and quickly replace it: you've had enough, it's making your eyes sore! If you fail the roll, deduct the amount you missed by from your INT *permanently*. Either way, go to **5** and leave the room. (However, if your INT falls to zero or less, go immediately to **226**.)
- 146** You carefully pour the two liquids into an empty beaker and for a few minutes nothing happens. Then, all of a sudden, there is a flash of bright white light from the beaker! The liquids fizz and bubble, and the beaker cracks, then shatters, allowing the fluid to run away down through cracks in the bench. Ah well, never mind, go to **42**.
- 147** "Very well," she says. "Go about your business then!" Go to **96** and leave.
- 148** Are you wearing a white coat? If you are, go to **8**. If not, go to **98**.
- 149** That was a hard fight, but now the monster is dead, and another grisly corpse is added to the floor. You are about to leave when you spy a sparkle on the beast's foot. Bending down you remove a ring from a taloned toe. When you wear it you will be able to see through stone walls less than 1 foot thick – but alas, not in this asylum! Go to **124** to leave by the east door, or to **120** to exit south. Note this paragraph number: if you enter this room again, you may leave at once by returning here and choosing an exit. (AP 50)
- 150** You stand tall above your slain foes. Left in the guardroom now is their leader, a giant of a man wearing lamellar armour and holding a greatsword. He grins a mocking grin and advances upon you, expecting you to fight him. If you face him in the room, go to **67**. If you turn tail and flee back up the corridor, go to **122**.
- 151** "You are no madman!" The Negro shouts, and promptly attacks you, at **51**.
- 152** The doctor decides to teleport you, simply because he enjoys teleporting people! Roll 1D6 and refer to the table below to see where you end up!

Result	1	2	3	4	5	6
Go to	5	54	76	88	97	116

153 You are in an east/west corridor. The walls are painted white, and you can see a door at the west end of the corridor, whereas to the east is a dead end. Along the north wall of the corridor there are three strong iron doors, each one with a label upon it. To inspect the three doors, go to **72**. If you exit the corridor to the west, go to **134**.

154 The female directs you to the doctor's surgery. She tells you to leave by the west door, and you will find the surgery beyond the door on the south wall of the corridor. Go to **107**, as you thank her and head off to the surgery.

155 In the cell is a thin, pale, bony man, who has wispy hair of pure white despite his youth. He seems able to move only very slowly, and his eyes are tired and dark; you are disturbed to see many puncture marks on his neck and arms. He warns you to quickly find an exit from Bedlam if you can, before you find yourself doomed to remain within its walls until you die. *"If you are quick, you can get out before he gets you! If you see a door marked 'Last Chance', take it! Now go, hurry!"* He begs you, tears welling up in his sad eyes. If you leave as he suggests, go to **153**. Instead, if you wish to remain in the cell with Peter, hoping to discover more about this strange place, go to **113**.



156 The witch tells you: *"The asylum is ruled by a wicked Vampire, who calls himself the Master. He drains blood from patients, and has guards and traps to catch adventurers like you!"* She gives you a bottle labelled *BOTTLED SUNLIGHT!* and orders you to open it if you meet the Master, but not before! She leaves the room, and so do you, at **153**.

157 Remember how many SRs you still need to make, and return to **27**. You need not make the LK SR again, for the dove will not return once you have refused it.

158 From the handle a poisoned needle shoots out and buries itself into your hand. If you are wearing metal hand armour of some kind, this protects you: go to **140**. If not, make an L2SR on LK. If you fail, deduct the number you missed by from CON due to poison effects. If you make the roll, you are lucky and take no damage: go to **140** (AP 5).

159 You stand in a dark, gloomy crypt. The stone walls are damp and rough, with chains and manacles set into them here and there. Rats scurry underfoot, and the dark corners hold thick cobwebs. The floor is cracked and wet, and lizards scuttle upon it, running to hide from your lantern light. Could those be pools of blood on the floor? In the centre of the crypt is a plain wooden coffin, resting upon a stand. Large slabs of masonry litter the floor, and water drips through cracks in the vaulted ceiling. You consider your options. If you want to leave immediately, go to **53**. If you are feeling brave and approach the coffin, go to **46**. If you search the crypt, go to **114**.



- 160** You walk around in the dark for some time, but find nothing. You jump as a spider's web brushes against your face, but then something occurs to you. Reaching up you grab the web. Your suspicions prove correct: it is not web, it is gold thread! Roll 1D20, or 4D6 if you prefer, to determine the number of feet of thread you can gather. The gold thread is worth 50 GP per foot. When you have done this, go to **68**, for you have been discovered...
- 161** Gritting your teeth you run for the door. Luckily, you are faster than the demon, but running is not easy, for the floor is covered in corpses. You slip in the blood and gore and stumble, and the monster sees a chance to get you. Make an L1SR on DEX. If you make it, you get up quickly, avoid the monster's attack and get out of the way, continuing for the door: go to **44**. If you fail, the beast is upon you and you are left with no choice but to fight. Go to **38**.
- 162** You are in a fantastic chamber! The walls are painted gold and from the ceiling an ornate lantern hangs. The floor gleams with silver tiles, and the room is pleasantly warm. Against one wall is an alchemy bench, littered with all manner of glass tubes, beakers, test tubes, odd vessels and so on. Against another wall is a high bookshelf, which is full of interesting-looking tomes. Perhaps this room spells danger. Will you heed the warnings? Will you take notice of the sign, and the mouth, and leave the room? If you do, go to **120**. If you instead decide to investigate the bookshelf, go to **59**. If you decide to inspect the wonderful alchemy bench, go to **42**. To search the room, go to **178**.
- 163** What is your INT? If it is 5 or less, go to **103**. If it is above 5, go to **151**.
- 164** *Ahhhhhhhhhhhh!* You slip and fall from the high towering walls of the asylum! Multiply the number of saving rolls you have left, including this one, by the amount by which you missed the roll, and take the result in hits (armour counts). If you survive the fall, go to **183**, and take AP equal to the hits you took multiplied by 10. If the fall proves lethal, go to **207**.
- 165** If you have *TRAPCATCH* written on your character sheet, go to **52**. If not, go to **34**.
- 166** You attack the witch before she can finish her curse (lucky for you...) and she falls dead, easily slain, unable to defend herself as she incanted her spell. Searching quickly, you find a bottle labelled *BOTTLED SUNLIGHT!* If you wish to take it, write it down on your character sheet and go to **96**. (AP 5)
- 167** Clever. The female is not very happy, and decides to take action. She somewhat sexily begins to growl like an animal, and drops to all fours... Go to **91**. (AP 15)
- 168** She assumes you are a patient and continues with her work. You had better leave. Go to **96** to leave the room. (AP 5)
- 169** With a fierce swing of your weapon you plough through the collection of items on the table. Liquids splash everywhere as ceramic pots, glass jars and porcelain beakers shatter before your eyes. As the fluids mix, colours flash and explode, and the room fills with weird and wonderful smells and smoke. Flames spurt up here and there from the chaos you have created. As you watch this display, make an L1SR on LK. If you miss, you are injured by the flying glass, fire, etc., and take 3D6 hits. If you make it, you take no damage, but have to dodge the flying glass. Whatever the result of the roll, you think it best to leave the room, for to stay here would be madness! Go to **120**. There is nothing more for you to do here, so if you enter this room again, leave immediately. (AP 5)

170 As you strike the devil, it vanishes, without a sound, into thin air! Just an illusion it would seem. The guard charges up the corridor towards you with another three guards, one of whom is carrying a crossbow, another a handful of throwing daggers! You have no option but to run up the passage. As you pass the door labelled *DANGER*, it changes before your eyes into a screaming skull, flames burning in the eye sockets. Ignoring this disturbing illusion, and more worried by the guards closing in behind you, you dive for the door at the end of the passage. A crossbow bolt thuds into the wood, just missing you, and a throwing dagger clatters on the wall next to you. The door opens, thankfully, and you charge through it. To your horror, through the door is a huge gaping mouth!

With the guards hot on your heels, you have no choice but to take the chance that this is another of the asylum's bizarre illusions, and jump into the black abyss through the mouth. You tumble head over heels into nothingness, and then you lose consciousness. Go to **206**. (AP 10)

171 The hideous hag begins to mumble in a strange unknown tongue. You feel that she is working magic, but cannot be sure. Her narrowing eyes disturb you. Then one bloodshot eye opens wide, reaching into your very soul. If you remain in the room until she has done chanting, go to **85**. If you leave immediately, go to **153**. If you run to attack her, hoping to reach her and inflict some damage before her spell is finished, go to **189**.

172 The answer to the riddle is a Shadow. Were you correct? I hope so! Return to **195**.

173 You are in an east west passage within Bedlam. All is quiet all is still. If you go east, go to **76**. If you go west, go to **96**.

174 Witty. However, the doctor has heard that one before, once or twice, and is not pleased at hearing it again. With a faraway look in his eyes, he rests his chin on his hands and says wearily, "*Next please...*"

If you knock again, go to **43**. If you go through the east door, go to **96**. If you go west and turn the corner north, go to **177**.

175 From reading the small print on the label you gather the awful looking fluid is a potion of healing. It will restore up to 30 CON points when drunk. Also, it will nullify the effect of any other potion you have drunk, if swallowed directly afterwards. Go to **107**.



- 176** You are in a small storeroom. **THUD!** You have been thumped on the back of the head! Surely only a cad would do such a thing! Wheeling round and cursing, you face a horrible ogre, who is glaring at you. He is one hell of a brute, with an MR of 600. Fighting him is not an option here, you quickly decide; but thinking rapidly, you might use your wits and intelligence to overcome this creature. You may charm him into letting you look around his storeroom, by making an L1SR on CHR. He is the asylum caretaker, and takes his job very seriously indeed. He carries a big club around wherever he goes (just to maintain the kindred image more than anything, really). If you fail, or prefer, you may attempt to use your INT to persuade him that you are on official business and need to



perform a stock-check of the room. To do this, try for an L1SR on INT (he's not too bright...). If you don't accomplish either roll, the ogre is unconvinced by your attempts at winning him over: he simply grins, picks you up by the shoulders, walks through the building to the exit, and throws you out, ending your adventure. Be thankful he wasn't hungry!

If you make one of the rolls read on. You have won over the ogre and he leaves you alone in the storeroom while he heads out to start mopping the floors. You begin your search. Upon the walls are white coats, boring ones, as worn by doctors. In the corner is a big sack of dirty linen. Hanging from a pair of hooks are two straight-jackets. Upon shelves are cleaning utensils and liquids, and there are boxes of essential supplies like candles, lantern oil, flint & steel and so on. You make take any of these if you wish. After a turn or two of dull searching, you see a little wooden casket. Within it is a small sprig of Wolfbane and three silver pieces. Take them if you wish and return to **54**. (AP 10)

- 177** You are in a north/south corridor, that is almost featureless. There is, however, a door at the northern end, and a rusty old lever in the west wall. To go north, go to **54**. To the south the corridor turns east. To travel this way go to **107**. Pull the lever at **225**.

- 178** Make an L3SR on LK. If you fail, stop reading here, and go to **162** immediately, for you have found nothing interesting. If you make the roll, read on below.

Hidden at the bottom of a dirty old sack that was tied at the top by a length of grotty twine, you find a small stringed instrument, akin to a small guitar or lute. It is inscribed with the single word *BALLADBRINGER*, and it has been enchanted with 12th-level magic, to allow the user to 'play' it magically even though he or she may possess no musical talent. Simply pretend to play and the instrument does the rest! It is a useful item to possess, but of no real use to you in here. Perhaps when you leave you will be able to earn a little coin with it. It weighs 25 weight units. Take this magical instrument if you want it and return to **162**. (AP 30)

- 179** You notice upon close inspection that some coats have *DOCTOR* written on them, whilst others are plain. They are too bulky to fit into your pack, but you can wear one if you like. They are a generous fit and may be worn over armour. If you put one on, mark it on your character sheet. To leave, go to **173**. If you inspect the chest, go to **6**.
- 180** You deliver the deathblow and the cat turns to ash and fur-balls fly around the room. Good fighting! Unfortunately you cannot help but inhale some of the floating ash; but in consequence you gain the power to communicate in Feline Tongue! Leave the room at **96**. Make a note that if you enter this room again, you should go to **200** instead. (AP 30)
- 181** Make an L2SR on LK. If you miss it, you find nothing; return to **87** and choose another option. If you are successful, go to **109**.
- 182** With a sigh you turn away from the asylum, and walk across the moors, back to your room in the inn. You may have a little treasure or magic to show for your adventure, but more importantly you are still alive, and have escaped with your sanity. Within Bedlam, it is easy to lose both of these precious gifts. Already planning your next adventure, you pack your belongings and prepare to leave the Worm & Whistle and the town of Littlemoor. It is starting to rain as you set off. Close the book. (AP 250)

🔮 The End 🔮

- 183** You rub your bruises from the fall and check your gear. All is in order, with nothing broken. You stand before the great entrance door of Bedlam once more. To go in, starting your adventure anew, go to **1**. (If you have already slain any of the monsters in the rooms, simply pass through.) If you decide to go home, go to **182**.
- 184** You have a strong mind, and are able to withstand the mental strain this room's enchantment puts upon you. Add your personal adds to your INT permanently!* The doctor is amazed and stands up, slowly taking off his glasses. He seems very frightened by your presence. If you seize the moment and threaten him, go to **117**. If you decide to attack the hobb instead, go to **25**. If you've had enough and choose to leave the room, go to **107**.

** Use current adds, i.e. if your STR, DEX, SPD or LK are down on normal, your adds will also be down. The maximum number you can increase your INT by must be no more than half of your current INT, rounded down.*

- 185** "I know very little, but I can tell you this. If you are here to rescue the noble's son, you must search the cell areas. Protect yourself with Wolfbane herb! It is there that the lad is to be found, and I believe he is guarded by a fierce and powerful werewolf! Take care, for the cell areas are dangerous."

This is the first clue you have had since you entered the asylum, concerning the missing boy. You're not sure about this werewolf though! Could be a tough beast, and are you strong enough to defeat it? Hmmmmmm. Leaving the room, you return to **107**. (AP 8)

- 186** You see a distorted image of a room, in which sits a thin figure with long hair, wearing a straight-jacket. In the opposite wall of the room is another strong-looking iron door, with a spy hatch in it. If you continue to look for longer, to see if anything happens, go to **29**. If not, return to **124**.

- 187** The mixture gives-off a thick smoke which fills the room, and your lungs, in seconds! Roll 1D6 and deduct the result from CON until you leave the asylum. A thick, dark liquid is left behind. If you drink it, go to **125**. If not, go back to **42** and choose another option.
- 188** You trip over a metal box, and bend down to open it. Within you find a jewel encrusted silver statue of some ancient deity. It is 6 inches high and weighs 20 weight units. You can sell it, but the price you will get for it is unpredictable: when you sell, roll 1D6 and multiply by 100 to see how many GP you are given. However, all thoughts of gold soon disappear as your attention turns to more pressing matters: you have been discovered! Go to **68**.
- 189** Try for an L1SR on SPD. If successful, go to **166** (AP 10). If not, your reflexes were not quick enough and the witch finished her incantations before you had chance to attack her: go to **85**.
- 190** Soon, a hazy image begins to form on the wall beside the door. Fascinated, you watch it clear, and the rotund, red-cheeked face of a male hobbit appears, wearing half-rim spectacles. He is staring at you. *"What appears to be the trouble?"* he asks, concerned, and speaking your native tongue fluently. If you reply, go to **141**. If you ignore him, and would rather continue with your adventure, you may go east through a door, at **96**, or go west and turn north at **177**.
- 191** The maiden looks at her feet and her face is solemn. *"He is not in today, or for the rest of the week I'm afraid. He's away, erm, on business. I'm sorry."* Silently she leaves the room. How very strange! You're sure you can hear her running as she closes the door behind her. Return to **5**.
- 192** The red fluid flows gently and easily down your throat, and it tastes good too! Alas, there seems to be no immediate effect. Then you notice, underneath a pile of small animal bones and a rabbit skin, a parchment. It is the instructions for the manufacture of the potion you have just drunk! Apparently it makes you immune to any poisons you may drink in the near future. The effect will stay in your system for about a year, and will take effect in about a week, taking some time to work its way through your body. You notice that amongst the stagnant pond water, bat blood and other such ingredients is *Extra Strong Salamander Acid!* If you have heartburn later on in the day, you'll know the reason why! Go to **162**.
- 193** You find yourself stepping out of a tent! You are in a nomad camp, somewhere on the Orc Plains, far away from the Goblin Moors and Littlemoor. Two travellers, dressed in layered robes and coloured scarves, approach and tell you that you were found unconscious on the moor, and were close to death from exposure to the elements. You have slept for three days!

You rub the sleep from your eyes, tired and confused. Slowly, details begin to flow back to you about your adventure within the asylum. You are glad to be far from the wicked place, and although you have lost anything you left in the tavern, you are alive and still have your sanity. Many enter the place never to be seen again. After a hearty meal with the travellers, who are a good bunch of people, friendly and welcoming, you gather together your things and set off for other lands and adventures. Perhaps you need a holiday, in the warm southern isles, relaxing under the shade of the palms. Wherever you go next, you intend to stay far, far away from the madhouse on the moors, known only as Bedlam! Your adventure is over. Fare thee well! (AP 600)

 **The End** 

- 194** Roll 1D6 to discover how many you collected, and then roll 1D6 to find out what they are on the table below. When you have finished, go to **107** as you leave the room. You may not re-enter.

Result	Effect
1	A bottle of pills that restore 1 CON point each. There are 3D6 pills in the bottle.
2	A gothic blood pressure meter. Useless to you, but can be sold for 80 GP.
3	A horrible tasting medicine, which cures any disease – one dose only.
4	A magical amulet protecting the wearer from all forms of fire.
5	A jar of assorted glass eyes and a box of cotton wool. May come in handy!
6	Griffin Claw Salve. One dose, will permanently remove all curses on the user.

- 195** The demon attaches a strange chain around your trembling wrist. The chain is made up of words. He throws the other end of the long word-chain into a roaring furnace in front of you. Then he speaks, in booming tones:

“The words make up a riddle, mortal, which you must solve. The magic chain of words will slowly pull you into the fire, where you will die if you do not solve the riddle. I hope you enjoy this little game! Ha ha ha ha ha!”

The demon vanishes in a puff of evil smelling green smoke, which, to add insult to injury, poisons you a little, reducing your CON by 1 point. The chain of words begins to slowly pull you into the flames. Quick! Read the words before they are gone and try to solve the riddle! The chain reads:

*THE PART OF THE BIRD THAT IS NOT IN THE SKY,
WHICH CAN SWIM IN THE OCEAN AND ALWAYS STAY DRY.*

You get two chances at the riddle before the chain of magic words pulls you to your doom! When you have had 2 guesses, write them down and go to **172** for the answer. If you are correct, go to the library at **5** and leave it at once (AP 100). If you are incorrect, your adventure ends here I’m afraid, as you fry in the fire...

- 196** You find a grand total of 64 GP scattered on the floor. Gathering up the coins, you are startled to hear a noise behind you. You are no longer alone! Go to **68**.
- 197** You find one gem for every two points of LK you have. Roll up the gems on the *Treasure Generator* in the Rulebook, ignoring jewelled items and such. However, pack them away quickly, for someone has entered the room! To find out who your guest is, go quickly to **68**.
- 198** The warrior of chaos stops dead in his tracks when he sees your attire, and gruffly apologises. He turns his back on you and begins to walk away. Taking the opportunity to slay him, you plunge your weapon into the back of the warrior’s head and he falls dead instantly. Now you can enter the room at **214**.

- 199** Soon a beautiful young maiden of your kindred enters the room. She is simply divine, with long blonde hair, a perfect complexion and eyes of smouldering blue. She is dressed in silks of blue. She asks you in a sweet, soft voice, what you want. If you request a book on a particular subject, go to **142**. If you ask to see the Master, go to **191**. If instead you are male, and ask this lovely young woman outright for her hand in marriage, promising to take her away from this strange, dark place, go bravely to **112**.
- 200** You are in an empty room. It has a high ceiling, from which lengths of iron chain hang, and walls of white plaster, which looks recent. There is evidence that things were once bolted to the floor in here, but only the bolts remain. The room has an unpleasant atmosphere, and you decide to pass through quickly. If you leave by the east door, go to **173**. If you leave by the west door, go to **107**. If you leave by the south door, go to **140**.
- 201** The steps are rough and the atmosphere is eerie. The very air you breathe is chill, and water drips rhythmically from the dark recesses of the ceiling, where cobwebs hang and unseen things creep and chitter in the darkness. At the bottom of the steps you can see a dimly lit room. Rats scurry up and down the steps as you slowly make your way down, careful not to make a sound. Make an LISR on LK. If you fail, go to **211**. If you make it, go to **71**.
- 202** You are in a room where 5 armed and armoured guards are sitting around a table playing cards. As you enter, one guard notices you immediately and smiles. *"Look fellows,"* he says loudly, *"one of the mad patients has gone for a little walk, and has decided to join us. Do you want to play cards?"* The rest of the guards then turn to look, and all rise from the table, unsheathing swords – apart from one man, who remains seated, smiling smugly. He is the largest man by far, and you judge he may be their leader. He folds his great arms across his chest and takes a goblet of wine to his mouth, as he prepares to watch the fight. Four guards approach you to attack, and you leap backwards into the stairway so that only two guards can attack you at once. The first two charge at you. They carry bucklers (3x2 hits) and fight with a short sword each (3 dice). Both guards, rather small fellows who see little combat in here, have a CON of 14 and 8 personal adds. Fight them both at once. If you slay them both, go to **61**.



If you die, the guards laugh and return to their game, pouring tankards of ale. As your slain body lies in the dirt of the flagstone floor, blood seeping between the cracks, the guard leader laughs, and deals the next hand of cards.

203 You find a hollow in the floor, filled with dust, small bones and cobwebs. Looking carefully, in case the hole is home to a spider, you search it. As you poke your fingers around in the hole, feeling for treasure, you feel a chain at the bottom. As you pull it, you raise an amulet from the hole, which is caked in dirt, but as you rub it clean, you discover that it is a lovely emerald set into an oval of silver – and it is enchanted. It allows the wearer to turn water to dust once per day. The magic will affect up to 1000 cubic feet of water. The water will turn to dust for 1D6 hours, and then return to its liquid state. This item can be worn and used by all character types, but true wizards will be able to transform up to 2000 cubic feet. If you want to sell this item when you leave the adventure, you could get 600 GP from a magic shop or outlet of the Wizards' Guild. However, you can now feel the atmosphere in the room change, and your neck hairs rise spookily. Someone is standing behind you! Turn to **68**.

204 The girl rather likes you, for you have a better than average charisma. She is happy to accept your proposal, as she loathes the asylum, but has been too scared to leave, as the Master rules the building with fear and an iron hand. She leads you by the hand to a secret door behind some shelves. As she flicks a switch, an opening is revealed. It is dark, cold and cobweb-filled. She has always been too frightened to follow this passage, and does not know where it leads. She does not think the Master is aware of it, but cannot be sure.

You clear the cobwebs and lead her down into the tunnel as the door closes behind you both. After an hour of winding through the darkness, you climb through an opening into a disused sewer pipe. Crawling through the pipe eventually brings you out into the open air, about a mile and a half from the asylum, which broods darkly on the hill behind you. You both run across the Goblin Moors until you are far from the asylum, before the Master discovers the loss of his librarian.

After a few weeks you are married, and your wife adopts a new name for her new life. Roll up her attributes, using 4D6 for each attribute instead of 3. She is a second level warrior, although she has not had the chance to practise since she was abducted and forced to serve in the Master's diabolical asylum. She has a secret store of 1000 GP buried near the town, which she collects. She refuses to talk about the asylum for some time, but eventually, as you become close, she will share with you the stories of horror she witnessed within the place, and of the evil reign of the Master – a vampire!

Your adventure has come to a very happy ending. You didn't find Guilian, the noble's son, and as you leave Littlemoor, nothing has been heard of him. You hear that another adventurer has agreed to go to the asylum to look for him. However, you now have a new life, and hopefully, Bedlam, and the Master, are out of your lives forever. (AP 250)

✧ *The End* ✧

205 There are fizzing noises and flashes of colour. The end result is a fizzy yellow liquid, looking refreshing and cool. If you are tempted and drink it, go to **20**. If not, go to **42**.

206 Strange and evil forces are at work within the madhouse on the hill known as Bedlam, and if you show fear, you are prone to all manner of illusions and mental attacks, which take over your mind and confuse you. Lose 1 point of INT permanently. Perhaps you should have shown a little more courage? Go to **193**.

207 With a sickening thud you land on the ground. You lie on your back, unable to feel your legs, and your breath is shallow. Your vision is cloudy, and you feel very, very bad. You can make out the towering asylum above you, which appears red and seems to be swaying. You are racked with pain, and your life flashes before your eyes. It's your final hour. Make an L3SR on LK. It's a long shot, but if you make this roll, you do not die; instead, you are discovered lying on the moors, suffering from exposure, and running a wild fever. You are taken to Littlemoor and it takes you 3D6 weeks to recover. Your INT drops by 2 points due to the fever you had, and the mental anguish you have been under. Your maximum CON drops by 4 points, for you will never fully recover from the fall. When you are able, you leave the town, never to return. (AP 200)

If you fail this last-gasp chance, your last vision is of six burly men dressed in black, wearing black masks, who tower above you, lift you up, and put you in a long box. Then all goes black, and you die.

↪ The End ↪

208 The witch looks you up and down, and walks from the cell. She walks up the corridor, steps through the west door, and is gone. You think it best to leave her to it. Go to **153**.

209 Peter continues to tell you tales of Bedlam. He goes into even more detail of the horrors, of how victims of the Master are drained of blood and then fed to the monsters which he keeps in the deepest cells of the asylum, and of how intruders are prone to suffer wild illusions and mental attacks whilst stalking the corridors. As you listen, you are horrified to feel your muscles stiffen, and you feel somewhat older! Deduct 3 permanent points from your SPD, and 2 permanent from your STR and CON, due to the effects of sudden premature ageing! If you continue listening to Peter's tales of woe and doom, go to **35**. If you are now somewhat uneasy about being in here, and leave, go to **153**.

210 Roll 1D4 and go to the paragraph shown.

Result	1	2	3	4
Go to	57	62	69	74

211 As you approach the bottom, a terrible looking man in evil chaos armour leaps out and blocks the entrance to the room. He roars a loud war cry and swings his two-handed sword over his head in a threatening movement. Only his piercing eyes show through the slit in his dragon-shaped helm. He stands in the doorway and glares at you, sword poised and held in readiness for combat. If you decide not to challenge this ironclad warrior, and run back up the stairs, go to **54**. To fight him, go to **40**.

212 Something feels wrong. Make an L2SR on INT. If you fail, you attempt the door: go to **36**. If you make it, return to **153** (AP 5), as you decide against opening the ominous door.

213 The werewolf has a CON of 40 and gets 8 dice and 29 adds in combat. Though he is covered in thick fur, this takes no hits as armour. If you kill him, go to **92**.

214 The chaos warrior lies dead in the doorway, and you may take his sword. It is a 5 dice two-handed sword needing a STR of 16 and a DEX of 6 to use. It weighs 80 weight units and is worth only 50 GP, being heavy-handed and crudely designed and made. It has dragons on the hilt. You step over the slain warrior and into the room beyond, which is a torture chamber. Before you have time to survey the scene, the Torture Master rushes upon you, attacking with a heavy mace! Luckily he wears no armour, just leather straps and a loincloth. Kinky! He has a CON of 15 and gets 20 personal adds and 5+2 for his mace. If you do not want to fight, you may turn and run back up the stairs. If you want to do this, make an L1SR on SPD. If you fail, you are committed to combat. If you succeed, you bound quickly back up the stairs to **54**, leaving the gruesome torturer shouting behind you. Whether by choice or necessity, if you fight and kill him, go to **87**.

215 The room is so quiet now that it is disturbing. The guard has a greatsword, a poniard dagger and a large sax dagger on his body (see Rulebook if you wish to take these weapons). On the card table are 69 GP and a small copper ring worth 5 GP for its curious design. Also on the table is a shirt, thrown-in by the loser of the last game! On a weapon rack in the room are 3 broadswords, 6 short swords, 3 scimitars and a trident. Take what you want from here, but remember to add them to your weight carried, and you must have the required STR & DEX to use the items. You can now leave the room by going north to **134**.

However, you have a sudden bad feeling of panic, and an urge to run back the way you came. Is the asylum playing tricks on you? If you act on this urge, go to **21**.

216 You enter. The large room has black painted walls, floor and ceiling, and is filled with leafy potted plants. In the ceiling is a window, but it is over 30 feet above you, and it too has been painted black. Cool air blows into here through many small iron grilles, and the smell from the plants and flowers is overpowering. On a large wooden table are the remains of a meal. On the walls, chains hang, and the black flagstone floor is dirty. Candles burn in small coloured glass holders, and strange cryptic designs cover the walls, painted in gold. As you step into this bizarre room, the door closes quietly behind you, and a man dressed in grey robes steps out from behind a tall fern-like plant in the corner. He stands in front of the door you have just come through. He has folded hands and a blank look on his face. Go to **89**.

217 As you climb down the building, a large winged figure flies towards you, out of the clouds. A gentle breeze cools your sweat-soaked body and brow. Terrified, you cling to the wall, and await the arrival of this huge shape. It is a giant dove, with magical feathers of the purest white, and eyes of pale blue. It speaks to you in your native tongue as you stare, totally in awe and wonder of this unexpected creature.

"You are in great trouble, I can see, so I will offer my help. Do not fear me, and trust me totally, for I am a creature of pure good. You must leave this place, and never return. It holds only death and insanity for those who venture within its walls. Climb upon my back and hold on tightly, and I will take you home. I ask only one price, which I will take from you painlessly once you are safely home. You will not be harmed. Come with me now, or say the word and I will depart. But if you refuse you will have no second chance."

The offer is tempting for sure, for you may still die if you fall from the asylum walls onto the hard packed earth below. Even when you get to the ground, you may still not be safe, for even now you hear the baying of wolves from the cold moors below. If you climb onto the dove's back, and allow it to fly you home for the mysterious unnamed price, clamber aboard at **32**. If however you remember the story of the Gingerbread Man, and refuse politely, the dove flies away, never to return: go to **157**.

- 218** The demon is 15 feet away and is 'large'. The SR needed to hit it is level 2 on DEX. If you hit it, go to **99**. If you miss, you may try again if you have enough ammo. You can have 5 shots before it gets wise and closes the door! If you decide to stop firing go to **93** and choose another option.
- 219** The potion makes the drinker immune to any poisonous or otherwise harmful liquid he or she may drink in the future. The effect will begin one week after drinking it (i.e. after this adventure) and will stay in the system for about a year.
- 220** Your knocking has dislodged some plaster from the wall, revealing a small recess in which is hidden a small iron box. Inside is an old ruby bracelet, worth 500 GP. What it was doing hidden away here, you neither know nor care, as you hastily tuck your treasure into your pocket. Return to **43**.
- 221** Roll 1D6 below to discover what you find on the warrior's body, and then go to **140**.

Result	Effect
1	A leather pouch containing 1D20 silver pieces.
2	Some (1D6) tiny jewels, each worth 1D10 GP
3	A small silver hip flask, containing some cheap brandy. The flask is worth 30 GP
4	A leather pouch containing 1D20 GP.
5	An ivory carved elephant amulet, not magical, but excellently carved, worth 50 GP.
6	3 gems. Roll for each on the Treasure Generator in the rulebook, ignoring items/weapons.

- 222** Roll 1D6 to discover what happens, then return to **60** to choose again. You may only roll on the table below a maximum of 3 times.

Result	Effect
1	Explosion! Roll 1D6 and deduct the result from CON.
2	No effect.
3	The liquids mix and turn to a potion, which will restore 1D6 lost CON points.
4	No effect.
5	They give off a poisonous gas, which reduce your CON & STR by 1D4 (temporarily).
6	They mix and make gold! When it solidifies it is worth 50 GP.

- 223** The skeleton is wearing a magical 'Greek-style' open-faced helm, which has magical symbols worked into it. It will take the wearer's CON in hits. Go to **68**, for it seems there is a mystery guest in the room with you...



- 224** The cat begins to purr and rubs itself against your legs. It looks up at you and speaks! *"Thank you, that's very kind. I'm sorry, but I have to leave now. Do enjoy your time in Bedlam. I've been here for 105 years! Goodbye, stranger! Meow!"* Then it walks through one of the walls! Oh my, what kind of place have you entered? Make an L1SR on INT. If you fail, deduct from INT the amount by which you failed! If you make the roll, *add* to your INT the excess above 20. The effects are permanent. Now return to **140**. (AP 10)

225 The lever is slightly rusty and will not move easily. Make an L2SR on STR. If you fail (and you only get the one try!) you are unable to move the lever, and give up: return to **177**.

If you make the roll, the lever grinds down in the slot slowly and noisily, bits of rust falling to the floor. Nothing happens at first, but after about 30 seconds, a panel in the ceiling opens, and a small green goblin drops through. He seems tired, and has his nightclothes on. He looks at you, rubbing the sleep from his eyes, and says wearily, *"There you are, the loft is open. I'll bring the ladder down for you, just a minute."* He leaps into the opening in the ceiling and brings down a ladder to allow you to climb up. *"Gosh, no one's been up there for ages! Sometimes I think the Master's forgotten about me! Up you go then, just leave it open when you've finished, I'll be back to close it again later. Cheerio!"* With a wave the goblin skips down the corridor and is soon out of sight.

How strange! This place gets weirder by the minute! Climbing the ladder, you enter the small loft. The goblin's bed, still warm, is up here, and a collection of old boxes and sacks. Searching the loft will take forever, and you want to be out of here as quickly as you can, so you had better just perform a quick search. Roll 2D6 and refer to the table below to see what you find. You may roll 3 times, and no more. The loft will not be available to you again during this adventure.

Result	Effect
2	A golden lamp. It is not magical, but is worth 150 GP.
3	A box of old medical devices. All look frightening and all are rusty and useless.
4	A magical short sword. It can be used by anyone, and scores 6D6 in combat. It weighs only 15 weight units.
5	A box containing many mirrors, all broken, a sack of garlic and a silver cross. The garlic has gone off.
6	A box of stuffed toys, all mouldy and damaged. Useless.
7	A box of old medical books. 1D6 books can be taken and sold for 1D10 GP each.
8	A tea chest full of crockery, most of it broken. At the bottom 6D6 GP are scattered.
9	A magical ring. If you wear it, you will automatically make your next saving roll in this adventure.
10	A case of old wine. There are 12 bottles, 2D6 of which are still good. Drink now to restore 1 CON point per bottle! (Hic!) If you keep any, you may sell them after the adventure, for they are old vintage and worth 30 GP each.
11	A battered old buckler shield, which is magical, taking 8 hits.
12	An iron box containing 1D6 gold statues, each 6 inches high and worth 100GP!

Now drop through to **177** and choose a direction.

226 Dribbling and muttering nonsense to yourself, you are eventually discovered and stripped of all belongings, by strange goblin-like creatures dressed in white coats. You are placed into a padded cell and forgotten about. Your adventure, and your life, is over.

☞ **The End** ☞

The Master's Taunt

Broadaxe or crossbow, deluxe staff or pilum:
None will avail you inside the asylum!
The nobleman's whelp is mine for the taking,
But pass through the portal - your freedom forsaking!

Jingle your charms and conjure your curses:
Enchantments will not induce Bedlam to mercies.
But there's treasure within beyond understanding,
So be bold as you like: you're mine notwithstanding!

Do not be dismayed by the madmens' Dawn Chorus:
When the next night has turned, you too will sing for us!
So do step inside, the doctor is waiting,
And with sanity gone you will not need sedating.

Oh yes, there are bodies found out on the moor,
And true, their prognosis is generally poor.
Yet glory and fame are rewards for your valour!
But fame without blood - is the prize worth the pallor?

How comes it you waver? Come, make a decision!
Do your veins run with water? Shall we try an incision?
Bedlam is patient, but you'd better think faster,
Because inside or out, you belong to the Master!

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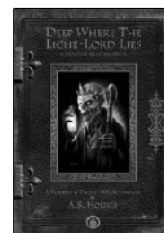
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***Deep Where the Liche-Lord Lies* by Andy R. Holmes**

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***Rapscallion* by Sid Orpin**

A Solitaire Adventure module for play with *Tunnels & Trolls*. Any rogue character of 1st to 3rd level may explore its 142 adventure paragraphs.

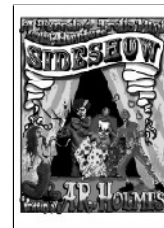
It has been written with the 7/7.5 edition of the Rule Book in mind, though it will adapt to earlier editions.



***Sideshow* by Andy R. Holmes**

Sideshow is a Mini Solitaire Adventure for use with *Tunnels & Trolls*. It was designed with the 5th edition of the Rules in mind, but can be easily adapted for other editions. It is suitable for first level characters only and some magic spells are permitted.

In addition to the Solo Adventure, this special edition includes a section with descriptions and a map that will allow it to be used as a GM Adventure.



***Tavern by the Sea* by Ken St. Andre & Andy R. Holmes**

A Mini Solitaire Adventure for use with the *Tunnels & Trolls* role-playing system. It has been designed for use with 7.5 edition of the rules, but could be adapted for use with earlier editions. You may use any humanoid character (except fairies or giants) of third level or lower, but the use of magic is not allowed, so warriors and rogues are most likely to fare best within this particular den of iniquity.

This Special Edition features an additional adventure, *The Tomb of the Sea Reaver's Gold*, as well as all-new artwork by Jeff Freels.



***Formication* by Sid Orpin**

A Mini Solitaire Adventure for use with the *Tunnels & Trolls* role-playing system. It has been designed for use with the 7.5 edition of the rules, but could be adapted for use with earlier editions.

This adventure is designed for a newly created fairy warrior of first or second level.



***Devotion To Duty* by Sid Orpin**

A Mini Solitaire Adventure for use with the *Tunnels & Trolls* role-playing system. It has been designed for use with the 7.5 edition of the rules, but could be adapted for use with earlier editions.





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and to provide the reader with space in which to doodle lunatics.*

Bedlam

A SOLO ADVENTURE FOR TUNNELS & TROLLS™

MANY SPEAK IN HUSHED TONES OF THE DARK ASYLUM BROODING ATOP GOBLIN MOORS, AND OF THE UNSPEAKABLE HORRORS THAT DWELL WITHIN. ITS SINISTER MASTER COMES TO TOWN FOR SUPPLIES ONLY AT NIGHT, BEFORE HIS ACCURSED CARRIAGE SPEEDS AWAY TO THE NIGHTMARISH BUILDING THAT IS BEDLAM. PEOPLE VANISH ON THE MOORS, AND THEIR CORPSES ARE FOUND MONTHS LATER - DRAINED OF BLOOD!

RECENTLY, NEW SCANDAL SURROUNDS THE ASYLUM: THE SON OF A NOBLEMAN DISAPPEARED ON A HUNTING TRIP ON THE MOORS. HIS FATHER HAS OFFERED A REWARD FOR HIS RESCUE, BUT IT IS BELIEVED THAT THE MASTER HAS IMPRISONED HIM IN THE ASYLUM FOR SOME FOUL PURPOSE. WILL YOU, BRAVE SOUL, BEING OF SOUND MIND, PASS THROUGH THE PORTAL OF MADNESS INTO BEDLAM?



Bedlam is open to any character up to Level 3 with no more than 35 combat adds. Spell-casting does not work in the strange asylum, but magic-users are free to try their luck regardless.

This classic solo adventure is compatible with all versions of Tunnels & Trolls™ and is here presented at last in its definitive edition.