

FIGHTING FANTASY BOOKS

Over 13 million copies sold worldwide

The Demon Lord Myurr seeks revenge!

YOU are renowned throughout the land as a Demon Stalker, waging war against the creatures of Chaos. More than once you have thwarted the Demon Lord's evil schemes, but now Myurr has discovered a cunning way of exacting his revenge. There is no alternative. YOU must confront and destroy the Demon Lord, for the whole of the free world is threatened! Myurr's evil powers may soon enable him and hordes of his vile demons to cross from the Demonic into the Earthly Plane!

Two dice, a pencil and an eraser are all you need. YOU decide which paths to take, which dangers to risk and which foes to fight!

Cover illustration by Terry Oakes



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STEVE JACKSON
AND IAN LIVINGSTONE

Dead of Night

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Steve JACKSON AND
Ian LIVINGSTONE
PRESENT

Dead of Night



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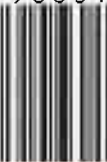


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Ian **LIVINGSTONE**
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Puffin Books

DEAD OF NIGHT

YOU are renowned throughout the land as a Demon-Stalker, waging war against the creatures of Chaos. But your arch-foe Myurr has discovered a cunning and evil way of striking at you through those whom you love best – your parents. Your worst fears are realized as a vision of Myurr and your parents appears in the flickering shadows of a candle . . .

You have no choice. You must confront and destroy the Demon Lord, for not only are your parents in danger, but the whole of the free world is threatened. Myurr's evil powers may soon enable him and hordes of his vile demons to cross from the Demonic into the Earthly Plane!

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

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

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Dead of Night



Jim Bambra and Stephen Hand

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To Mandy and Pat

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INTRODUCTION

For most of your life you have lived in the Sacred Citadel of the Templars, an order of Warrior-Priests and Priestesses, in Royal Lendle. You have devoted more time than most to the scholarly and mystical aspects of your order – though you are equally well trained in the use of the sword and in other fighting skills. Because of your all-round ability and dedication, you have risen swiftly through the ranks until now you are highly respected. Furthermore, you are renowned throughout almost the entire continent as a Demon-Stalker!

Using mysterious means, you have seen the danger that the creatures of Chaos pose for the future of the free world; you have made it your personal quest to stop them wherever they might be found. Over the years you have made a number of terrifyingly powerful enemies and now, angered by your many successes against them, they seek revenge . . .

Before embarking on your most perilous adventure to date (and possibly your last!), you must establish your own strengths and weaknesses; use the *Adventure Sheet* on pages 22–23 to record your attribute scores, as well as any other details of your adventure. It would be sensible to make copies of the *Adventure Sheet* for further sorties into this adventure. As well as a photocopy of the *Adventure Sheet*, you will need two dice, a pencil and an eraser.

Skill, Stamina, Luck and Evil

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

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

Roll one die, add 6 and enter the total in the **LUCK** box.

Don't roll any dice for **EVIL**: you always start the game with zero **EVIL** points. (This is already shown on the *Adventure Sheet*.)

All your scores will change during your adventure – for reasons that will be explained below. You must keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. As in other Fighting Fantasy Gamebooks, although you may be awarded additional **SKILL**, **STAMINA** and **LUCK** points, the totals of these may never exceed your *Initial* scores, except on those very rare occasions when the text specifically tells you so.

In this adventure, **EVIL** differs from your other scores in that it only increases and so will inevitably exceed its *Initial* level of 0.

Your **SKILL** score reflects your expertise in combat and other challenging situations. Your **STAMINA** score reflects how healthy or physically fit you are. Your **LUCK** score indicates how lucky you are. In

all these cases, the higher the score, the better! However, you should try to keep your **EVIL** score as low as possible. This score shows how evil you are and how likely you are to succumb to the powers of darkness.

Battles

During your adventure you will often encounter hostile creatures which will attack you, and you yourself may choose to draw your sword against an enemy you chance across. In some such situations you may be given special options allowing you to deal with the encounter in an unusual manner, but in most cases you will have to resolve battles as described below.

Enter your opponent's **SKILL** and **STAMINA** scores in the first vacant Encounter Box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions which are unique to that particular opponent. Then follow this sequence:

1. Roll both dice for your opponent. Add its **SKILL** score to the total rolled, to find its Attack Strength.
2. Roll both dice for yourself, then add your current **SKILL** score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are

the same, you have avoided or parried each other's blows: start a new Attack Round from step 1 above.

4. You have wounded your opponent, so subtract 2 points from its **STAMINA** score. You may use **LUCK** here to do additional damage (see below).
5. Your opponent has wounded you, so subtract 2 points from your own **STAMINA**. You may use **LUCK** to reduce the loss of **STAMINA** (see below).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the **STAMINA** score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must start all over again by creating a new character.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one enemy. Sometimes you will treat them as a single opponent; sometimes you will fight each in turn; and sometimes you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is again resolved normally – except that, once you defeat a creature, the next steps in to fight you! When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on

you in each Attack Round, but you choose which one to fight. Attack your chosen target as in a normal battle. Against additional opponents you throw for your Attack Strength in the normal way; if your Attack Strength is greater, you will not inflict a wound, however. Just regard this as if you have parried an incoming blow. However, if your Attack Strength is lower, you will have been wounded in the normal way.

Luck

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

The procedure, called *Testing your Luck*, is as follows: Roll two dice. If the number rolled is equal to or less than your current **LUCK** score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current **LUCK** score, you have been Unlucky and you will be penalized.

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

the same, you have avoided or parried each other's blows: start a new Attack Round from step 1 above.

4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below).
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA. You may use LUCK to reduce the loss of STAMINA (see below).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must start all over again by creating a new character.

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Luck

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

The procedure, called *Testing your Luck*, is as follows: Roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

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

Using Luck in Battles

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

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

Whenever you are wounded in combat, you may *Test your Luck* to try and minimize the wound. If you are Lucky, your opponent's blow only grazes you; you should deduct 1 point *less* from your STAMINA than normal. If you are Unlucky, your wound is a serious one and you must deduct 1 *extra* point from your STAMINA.

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

More About Your Attributes

Skill

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

Stamina

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds gained through combat, or by falling foul of certain traps, and it will also drop after you have performed any particularly arduous task.

You can restore lost STAMINA by eating meals or Provisions. You start the game with 5 meals' worth of Provisions, and you will be given the opportunity to obtain more during your adventure. You must make a note of how many meals' worth of Provisions you have, in the Provisions box of your *Adventure Sheet*. Each time you eat a meal, you may restore up to 4 points of STAMINA, and you must cross one meal off from your Provisions box. You may stop and eat Provisions at any time except when engaged in a battle.

Remember, your STAMINA score may never exceed its *Initial* value, so there's no point in eating meals if your STAMINA is already at its peak.

Luck

Additions to your LUCK score are awarded in the adventure when you have been particularly lucky or have created your own luck by some action. Details are given in the relevant paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless you are specifically told that it can.

Evil

You start the game with no EVIL points. As a Templar, you are bound to uphold the values of honour, benevolence and forgiveness. However, unlike the good deities of Titan, as a Templar you are not obliged to show these virtues when dealing with your enemies, which would only exploit them as weaknesses. But if ever you act in a manner more befitting a servant of Chaos (by ruthlessly killing an undeserving opponent, for example), then you will attract the taint of EVIL. You have managed to avoid falling from grace so far, but your enemies are now concentrating their efforts against you, and so you stand a greater chance of being corrupted.

If you perform certain actions which ill befit your beliefs, you will be instructed to increase your current EVIL score by 1 or more points. Your EVIL score rarely decreases during the adventure. At times, adherence to the path of honour will seem like a restraint, but life is full of such dilemmas for a follower of Light.

The question of Evil is made even more complicated by another fact. During your previous escapades you came to learn that sometimes you must fight fire with fire: some demonic forms are virtually immune to holy devices while they are extremely vulnerable to dark magicks and certain foul artefacts. However, to use these forbidden things is an act of Evil, and so your score will increase accordingly if you are forced to use them.

Sometimes you will be told to *Test your Evil*. Instructions on how to do this will be given in the relevant paragraph, as will the results of success or failure.

Talents

During your years of intensive training, you have acquired a number of special Talents, which have served you time and again on your many Demon-hunting ventures. Choose three from the following list and mark them in the Talents box of your *Adventure Sheet*. The Talents are:

BANISH

UNDEAD –

you have the power to repel or even destroy certain Undead creatures, using special arcane words and gestures.

DARK VEIL –

you may cast a magical aura over yourself which, for a very short while, renders you invisible to most evil beings. However, this is a trick you have learnt from

your study of Demons and so, whenever you use it, your EVIL score will increase. As you know, 'veil' is an anagram of 'evil', so be careful how you use this Talent. Be warned, too, that more powerful creatures will be able to sense the veil, though they may not see you – and may even know a way to use the veil against you!

HEAL –

through the application of special herbs you are able to heal various wounds and illnesses, though some will be too difficult for you. However, this Talent can be used only on others. Your beliefs prevent you ministering to yourself, except in times of greatest peril.

HOLY
CIRCLE –

with the aid of simple chalk, charcoal or any other pigment, you can draw a protective magic circle around you which most Demons will be unable to enter. You may also trace a circle in dirt or sand, etc., with your finger.

MEDITATION – this takes time and may be carried out only in a place of absolute calm. You can commune with your deities, drawing

strength from the experience. If you are able to meditate properly, you receive divine guidance in the form of a vision or a message, and you may also gain strength from the experience in the form of restored STAMINA or LUCK. If your meditation is interrupted, the result could be disastrous for you.

SENSE
DEMON –

you *may* – depending on the precise circumstances – experience a weird tingling sensation when certain types of Demon (including those which are disguised!) come within twenty feet of you from any direction.

SPEAK
DEMON –

you can read and understand words spoken in the foul tongue of the Demons.

At various points in your adventure, you will be asked whether or not you possess a certain Talent. If you do, you will be given the option to use it, and you should follow the appropriate instructions. Don't cheat by using Talents which you don't have!

Equipment

You will embark on your quest with a minimum of equipment, though you will probably find other

useful items during your travels. You carry your sword of finest steel, Nightbane, but you do not wear any armour. Instead you are garbed in the hooded, flowing robes and skull-cap of your order. You carry 10 Gold Pieces, and you also have a backpack in which are your Provisions (you start with enough for 5 meals), a silver Cross and three vials of Holy Water. You should make a note of these items on your *Adventure Sheet* (there are special columns for Holy Water and Provisions, but your Cross and Gold Pieces should be entered in the Gold Pieces and Equipment box). You may also use the backpack to carry any items you come across which you may want to keep (entering them in the Gold and Equipment box of your *Adventure Sheet*). You travel the Old World on Godsfire, your fine white stallion and oldest companion.

Words of Warning

If you have learnt anything during your years as a Demon-Stalker, it is never to take anything for granted where Demons are concerned: they are clever and treacherous beyond belief. They will try to weave you into their complex schemes; they will fool you into acting in accordance with their plans; and they are masters in the art of turning your own strengths against you. Where there are Demons to be found, you must be on constant guard, trusting only yourself.

You must even be careful about using your special

Talents: some of your opponents already know all about you and your abilities; they will have devised ways of turning them against you – of such cruelly twisted ideas is a Demon's amusement made. Be warned!



ADVENTURE SHEET

ENCOUNTER BOXES

SKILL <i>Initial</i> <i>Skill =</i>	STAMINA <i>Initial</i> <i>Stamina =</i>	LUCK <i>Initial</i> <i>Luck =</i>	EVIL <i>Initial</i> <i>Evil =</i>
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TALENTS BANISH UNDEAD DARK VITIL HEAL HOLY CIRCLE MEDITATION SENSE DEMON SPEAK DEMON	HOLY WATER	PROVISIONS
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GOLD PIECES & EQUIPMENT

NOTES

<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>	<i>Skill =</i> <i>Stamina =</i>
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BACKGROUND

It is late at night and you lie in your room, unable to sleep. You are idly watching the shadows thrown on to the wall by a flickering candle, when suddenly they take on an ominous appearance. The silhouette of a squat, toad-like creature forms, and two humanoid shapes writhe in torment at its feet. A cold flush sweeps over you as you recognize the people: they are your parents! And the vile shape above them can only be Myurr, your arch-foe and one of the three Demon Lords.

Ever since that fateful day when your brother was slain, you have sought out and killed Demons wherever they might be found. You will never forget that terrible scene: the two of you were working in the fields near your home when a Fanged Demon swept down from the sky and ripped your brother to shreds. Hearing your screams, Branner, the village priest, came running to your aid. He was able to destroy the Demon before it could turn on you; at that moment you realized that you had been spared in order to wage war against Demonkind. There and then you vowed to become a Demon-hunter. Later, at your brother's funeral, a strange ghost appeared and spoke briefly to Branner, before disappearing; it was soon after this event that Branner, seeing in you a hardy spirit, arranged for you to study at the Sacred Citadel of the Templars at Royal Lendle.

That seems like a long time ago now. Since then you have slain many of the Demons inhabiting the mountains of the Witchtooth Line. Indeed, on more than one occasion you have even thwarted the plans of Myurr. But you have always feared that the Demon Lord, unable to strike directly against you, might one day attack you through your parents.

Now your worst fears may be coming true. The shadows on the wall twist and grow larger; Crowford, your home village, comes into view swathed in a thick mist. An apparition of Myurr and your parents hangs over the village. The Demon grins maliciously as your parents silently plead for help. A cold gust of wind throws open the shutters of your window and extinguishes the candle, plunging the room into darkness. Shakily you relight the candle and prepare to head for your home at daybreak.



Taking leave of the head of your order, you ride north through Gallantaria. After a few days, you cross the Whitewater River and enter your homeland. During the journey, you try to convince yourself that the shadows on your wall were only projections of a rambling and tired mind. But, no matter how hard you try, you cannot shake the fear that grips your heart. You must put your mind at rest by finding out whether your parents are safe. And if they are not, then Myurr will feel your righteous wrath!

You prepare yourself for the worst by recollecting all you know concerning your arch-enemy and his Demonic ways. This evil, corrupt, depraved and chaotic being is renowned for his subtle and devious schemes. In his earthly form, Myurr can appear as a huge, grotesque toad or as an innocent young boy. More than once you have thwarted his agents as they attempted to pervert people to their will. Your most dangerous challenge was when you confronted Myurr himself. He had possessed the body of the king's adviser and was fomenting unrest and rebellion throughout the kingdom of Gallantaria by implementing repressive measures against the peasantry. Fortunately, you were able to see through his disguise, and you forced him to abandon his evil schemes.

You can be in no doubt that Myurr hates you deeply; if he has harmed your parents, you will need all the aid you can find. Branner, the old priest, is dead, but the new spiritual leader of Crowford should be able to offer you assistance. You also know Sharleena, a Seer who lives near Crowford; she has the power to summon and speak to spirits and has helped you many times in the past. If there are Demons involved, her aid will be invaluable.

You are almost home. Soon you'll know for sure whether it was only shadows you saw on your wall, or a glimpse of reality. Turn to 1.





1

You can see the village of Crowford, nestling in the vale before you. Writhing tendrils of mist coil along the streets and wind eerily round the houses. Suppressing a shiver, you pull your cloak closer round you and urge Godsfire onwards. To add to your uneasiness, you can make out a grim figure swinging from a wooden scaffold that stands a few yards down the road ahead of you. It is the ragged skeleton of a criminal, left to rot inside gibbet irons – a lesson to all would-be highwaymen. As a child you used to take a short cut, away from the winding road, through the fields on your left. Indeed, at this time of day you might even find your parents working there. On the other hand, in this thick mist they could well be in the village tavern. Will you take the short cut through the fields in the hope of meeting your parents (turn to 327) or follow the road, which means you will have to ride under the hanging skeleton (turn to 107)?

2

You rush downstairs and come face to face with Kremper. He scowls menacingly and tries to hit you with his cosh. You must deal with him swiftly.

KREMPER

SKILL 6

STAMINA 5

After one round of fighting, the Orc outside gets wind of the struggle and departs at speed, whipping his horses cruelly. You carry on fighting. When Kremper's STAMINA score is reduced to 2 or 1, turn to 388.

3

With one mighty sweep of the spade, you hack off both their heads. Turn to 277.

4

Hearing your horse's hoofbeats approaching, the men turn to face you, their weapons raised – but, once they see you, they relax. Their leader, a stout, amiable man, steps forward to greet you. 'We have travelled from Oakhill to bury Calbert, a young scholar who has taken his own life. As you know, unless a suicide is laid to rest in a special manner beneath crossed roads, he may rise as a creature of the night! This we cannot allow. Will you help us?' You can choose to stay and perform your priestly functions over this tragic ceremony (turn to 134), or politely decline and press on with your quest. If you leave the mourners, you may follow either the road to Weddonbridge (turn to 249), the one to Colton-on-the-Marsh (turn to 72), or to Astonbury (turn to 136).



5

A pained cry escapes from your lips as the searing beams scorch your body. Deduct 4 points from your STAMINA. Will you now flee and head back to the road leading north (turn to 58) or stay and try to destroy this evil device (turn to 208)?

6

Your power knocks the Skeleton back a few steps but fails to damage it. Demonic magic is protecting the Skeleton. Will you now use the DARK VEIL Talent, if you have it (turn to 188), or attack the Skeleton (turn to 329)?

7

The Sorcerer looks at you closely to determine whether you are telling the truth. Roll two dice; if the total rolled equals or is less than your EVIL score, turn to 137; otherwise, turn to 386.

8

Dismounting, you sneak up to the caravan as quietly as possible. Suddenly the double doors swing open, revealing a bearded old man, clad in voluminous robes. Smiling, he beckons you inside and says, 'Put away your sword and come in out of the rain. Maybe you would like some tea?' If you want to use the SENSE DEMON Talent, turn to 217. If you cannot or do not want to use it, you may accept his offer (turn to 42); alternatively, you can attack him with your sword before he can get up to any trickery (turn to 174).

9

You wake up – to find yourself lying on top of a pile of unconscious bodies, heaped on the back of a horse-drawn cart. They are all from the Hanged Man Inn. Judging by the throbbing of your head, you reckon that the ale must have been drugged. The cart is being driven by a cloaked, hunchbacked Orc. He mutters to himself: 'Good set, this month. Nice 'n' fresh for Magrand's experiments. Soon be there.' This snaps you out of your daze, just as the cart is passing a sign saying 'Colton-on-the-Marsh'. Godfire is nowhere to be seen, leaving you to fear the worst, and your sword and all your gold are gone (reduce your *SKILL* score by 1 until you find another weapon, and cross off any Gold Pieces remaining on your *Adventure Sheet*). Because it takes you all your strength just to lift your head, you decide that it would be a more sensible plan to try to escape, rather than attack the Orc. You brace yourself and then roll off the back of the cart. *Test your Luck*. If you are Lucky, turn to 19. If you are Unlucky, turn to 162.



10

The ceiling crashes down on top of you. Roll two dice and deduct the result from your *STAMINA* score. If you are still alive, you crawl from the wreckage and make your way outside. Fire consumes the building within minutes, and you pause to survey the ruin. Sharleena shall not be forgotten, nor shall her death go unavenged. After uttering a prayer for her soul, you painfully mount your horse and return to the main road. Turn to 142.

11

Some miles on, you come to a fork in the road. A signpost stands beside an old, broken shrine. If you possess it and wish to avail yourself of it, you may stop and use the *MEDITATION* Talent (turn to 32). Otherwise, do you take the road to Axmoor (turn to 21), or the road to Stanford (turn to 391)?

12

Without stopping to think, you jump aside, as a huge, deadly-sharp pendulum blade swings down from the ceiling. A second slower and you would undoubtedly have been killed on the spot. Witnessing your narrow escape, the Demons howl in anger and surge towards you. This is a fight you cannot hope to win. You hurl yourself from the building and dash out into the night. As you turn your back, the Moon Demons slash at you. Roll one die and deduct the number rolled from your *STAMINA* score. If you are still alive, turn to 312.



13

This attempt was doomed from the start. A torrent of heavy blows rains down upon your body; you are only half-conscious when the angry, frightened people, in their painful ignorance, execute you.

14

Your vision wavers and you find yourself looking down on the Crowford of your youth. The Demonic music can still be heard; it draws you towards the church where a funeral is taking place. You drift over the graveyard, through trees and gravestones – your body has no substance, you have been transformed into a ghostly spectator! Leading the procession is Branner, the old village priest and your mentor. Behind the coffin walk your parents and other relatives, their heads hung in sorrow. Suddenly you see yourself as you were all those years ago when your brother was buried.

As you watch, one of the mourners throws a stone at a raven perched on the wall of the graveyard. It is an old tradition that if a raven stands watch over a funeral, it will steal the soul of the person being buried. The evil bird caws loudly and flies away. You feel compelled to do something, otherwise you will be trapped here. Will you speak to your parents (turn to 135), speak to Branner the priest (turn to 218), or to yourself (turn to 343)?

15

Though the room is drab, the warm bed feels luxurious, and you are sheltered from the storm which rages outside. Soon you fall into a deep, refreshing sleep . . . until you are rudely awakened by a loud banging noise. Shaking off your tiredness, you sit up. It is still dark, but the rain has stopped. All is quiet for a moment, then you hear more banging coming from somewhere downstairs. Then you hear the sound of hushed voices beneath your window. If you want to get up and investigate these odd noises, turn to 180; but if you would rather go back to sleep, turn to 9.



16

A sharp pain slashes into your right arm. In disbelief, you see that Black Jack has come alive and has bitten you with its needle-like fangs. You are wasting your time in drawing your sword, though – no sooner have you done so than the thing falls to the floor, a lifeless scarecrow once again. Now you are tainted by odious, life-corrupting Wraith-Blood coursing through your veins. You must add 1 EVIL point – be sure to mark this on your *Adventure Sheet*. Shaken by this unlucky experience, you ride on towards the village (turn to 51).

17

Grumont runs up and watches in horror as Palinn is sucked down into the rushing waters. The boatman beats his breast in his sorrow at not being there in time to save his son. Your cowardly reluctance to imperil yourself by not diving in earns you 2 EVIL points. A depression falls over your travelling companions for the rest of the journey, and your night is plagued with guilt-racked dreams of this same tragic scene, repeated over and over again. Turn to 381.

18

A strong wind clutches at you as you open the door. You are pulled through and on to a barren plain. Suddenly the same strange building appears in front of you from out of nowhere. Will you depart this place and follow the forest track (turn to 245), or enter the building once again (turn to 288)?



19

You land well, and then walk over to a nearby brook to splash some cold water over your face. The Orc, oblivious, carries on driving. Revived, you follow the cart into the village. Turn to 153.



20

You rush across the room and stand behind the door, just before it swings open and Kremper walks in, cosh in hand. Before he even knows you're there, you bring the pommel of your sword down hard on his head, and he falls to the floor with a cry. Hearing this, the Orc flees, flogging his horses mercilessly. Turn to 388.

21

Following the road to Axmoor, you are shocked to see what has happened to the landscape, for, the further you travel, the more blasted and desolate it becomes. Trees, plants, everything has been trampled, burnt, torn, broken or chopped down. Using

your tracking skills, you can tell that a massive Demon army has passed this way, heading south. It seems that you are about to enter Evil-controlled territory. The sun sets and you grow cold as you survey the dying earth. If you have the *SENSE DEMON* Talent, and wish to use it, turn to 206. If you do not have it or do not wish to use it, turn to 221.

22

It is far too late to consider taking such an action. The dagger crunches through your skull, piercing your brain. Your adventure is over.



23

You pass through the window and find yourself falling through space. The tower is just out of reach, and the ground rushes up quickly towards you. As you fall, Myurr's repulsive laughter echoes round you.

24

Ringed by low, wooded hills, Stanford is little more than a small market area that stands in the middle of a number of fields and outlying farms. Today the market is closed, but a few farmers stand on the site, deep in conversation. One of them sees you and calls you over. No one else is about and the place is deathly still. Will you go over to the man (turn to 143), or are you going to ignore him and make your way round the market area and out of the village along the road leading north (turn to 362)?

25

Despite the distracting cold and the harsh, stinging rain on your face, you feel that familiar, yet weird, feeling of warmth which tells you that you are in unison with your gods. Without thinking about it, you raise your hand to an ornamental disc, carved in the monument's base, and turn it. There is a grinding of stone as a small panel slides open to reveal a secret compartment. You reach in and find an artefact bearing a sigil of your gods. You were destined to find this Holy Amulet. You put it in your pack (add it to your *Adventure Sheet*), give thanks to the gods and continue on your journey. Turn to 105.



26

Before more guards have time to appear, you must decide which way you want to go. Do you want to escape into the open, if polluted, air and leave Axmoor altogether (turn to 374)? Or are you willing to remain in the building and open the closed door you saw prior to the fight (turn to 323)?



27

Shouting a phrase of exorcism, you hurl the Cross into the worm's fiery depths. There is a small explosion and, when the acrid fumes of the blast clear, you see that you have sealed the mouth for ever. Gain 1 LUCK point, make a note of your success and erase the Cross from your *Adventure Sheet*. Now you must face the Death-Stone. Turn to 191.

28

Though the climb is difficult, you finally reach the large hole in the side of the old mill and take a look inside. You see a shadowy, loathsome chamber, packed with all manner of strange and terrible devices. In the centre of the large room stands Magrand the Necromancer, performing a horrible ritual of summoning. Moreover, the denizen of the dark dimensions he is conjuring up is none other than Myurr, the Demon Prince: your hated arch-enemy! They are speaking in the foul tongue of your nemesis. If you have the *SPEAK DEMON* Talent, and wish to use it, turn to 235. But if you do not have this Talent or do not wish to use it, turn to 48.

29

The pool glows with a cool, blue light and you feel yourself drawn into it. The light surrounds you and bathes you in its glow; it fills your body with new energy. Restore your *LUCK* to its *Initial* score. The light then fades. Turn to 184.

30

Curiosity has proved to be your downfall; the thing's bulk in no way hampers its lightning speed. You do not stand a chance against this timeless horror.



31

You recognize them – they are Blight Demons, whose very bodies emanate death and decay. Fortunately, they feel your righteous power and recoil from you. Turn to 277.

32

You sit crosslegged before the roadside monument and empty your mind of all thoughts. A warm sensation fills your body (restore 2 STAMINA points), and then you see that something is happening to the sign indicating Stanford. The letters drip with blood, spelling out 'Death-on-the-marsh'. Could this cryptic warning have something to do with Colton? Whatever the answer, will you now go to Axmoor (turn to 21), or to Stanford (turn to 391)?

33

You climb on to the back of the wagon, where you are shown an old peasant woman. She has been bitten on the arm and the wound has turned septic. As you heal her injury, one of the peasants says, 'Moon Demons, it was. They attacked our village, Weddonbridge. They butchered most of the villagers, but we got away. There's others still trapped up there. They'll be all together in the hall in the main square. It's the only safe place.' You finish healing the old woman and take out your map of Northern Gallantaria (see the map on the inside of the front cover). Weddonbridge lies along the westerly road. If there are Demons attacking Weddonbridge, your parents may be there too. Deciding

that you have no time to visit Sharleena, you bid the peasants farewell, and turn Godsfire's head towards the north. Turn to 142.

34

'The tower and the Eye are your greatest threats. For you to be safe, they must be destroyed. Say "Shagrat" and your way into the tower is assured. But the true path to your destiny lies in the balance, the *left* balance. Seek the pool.'

As you try to make sense of her words, you suddenly realize that she is no longer there. You are standing alone, on the outskirts of Dunningham. From among a group of buildings on your right comes the sound of loud, uncouth laughter. The street before you seems to be empty, and the way to your left is blocked by a stone wall. Will you walk down the street (turn to 302) or in the direction of the laughter (turn to 183)?



35

From your window you see Kremper and a hooded, hunchbacked Orc loading bodies on to the back of a horse-drawn cart. You recognize some of them – they are people you saw in the bar, earlier this evening. The Orc cackles, 'Magrand will pay you handsomely for this month's catch.'

'Good,' Kremper replies. 'The Demon-Stalker alone should fetch me double rate. I'll see to it now.' The landlord steps back into the tavern, presumably to come and 'see to' you, while the Orc continues piling the bodies on to his cart. You can either draw your sword and go and face the landlord (turn to 2) or prepare to ambush him in your room (turn to 20).

36

In this bleak room an icy wind draws the vital energy from your body. Deduct 6 points from your STAMINA and, if you are still alive, decide whether to go through the south door (turn to 300) or the west door (turn to 177).

37

Your vision grows hazy as you step through the door. When it clears, you discover that you are standing outside the strange building once more. Will you leave this place and follow the track through the forest (turn to 245), or do you wish to re-enter the building (turn to 288)?

38

The villagers hack the Demon to death – but not before it has sunk its fangs into your back and whipped its long, rough tongue across your eyes. Deduct 2 points from your STAMINA and, if you are still alive, turn to 338.

39

The climb proves harder than you had thought and you take a nasty fall. Deduct 1 point from your STAMINA and, if you are still alive, you will have to go back round to the wooden door after all, since the pile of bricks came crashing down with you. Turn to 173.

40

You are relieved to see the barge moving at full speed back down the river, away from this evil place. Further along the wharf, more tentacles are sprouting up from the bubbling riverbed. You walk hurriedly away, determined to find the cause of all this corruption. Turn to 130.

41

The writing is a trap, which you have activated by reading it. 'Welcome to the tower of Myurr. Here death and decay await you.' You feel yourself growing old; your skin wrinkles, and your teeth drop out. You collapse on to the floor and die.



42

The caravan is packed to overflowing with all sorts of curios. You sit down on a cushion while the old man pours out two cups of herbal tea. 'Drink,' he says with a smile. The fragrant herbal preparation is just the overture to an exotic meal which he serves you. Though the man is clearly no monster, you find him infuriating because he refuses to answer any of your questions, even though you sense that he knows a great many things. Soon, the cosiness and warmth of the place send you into a deep sleep – gain 2 STAMINA points. In the middle of the night, you have a strange dream in which your host, holding a set of scales in perfect balance, smiles at you and asks that you remember his name, Samatz . . . before he bids you farewell and fades from sight.

You awaken to find yourself sleeping on the hard road where the caravan stood. It is sunrise, and all is dry; Godsfire looks equally refreshed – but of Samatz or the caravan there is no trace. You have no explanation for these strange events but, as you take the road north to Astonbury, you sense that you have passed some kind of test. Turn to 265.

43

Rushing recklessly into a force-wall is like hurling yourself against the side of a blazing mountain. Both you and Godsfire perish instantly.

44

You are amazed when you realize that the ghost is your friend, Sharleena the Seer, of the Horned Hills. She speaks in a mournful yet matter-of-fact manner that fills you with dread: 'I have been murdered . . . a Spirit Demon. I have struggled to come here. We are puppets in the master plan. I offer you a link in the chain. The pool of Dunningham.' Then she is blown away in the wind.

What did she mean? Your mind strives for a solution, and you feel a tear running down your cheek. Damn Myurr for all the sorrow he has beset you with! You go to sleep . . . Soon into the next day, you reach Axmoor. Turn to 339.

45

For turning your back on the evil curse that is afflicting Crowford, you gain 1 *EVIL* point – be sure to note this on your *Adventure Sheet*. Turn to 148.



46

Leaving all your belongings behind, you turn and run before the monster has fully emerged from the ground. You dash along the track, running as fast as you can and giving thanks that it doesn't seem to be following you. Rounding a bend, you run smack into something hard and bony. An agonizing pain rips across your chest as the monster, which has teleported itself ahead of you, lashes out at you. Deduct 2 points from your *STAMINA*. There can be no escape in flight. If you are still alive, will you now fight it (turn to 331), use the *SENSE DEMON* Talent, if you have it (turn to 222), or protect yourself with the *HOLY CIRCLE* Talent, if you have it (turn to 96)?

47

You are in an orange room with three doors. Will you open the north door (turn to 379), the east door (turn to 68), or the west door (turn to 300)?

48

Although Myurr's booming voice is all too easy to hear, you cannot understand a word of what is being said. Abruptly, the dialogue ends and Myurr's image vanishes in a cloud of revolting-smelling smoke. As you are not much higher than the floor of the chamber, you drop down easily and surprise the sneering Necromancer before he has a chance to cast any magical protections.

MAGRAND SKILL 6 STAMINA 6

If you win, turn to 293.

49

Add 1 point to your EVIL total for using the Talent. The Veil works, and you run away from this hellish clearing as fast as you possibly can without looking behind you once. Allowing the Abomination to live earns you another EVIL point. Much further along the road, you make camp for the night, and the next day you come to the village of Stanford. Turn to 24.



50

Your aim was awry and you have missed the vital area; you must test your SKILL again. If you succeed, turn to 359. (Don't forget to deduct any vials you throw from your *Adventure Sheet*.) If you miss with all three vials of Holy Water, turn to 70.



51

It is not long before you are moving slowly between the mist-shrouded houses of Crowford. Godsfire snorts and throws back his head in an effort to avoid the enveloping fog, but you gently urge him forward. Through the haze you are just able to make out people fleeing from you. The sound of slamming doors echoes hollowly in the mist as the villagers lock themselves into their homes. In front of you, a woman snatches up her child and runs into a nearby cottage.

Realizing that your premonition is coming true, you spur Godsfire towards your parents' home. Once there, you dismount and rush in through the open door. You call out to your parents, but no answer

comes. A quick look around reveals that there is no one to be found. Will you go to the tavern to look for them (turn to 166), or would you rather visit the priest, in the hope that he can shed some light on your parents' whereabouts (turn to 353)?

52

You are beginning to pronounce the sixth word when, with a cold lurch of your heart, you realize that your protections are inadequate. Your attempts to continue are too late. You stumble over crucial syllables, and it is done. Time and space distort beyond all reckoning and, whatever the outcome is, you are not on earth to see it.

53

You wade into the deep pool which comes up to your chest. The heavy footsteps draw closer and an armoured Ogre appears at the foot of the stairs. It rushes towards you, swinging an iron-shod club at your head. You scramble quickly out of the pool and are greatly relieved when the Ogre's club swings harmlessly past you. You try to rush over to the statue, but the Ogre is in your way. You must fight it. Its armour is very thick, so, each time you hit it, you inflict only 1 point of damage (2 points if you use LUCK in this battle and are Lucky, but 0 points if you are Unlucky).

ARMOURED OGRE SKILL 9 STAMINA 10

If you win, will you tip the scales to the left (turn to 29) or to the right (turn to 397)?

54

Though you fight to the very best of your ability, you find yourself being dragged closer and closer by the Abomination's strong tentacles towards its gaping maw. Then the creature's mouth snaps over your head and closes, the top jaw acting like a guillotine. Your adventure is most horribly over.

55

You are flung forward to the far side of the bridge, where you land badly (deduct 3 points from your STAMINA). If you are still alive, you watch in silence while the tentacles tear down what is left of the bridge. Before the tentacles can rise again, you flee towards the centre of the village, where you hope to find the cause of all this evil. Turn to 130.





56

You climb the staircase for what seems like hours; you reckon that you must have climbed for hundreds of feet. You are starting to think that you are trapped on a never-ending spiral staircase when you are confronted by a large Horned Skeleton. It swings a gigantic axe which swishes harmlessly over your head. You step back instinctively and, although the Skeleton makes no move towards you, it blocks the stairway completely. Will you use the *DARK VEIL* Talent, if you have it, to sneak past the Skeleton (turn to 188), or destroy it with the *BANISH UNDEAD* Talent, if you have it (turn to 6), or attack it (turn to 329)?

57

Miraculously, you crash through a weak barn roof and come to rest in thick bales of cushioning hay. You rise with only slight bruising to show for your mishap. Seeing no one is about, you hurriedly sneak out of the farmyard and make your way along a dusty trail towards the nearby village. Turn to 153.

58

Further north, you come to a small roadside cross, a holy monument where travellers such as yourself may stop for a moment's divine contemplation. Here you may dismount and offer prayers to your gods (turn to 306) or continue in your search for shelter from the pouring rain (turn to 105).

59

Certain conditions, coupled with the power of Good over Evil, will determine the success of your desperate magic. Ignoring the milling chaos around you, you concentrate and begin to utter the seven fatal words.

Read through the list of conditions that follows and total the number of points you are entitled to:

For having a Cross	1 point
For each vial of Holy Water you use (deduct any Holy Water you use, but not the Cross, from your <i>Adventure Sheet</i>)	1 point
For having the <i>SPEAK DEMON</i> Talent	1 point
For having the <i>HOLY CIRCLE</i> Talent	2 points
For sealing the worm-like mouth in this chamber	2 points
For turning a Red Dial in a previous paragraph	4 points
For turning a Blue Dial in a previous paragraph	2 points
For turning a Green Dial in a previous paragraph	1 point

All these conditions are cumulative, so, for example, you score a total of 6 points if you have the *HOLY CIRCLE* (2 points) and *SPEAK DEMON* (1 point) Talents, a Cross (1 point), and have turned a Blue Dial (2 points).

Now roll two dice. If the total rolled is equal to or less than the number of points you have scored, turn to 287. If the number rolled is higher, turn to 52.

60

You raise your hands to show you mean no harm, but find yourself overwhelmed in a wave of mob-hatred. It seems that Magrand is despised by the whole village and is held responsible for all its misfortunes. Because you asked the way to his abode, they think you must be one of his servants. Amid cries of 'Hang 'im' and 'String 'im up', the enraged folk seize you and drag you into the village square. There they throw a rope over a tree and drag you towards it. Will you try and break free by force (turn to 13) or attempt to persuade the mob of your Goodness? If you prefer the latter course, you may do so either by talking to the villagers (turn to 361), or, if you have the *HEAL* Talent and wish to use it, by offering to cure any who are sick (turn to 97).



61

Soon you reach the isolated cottage that Sharleena calls home. As you dismount, the door opens and Sharleena, dressed in flowing robes, walks out to greet you. 'Bad times are upon us, Demon-Stalker. Your parents are not the only ones to suffer in Myurr's plans.' She beckons you to enter. 'Come, warm yourself by the fire.' Inside, you sip a cup of hot wine while she explains why now is the best time to contact the spirits. You know, from past dealings with Sharleena, that your presence is not necessary during the summoning, but nor is it forbidden. Will you ask to be present at the summoning (turn to 214), or will you wait here (turn to 345)?

62

You shout, 'Grumont, get away while you still have time!' then start to lash out at the coiling grey tentacles.

TENTACLES SKILL 9 STAMINA 8

If you win, turn to 40.



63

Though you travel for miles, you can find no shelter. Exhaustion finally forces you to dismount and sleep on the waterlogged earth. You are woken in the middle of the night by the howls of hungry wolves. Swiftly you snatch up your sword just as three of the beasts pounce on you. You must fight them all at the same time.

	SKILL	STAMINA
First WOLF	8	6
Second WOLF	7	5
Third WOLF	6	9

If you manage to defeat them, you return to a more restful sleep until sunrise. Turn to 265.

64

You utter the name 'Samatz' and the Sorcerer looks at you with renewed interest. After a few moments he nods and bids you to follow him. Turn to 348.

65

Imbued with Demonic essence, the Abomination is incredibly powerful. You raise your sword and charge – with a sense of resignation.

ABOMINATION SKILL 6 STAMINA 13

After two rounds of combat, turn to 248.

66

The Courthouse is nothing more than a shell. You are just about to leave when you notice a flight of dusty steps, hidden by cobwebs, leading down. If you wish to brush away the cobwebs and descend the steps, turn to 358. Otherwise, you can go to the pond (turn to 344) or to the Temple (turn to 380).

67

Harak seems absorbed in cleaning the glass, and he ignores your request for a drink. When you ask again for service, he mutters, 'We only serve decent folk here.' Abandoning this option, will you go over and talk to Darrow (turn to 244) or leave the inn and pay a visit to the priest (turn to 353)?

68

You enter a room that is decorated entirely in red paint, and realize that you have just walked through a Door of Teleportation. Accordingly, you cannot be sure just where the other exits from this chamber will lead. Four such doors can be seen; will you go through the north door (turn to 300), the south door (turn to 199), the east door (turn to 316) or the west door (turn to 47)?



69

Sweat pours off your brow as you struggle to resist the Death-Stone's warping powers. You are about to lose consciousness when suddenly the opposition ends: your inherent Goodness has triumphed. But now you sober up as you remember the only thing that can shatter a Death-Stone: the Seven Words of Akkarra. Using this most dangerous black art could kill you. Dare you undertake it? If you do, turn to 59. Otherwise, you will have to flee the building before the Demonic guards snap out of their hysteria (turn to 374).

70

The Moon Demons pour through the hole in the roof. Desperately you try to fight them off, but they knock you down through the trapdoor. You land with a sickening crunch on the floor below and, before you can even stand up again, the Moon Demons swarm all over you. You will never know what became of your parents.

71

You ride north-west for some time along a winding road, before camping for the night in a grassy clearing. You are awakened by a foul stench in your nose and, when you open your eyes, are shocked to find your horse dead and three fetid Zombies feeding on its torn flesh! If you have the *BANISH UNDEAD* Talent and wish to use it, turn to 204; if not, you must draw your sword and deal with them the hard way (turn to 328).



72

You ride north for a couple of hours along the road to Colton. Just as the thunder gives way to heavy rain, you chance to come across a tavern. It's an eerie-looking place with an old, battered sign, depicting a hanged man, creaking in the wind. But any fears about the place are cast aside as you are met by the welcoming warmth of the bar. Kremper, the rough-looking half-Orc landlord, calls an ostler to take care of Godsfire, while he sees to your needs. A room for the night costs you 3 Gold Pieces (deduct them from your *Adventure Sheet*). While serving you a bowl of steaming broth and a flagon of ale, Kremper says, 'Pay your way, and there'll be no questions asked – but make any trouble, and Black Bess'll see to you.' He gestures towards a wooden cosh hanging from his belt. Folk need to be tough in these parts, so you let the threat pass; instead, you ask Kremper if he's noticed anyone like your parents passing through the area. He tells you that he hasn't and then goes to serve another customer. You eat your food at the bar (restore 4 points of STAMINA); you decide to find yourself a more comfortable seat for your drink. There aren't many tables in the small room, and most of them are



occupied. Still, there are plenty of spare seats by each. Will you sit:

Alone?

Turn to 94

With a ragged old man who gibbers incessantly?

Turn to 115

With a quiet, hooded, young man?

Turn to 314

With a scar-faced woman in leather armour?

Turn to 145

73

Standing on the edge of the hole, you can now see that it is some sort of semi-organic tube and, as such, it must be connected to the awful building. The bottom of the five-foot-wide tube is obscured by clouds of rising gas which, though it makes your eyes water, is not the same as the black smog billowing out of the chimneys. Vein-like growths that line the sides of the tube afford you hand-holds, should you decide to climb down. Will you descend this tube (turn to 186) or go back to the iron door (turn to 141)?



74

'The tower and the Eye are your greatest threats. For you to be safe, they must be destroyed. Say "*Crakanat*" and your way into the tower is assured. But the true path to your destiny lies in the balance, the *right* balance. Seek the pool.'

As you try to make sense of her words, you suddenly realize that she is no longer there. You are standing, alone, on the outskirts of Dunningham. From among a group of buildings on your right you can hear loud, uncouth laughter. The street before you seems to be empty, and the way to your left is blocked by a stone wall. Will you walk down the street (turn to 302) or in the direction of the laughter (turn to 183)?

75

Though sincere in your oaths and utterances, you cannot be sure that the mysterious deities have heard your prayers. You shiver from the cold as you remount your trusty steed and continue on to Weddonbridge. Turn to 105.

76

You spur Godsfire along the road to Colton-on-the-Marsh just as dawn is breaking. You are confident that you can catch up with the Orc – until you come to a narrow rocky pass that is blocked by a ten-foot-high wall of shimmering black-light. Somehow the Orc has erected a magical barrier. You can avoid it by climbing over the rocks on either side of the gully; but this would mean leaving Godsfire behind and so the Orc would escape, as you could then only pursue him on foot. Will you race through the barrier on horseback (turn to 112) or dismount and climb past it, in the hope of catching up with the Orc later on in Colton (turn to 215)?

77

The crystal ball flies across the table and smashes on the floor. Shards of crystal are flung into the air, but the ritual goes on. Myurr's taloned hand slashes across your arm as you leap back from his attack. Lose 2 points from your STAMINA and, if you are still alive, return to 398 to chose your next action.



78

The coachmen and passengers have all died at the hands of the Shape-shifter. Disappointed at not finding any survivors, you search the bodies for clues. On a large fat man is a letter which identifies him as the Burgmeister of Dunningham. On another body you find a small glass phial which contains a Potion of Heroism. You may drink this at the start of any one battle: it restores 2 points of STAMINA and, for the duration of that battle, it will increase your SKILL score by 2 points. Will you now search the coach (turn to 257), or press on towards Dunningham (turn to 240)?

79

You have passed through the correct door and stand within a glowing sphere of light. Before you floats the Key to Space. As you reach out and take it, an octagonal door appears before you. The Key slides easily into the door's lock and you pass through it. You have escaped the prison of the Netherworld Sorcerer, and you now find yourself standing on a track in the middle of a forest. Turn to 245.

80

You manage to get your fingers on the Cross through a tear in your backpack, and you place it against the evil organic substance behind you. The effect is instantaneous. The tendrils thrash about in pain and let you go. Seeing this, the guards race towards you. Turn to 263.

81

You leap out of the way of the falling ceiling and dash outside. As you leave the cottage, it collapses in a roar of flames. Beating some sparks off your robes, you stop to watch the place burn. Sharleena's death saddens you, but you promise to make Myurr pay for it. After saying a prayer for Sharleena, you mount your horse and return to the main road. Turn to 142.



82

You pour oil over the Baleful Eye, causing it to burst into flames. The Eye lets out a terrible shriek and starts to shudder, splashing the burning oil all over the floor. As the wooden tower rages with fire, you make your escape down the rope. Turn to 224.



83

You race off into the night until the mournful Ghost is left far behind . . . yet, for some reason, you feel a nagging doubt. A few miles on, you camp for the night, and it is not long after sunrise of the next day when you reach Axmoor. Turn to 339.

84

Roll two dice. If the total rolled is equal to or less than the number of Gold Pieces you offered, turn to 209; otherwise, turn to 106.





85

Anson unbars the church door, hands you a spade and wishes you luck. When you re-enter the graveyard, the screams have grown louder, and when you are mere feet away from the grave, they rise to a shriek and the soil covering the grave suddenly erupts. You are horrified to see two rotting, skeletal creatures scrambling out of the ground. Flesh dangles from the cadaverous and bony fingers which are reaching for your throat. If you want to invoke the *BANISH UNDEAD* Talent, turn to 31. But if you cannot or do not want to use it, turn to 232.

86

Tom sighs and tries to conceal his disappointment. He shrugs and walks listlessly back towards his farm, to await whatever fate lies in store for him and his family. With a pang of remorse you realize that you have condemned him to certain death. You gain 1 EVIL point. Now turn to 362.

87

These twisted creations of Magrand the Necromancer dissolve on contact with the Goodness of your special attack; their corpses gurgle and merge with the murky sludge of the marsh. Now turn to 196.

88

You present your Cross boldly, but she just laughs at you. You feel more than a little foolish when she tells you to put your toy away. Will you now attack her (turn to 189), talk to her (turn to 347), or ignore her and walk into the village (turn to 283)?

89

Myurr has chosen his moment well. You have succumbed to his Demonic power. 'Your knowledge of human landsss shall ssserve me well. You shall have the honour of leading my Demonsss againsst Royal Lendle.' You are completely in the power of Myurr.

90

An overpowering Demonic presence lurks within the building. Rather than face it, you rush towards the illuminated stone building. Turn to 312.

91

You have ridden a matter of yards only when your body is pierced by a volley of arrows. Disbelief is etched upon your features as you fall to the ground, dead.



92

Quickly you take hold of the stout rope and throw it towards the boy whose arms are flailing feebly against the pull of the river. Roll two dice. If the total is less than or equal to your SKILL, turn to 261; if it is greater than your SKILL, turn to 17.



93

The runes mean nothing to you. Will you turn the Red Dial (turn to 213), the Blue Dial (turn to 239) or the Green Dial (turn to 315)? If you'd rather not touch any of them, you will have to leave by the same way you came in, as there are no other exits (turn to 272).

94

You make your way over to an empty, beer-stained table, where you relax with your drink. *Test your Luck.* If you are Lucky, turn to 373; if you are Unlucky, turn to 251.



95

A horse-drawn wagon driven by a huge Orc rounds the corner. Seeing you, the Orc makes the wagon swerve in an attempt to run you down. *Test your Luck.* If you are Lucky, turn to 324; if you are Unlucky, turn to 155.

96

You quickly create your circle of holy protection as the fiend leaps towards you. It hits the edge of your circle and is flung backwards in a shower of blue sparks. The Demon howls and you see that the skin on its arms has been seared by your power. Only slightly deterred, the Demon circles round you and takes a tentative swipe at your back. Again the blue sparks burn the Demon's arms. Screaming in pain and rage, it tears off through the trees, snapping trunks and branches in its fury. After a few minutes all goes quiet, and you continue on your way. Turn to 98.

97

Just as two burly men are fashioning the rope into a noose and looping it round your neck, you call out for mercy and shout that the gods of Good protect you. This makes the villagers pause. An old woman asks you for proof, a demand which is taken up by all of them, until you are deafened by the din. When the noise subsides, you ask that someone be brought forward for healing. After some time, a sad couple are led before you and present you with their baby daughter, who is dying of incurable swamp fever. You ask for a moment's silence, and then use all your skills to cure the child. The symptoms of its infection vanish almost immediately, and the people cheer and release you. Turn to 321.





98

A tall, black tower lies before you. Lightning crackles round it and forks down to scorch the surrounding ground. Horrid gargoyles leer at you from the walls but make no attempt to stop you from reaching the tower. You pick your way through the blasts of lightning and arrive at the closed door upon which a mystic sigil has been drawn. It might have been placed there to protect the tower . . . or it could be a trap, designed to lure the unwary into touching it. Will you open the door and enter the tower (turn to 336), or rub out the sigil with your hand and then enter the tower (turn to 266)?

99

The water feels oily and unpleasant . . . but that is the least of your worries, as a sickly green-coloured mound of sludge rears up over you and crashes down on top of you. Everything goes black. Your body is dissolved by the repulsive creature. No one will ever know what happened to you.





100

The creature spirals down towards the large village: a collection of farms and unusually well-kept houses, ringed by a vast and very smelly bog, which extends for miles around. An abandoned mill stands, half a mile from the village, on an island in the fen; it is joined to the mainland by a long, narrow causeway of compacted earth. You can also see a network of treacherous paths spreading in all directions over the marsh. Bracing yourself for whatever is to come, the one thing you do not expect is an assassination attempt! But the beast drops you into a pool of quicksand! Despite the sucking grip of the bog, you manage to free yourself and take stock of your surroundings. Before your very eyes, the paths leading back to the village are sinking into the mire. The way ahead seems equally perilous. You must find this Magrand who seems to have such a personal interest in your affairs. Will you go deeper into the marsh (turn to 395) or head for the safer-looking causeway leading to the old mill (turn to 335)?

101

The broad corridor continues for quite some distance, twisting and turning, and, the further you go along it, the hotter it gets. Eventually you come to a straight stretch which ends at a large, open doorway. From within come the loud, grating sounds of bone on bone, and a tremendous wave of heat. Do you wish to enter this chamber (turn to 254), or do you prefer to retrace your steps back down the narrow passageway (turn to 272)?

102

The long night gives way to dawn without further untoward incident. You have successfully defended the family and its home. Add 1 point to your LUCK. As you make ready to leave, Gertrude brings you a basket of food containing enough Provisions for 3 meals. You may eat some now or add them to your *Adventure Sheet*. You make your farewells and leave the farmhouse. Now turn to 187.



103

Even as the Vampire's claws are lunging through the air towards you, you reach into your pack and deftly pull out your Cross. Calbert snarls in pain as the pure silver burns its image into his hands and forces him back down into the ravaged coffin. He curses and cringes like a beaten cur, wailing terrible threats of revenge – but you stand firm, holding him at bay, while one of the peasants drives a wooden stake deep into his heart. Add 1 point to your LUCK for quick thinking and turn to 303.

104

You know of no way to stop the Rite other than by killing the Moon Demon. Shouting the battle-cry of the Templars, you leap out of cover and move to smite down your Demonic foe.

MOON DEMON MAGE SKILL 6 STAMINA 9

After two rounds of combat, turn to 268.

105

The rain continues to cascade from the sky, turning the road into a quagmire. Unable to ride any further, you dismount and lead Godsfire by the bridle through the long night. Dawn is but a few hours away when you reach the outskirts of Weddon-bridge. A winged creature flits across the road in front of you, and dark shapes move about in the trees. A heavy, oppressive atmosphere oozes out of the village, assailing your nostrils with the stench of evil. Sensing this, Godsfire bolts off into the woods.

Knowing full well you will not be able to find him in the dark, you stand and survey the village. A light is shining from a large stone building in the village square. Next to you, an open doorway leads into a wooden house. Will you move towards the stone building (turn to 312) or enter the wooden house (turn to 394)?

106

The Orc cries out and you hear running footsteps converging on you. Twenty Orcs and three Ogres quickly surround you. Knowing that it is useless to resist, you throw down your sword, only to be hit across the face by one of the Ogres. Deduct 2 points from your STAMINA. If you are still alive, the jeering Orcs tie you up and throw you into a room at the bottom of the tower. As they leave, one of the Orcs says, 'This one'll make a tasty snack for Old Beady.' This must be some kind of joke, as the other Orcs find it extremely funny. *Test your Luck.* If you are Lucky, turn to 290; if you are Unlucky, *Test your Luck* again. If you are Unlucky again, turn to 138; otherwise, turn to 290.



107

Drawing near the gibbet irons, you see that they are old and on the point of collapse. The rope linking the cage with the wooden scaffold is frayed and rotten; the cage itself is more rust than metal, and the splintered scaffold is plagued with mould. Worse still, the festering skeleton held by the iron bars is laughing! Its bony body judders and thrashes within the restricting confines of the cage, and its skull rocks with malevolent glee. Somehow it knows your name and, in a gruff voice, it mocks you: 'You're too late, fool. Your pathetic powers cannot aid you now.' Will you strike at the skeleton, hanging up in the cage, with your sword (turn to 219), or ignore it and race onwards (turn to 126)?

108

Under the cover of invisibility, you easily slay the Demonic Servants. Gain 1 **EVIL** point for having used this Talent. Turn to 280.



109

You reach the armour and are just about to take it when dozens of knives slide into you. You fall to the floor, cursing yourself with your last breath for being a fool. Myurr has played his final trick upon you.

110

Quickly you call the villagers over so that they can all cram into your **HOLY CIRCLE**. The Moon Demons attempt to storm the mystical barrier, but the first ones to reach it are engulfed in bright blue flames. Seeing this, the other Demons hastily back off and wait for your power to wane. Turn to 230.



111

You smash the candles aside, extinguishing them as they roll across the floor. Myurr leaps upon you and wounds you in the side; you must deduct 4 points from your **STAMINA**. Return to 398 to choose your next action, if you are still alive.

112

Bravely, you charge headlong into the force-wall. *Test Your Luck*. If you are Lucky, turn to 275; if you are Unlucky, turn to 43.



113

Hidden by tangled foliage, you see a cloudy, elemental-like form in the shape of a huge, winged beast appear over the rise. It stops and sniffs the air, then it departs, flying eastwards at a terrific speed. You are convinced that it must have been the product of a powerful magical spell. When it is out of sight once more, you are on the point of getting up when you discover a leather package lying on the ground near by. The watertight wrapping contains enough Provisions for one meal, and you may keep them. Then you set off, following the north road once more.

You are only part of the way to Axmoor when night falls and you take shelter in a small, ruined tower. Senses alert, you are starting to build a fire when you feel an unnatural coldness. Obeying your instincts, you look out into the surrounding woods and see a glowing shape drift slowly towards you. It is a Ghost. If you have the *BANISH UNDEAD* Talent, you may use it (turn to 165). Otherwise, you may flee (turn to 282), or wait, crouched on the stone floor, to see what the Ghost will do (turn to 44).

114

Will you respond by saying, 'Shut your face and get out of my way!' (turn to 170) or 'I've been sent to check on what is happening here, so you had better do as I say' (turn to 367)?



115

You sit down by the peculiar old man. His table is a swamp of stale beer, and he himself gibbers, sings to himself and makes other strange noises. But when he notices you, he tugs at your sleeve. 'Hey, friend, buy an old man a drink, and I'll tell you stories about this place that'll have you running back home.' If you want to buy him a drink, turn to 202; if you don't, turn to 234.

116

Slow to react, the guards fight one at a time. If you ever score two blows against the same opponent in two successive Attack Rounds, it is destroyed, irrespective of its current STAMINA score.

	SKILL	STAMINA
First DEMONIC SERVANT	6	6
Second DEMONIC SERVANT	7	8
Third DEMONIC SERVANT	8	10

If you win, turn to 26.

117

Roll one die to find out how many Skeletons you destroy. If any remain, you must fight them all at the same time. Each has SKILL 7, STAMINA 6. If you win, turn to 129.

118

A large crack zig-zags its way across the ceiling. *Test your Luck.* If you are Lucky, turn to 81. If you are Unlucky, turn to 10.

119

You follow Gerard's directions, moving carefully across the wrecked village to avoid the many Orc patrols. However, the Baleful Eye has sensed your presence and its gaze sweeps towards you. Choose a number between 1 and 6, then roll one die a maximum of six times. If you roll the number you chose, turn to 369; otherwise, turn to 344.



120

You feel an overwhelming desire to play the instrument. *Test your Luck.* If you are Lucky, you manage to tear yourself away and hurriedly leave the room (turn to 199). If you are Unlucky, you can do nothing but play the Pandemonium . . . Your adventure is over; you are trapped in Myurr's tower until you die.

121

Acting on your well-honed instincts, you dive for the floor. As you roll forward and then flip up on to your feet, the beams shoot harmlessly overhead. Do you want to take flight and return to the road leading north (turn to 58), or are you prepared to hold your ground against this dark device (turn to 208)?



122

You sprint after the racing vehicle for all you are worth and make a jump for the open back. *Test your Luck.* If you are Lucky, you have landed on the cart; turn to 311. But if you are Unlucky, you miss the cart altogether and merely fall flat on your face (deduct 1 point from your STAMINA). If you are still alive, you have to let the villain go (turn to 357).

123

Valiantly you rush over to one of the windows, hoping to stem the onslaught of evil – but you only succeed in making yourself a target. You are instantly surrounded by countless slaving Moon Demons which you must try to fight all at once.

MOON DEMONS SKILL 11 STAMINA 24

After three rounds of combat, turn to 230.



124

You step into a green room with four doors. Will you go through the north door (turn to 363), the south door (turn to 152), the east door (turn to 47), or the west door (turn to 379)?

125

You are flung forward, landing on the far side of the bridge. Instinctively, you curl into a ball and roll forward, protecting yourself from the impact of the fall. Behind you, the tentacles drag the mighty bridge down into the river. Without pause, you turn and run into the village, where you hope to confront the source of all this evil. Turn to 130.

126

Though the mocking laughter continues with increased volume and renewed vigour, you ignore the skeleton and carry on towards your village, nervously urging Godsfire to step out beneath the hanging cage. For a moment, you sense the icy fingers of evil caress your spine, but nothing hinders your progress, and soon the skeleton's taunting passes out of earshot. Turn to 51.



127

Agreeing to the leader's desperate request, you turn your horse's head around and set off back to the south. However, once you are out of sight of the men, you urge Godsfire off the road into the thickets and then make your way cautiously back towards the barrier. Progress is slow and difficult, but you manage to get past the barricade. Unfortunately, in the pitch-black wood, you also manage to get hopelessly lost. Worse still, as the hours go by, you see blotches forming on your skin. The peasants were not exaggerating: the plague is about – and you have caught it! If you have the *HEAL* Talent and wish to use it, turn to 228; otherwise, turn to 366.

128

The Orcish clothing smells disgusting and is covered in a thick layer of grease. Even so, it could make a useful disguise. You pick up a cloak and find a helmet with a skull-like visor; if you wear these, it would be hard to distinguish you from an Orc. If you put them on, make a note that you have done so on your *Adventure Sheet*. You may now search the barrels (turn to 203) or climb the ladder (turn to 157).

129

You have won, but at what cost? If you have the *HEAL* Talent and wish to use it, turn to 318. Otherwise, turn to 102.





130

Most of the buildings in the centre of the village have been levelled, leaving a wide circular clearing. In the middle of this space stands the cause of Axmoor's devastation: a huge and repulsive edifice constructed out of organic matter, a mixture of bone and oozing sinew which, on closer inspection, resembles slime-covered, worm-like joints and fibrous links. Numerous protruding vents and chimneys spew out thick, heavy gases which fill the air, blotting out the sunlight and slowly killing all life. Quivering roots spread from the factory, twisting and writhing before sinking into the dying earth, and it is these roots that attacked you on your arrival. You must find a way to bring this place down or die in the attempt; it bears all the hallmarks of Myurr. You can take one of two possible entrances: a massive iron doorway (turn to 141) or a circular hole in the ground from which thin vapours rise (turn to 73).

131

It isn't long before you regret going out on to the marsh; you get stuck twice, fall over once and have to retrace your steps time and again. Looking back, you see that the village is still quite close, even though you are now tired and up to your knees in mud. You are on the point of returning . . . when the path behind you sinks into the fen. Do you press on deeper into the marsh (turn to 395) or change direction and head for the causeway leading to the old mill (turn to 335)?

132

A hiss escapes from the Skeleton's mouth as it points triumphantly in your direction. The others spur their unholy steeds towards you. You consider running into the forest – when the first Skeleton rider smashes into you, knocking you to the ground. As you struggle back to your feet, the Skeletons hack at your body and their horses' hoofs pound you into the ground. The last thing you see is eight grinning skulls staring down at you.

133

Forgetting the horror of your dire predicament, you enter into a deep trance. Restore 1 point of STAMINA and 1 point to your LUCK for the experience. You also see two separate visions: one is of a glowing cross and the other is of a black heart beating madly, a heart which you must find and destroy. Now, will you use the *DARK VEIL* Talent – if you have it and wish to use it – (turn to 149); or bite one of the tendrils on your face (turn to 332); or press your Cross against the living wall behind you (turn to 80)?

134

The downcast villagers stand round as you chant the solemn burial rites – but you are only halfway through when you hear scratching sounds coming from under the coffin lid. The villagers begin to shuffle nervously and you try to rush through the remainder of the ceremony. Suddenly the coffin

disintegrates in a shower of splinters as Calbert the Vampire claws his way out of the grave. Will you:

Stand and fight this nightmarish creature?

Turn to 337

Fall back and flee?

Turn to 200

Try to think of another way to defeat it?

Turn to 103

135

Your parents scream and flee in terror from your ghostly form. Branner spins around and begins to chant. Too late you recognize that he is using his *BANISH UNDEAD* Talent against you. Roll two dice and subtract the total rolled from your STAMINA. If you are still alive, you find yourself back in the Pandemonium chamber. Not wishing to listen to the funeral march any longer, you leave the room. Turn to 199.

136

Following the easterly road to Astonbury for a couple of hours, you are eventually caught in a heavy downpour of rain. You will need to find shelter – and soon. In the dark you make out a comforting light, shining through the shuttered windows of a four-wheeled caravan, parked by the roadside. You note the absence of draft animals – and, even stranger, there isn't a single hoofprint to be seen on the muddy road. How, then, does the caravan move? If you want to investigate further, turn to 8. But if you would rather ride on, turn to 63.

137

You trick the Netherworld Sorcerer into believing that you are Evil. However, your deception weighs heavily upon you and you must gain 1 EVIL point. The Sorcerer says that he will teleport you to Myurr's tower. He waves his arms, then points towards you. Turn to 98.

138

You try to escape, but your bonds are too tight; all you succeed in doing is chafing your wrists. After an hour, an Ogre comes in, picks you up and carries you to the top of the watchtower, where he drops you in front of the Baleful Eye. Thick tendrils spring out from the Eye and wrap round your helpless form. Each time you breathe in, they constrict ever tighter round your body until you can no longer draw breath. You will never know what happens next. Your quest is over.

139

You draw your sword and creep cautiously into the dark interior of the building. As your eyes grow accustomed to the gloom, you make out hordes of small, winged Demons closing in on you. Their eyes glint evilly and dark liquid drips from their fanged jaws. Suddenly, you become aware of a faint swishing sound above your head. *Test your Luck*. If you are Lucky, turn to 12. If you are Unlucky, turn to 192.

140

You see a creature that can only be the product of a powerful magician's spell: a cloudy, elemental-like form in the shape of a huge, winged beast. It flies over the ridge towards you and plucks you up off the ground with its talons. You're carried high up into the sky, and the creature flies eastwards at a tremendous speed, covering miles in mere seconds. As it does so, the word 'Magrand' enters your head; you have sensed the name of the magician by coming into contact with the aura of his magic. Soon you reach a large village encircled by marshland; though the creature is starting to descend, you are still at least a hundred feet up in the air. Do you want to attack the winged shape (turn to 175) or hang on for dear life, risking whatever awaits you on *terra firma* (turn to 100)?

141

Nothing stirs as you edge carefully round the iron door. Inside, you find yourself in a large porch-like room whose walls are lined with innumerable twitching tendrils like insect traps. There is only one other exit: an open archway giving on to a small, dark corridor. However, four figures are standing guard; they resemble animated skeletons clad in black, hooded robes, and their red eyes blaze with malevolence. It may just be possible to sneak past these Demonic Servants in the darkness and make your way across to the archway. If you want to try this, turn to 158; but if you would rather slip back outside and try to gain access via the hole in the ground, turn to 73.



142

Menacing clouds blot out the moon, but you are still able to follow the road as it winds northwards. Thunder rumbles ominously overhead, but you ignore the growing storm and press on, until you come to a crossroads. Barely visible beneath their lanterns, a group of peasants are standing in a tight circle round a signpost. They carry pitch-forks, scythes and other unfriendly-looking farm tools. As you draw near, a sudden flash of lightning enables you to see that four of them are lowering something into a freshly dug hole at the foot of the post. If you wish, you may stop and see what they are up to (turn to 4). Otherwise, you ignore the strange scene and gallop swiftly along one of the other three roads. If you do this, you can go to either Wed-donbridge (turn to 249), Colton-on-the-Marsh (turn to 72), or Astonbury (turn to 136).

143

The farmer introduces himself as Tom Hickson. He looks nervous, and it is obvious from the dark rings under his eyes that he has not slept for some days. Tom tells you that a force of Skeleton riders has been attacking the farms near Stanford. Five farms so far have been destroyed, and Tom fears that his farm will be next. He implores you to help defend his farm. Will you go with him (turn to 156), or continue on your way (turn to 86)?

144

Against all the odds, you have defeated Magrand the Abomination and have thwarted one of Myurr's darkest designs. Using the flaming, ritual braziers, you destroy the Moon Demon's body and the horrible stone altar before moving on. Further along the road, you make camp for the night, and the next day you come to the village of Stanford. Restore 1 LUCK point and turn to 24.

145

Just as you sit down, you see the woman unsheathe a long dagger. She rises slowly, her mouth turning to an ugly grin, and you realize that she is about to attack you. In a foul, gargling voice she sneers, 'I'm surprised you've got this far, Demon-Stalker, but it looks as if your luck has just run out.' She lunges forward and, as you dodge the knife-blade, you notice a tattoo on her wrist: it is the mark of Myurr the Demon-Lord – she is a tainted servant of Chaos and must be destroyed! You draw your sword and fight.

CHAOS MERCENARY SKILL 8 STAMINA 10

If you kill her, you sit, panting, while many thoughts race through your head. One thing you have learnt time and again on your adventures is never to draw attention to yourself. Having just done that very thing, you decide to leave the bar and go up to your room. Turn to 15.

146

The writing contains a Demonic curse which you are able to negate. Unfortunately, the inside of the Temple has been ransacked and nothing remains to be found. Will you now go to the pond (turn to 344), or to the Courthouse (turn to 66)?

147

Although shaken momentarily, you manage to stay on your feet, and it is a matter of moments before you have opened the door to the cage. The prisoners swarm out and kill the Orc driver. They then give you their heartfelt thanks; they are from Dunningham, which, they tell you, is occupied by the Orcs, Goblins and Ogres of Myurr's army. These foul monsters burned down most of the village and killed or imprisoned everyone they found. Afraid to return home, the villagers leave to carry news of the Demon Prince's army to the settlements in the south. Turn to 240.



148

You have discovered that your parents are not in Crowford, so you decide to visit your friend Sharleena the Seer who may be able to advise you. After a few hours spent trudging along the main road to the Northlands, you enter the Glaydon Forest. The sound of birdsong lightens your spirits and you make good progress. An hour or so later the sun begins to set and night slowly falls. You are on the point of leaving the main road and following the winding track that leads into the Horned Hills and Sharleena's cottage, when you hear the sound of a wagon approaching from the north. Of course, it may simply be merchants or travellers . . . but you can never be sure. Will you ride forward to meet the wagon (turn to 368), or will you leave the main road and head into the Horned Hills (turn to 61)?

149

For using this Talent, add 1 *EVIL* point. Though you become invisible, the tendrils do not relax their grip in the slightest. The guards see your outline in the clinging strands and wheeze with laughter. Will you now use the *MEDITATION* Talent (if you can and you want to) (turn to 133), bite one of the tendrils (turn to 332), or press your Cross against the living wall behind you (turn to 80)?



150

Though the narrow dirt trail is hidden by thick undergrowth, you are able to find it by using the Parchment found near the Blight Demons. You dismount and lead Godsfire up the difficult hillside track. Your feet are constantly slipping in the deep mud, but eventually you come to a cave mouth. A strange red light glows from within. Leaving your horse, you creep forward. If you have the *DARK VEIL* Talent, you may use it if you wish (turn to 271). If you don't have it or choose not to use it, turn to 281.



151

There are plenty of handholds on the side of the building and you make good progress up to the nearest window. Just as you are about to peer in, the structure to which you are clinging shifts. You reach out to obtain a firmer grip . . . but the wall moves just out of reach. Mocking laughter echoes round the building as you fall to the ground. Deduct 1 point from your *STAMINA*. If you are still alive, will you leave this place and follow the track through the forest (turn to 245), or do you wish to enter through the open door (turn to 288)?

152

You enter a pink room with two doors leading from it. Will you go through the north door (turn to 68), or the west door (turn to 316)?



153

Colton-on-the-Marsh is aptly named, as the collection of farms and unusually well-preserved houses is ringed by a vast, mist-shrouded bog which extends for miles around. A single tower stands, about a quarter of a mile from the village, on an island in the fen. It is an abandoned mill, connected to the mainland by a long, narrow causeway of compacted earth. As you walk into the village, you can also discern a network of treacherous paths criss-crossing one another over the swamp.

The colourful village square is a pleasant change from some of the grim sights you have witnessed during your adventure. There are a few people about; one, a young farmhand, smiles and says, 'Good day.' Will you ask him where you can find

Magrand (turn to 382)? Or would you rather not involve him, and explore alone either the eerie mill (turn to 335) or the winding marsh paths (turn to 131)?

154

If you have the *SPEAK DEMON* Talent, turn to 41. If you do not have this Talent, turn to 292.

155

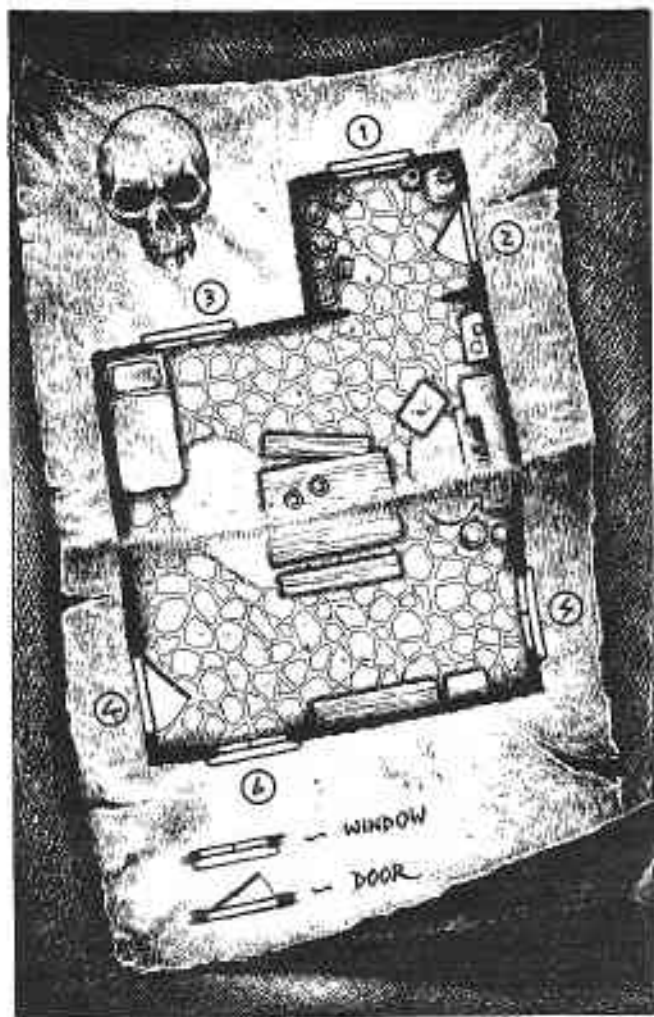
You try to dodge, but your foot snags in a rut. The wagon hits you, bowling you across the road and into the trees at the side. Roll two dice and deduct as many points from your *STAMINA* score as the total rolled. The Orc leaves you for dead, but if you are still alive, turn to 240.



156

You accompany Tom to his farm, where you meet his wife, Gertrude, and their teenage daughter, Kate. They all look scared, but they seem relieved that you have arrived to aid them. Gertrude, a large, matronly woman, brings you a steaming bowl of stew which quickly restores your flagging spirits. Regain 4 points of STAMINA. You quickly formulate a plan and explain it to the family. There are six entrances to the farmhouse; the family members can each defend one, you can guard another, and you will hang your Cross over a fifth. That leaves one entrance unguarded – but you are sure you are more than a match for any Skeletons that may succeed in entering the farmhouse. Tom, Gertrude and Kate all nod in agreement. Tom snatches up an old axe, Gertrude a large rolling-pin, and Kate a stout log from beside the fire. The map on the opposite page shows the layout of the farmhouse. Deploy Tom, Gertrude, Kate, your Cross and yourself by marking who (or what) guards each entrance.

As night falls all is quiet, except for a slight rustling of the trees in the breeze. Just as the clock strikes midnight, the window-shutters fly open and eight cloaked Skeletons storm the building, wielding glowing, barbed swords. Roll one die for each Skeleton to determine which of the numbered entrances it attempts to pass through. Your Cross destroys all Skeletons which pass beneath it; Tom kills one before being knocked unconscious; Gertrude kills



two, and Kate one. (So, if, say, three Skeletons attack Kate, two of them will succeed in entering the farmhouse and will have to be dealt with later.) Any Skeletons you must face, you fight one at a time. As you are defending a narrow opening, add 1 point to your **SKILL** score for the duration of this part of the combat.

SKELETONS **SKILL 7** **STAMINA 6**

If you win, you must now face any Skeletons that have entered the farmhouse (turn to 193). If none have entered, turn to 129.

157

You climb the ladder and listen at the trapdoor. Through it you hear rough, Orcish voices and a dull, clattering sound. Cautiously you push the trapdoor open and peer in. Three Orcs are hunched round a table, playing a game of dice. Across the room is another ladder leading up to the next floor. You step warily into the room and are halfway across when you tread on a creaking floorboard. If you are disguised as an Orc, turn to 170; if you are dressed in your normal clothes, turn to 334.



158

You wait until none of the guards is looking and then run across to the open archway on tiptoe. *Test your Luck*. If you are Lucky, turn to 168; if you are Unlucky, turn to 220.

159

The villagers swiftly slay the Demon and drag its scaly carcass from your back. Turn to 338.

160

Not pausing to consider your own safety, you jump into the river and swim towards the drowning child. Soon you have a good grip on him and manage to struggle back to the barge, where Grumont heaves you both out of the water to safety. The boatman cannot thank you enough, and he gives you back the 2 Gold Pieces you had tendered as your fare for the journey. Turn to 317.

161

Before you can do or say anything, the Demon lurches forward and slashes its taloned hand across Sharleena's throat. She falls dead on the floor and the Demon turns towards you. If you have the **HOLY CIRCLE** Talent, you may draw a protective circle round yourself (turn to 190). If you decide not to form a **HOLY CIRCLE**, or are unable to do so, you must fight the Demon.

SPIRIT DEMON **SKILL 8** **STAMINA 8**

If you win, turn to 310.

162

Though the Orc does not hear you fall, you land badly and bruise your shoulder (deduct 2 points from your STAMINA). If you are still alive, you pause at a nearby brook, where you splash some refreshingly cold water over your face and head, before following the cart at a safe distance into the village. Turn to 153.

163

Although you may be tainted by Evil, your inherent Goodness overcomes Myurr's power. You grab the bone pyramid and smash it against the far wall. It explodes outwards, sending scorching blasts of magical power across the chamber. If you have the Demon-Slaying sword or Branner's Ring, turn to 400. If you do not have either item, roll two dice and deduct the total rolled from your STAMINA. If you are still alive, turn to 400; if you are dead, turn to 384.

164

Swiftly, you hurl a vial into the heart of the furnace; cross the vial off your *Adventure Sheet*. Now roll one die. If you roll an odd number, the Holy Water has no effect. If you roll an even number, the mouth explodes and is sealed for ever; make a note of this, and go to face the Death-Stone (turn to 191). If the Holy Water fails in its effect, you may either throw in another vial, if you have one, following the same procedure; or you may attack the mouth with your sword (turn to 305), throw your Cross into it (turn to

27), or leave it alone and face the Death-Stone (turn to 191).

165

The glowing, Undead form is almost upon you when you dispel it with some carefully chosen arcane gestures and phrases . . . but what's this? As it fades, it raises an imploring hand, and wails in despair. You curse yourself for a novice when you realize that you have just banished the ghost of Sharleena the Seer, your friend and fellow Demon-hunter. To appear thus, she must have had something of crucial importance to tell you. You curse your rashness again, before settling down for the night. In the morning you resume your journey, and it is not long before you reach Axmoor. Turn to 339.

166

You head towards the tavern; when you reach it, you can hear loud voices arguing inside. Will you enter the alehouse at once (turn to 378), or stand and listen to the argument from outside (turn to 289)?



167

You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to 389), the Heptagon (turn to 333), the Hexagon (turn to 26), the Pentagon (turn to 330), the Square (turn to 201) or the Triangle (turn to 158)?

168

The guards fail to hear you slip across into the far corridor. This passage does not go very far before ending at a closed door. However, there is also a closed wooden hatch on the floor, a few yards ahead of you. Suddenly this lid is thrown open. You duck into a shadowy alcove and watch as six Demonic Servants climb up through the hatchway, followed by a chain of morose human captives. The Servants herd these prisoners through the door, before closing both the hatch and the door behind them. Will you follow the grim procession behind the door (turn to 323) or climb down through the hatch (turn to 385)?

169

You back out of the room as more knives fly towards you. Roll one die to see how many knives attack you. To deflect each knife, you must roll your SKILL score or less on two dice. Each time you fail, you lose 2 points from your STAMINA. If you survive, you slam the door shut just as more knives *thunk* into it. Turn to 199.

170

The Orcs snap to attention and salute you. One of them hurriedly sweeps the dice up from the table and stuffs them into his pocket. When he realizes that you are watching him, he shuffles his feet and stares at the floor. Another picks up a lantern and walks towards you. 'Er. Everyfing's fine. Nah worries, boss. 'Ere, ya'll need this when ya check on Old Beady.' The Orc hands you a lantern, and then glances nervously at the other two. Obviously, they must think that you are an officer; they are afraid something unpleasant is going to happen to them for gambling on duty. You look around in what you hope is a stern and Orcish manner, and then climb up the ladder. Turn to 253.





171

You must deduct 2 points from your STAMINA through this surprise attack. Turning around, you see that one of the bodies has apparently come to life: it wields a razor-sharp dagger and its snake-like face is split by a hideous grin. It is a cold-blooded Demonic Shape-shifter, which has been lying in wait for you. You must fight it.

DEMONIC

SHAPE-SHIFTER SKILL 9 STAMINA 10

If you win, will you search the bodies (turn to 78) or look inside the coach (turn to 257)?

172

Test your Luck. If you are Lucky, turn to 276; if you are Unlucky, turn to 296.

173

Carefully you turn the handle of the damp wooden door and . . . shriek with pain. A mouth with hard, jagged teeth has formed in the wood and bitten you (deduct 2 points from your STAMINA). If you are still alive, you free your bleeding hand just as the door swings open of its own accord. Within a dark chamber, packed with all manner of evil devices, stands a cadaverous-looking man clad in dark robes and wearing a crown of bone. It is Magrand the Necromancer. He sneers and prepares to cast a spell at you. If you have the *DARK VEIL* Talent and you wish to use it, turn to 243. Otherwise, *Test your Luck.*

If you are Lucky, turn to 372; if you are Unlucky, turn to 304.

174

With sword upraised, you rush forward and cut the old man down. He offers no resistance – and you are astonished to see that, as your sword cuts into him, his robes simply fall to the ground in a heap. There is no body! Furthermore, the caravan disappears before your very eyes, and you experience a peculiar draining sensation. You must cross one Talent of your choice off your *Adventure Sheet* – you may no longer use it. Also you must add 2 EVIL points for your vicious attack. Confused and weary, you continue on the road north, and you have the strange and worrying feeling that you have failed some sort of test. Turn to 63.

175

The conjured creature offers no resistance as you plunge your sword into its evil form. Your blow shatters the force binding it together, and it dissipates. You find yourself falling to earth. *Test your Luck*. If you are Lucky, turn to 57; if you are Unlucky, turn to 264.

176

You wait for a short while, counting the seconds so that you can time the opening and closing of the valve to perfection. But all is in vain for, when you drop into this foul gas-outlet – you die instantly.

177

You are in a blue room with three doors. Will you go through the south door (turn to 316), the east door (turn to 36), or the west door (turn to 247)?

178

The Skeletons peer among the trees but fail to see you. The one searching along the road remounts its undead steed, and the riders race towards Stanford. Wasting no time, you return to the road leading north. After a few minutes you hear screams. Turning around, you see that the sky over Stanford is now glowing with a fierce red light. The Skeletons have set fire to the village. You continue on your way and vow to be less selfish in future.

After a short while, you make camp for the night. However, your sleep is disturbed by troubled dreams, and you awaken in the morning, still feeling tired. Turn to 187.



179

You must fight all three Orcs at once.

	SKILL	STAMINA
First ORC	6	6
Second ORC	5	5
Third ORC	4	7

If you win, you notice a lantern next to the Orcs' table. If you take it, note this fact on your *Adventure Sheet*. As there is nothing else of interest in the room, you climb up to the next floor. Turn to 253.



180

Standing still and listening, you hear a voice say, 'I don't understand it. The drug usually kills 'em, not sends 'em to sleep.' Then the voices are lowered beyond your hearing. You can either go over to your window and listen more closely (turn to 35) or sneak downstairs and try to surprise whoever is there (turn to 399).

181

A strong Demonic presence emanates from the grave of your parents. It cannot possibly be your mother and father who are in there. Will you return to the church, so that you can get a spade and open up the grave (turn to 85), or leave Crowford to seek your parents elsewhere (turn to 45)?

182

You turn from the ghastly scene of the fallen Undead to see the cart that brought them here speeding away on the nearby road. Its driver is a hunchbacked Orc. Will you let him escape (turn to 357) or give chase (turn to 122)?

183

Peering over a wall, you see a group of ten Orcs passing a wineskin around. Just as this one is drained, an Orc emerges from a derelict building carrying five more. The Orcs snatch these from their companion and quickly guzzle them down. Will you try to sneak past (turn to 172), distract them by throwing a handful of coins among them (turn to 194), or fight them (turn to 231)?





184

You are standing on a path in a barren plain. To the north is a dense forest into which the track leads. Suddenly a strange shimmering occurs, and a large building appears in front of you. A disembodied voice says, 'Enter at your peril, Demon-Stalker.' The door swings open, revealing a wood-panelled hallway beyond. Will you enter the hall (turn to 288), climb up the outside of the building (turn to 151), or follow the track into the forest (turn to 245)?

185

The road to the north winds through a desolate landscape which is strangely devoid of animal or insect life: it is as if every living thing has fled the area. Disturbed by this, you press on, knowing that these lands are suffering under an evil blight. Just after noon you come upon an overturned coach; human bodies and luggage lie strewn across the road. If you have the *SENSE DEMON* Talent and want to use it, turn to 270; otherwise, turn to 342 to continue your investigation.



186

You have to stifle a shudder of revulsion as you grasp the veiny strands which run down the length of the tube – they are warm and throbbing. All the same, they support your weight, and you make swift progress downwards. As you descend, it grows darker and the vapours get thicker. Suddenly a blast of hot, greenish mist rushes upwards over your face. *Test your Luck*. If you are Lucky, turn to 197; if you are Unlucky, turn to 246.

187

As you make preparations for continuing on your journey, a burly man calls out to you. 'Good morning. Want to go to Axmoor? I'll take you there in my barge for two Gold Pieces. All being well, we'll be there by tomorrow morning.' He explains that he has stopped off in Stanford to pick up some supplies; on finding the market closed, he has visited a few farms, but has found them to be in ruins. Will you accept his offer and follow him south to the river (deduct 2 Gold Pieces from your *Adventure Sheet* and then turn to 389); or do you prefer to take the northerly road towards Dunningham (turn to 185)?

188

Using your *DARK VEIL* Talent, you gain 1 *EVIL* point. You tread carefully round the Skeleton, which continues to look down the stairs. Just as you are passing it, the Skeleton turns and hacks at your legs. The blow knocks you off balance and you

tumble down the stairs. Deduct 4 points from your *STAMINA*. If you are still alive, you regain your feet and manage to block a blow aimed at your head. Obviously, the Skeleton saw you. Will you now use the *BANISH UNDEAD* Talent, if you have it (turn to 6), or attack the Horned Skeleton (turn to 329)?

189

Taking no chances, you attack. However, your sword passes straight through her and her cloak drops to the ground! She is gone, but, as you stare in amazement at the empty cloak, you can hear faint mocking laughter in the air. If you want to take the cloak, make a note of this on your *Adventure Sheet*. Now turn to 283.

190

The Demon flings itself against the barrier of your *HOLY CIRCLE*, only to be repulsed in a shower of dazzling blue sparks. 'Your power is strong, Demon-Stalker, but it will do you no good. My master will consume your parents' very being and they shall exist in torment for all eternity.' Unable to harm you directly, the tall and powerful Demon reaches up and tears a beam down from the ceiling; then it disappears in a puff of vile black smoke. The ceiling bulges and creaks as more beams come crashing down, knocking the burning braziers over. Will you stay inside the *HOLY CIRCLE* (turn to 118), or flee the burning cottage (turn to 81)?

191

The Demonic Servants break into a mass panic and rush about, wailing, 'The Demon-Stalker is among us!' For some reason, the telepathic orders that you know these creatures should be receiving are absent. Their master, Myurr, must be preoccupied with other things. Grateful for this piece of good fortune, you walk up to the quivering mass of tangible corruption and find yourself bathed in its black aura. Roll one die, and add 1 to the result. If the total is equal to or lower than your current EVIL score, turn to 252. If the total is higher than your EVIL score, turn to 69.

192

The lair of the Demons is guarded by a terrible device: a large swinging pendulum blade, which even now plunges deep into your forehead. Your adventure is over.

193

The remaining Skeletons rush to attack you. If you have the *BANISH UNDEAD* Talent, and want to use it, turn to 117; otherwise, turn to 211.



194

How many Gold Pieces will you throw? Make a note of the number, then turn to 340.

195

Summoning up all your courage and resolve, you walk down the corridor as far as a circular chamber with a purple floor and red walls. You are on the point of entering the chamber when glowing red lettering begins to form on the floor in front of you, and three doors appear in the walls within. Will you read the writing on the floor (turn to 154), or carefully step over it into the chamber (turn to 292)?

196

The other Zombies are too slow and, once you reach the island, they actually sink back into the marsh. Could it be that they anticipate your meeting a worse fate yet? You shiver nervously and turn to face the mill. It's a bleak tower which, built as a windmill, was once used as a marsh warning-beacon. It is a miracle that the crumbling, derelict edifice still stands . . . No, not a miracle. You sense the presence of magic. A small wooden door seems to be the only way in. Do you want to go through it (turn to 173), or do you prefer to look for another entrance (turn to 349)?

197

You manage to hold your breath just in time. A moment later, the rush of gas stops and you are able to continue your descent. At a depth of about



twenty feet, you come to the end of the tube, a valve that opens and closes at regular intervals, spewing out clouds of foul vapour. In the side of the tube you notice a small, dark, circular opening which seems to lead into some kind of tunnel. Will you wait for the valve to open and then drop down through it (turn to 176), or crawl into the small opening (turn to 227)?

198

Guided by the light, you sneak over to the clearing and peer through a gap in the bushes . . . to see something that will haunt you as long as you live. A scaly, glowing-eyed creature, adorned in peculiar trappings, is raising its taloned hands in supplication, and its large bat-like wings flap slowly in the cold night air. You recognize it as a Moon Demon Mage. It stands over a stone altar sculpted with unspeakably horrible characters. Worse still, lying on the ornamental slab is the dead body of Magrand the Necromancer. From the Mage's words and gestures, and from the unholy fires dripping from its claws, you know that what is being performed is the forbidden Rite of Reanimation. This must not take place, for, if it does, Magrand will become that most rare and feared of creatures: an Abomination – no unthinking Zombie, but a fully sentient, restored being, fused with energies from the Demonic Planes. Magrand would be totally indestructible – and this you cannot allow. If you have the *SPEAK DEMON* Talent and wish to use it, turn to 387; otherwise turn to 104.

199

You return to the circular room. Will you now enter the room with the weird clattering (turn to 392), the room with the swishing sounds (turn to 308) or the silent room (turn to 68)?

200

Dodging Calbert's claws, you hurriedly leap on to your horse. While the hissing Vampire rushes into the terrified peasants, you spur Godsfire away. You hear the ghastly screams of those unlucky souls who are providing Calbert with his first unholy feast. Gain 1 EVIL point for allowing this terrible thing to happen. Will you now make your way to Weddonbridge (turn to 249), to Colton-on-the-Marsh (turn to 72), or to Astonbury (turn to 136)?

201

You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to 116), the Heptagon (turn to 385), the Hexagon (turn to 223), the Pentagon (turn to 396), the Square (turn to 179), or the Triangle (turn to 187)?



202

You fish out a gold coin and flip it across the room to the landlord, who obliges by bringing a tankard across to the old beggar (deduct 1 Gold Piece from your *Adventure Sheet*). For the next half-hour the ragged-looking miscreant tells you all sorts of wild tales about the hanged man's ghost appearing once a month to spirit travellers away to their doom. Tonight is the very night when it is due to come again. You don't believe any of his drunken babblings, but they do provide some light entertainment until the rascal falls asleep where he sits. You may now go up to your room, if you wish (turn to 15). Otherwise, you may go and talk with either the quiet youth (turn to 314) or the woman fighter (turn to 145).

203

The first two barrels you look in are empty. As you peer into the third, you see a Goblin sitting in the bottom of it. Rubbing his eyes, the Goblin looks back at you. You could attack him – but the noise of the fight would soon alert the other occupants of the tower. Suddenly the Goblin reaches out and scrapes some mould from the rim of the barrel. He stuffs it into his greedy mouth and then settles back in the bottom of the barrel. 'Hmm! Dinner. Very nice. Me finish guard duty now.' The Goblin shuts his eyes and is soon fast asleep. You decide to leave him alone. Will you now search the clothing (turn to 128), or climb the ladder (turn to 157)?

204

Roll one die to determine how many Zombies succumb. If you have destroyed fewer than three, you must fight the remainder; turn to 328 and face the remaining Zombies, starting with the third Zombie and then, if necessary, the second Zombie. However, if your Talent banishes all three of them, turn to 182.

205

Unbelievably, Black Jack comes to life; it leaps up at you with an evil hiss, dark fire gleaming behind its slitted eye sockets. Though you are knocked off your horse by the impact, you manage to dodge the sharp, needle-like fangs that come snapping at your arm. However, no sooner are you on your feet, with sword drawn, than the thing falls, lifeless. You prod it with your blade, but it is just a scarecrow again. Alarmed, you remount and continue on your way towards the village. Turn to 51.



206

Your instincts serve you well – a gargoyle-like creature is about to swoop down on you from the lofty trees above! You wait until this snarling Moon Demon is close, before lashing out with your sword and slicing its verminous body in two.

After another night in the wilds, you come to the outskirts of Axmoor. Turn to 339.



207

In time you start to fear that the corridor will narrow to a dead end, but eventually it opens out into a dull area which can only be a dungeon. It is a slimy room with pulsating, membranous walls. Dozens of miserable human prisoners are held in cages here, watched over by two Demonic Servants. You must free the captives. If you have the *DARK VEIL* Talent, and wish to use it in the hope of catching the Demons unawares, turn to 108. But if you do not have this Talent or prefer not to use it, you must fight them. Turn to 263.

208

You raise your sword and charge. However, the skull uses its power of levitation to avoid your sword strokes while it manoeuvres itself into a good position to blast you repeatedly with its eye beams. This is going to be no ordinary duel. *Test your Luck*. If you are Lucky, turn to 371. If you are Unlucky, deduct 3 points from your STAMINA and either *Test your Luck* again or run away from the cave and take the northerly road once more (turn to 58). As long as you remain in the cave, keep *Testing your Luck* until you are either dead or Lucky.



209

The Orc nods and opens the door for you. Inside is a filthy storeroom containing three wooden barrels and a pile of Orcish clothing. A rough, wooden ladder leads up to a trapdoor in the ceiling. Will you look in the barrels (turn to 203), search the clothing (turn to 128) or climb the ladder (turn to 157)?



210

You grab the book and shake it frantically, hoping for a gem to fall out. While you are thus distracted, Myurr is able to leap upon you and rake your back with his talons. You struggle with him and manage to shove the book between his jaws. Myurr jumps back and spits the book out. Deduct 4 points from your STAMINA and, if you are still alive, return to 398 to choose your next action.

211

You must fight all these Undead horrors at the same time. Each has SKILL 7, STAMINA 6. If you win, turn to 129.



212

Confident that the trapdoor is now secure, you climb back down the ladder. The villagers are tense but alert. All is quiet, except for the sound of pouring rain. A crash of thunder echoes round the hall and, as it dies away, all the doors and windows suddenly burst in. Endless hordes of frenzied Demons pour through the openings, their dripping fangs eager for blood. Though the villagers fight for all they are worth, they are soon forced to fall back in disarray. Will you use the *HOLY CIRCLE* Talent (turn to 110) or *MEDITATION* Talent (turn to 325)? If you cannot use either of these, or would rather fight the Moon Demons anyway, turn to 123.



213

Having cut off the heart's feed-supply, you have made the best possible choice. (Make a note that you have turned the Red Dial on your *Adventure Sheet*.) The heart judders and lurches, and the steam-blasts grow more violent. An alarm sounds and you are shocked to see a mouth-like split appear in the middle of the wall, giving vent to something horrible. Your impression is of a pitch-black, glistening skin, myriad eyes and multiple appendages. Will you wait to see what it is (turn to 30) or escape, running back the way you came (turn to 272)?



214

Sharleena is willing for you to be present; she leads you into a room decorated with colourful hangings depicting forest animals. A golden circle is set into the floor and a small wooden drum hangs on a hook near by. She lights two charcoal braziers and bids you stand by the door. Then, taking the drum, she sits down outside the circle, and starts to tap out a beat on it, rhythmically chanting at the same time. After a few minutes, the smoke from the braziers flows up to the ceiling and then drifts down into the centre of the circle. There, it assumes the shape of a nebulous human being with antlers sprouting from its head. Sharleena raises her hands and asks the spirit for news of your parents' fate. Looking from her to you, it replies in a deep, resonating voice: 'They have been taken to Myurr's tower in the Northlands. The Demon Lord intends to use them to further his evil plans. He needs their mortal energies.' It is as bad as you had feared: you must find Myurr's tower and free your parents before it is too late. You ask Sharleena to find out the whereabouts of the tower; as she asks the question, however, the spirit solidifies and dense fumes fill the room. When they clear, a large, red, fanged Demon is standing in the circle. Sharleena steels herself. 'Tell us, I command you,' she cries. Racked by the power of Sharleena's command, the Demon answers. If you have the *SPEAK DEMON* Talent and wish to use it, turn to 241. But if you cannot, or will not, turn to 383.

215

You whisper in Godsfire's ear, instructing him to return to the Sacred Citadel of the Templars where, one day, you will hope to meet him once more. Then he departs. Knowing that his road is safer than yours, you turn your attention to the problem confronting you. The climb is an easy one, and you are soon back on the road, on the far side of the force-wall. Now you begin the lengthy trek to Colton-on-the-Marsh. Turn to 153.

216

You step into the Temple and feel an Evil curse descend upon you. Gain 1 *EVIL* point and deduct 1 point from your *SKILL* score. The Temple has been ransacked and, although you search it thoroughly, you find nothing to help you. Will you go now to the Pond (turn to 344) or to the Courthouse (turn to 66)?

217

You are able to sense that the man is not a Demon. Indeed, you can tell that he is not evil in nature, yet nor is he wholly good. Puzzled, you decide to stay your hand. Turn to 42.



218

Branner looks at you, then glances behind to your younger self. He nods and hands you the ring from his finger (make a note of this on your *Adventure Sheet*). 'The gods protect you, Templar,' he says. Then he touches you lightly with his staff . . . and you find yourself back in the room with the Pandemonium. Turn to 199.



219

You lash out at the skeleton with your sword, but you only manage to rock the cage, causing the weak rope holding it to snap. Before you know it, you are on the ground, with the reeking cage lying on top of you. Deduct 2 points from your STAMINA. The skull laughs all the more at your misfortune, its mad grin mere inches away from your face. And the laughing only grows louder when you scramble out from under the horrid thing and hack away at the clattering bones through the bars. You realize then that this has all been a waste of valuable time. You

remount your horse and consider the implications of this encounter. Does more Evil lie in wait on the road ahead, or is this just a sign that Evil haunts the entire area? Do you want to carry on along the road (turn to 51), or double back and take the short cut over the fields (turn to 327)?

220

Almost immediately the Demonic Servants catch sight of you and raise the alarm. Tendrils shoot out from the walls on all sides, and wrap themselves round your body. You struggle against these tough, veiny strands as a coiling tube oozes out of an aperture in the wall, twists towards you and clamps its dripping sucker-like end over your face. A blast of gas rises from its fetid depths, knocking you unconscious. Turn to 346.



221

Without warning, a winged, leathery Moon Demon dives down on you from the branches high above. You must stave off its slashing claws with your bare hands as you have no time to draw your sword (deduct 1 point from your SKILL for the duration of this fight only).

MOON DEMON SKILL 7 STAMINA 10

If you win, you bed down for the night; in the morning, you arrive at the outskirts of Axmoor. Turn to 339.



222

Your fears are confirmed: this is a Demon. In the time it takes you to find this out, the Demon's taloned hands have stuffed you into its fang-filled maw. The Demon has claimed your life.

223

Progress is swift as your craft rides with the current. You enter more pleasant lands and, after a day-long uneventful voyage, arrive at the village of Stanford. Abandoning the raft once more, you walk into the village. Turn to 24.

224

You climb down to the bottom of the tower and run into the shelter of some nearby ruins. If the tower is on fire, you can go to the Pond (turn to 344), the Temple (turn to 380) or the Courthouse (turn to 66). If the tower is not on fire, you are set upon by hundreds of Orcs. Although you sell your life dearly, you are bound to succumb to the attacking hordes. The forces of Evil have triumphed.

225

In abandoning the village, you have doomed its inhabitants to a life of torment and misery – gain 2 EVIL points. After a while, you come to a fork in the road; you feel strangely compelled to take the road to Axmoor. You sense that your gods are giving you a chance to compensate for your hasty desertion of Colton-on-the-Marsh by pitting you against something, the like of which you have never seen before! Turn to 21.





226

The Skeleton totters, then falls headlong down the staircase. As you continue to ascend, you can hear it clattering all the way down to the bottom. After a short while the stairs end in a room lit by rows and rows of candles. There is no exit from the room other than the way by which you entered. You hear whispering voices slowly growing in volume; they all seem to be offering you advice: go through the window . . . pass through the mirror . . . snuff out the candles. You know that you must make a decision soon, as the voices are gnawing away at your sanity; if you stay here, you will go mad. Then the ghostly form of your brother floats up out of the floor. His insubstantial arm points at the window, as he mouths the words, 'The window is the way to Myurr.' Will you go through the window (turn to 23) or through the mirror (turn to 398); or would you rather snuff out the candles (turn to 238)?



227

Ignoring the small size of the tunnel, you climb in and realize that you have made the right choice when you hear the valve behind you open to release a cloud of deadly gas. You crawl along in complete darkness; the throbbing of the soft, organic tunnel makes you feel decidedly queasy. After minutes which seem like hours, you emerge into a corridor which must be inside the building. When you extricate yourself from the tunnel, you are surprised to see it seal up so well that you cannot tell it was ever there.

Now you study the passage you are in. To the right it is warm and wide, and to the left it is narrow and damp. Will you go left (turn to 207) or right (turn to 101)?

228

Godsfire collapses and dies in swift torment but, by focusing all your efforts on yourself, you are just able to save yourself before you too collapse. When you wake up after a deep, recuperative sleep, you stumble through the woods in a daze until coming upon a small village. You stagger out on to a dirt-track and see a sign saying 'Stanford'. Turn to 24.



229

After following the pitted and worn road for a few hours, you hear the sound of an approaching wagon. The crack of a whip can clearly be heard as the vehicle rumbles towards you. This may be honest travellers – but you cannot be too careful. Will you climb a tree and hide while the wagon passes (turn to 274), or stay where you are (95)?



230

One moment you are surrounded by a multitude of howling, blood-thirsty Demons – and the next, they are gone. Bright sunlight shines into the hall as dawn breaks and the rain stops. Cheers fill the air as the villagers celebrate the end of the longest night they have ever known. For this good fortune you may restore 1 LUCK point.

The villagers gather up their belongings and prepare to head south. Romond asks you to accompany them, but you refuse; you must travel north in search of your parents. Now turn to 351.

231

Some of the Orcs are so drunk that they take a few uncertain steps and then fall flat on their faces. The others stagger forward and loudly threaten to chop you into little pieces. Taking advantage of the Orcs' slowness, you back into the remains of a doorway where you can fight them one at a time.

	SKILL	STAMINA
First ORC	6	5
Second ORC	5	5
Third ORC	3	7
Fourth ORC	7	6
Fifth ORC	6	6
Sixth ORC	4	5

If you win, turn to 313.

232

Those long hours spent in the libraries of the Citadel of the Templars have not been in vain. You immediately recognize these two creatures as Blight Demons: vile servants of Myurr and carriers of death and decay. *Test your Luck.* If you are Lucky, turn to 3. If you are Unlucky, you must fight them, one at a time.

	SKILL	STAMINA
First BLIGHT DEMON	9	4
Second BLIGHT DEMON	8	6

If you win, turn to 277.

233

The remaining guards merely look on in shock. From what you know of them, you realize that they are awaiting telepathic orders from their master. Quickly now, will you try to destroy the worm-furnace (turn to 356), or face the Death-Stone (turn to 191)?

234

When you refuse, the old wretch showers you with insults, curses and dribble. You hastily decide that it would be better if you sat somewhere else. You can sit down and talk with either the quiet youth (turn to 314) or the woman fighter (turn to 145). Or, if you would rather, you can go up to your room (turn to 15).



235

Listening intently, you hear Myurr rasp: 'I have the Demon-Sstalker'ssss parentsss in my grasssp. What better way to fashion my revenge againsst that hated Templar than to use the old foolsss in the Corrupt Ritual of Undoing! I shall drain their very sssoulsss. They lurk beyond the pane, where I mussst now return.'

Then it is over. The image of Myurr disappears in a mist of repulsive vapours. You drop from your vantage point into the chamber and surprise Magrand, striking at him before he has a chance to conjure up any magical protections.

MAGRAND

SKILL 6

STAMINA 6

If you win, turn to 293.



236

Twelve cards are placed in a special pattern on the table top between you and the old woman, and there is a tense silence as she interprets their meaning. At last she says: 'All around you is horror and danger. You may die, even lose your soul. I can offer little advice, as my vision is barred by a stronger power; yet, despite this interference, one thing is clear: you must look for the Pyramid of Bone. You will know what this means when the time is right.' Grumont hands you a bowl of broth (restore 2 STAMINA points). After your meal, you all retire for the night. Turn to 381.

237

If the name 'Samatz' means anything to you, turn to 64. Otherwise, you may argue with him (turn to 386), or use the MEDITATION Talent, if you have it (turn to 297).

238

You quickly extinguish all the candles, plunging the room into darkness. Not at all sure which way to go, you stumble about in the stygian gloom. You trip over a candelabra and feel yourself falling through an opening. Roll one die: if the result is 1-3, turn to 398; if it is 4-6, turn to 23.

239

You have closed the heart's waste-outlet. Over a long period of time, this may poison the heart; already the organ is reacting by beating harder. (Make a note that you have turned the Blue Dial on your *Adventure Sheet*.) An alarm sounds and a section of the wall parts, freeing something with black, wet skin, many eyes and numerous appendages. Will you wait to see what it is (turn to 30) or escape, running back the way you came (turn to 272)?



240

Dark storm clouds boil and writhe over the Cragrock Peaks as you make your way to Dunningham. Though you are filled with a sense of foreboding, when you reach it the village looks in surprisingly good order: the villagers go about their business wishing you a good day as they pass by. At the base of a stone cross sits a hooded figure; it beckons you over. As you walk towards it, the figure draws back its hood, revealing a strange-looking face. This is a woman whose face is pitch-black on one side and deathly white on the other. Her arms reach out towards you and you can see glowing symbols of power on her upturned palms. Will you:

Attack her?

Turn to 189

Talk to her?

Turn to 347

Hold out your Cross in an attempt
to drive her away?

Turn to 88

Ignore her?

Turn to 283

241

Although compelled to answer, the Demon tries to trick you by answering in its own language. Fortunately, you are conversant with the Demon tongue. 'Lord Myurr's tower is in the Cragrock Peaks,' it says. Turn to 161.



242

Will you say:

Crakanat?

Turn to 209

Kragaz?

Turn to 326

Shagrat?

Turn to 260

243

Add 1 point to your **EVIL** category for using this Talent. Magrand raises his hands to cast a mystic bolt but then stops, uncertain, and curses: 'Dark Veil. Damn you, Demon-Stalker!' He cannot bring his magical powers to bear against you, so you move in to attack him.

MAGRAND

SKILL 5

STAMINA 6

If you win, turn to 293.

244

You walk across to Darrow. He looks from you to the other villagers and then makes quickly for the door. As he passes you, he whispers: 'I can't talk here. Meet me at the blasted oak in ten minutes.' Judging from the angry looks some of the villagers give Darrow, it's obvious that they have overheard his message.

As Darrow leaves, one of the villagers smashes a bottle against a table and strides towards you. Waving the bottle under your nose, he says, 'No one's going to help you. Your kind's not wanted here. Get out before we throw you out.' Rather than risk a fight, you leave the tavern - only to find that a group

of villagers are following you. Anticipating an attack, you prepare to defend yourself . . . but no attack comes. Instead, one of the villagers spits at you and then they all hurry off into the mist. What will you do now: visit the village priest (turn to 353), or go to meet Darrow at the blasted oak (turn to 262)?

245

As you follow the track through the forest, you catch a glimpse of a tower on a high mountain-range and you realize that the track is leading you towards it. Before you reach the tower, night falls with unnatural swiftness and a chilling breeze springs up. Tired from your journey, you collect some firewood and build a small fire. The fire warms you and you fall into a light sleep.

You are suddenly awakened by a deep rumbling noise. Leaping up, you see a huge, scaled hand breaking through a fissure in the earth. It is followed by another hand, and then a monstrous head rises from the widening abyss. The stench of sulphur is strong in the air as the monster's eyes fix upon you. Will you:

Flee for your life?

Turn to 46

Attack it?

Turn to 331

Use the *SENSE DEMON* Talent,
if you have it?

Turn to 222

Use the *HOLY CIRCLE* Talent to
protect yourself, if you have it?

Turn to 96

246

Although you try to hold your breath, you inhale too much of the choking, stinging gas, and you pass out. Just before total unconsciousness overcomes you, your grip relaxes and you feel your body start to fall. Turn to 346.

247

Stepping through the door, you enter an indigo room with two doors. Will you go through the south door (turn to 300), or the east door (turn to 316)?

248

Before your very eyes the Abomination mutates: its skin splits open to reveal dozens of twitching tentacles which shoot out towards you, each moving as if with a mind of its own. Even worse, the jaw of Magrand's dead head opens and stretches as if unjointed or made of elastic. It howls horribly as tentacles from its wrists wrap round your arms and start to pull you towards the rows of jagged teeth lining its repulsive mouth. Now it is even stronger.

ABOMINATION SKILL 10 STAMINA 13

Its current STAMINA score has not changed. If in the course of any Attack Round the Abomination's Attack Strength is 5 or more points higher than yours, turn to 54. However, if you defeat it, turn to 285.

249

The road to Weddonbridge heads westwards for quite some time before eventually bending to the north. As you travel further northwards, the thunderstorm gives way to a torrent of heavy rain. Soon you are soaked through to the skin, thoroughly miserable and in need of shelter.

Hills rise to your right and, if you have a parchment, you will know of a cave near by which you may wish to look for (turn to the appropriate paragraph). Otherwise, you will have to continue along the road in the hope of finding a refuge. Turn to 58.

250

As you make your way forward, the wagon is suddenly jolted and you lose your balance. In the time it takes you to recover your footing, the Orc snatches up a wicked-looking spiked mace and attacks you. You must fight him. During any Attack Round in which your Attack Strength is 5 or more points higher than the Orc's, you have succeeded in knocking him from the cart into the road.

ORC DRIVER SKILL 7 STAMINA 7

If you win the fight, or knock the Orc from the wagon, turn to 294.



251

Once you finish your drink, you may either go to your room for a good night's sleep (turn to 15) or stay in the bar and talk to some of the other guests. If you remain in the bar, will you go over to the ragged old man (turn to 115), the quiet youth (turn to 314), or the woman fighter (turn to 145)?



252

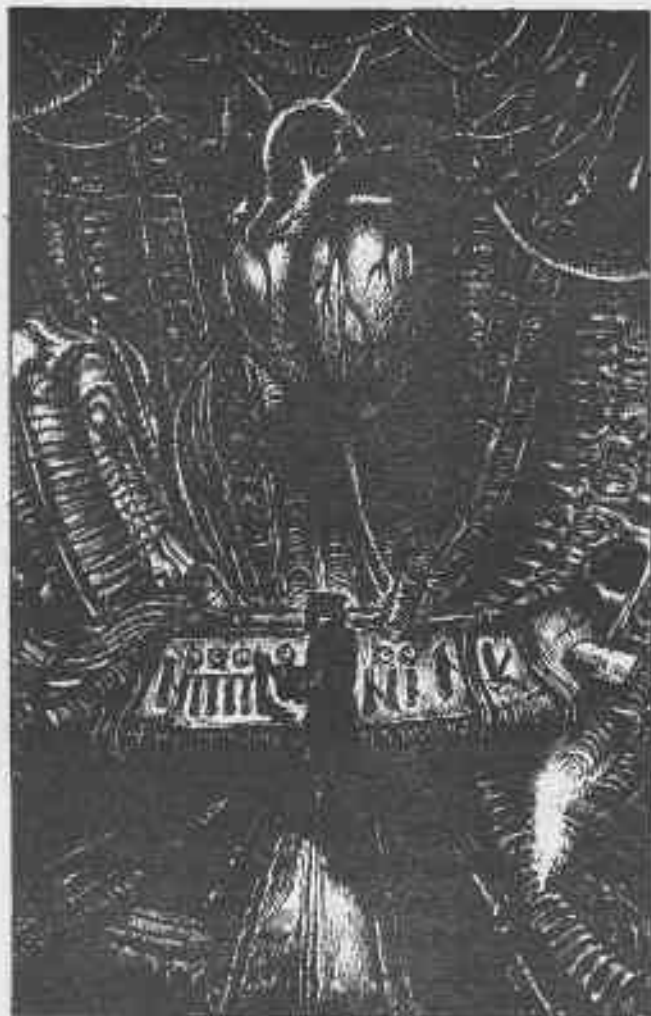
Though you struggle for all your life is worth, you succumb to the power of the Death-Stone; within three months you are serving your Snake Demon master as a Lieutenant of an Orcish raiding party.

253

You reach the top floor and slide the bolt across the trapdoor, barring it to pursuers. It won't hold for long against a concerted effort to break it open, but you are grateful for any time it may gain for you. You are at the top of the tower. A coiled rope lies near the trapdoor; it is tied to a ring set into the floor. You drop the rope over the side and are pleased to see that it reaches the ground. Looking over the edge, you can see the devastated village of Dunningham. A few hundred yards from the tower, there is a pond with a Temple close by it. Further on is another building which looks like a ruined Courthouse.

Suddenly you hear a whirring sound: something is moving in the middle of the tower. It is the Baleful Eye; it has sensed your presence, and its vile gaze is sweeping around towards you. You know that, if its gaze meets yours, you will be doomed. Will you attack it with your sword (turn to 307), use the oil from a lantern, if you have one, to set it on fire (turn to 82), or escape down the outside of the tower using the rope (turn to 224)?





254

You step into a huge cave . . . and are almost deafened by the noise of loud beating. Along the length of one wall is a bank of levers and dials connected by two vein-like pipes to a revolting, giant heart! The pipes, thick with gurgling evil fluids, are only part of a sprawling mass of pumps and valves performing unknown functions. The roof of the cavern is similarly coated with a twisted collection of organic, bone-bracketed tubes and hanging tentacles. Fumes rush out of vents in steam-like gusts, and the entire ramshackle structure looks as if pressure could make it explode at any moment. A Demonic Servant, working at the controls, sees you, rises and attacks. If you score two blows against it in two successive Attack Rounds, it is destroyed at once, irrespective of its current STAMINA score.

DEMONIC SERVANT SKILL 7 STAMINA 6

If you win, turn to 309.

255

If you show him the woman's cloak from Dunningham, turn to 137. Otherwise, turn to 7.



256

As you step into the room, all the knives fly towards you. Roll one die to determine how many knives attack you. In order to deflect each knife, you must roll your SKILL score or less with two dice. Each time you fail, you are hit by a knife and lose 2 points from your STAMINA. If you are still alive, you may rush over to the armour (turn to 109), or leave the room (turn to 169).



257

Judging by the bloodstains on the seats, the Shapeshifter must have disguised itself as one of the passengers – they never stood a chance. On one of the seats is a leather purse containing 12 Gold Pieces. If you take them, add the Gold Pieces to your *Adventure Sheet*. Shreds of paper are lying on the floor. Picking them up, you see that they are pages from a diary. Piecing them together is difficult, but you are able to make out the following: 'Evil stalks our once proud village of Dunningham, and an army approaches from the north. I fear the worst. Many refuse to flee, but I must go. The north is no place for peaceful folk.'

This news is depressing, yet you refuse to give up hope. Your parents – or at least some clue as to their whereabouts – may be found in Dunningham. Will you search the bodies by the coach (turn to 78), or head towards Dunningham (turn to 240)?

258

You explain to Romond that the search for your parents must take precedence over the fate of the villagers. Understanding your plight, he opens the back door for you, and you dart out into the rain. The mud is slick under your feet, but you are able to keep your balance ... until a swarm of Moon Demons descends upon you. As they rip at your flesh, you flounder in the sludge, and your world fills with pain and agony. Myurr has claimed your life.



259

Before the mob can lay its eager hands on you, you turn tail and race away and eventually bolt out on to the marsh. At first the villagers give chase but, once you set foot on the bog, they come to a standstill and merely look on with knowing grins. It does not take you long to realize why they did not come after you: the trek across the swamp is extremely hazardous.

You stumble . . . you have to double back repeatedly . . . you get sucked into mud pits . . . and worse. You are just considering whether to go back, when the path behind you sinks into the mire! Will you push on, deeper into the marsh (turn to 395) or head for the causeway that leads to the abandoned mill (turn to 335)?



260

The Orc stares at you for a few seconds and then shakes his head. He looks confused, but you are sure from the look on his face that you have given him the wrong password. Will you attempt to bribe him (turn to 320), or attack him (turn to 106)?

261

Your aim is good. Palinn clutches the rope while you reel it in. Grumont rushes over to help you, and the boy is soon reunited with his father. The man cannot thank you enough, and he gives you back the 2 Gold Pieces you paid. You may also restore 1 LUCK point. Turn to 317.

262

You used to climb the old, blackened oak tree when you were younger, so finding it in the mist is no problem. There, you see Darrow; he is being held by two of the villagers you saw in the tavern. The sound of shuffling feet in the mist warns you that there are more of them closing in round you. The local blacksmith, a huge figure of a man, hands you the reins of your horse. 'For Galana's sake, Demon-Stalker, leave us in peace. The priest has opened your parents' graves; their bodies are not there. Your parents have been spirited away by Demons. Go and look for them elsewhere. The villagers here are scared, and they want blood. Leave while you can.' Clutching their pitchforks and scythes, the villagers step hesitantly towards you. Will you leave (turn to 148), or will you stand and fight them (turn to 390)?



263

The guards use only their amazingly strong hands for weapons; you must fight them both at the same time. If you ever score two blows against the same opponent in two successive Attack Rounds, it is destroyed, irrespective of its current STAMINA score.

	SKILL	STAMINA
First DEMONIC SERVANT	8	7
Second DEMONIC SERVANT	7	7

If you win, turn to 280.

264

Your fall is broken by the branches of a tall tree, and the earth you land on is soft and muddy. Deduct 6 points from your STAMINA. If you are still alive, you make your way towards the nearby village. Turn to 153.

265

Enjoying the brisk morning air, you continue on your journey. After a while, the dark wood gives way to flat, grassy fields, and you reach a fork in the road. One road branches off to the left, and the other carries on over a log bridge spanning a wide river. A colourfully painted barge is moored against the near riverbank. From the boat, a burly man calls to you: 'Ho there! For two Gold Pieces you can board my boat and I'll have you in Axmoor by sunrise tomorrow. Take my advice and come with

me; there's plague at Astonbury and dark evil in Colton. You'll travel much faster and more safely by boat. But you'll have to leave your horse behind. There's no room for it on board.' You can accept his offer, telling Godsfire to return to Royal Lendle (turn to 389 and deduct 2 Gold Pieces from your *Adventure Sheet*); or you can refuse and ride over the bridge (turn to 295) or along the left-hand road (turn to 71).

266

You erase the markings on the door, and it swings open. You enter a black corridor with paintings of leering Demons on the walls. Turn to 195.



267

The door opens and you walk through into a mist-shrouded room. You feel yourself floating and soon you rise above the mist into a very peculiar chamber: food is laid out for a banquet but, instead of it being set on tables, it floats in the air. Across the room a cheerful man sits on an invisible chair. 'Greetings, Demon-Stalker. Please make yourself comfortable. Enjoy the food.' Not sure what to do, you accept his offer, but you remain wary lest he try any tricks on you. The food tastes good and is very nourishing. Restore 4 points to your STAMINA.

You ask him why you are here. He grins and stares into your eyes. 'Many reasons. The Balance is uncertain and must be restored. Good is on the rise and so it is time for desperate measures. The powers of Evil cannot be allowed to wane, or the world will stagnate and die. It is necessary that Evil be given a helping hand by my Order, that of the Netherworld Sorcerers. To that end, Prince Myurr of the Demons has requested our aid to open a gate between his plane and this one. This will restore the Balance and allow life to continue.'

You stare at him in amazement. Everything you have seen on your journey points the other way: Evil is growing. The Netherworld Sorcerers must have been tricked by Myurr!

Your host's face grows stern and his eyes grow hard. 'Your role is uncertain,' he says. 'That you are involved is clear, since Myurr seeks the life-essence



of your parents. Where do you stand in all of this, Demon-Stalker?' Will you tell him that you aid the forces of Evil (turn to 255) or that you are seeking to destroy Myurr (turn to 386); or will you attempt to persuade him that he is wrong (turn to 237)?

268

With an unearthly groan, the body of Magrand lurches upright and slides off the altar. Though the Rite was not completed, the powers of darkness have seen fit to intervene, converting the body of the Necromancer into a terrible Abomination. It strikes you from behind (deduct 2 points from your STAMINA). If you still live, you are stunned, allowing the Moon Demon to break off from combat. The Mage stands aside, cackling at your plight as you turn to face the full horror of the Abomination. Will you repel it with your Cross, if you have one (turn to 375); or do you prefer to attack it with your sword (turn to 65); or, if you have the *DARK VEIL* Talent and wish to use it, try to flee while invisible (turn to 49)?



269

You kick the table and it hurtles into two of the Orcs. As the third Orc looks around, you dash up the ladder to the next floor. By the time they have recovered, you have closed the trapdoor on them. Turn to 253.

270

Your skin prickles as your Talent identifies one of the dead passengers as a Demonic Shape-shifter. The Demon leaps up, changing in a flash into its true reptilian form, its forked tongue darting between its jagged teeth. Without pausing to think, you bring your sword down hard on its head and it sprawls, lifeless, on the road. You have avenged the passengers, but they may not all be dead. Will you search the other bodies (turn to 78) or look into the coach (turn to 257)?

271

For using this unholy Talent, gain 1 EVIL point. You step quietly into the cave, where you are amazed to see a weirdly carved stone skull floating in the air. A strong red light shining from the skull's empty eye sockets darts this way and that as if searching. As it sweeps across you, for a moment you think that it has seen you or somehow sensed your presence, but then it turns away. The thing is clearly some evil automaton and, as there are no other exits from the cave, you can only think that the whole set-up is an elaborate trap – the Parchment a trick! Your parents are not here. All the same, do you want to take

advantage of your invisibility and destroy the magical skull? If so, turn to 371; but if you would rather slip away and return to the road leading north, turn to 58.

272

Walking down the corridor, you come to some steps cut in the side of the wall. They lead upwards to a closed wooden hatch. Looking further along the corridor, you can see that the walls grow increasingly narrow. Will you climb up the ladder (turn to 364) or continue down the narrow corridor, if you have not been this way already (turn to 207)?

273

You rush towards the bone pyramid, only to find Myurr standing between you and it. His slitted eyes stare deeply into yours, summoning up all the evil acts you have committed in your life. You feel pulled towards Myurr as he attempts to corrupt and consume you with hate. To determine whether or not you fall under his power, roll two dice and compare the total rolled with your EVIL score. If the result is equal to or less than your EVIL score, turn to 89. If it is higher than your EVIL score, turn to 163.



274

You climb the tree and watch in horror as a horse-drawn wagon rounds the corner. On it is perched a huge Orc, whipping the lathered horses with sadistic glee. A wooden cage is carried on the back of the wagon and through the bars you can see a dozen humans, huddled together for warmth. These must be unfortunate souls bound for Axmoor. Will you jump down from the tree and attack the Orc driver (turn to 250), jump down on to the back of the wagon and try to free the captives (turn to 354), or stay hidden until the cart has passed and then continue your journey to Dunningham (turn to 240)?



275

The impact with the force-wall is terrific. Godsfire slams to a halt and falls to the ground, dead, while you are stunned and burned. However, the momentum of your charge catapults you over the top of the barrier. You land on the other side in an untidy heap. Roll one die and lose as many STAMINA points as the number you have rolled. If you are still alive, you may now begin the long trek to Colton. Turn to 153.

276

Your ploy works, and you soon leave the Orcs behind. Turn to 313.

277

The Blight Demons fall back into the grave, where they dissolve into a puddle of green slime. As what is left of the Demons bubbles and hisses, the mist clears and, with it, the oppressive atmosphere that has plagued Crowford. You are about to leave the graveyard when you notice an iron tube, lying in the revolting sludge. Carefully you pick it up and wipe it clean, then you notice a parchment rolled up inside it. The parchment is a map, on which is marked a cave. Furthermore, by the cave is written the words: 'Captives held here'. The cave itself is situated in the hilly area, east of the road to Weddonbridge. (If you travel along this road at some time in the future, you will be given the option to look for the cave. You may do this by turning to paragraph 150. Make a note of this number on your *Adventure Sheet*.) For now, you have saved the village, but your parents are still missing. You must look for them elsewhere. Turn to 148.

278

Though you succeed in becoming invisible, you also contrive to give yourself over to the powers of Evil for the last time. Myurr has no trouble in seeing you; when he beckons you forward with a mere twitch of his finger, you find yourself compelled to obey. Your adventure is over.

279

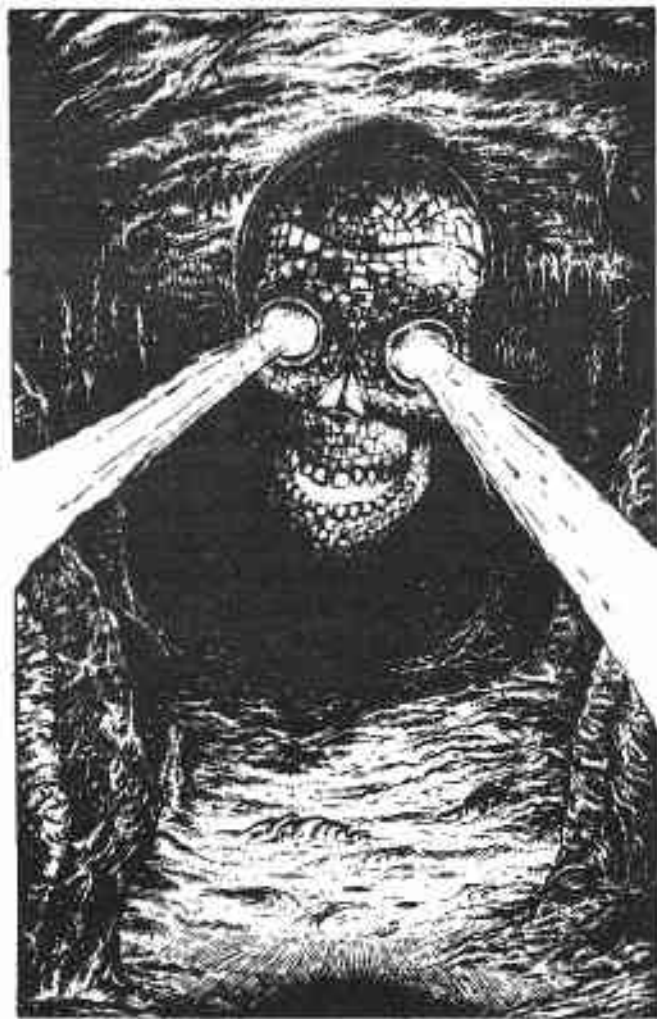
You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to 242), the Heptagon (turn to 79), the Hexagon (turn to 18), the Pentagon (turn to 37), the Square (turn to 56) or the Triangle (turn to 327)?

280

The creatures collapse into a pile of mouldering bones. Searching their robes, you find a set of keys which you use to open all the cages. However, the captives make no move to escape. You urge them to hurry, but they don't stir. One of them says: 'You do not understand. This monstrosity we inhabit is alive. We're here to be fed into its furnaces to increase its power. Its influence holds us here. We cannot leave until it has been destroyed.' Despite all your pleas they will not move, so you leave alone by the sole exit, determined to put an end to this evil.

You enter a dark and narrow corridor which grows wider and brighter, the further you go along it. Shortly, you find steps cut into the side of a wall leading up to a closed wooden hatch. Will you go up these steps (turn to 364) or continue along the wide corridor, if you have not investigated this area already (turn to 101)?





281

You step quietly forwards – only to stand before a flying skull. Strangely sculpted from stone, the bizarre automaton sees you and darts towards you; the red glow you saw earlier comes from its eyes and other gaps in its facial structure. In the brief instant before it attacks you, you notice that there is nothing else to be seen in the cave, nor are there any other exits leading from it. The whole thing has been a trap – you were meant to follow the Parchment to your doom! You draw your sword just as two crimson beams blaze at you from out of the skull's eye sockets. *Test your Luck.* If you are Lucky, turn to 121. If you are Unlucky, turn to 5.

282

You grab your belongings and are just preparing to bolt when the Ghost calls your name. Will you stop and wait to see what it wants (turn to 44) or ignore its unearthly voice and run away (turn to 83)?

283

Not wishing to get involved, you walk on into Dunningham. As you turn a corner it is as though a veil has been lifted from your eyes. Dunningham has been devastated. Smoke rises from ruined buildings and patrols of Orcs wander the streets. As you jump back into a doorway, you feel someone grab your shoulder. You draw your sword and prepare to fight. 'Peace, Demon-Stalker, it is I, Gerard. At last you have arrived.' Once a Templar like yourself, Gerard retired to take over the priestly

duties of this remote northern village. Now he looks haggard and worn, and bloodstained bandages testify that he is far from well. Sighing, he continues. 'Dark times are upon us. I cannot stay long, I have done all that I can; now it is up to you. There is more to this than at first appears. Powerful forces are at work. You must find the pool. There many answers lie, if only you know where to look. But beware the Baleful Eye.'

You realize that Gerard must have been deeply affected by his experiences, yet his words cannot be mere ramblings. You ask him for more information. He points to a watchtower in the centre of Dunningham, and then recoils in fear as a baleful Red Eye sweeps round the top of it and pauses, to stare in your direction. 'The Eye is your greatest danger; to ignore it is to risk death.' Then he points westwards and says, 'The pool lies that way. I must leave.' Gerard turns and hastens across the ruined village. Will you follow Gerard's directions and seek the pool (turn to 119) or attempt to deal with the Eye first? If the latter, you must decide whether to head down the street (turn to 302), or clamber over the ruins (turn to 183).



284

The chalice spills its foul contents and falls, clattering, to the floor. Myurr kicks you, sending you flying into a wall. Deduct 5 points from your STAMINA and, if you are still alive, return to 398 to choose your next action.



285

You put up the fight of your life and – unbelievably – manage to cheat Myurr once more. Either the gods must be looking kindly on you, or they have realized the threat the Abomination would have posed to the world. You are victorious and now the Moon Demon Mage kneels, howling its rage at having been a witness to the impossible. You seize the opportunity and hastily dispatch the foul creature. Then, using the flaming, ritual braziers, you destroy the Moon Demon's body and the horrible stone altar before taking to the road once more. Restore 2 points to your LUCK and 1 point to your SKILL for this act of great heroism. Some miles on, you camp for the night, and the next day come to the village of Stanford. Turn to 24.

286

The villagers look to you for leadership. Quickly you position them to defend the barred doors and windows of the building. Then you settle down to wait for the dawn to bring an end to this nightmare. After a short while the sound of scratching can be heard coming from overhead. Fearing that the Demons will break in through the roof, you ask Romond whether there is a way up to it. He points to a dark corner, where a ladder leads up to a trapdoor in the ceiling. You climb the ladder and push open the flimsy trapdoor. To your horror, you see that the ferocious Moon Demons have already clawed away some roofing slates; they will soon be able to smash their way through the trapdoor. You must seal it with a magical barrier! If you have the Holy Amulet, you may place it here (turn to 359); otherwise you must throw a vial of Holy Water in front of the trapdoor (deduct the vial from your *Adventure Sheet*). Roll two dice. If the total is less than or equal to your SKILL score, turn to 359. If it is greater than your SKILL score, turn to 50.

287

Your voice is unnaturally loud as it pronounces the final esoteric word. What happens next is beyond description, as epic forces ripple time and space.

You wake up, flat on your back, in a circular clearing. This is the middle of Axmoor village. The demonic building, its tentacle roots and all the gases have simply disappeared as if they never existed. In the

distance you can hear confused voices and you see the human prisoners trying to comprehend their newfound freedom. Myurr must, even now, be raging at this setback to his plans. Because your magic touched on the power of the most ancient dark gods, you may add 2 points to your LUCK and 1 point to your SKILL—not just to your current scores, but also to their *Initial* values. However, unless you have the HOLY CIRCLE Talent, you must also add 1 EVIL point.

You take the road leading north and, two miles on, come across a small stream on which floats an abandoned raft. It looks capable of bearing you, and the stream should bring you out to the River Merton, east of Axmoor. Will you take the raft and journey downriver towards Stanford (turn to 223), or follow the road north (turn to 229)?

288

Behind you, doors slam shut as a strong wind buffets you along the hall and through a door. You find yourself standing in your room at the Citadel of the Templars, but somehow things are not quite right. No matter what objects you try to pick up or touch, your hand passes straight through them all. Three doors lead from the room: the door to your left has a sword marked upon it; the door to your right has a clock face upon it; and the door in front of you has a tower drawn upon it. Will you go through the door with the sword (turn to 267), the door with the clock (turn to 18) or the door with the tower (turn to 37)?

289

You stand outside the door and are shocked to hear what the people inside are saying: 'I tell you, this curse is all the fault of that Demon-Stalker. We didn't have any trouble before that meddling busybody's parents were buried. Now our crops are withered and our animals are dead. If you leave Demons alone, they leave you alone – that's what I say. But that Templar has brought them upon us.'

Before you can hear any more, you feel a tap on your shoulder. It's Hannan, an old friend of your parents. 'Welcome back to Crowford – although it's not much of a welcome in general you'll be getting,' he says. 'I daren't be seen talking to you. I'm sorry . . . sorry about everything that's happened here. Go and visit the priest. He'll be glad to see you.' Then the old man hobbles off into the mist. 'I must be going, take good care, Demon-Stalker.'

Will you visit the priest straight away (turn to 353) or wait until later, after you have been inside the tavern (turn to 378)?



290

The gods of Luck smile on you as you work your hands free and wriggle out of your bonds. Looking around you, you can see three wooden barrels and a pile of Orcish clothing; you are in a storeroom. The only exits are the doorway you were thrown through and a rickety wooden ladder leading up to a trapdoor in the ceiling. Not wishing to run into your captors again, you stay well away from the door. Will you look in the barrels (turn to 203), search the clothing (turn to 128), or climb the ladder (turn to 157)?



291

Without pausing for breath, you dash away from the mass of writhing tentacles, and hasten towards the centre of this damned village. Glancing behind you, you see the tentacles wrap round the width of the barge, break it in two and pull it under the murky waters. Though the screams of the boat people tear at your heart, you know that there was nothing you could do to save them. Turn to 130.

292

The writing makes no sense, so you step gingerly over it and are relieved to find that nothing untoward happens. Standing in the circular chamber, you face the three closed doors in turn. From one of the rooms beyond you hear a weird clattering sound. Metallic swishing noises come from the second room, and you can hear nothing at all from the third. Will you open the door with the clattering behind it (turn to 392), the door with swishing sounds (turn to 308), or the door from which you can hear nothing (turn to 68)?



293

Magrand the Necromancer, Lord of the Undead, Wielder of Agonies and Servant of Myurr, is dead. And with him has perished the magic animating all the Zombies in the swamp; they shall rise no more. Likewise, the power holding the crumbling old mill together has gone. The building is falling apart, leaving you no time to search through all the strange apparatus. However, you do grab a Potion of Destiny as you run out through the door. You can drink this at any time (except during combat) and it

will allow you to restore 4 points of LUCK. Just as you reach solid ground, Magrand's tower, the island on which it stands and the causeway all sink down into the swamp with a loud rumble and an awful sucking sound. Hearing the noise, the villagers rush out and cheer you, their liberator from the grip of the tyrant. They ask you to remain for a celebration, but you politely decline. All the same, they insist upon giving you a new sword (if you do not have one already) and 5 Gold Pieces, before putting you upon the north road out of the village. Turn to 11.

294

You tug on the reins and bring the horses to a stop; next you set about freeing the prisoners. After they have scrambled out of the cage, the grateful villagers thank you profusely. They tell you that they are from Dunningham, where the army of the Demon Prince is camped at present. The town has been burned down and Orcs, Goblins and worse roam the streets, killing or capturing all the villagers they find. With their homes destroyed, the former prisoners decide to head for safety in the south. Thanking you once again, they smash the hated cage and drive off in the wagon. Turn to 240.





295

You thank the man for his offer, which you decline, before continuing over the wide bridge. You ride on, through the hours of darkness, into a hilly region. The lights of a village are barely discernible on distant high ground, and you thank the gods that the broad road is easy to follow; were it not so, you would soon become lost in the deep, dark forest. Further on, you encounter a barricade of upturned wagons and crates, built right across the road. A dozen or so scared-looking men are hiding behind it; they are armed with clubs and bows, and wear scarves over their faces. At first you suspect an ambush but, when you see the red-painted crosses, the truth of the matter dawns upon you. The leader steps forward and calls out: 'Go back, stranger. There's plague in Astonbury. We can't let anybody in or out of the village. Leave, for your own sake.' Mindful of the bows trained on you, will you do as he asks and head back south (turn to 333), politely refuse and ride through the barrier (turn to 91), or make a show of leaving, before doubling back through the surrounding woods in an attempt to sneak past the blockade (turn to 127)?

296

Despite your efforts, the drunken Orcs catch sight of you and stumble to the attack. Turn to 231.

297

You feel the strength of your gods flowing into you and an aura of power springs up to surround you. The Sorcerer takes a step back as he appraises the situation. Unbidden words flow from your lips. 'This one speaks the truth. The forces of Evil have tricked you and your fellow sorcerers. Evil is on the rise; the Northlands already lie under its influence. Unless you aid the Demon-Stalker, the whole world will fall before the might of Myurr. The Demon Prince has shrouded your scrying devices and tricked you into believing that his thirst for power is merely the righting of the Balance.' The Sorcerer slowly shakes his head in wonderment, then beckons you to follow him. Turn to 348.

298

An evil Spirit Demon stands towering over Sharleena, who is trying desperately to stem the flow of blood gushing from her throat. She tries to speak but only gurgles and gasps come from her blood-stained lips. The red Demon laughs, showing its fangs, and kicks her in the ribs. Falling, she scrawls a crude 'N' in her own blood on the floor; your parents must be to the north. Then her body slumps, dead, and the Demon comes for you, its blood-stained talons lunging for your throat. You must fight it.

SPIRIT DEMON SKILL 8 STAMINA 8

If you win, turn to 310.

299

It is fortunate for you that you actually jump into the side of one of the larger tentacles and rebound back on to the wharf—if you had gone further, you would have been caught by the weird strands and killed. Scrambling back to your feet, will you now attack the tentacles (turn to 62), or run away (turn to 291)?

300

Two doors lead from this white room. Will you go through the north door (turn to 247) or the east door (turn to 47)?

301

Kremper grovels and whines his gratitude as you sheathe your sword and rush to the stables for Godsfire. You superintend the landlord packing his few belongings, before you take the road to Colton-on-the-Marsh to deal with this Magrand, and perhaps even catch up with the Orc's foul cart. Add 1 LUCK point for your generous deed. Turn to 76.



302

The street is strewn with rubble, allowing you to move along it surreptitiously with little trouble. Unfortunately, you soon reach an open square, which you will have to cross. After watching the Baleful Eye sweep past, you decide to make a dash for it. You run across the square and see the Eye turn in your direction. Choose a number between 1 and 6 and then roll one die a maximum of three times. If you roll the number you chose, turn to 369; otherwise, turn to 313.



303

Calbert writhes in vampiric torment as the flesh melts from his bones, leaving only a dry skeleton. Relieved, the peasants thank you for your help and effusively wish you well, before they begin filling in the grave and then turning homewards. You, too, must continue on your quest. Where will you go now: to Weddonbridge (turn to 249), to Colton-on-the-Marsh (turn to 72), or to Astonbury (turn to 136)?

304

Before you even have time to raise your sword, a spherical bolt of black sludge forms round Magrand's hands, and then shoots towards you. Lose 2 STAMINA points and 1 SKILL point, and Test your Luck. If you are Unlucky, lose 2 more STAMINA points and 1 SKILL point, and Test your Luck again and so on, until you are either Lucky or dead. If you are Lucky, turn to 372.

305

You hack and chop at the pallid mouth with your sword, but to no avail. Meanwhile, the worm's sharp teeth bite at you. Roll one die and lose as many STAMINA points as the number rolled. If you are still alive, you may either throw your Cross into the mouth (turn to 27), throw a vial of Holy Water into it (turn to 164), or leave it and face the Death-Stone (turn to 191).

306

If you possess the MEDITATION Talent and you want to use it here, turn to 25. But if you do not have the Talent or do not wish to use it, turn to 75.



307

You stab at the Baleful Eye with your sword and it lets out a howl of rage. Slimy, coiled tentacles whip out from its base and attack you. You must fight for your life.

TENTACLES

SKILL 7

STAMINA 10

At the end of each Attack Round, roll one die. If you roll a 6, the tentacles wrap themselves round you and pull you into the Eye's gaze. If this happens, your life force is sucked out of you, killing you instantly. If you manage to kill the Eye, it immediately bursts into flames which rapidly spread across the top of the wooden tower, consuming it in an instant. Wasting no time, you escape down the rope. Turn to 224.



308

Dozens of sharp knives float in the room before you. In the centre of the room is a suit of glowing magical armour which, you are sure, will protect you from Demonic enchantments. Will you enter the room (turn to 256), or explore further (turn to 199)?

309

The heart is clearly part of the larger organism that comprises the entire building. Perhaps you can effect some harm to it from here? You go over to study the controls. All the various levers and switches centre round three main dials, each of which is connected to a different and major tube. One of the tubes throbs wildly and contains a red fluid; another pulsates more gently and holds a blue fluid; and the last tube, which doesn't move at all, holds a sickly green paste. All three go up to the heart and are lettered in Demonic script. If you have the *SPEAK DEMON* Talent, and wish to use it, turn to 377. If you do not have, or do not wish to use, this Talent, turn to 93.





310

As you slay the awesome Spirit Demon, it tears a beam loose from the ceiling. The beam knocks over the smoking braziers, scattering their contents across the floor. The cottage begins to burn as you rush outside. No sooner are you out of the place than it collapses in a flurry of sparks. Sharleena's death fills you with remorse, and you vow to avenge her. After saying a prayer for Sharleena's departed soul, you mount your horse and return to the main road. Turn to 142.

311

Angrily seizing the rogue by the scruff of his neck, you demand to know who he is, where he and his Undead servants have come from, and why they attacked you. In reply he gibbers on about his powerful master, someone called Magrand – before suddenly whipping out a long knife from under his robes. The savage blade whistles towards your forehead. Will you roll backwards off the cart (turn to 357) or hurriedly draw your sword to try and deflect the blow (turn to 22)?

312

You are racing through the driving rain towards the lit building when you glance up – and see winged creatures sweeping down towards you. From their leathery, gargoyle-like forms they can only be Moon Demons, fierce beasts that stalk the night in large bands. As you knock desperately on the stout wooden door, one of them lands on your back, and

the others splash down into the mud around you. You swing your sword, but cannot reach the creature clinging to your back. You pound on the door and yell to be let in. The door suddenly swings open and you fall forward. Before hitting the floor, you see a dozen or more enraged villagers rushing towards you with knives and scythes upraised. *Test your Luck*. If you are Lucky, turn to 159. If you are Unlucky, turn to 38.

313

You pick your way through the ruins and soon reach the watchtower. The Baleful Eye cannot see you now, as you are too close to the tower, but a more immediate threat bars your way. An Orc stands guard at the only entrance to the watchtower. He sees you and shouts a challenge. 'Hey, Yooman. What's the password?' Will you give him a password (turn to 242), try to bribe him (turn to 320), or fight him (turn to 106)?



314

The sullen young man does not even raise his head as you take a seat beside him. From his rough garments, you would say that he is a farmhand. You ask him if he would like a drink. 'No, thank you,' he replies. 'I'm not here to drink. I'm searching for me brother. He came up this road three months ago and never came back. For all I know, he may even be dead, but I've got to find out.' He says that a pedlar told him that his brother had stayed in this very tavern; however, Kremper denies any knowledge of such a customer. Depressed, the youth does not know what to do now. He has no more ideas and, though you try to offer him comfort, it is clear that he would rather be left alone. Do you now go up to your room (turn to 15), go and talk with the old beggar (turn to 115), or go and sit down at the table with the woman fighter (turn to 145)?

315

You have choked the heart's supply of liquid malevolence: a foul concoction brewed by Demonic alchemists. The heart seems to flutter for a moment, before continuing as normal. (Note the fact that you have turned the Green Dial on your *Adventure Sheet*.) Suddenly there is the wail of an alarm, and you are horrified to see a crack appear in the wall of veins and tubes, allowing a nightmarish thing to ooze out. It has black, slime-covered skin, numerous eyes and dozens of tentacles. Will you wait to see what it does (turn to 30) or run out, going back the way you came (turn to 272)?

316

You are in a violet room with three doors. Will you go through the north door (turn to 177), the east door (turn to 152), or the west door (turn to 68)?

317

Night falls, and you all retire to the lantern-lit cabin. Grunton reheats the stew that you were about to eat before the accident occurred, and Venghul tells you some tales of their many adventures on the continent's waterways. She then takes out a peculiar pack of cards, adorned with a variety of impressive pictures. They are Cards of Divination, and she offers to peer into your future by way of thanks for saving the boy – though, she warns you, you may not like what she sees. Do you accept her offer (turn to 236), or decline and go to bed for the night (turn to 381)?

318

You use your healing skills on your companions; they are not badly injured and soon recover under your care. You also regain 4 points of STAMINA. Turn to 102.

319

You wait for a few moments. Then, without warning, the door explodes outwards. Flying splinters of wood cut into you; lose 3 points from your STAMINA and turn to 298.

320

How many Gold Pieces will you offer him? Make a note of the number, then turn to 84.

321

The villagers recognize the almost tragic error of their ways and do all they can to make amends. You are given a sumptuous meal (restore 4 points to your STAMINA). While you are eating, the village crier tells you about Magrand: 'He's a damned necromancer, and one too powerful for us to deal with. He performs endless experiments in the evil arts and even speaks with Demons. He lives in the old mill on the causeway, guarded by things in the marsh: Undead creatures he sends out to wander our streets in the hours of darkness. If only we could be rid of him!' Will you volunteer to help the people of Colton? If so, you will be given a sword (if you need one) and taken to the causeway (turn to 335). Otherwise, you must follow the northerly road out of the village, much to the sorrow of the people of Colton (turn to 225).

322

You move among the bodies, searching for any signs of life. A sound behind you alerts you to the fact you are not alone. You dive forward in an attempt to dodge, but you fail to move quickly enough. A searing pain tears across your leg. Turn to 171.



323

You have entered the core of the building: a circular chamber lined with veins, pipes and grasping tentacles. A few Demonic Servants are attending strange devices, while others are pushing a train of human captives into a living furnace, shaped like a worm's mouth lined with sharp teeth! There must be some mind-dulling magic at work here, as no one would walk quietly, the way these prisoners do, towards their doom. Mounted on a pedestal in the centre of the room is a Death-Stone . . . now you understand. The building, having literally grown from this rare and sentient artefact, is a Land-Blight. Powered by the consumption of living beings, its sole purpose is to produce and emit foul gases which corrupt wholesome land, in readiness for Demonic occupation. You have already seen the signs of a Demon army sweeping south from the Cragrocks, clearing the way for this obscenity to be built. Myurr must be planning an invasion – but you know of no way by which he can import the thousands of Demons, needed to make the occupation permanent on to the Earthly Plane. Now, will you destroy the worm-furnace (turn to 352), or ignore the plight of the prisoners and try to deal with the Death-Stone (turn to 191)?

324

You throw yourself to the side of the road just in time. The wagon rumbles over the spot where you had been standing a moment before; as it passes, you see that it carries a cage containing at least eight

people. Their blank faces betray their resignation to whatever fate awaits them. Although you would like to help them, the wagon is travelling too fast for you to catch up with it; all you can do is head for Dunningham. Turn to 240.

325

You relax your mind and begin to slip into a trance. However, before you can enter it fully, sharp teeth tear into your body as the Moon Demons take advantage of your defenceless state. You try to shake off the trance, but it's too late. You die a calm – if futile – death.

326

The Orc looks confused, and you can almost hear the mental anguish he's going through, trying to remember whether it is the right password. Before the Orc comes to a decision, you may attempt to bribe him (turn to 320), or attack him (turn to 106).

327

Taking a tight grip on the reins, you swing off the road and make your way across the fields. As you draw closer to the village, the snaking, curling mist gets thicker and thicker. A gust of wind briefly scatters the vapours to reveal a withered landscape: the crops lie rotting and the ground is littered with the dead and twisted bodies of fieldmice and birds. As the fog closes in again, you cast worriedly about, searching for your parents – but it's obvious that nothing is left alive in this blighted land.

You ride on and shortly come across an old acquaintance, the village scarecrow that you and your friends used to call Black Jack. *Test your Luck*. If you are Lucky, turn to 205. But if you are Unlucky, turn to 16.

328

Before fighting the Zombies, you may throw vials of Holy Water at them. Because they are so preoccupied in devouring Godsfire, this will be an easy task to accomplish. Just decide how many vials you wish to use and cross them off your *Adventure Sheet*. Roll one die for each vial and total the numbers rolled to find the number of STAMINA points that the creatures must lose. You may divide the STAMINA loss among the three in any way you like. Once you have done this, you must fight the remainder one at a time.

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

If you defeat them all, turn to 182.

329

The Skeleton grins at you and aims a blow at your chest. You block it and then rush in to attack.

HORNED SKELETON SKILL 8 STAMINA 14

If you win, turn to 226.

330

You make a sprint for cover on the side of the road opposite the muddy ridge and leap into a ditch, obscured by brambles. *Test your Luck*. If you are Lucky, turn to 113; if you are Unlucky, turn to 140.

331

You stand your ground and prepare to do battle. You raise your sword in defiance as the Demon slashes at you with its taloned claws. It's going to be a tough fight.

GREAT DEMON SKILL 11 STAMINA 18

If you win, you continue on your way. Turn to 98.



332

Fighting back your nausea, you grasp one of the veiny tendrils between your teeth and bite. A steaming liquid pours out of the wound and into your mouth, and though you spit most of the stuff out, you must lose 2 points from your STAMINA. If you are still alive, you are relieved to see that the shock of your sudden attack has caused all the tendrils to relax their grip. You grasp your sword and attack the guards. Turn to 263.

333

It takes you some hours to reach the junction by the large bridge and, as expected, by the time you get there the barge has gone, leaving only one unexplored avenue. You turn off the road you are on and take the other route, the one heading north-west. Turn to 71.

334

The Orcs look up in surprise. One steps round the table and walks menacingly towards you. 'Who is you?' he asks. Will you:

Talk to him?

Attack him?

Kick over the table?

Turn to 114

Turn to 179

Turn to 269





335

You have not travelled far along the causeway when the surface of the swamp is broken by the emerging heads and hands of flesh-dripping Zombies. They rise in their dozens and make their way towards you; some clamber on to the causeway behind you, blocking off the village, so the only way to go is forward. You race towards the mill, but two Zombies stumble into your path. They lurch clumsily forward as if blind, their rotted hands raking the air before them. If you have the *BANISH UNDEAD* Talent and wish to use it, turn to 87. If you do not have this Talent or do not wish to use it, you must fight both Zombies at the same time. However, before fighting, you may throw a vial of Holy Water over one of them. To do this simply cross a vial off your *Adventure Sheet* and fight only the Second Zombie; the First is destroyed by the Holy Water.

	SKILL	STAMINA
First ZOMBIE	7	8
Second ZOMBIE	6	7

If you win, turn to 196.



336

You push open the door and step through into a black corridor with paintings of leering Demons on the walls. Invisible hands clutch at your body and tear your Cross, Holy Water and the Demon-Slaying sword (if you have it) from your grasp. All your Provisions are also snatched from you. Turn to 195.



337

Fortunately, being newly undead, Calbert does not possess the power of hypnotism. All the same, his vicious fangs and sharp claws make him a terrifying opponent.

CALBERT

SKILL 8

STAMINA 10

If you defeat him, turn to 303.

338

Two villagers hastily bar the door and a small, weasely-looking man helps you to your feet. For the moment you are safe, but you cannot tell how long the door will withstand a concerted Demon attack.

The man introduces himself as Romond, the headman of the village. 'For three nights we've been attacked by these foul Moon Demons and they have slain many of us. Some families managed to flee, but we do not know whether they have reached safety or not. At first, we hoped to drive the Demons off, but more keep arriving all the time. Now we have no choice other than to head south when the morning comes. Until then, we have to survive what remains of this night.' You know from your researches that normally Moon Demons cannot enter the real world. A great rift between the dimensions must have occurred to let so many through to this place. You remember that Moon Demons cannot stand daylight; in the morning they will return to their own plane. Will you stay and help the villagers (turn to 286) or continue the search for your parents by leaving via the back door (turn to 258)?



339

What you see at Axmoor defies belief: the River Merton is clogged with all manner of odious pollutants oozing out of the village sewers; the surrounding woodland has been blasted beyond recognition, leaving a barren, smoking landscape; and most of the village's buildings are ruined. You start to cross a high stone bridge spanning the mighty Merton, when suddenly a number of enormous segmented tentacles, coated in glistening slime, rise up from the riverbed. They wrap themselves round the stonework and pull. You stumble as the bridge starts to collapse. *Test your Luck.* If you are Lucky, turn to 125; if you are Unlucky, turn to 55.

340

Roll two dice. If the total rolled is equal to or less than the number of Gold Pieces you threw, turn to 276. If it is greater than the number of Gold Pieces, turn to 296.



341

The villagers soon realize that they are no match for your fighting skills, and they all run away, scared for their very lives. As they flee, it dawns on you that the two men who attacked you looked familiar and you realize with horror that you have just fought two of your childhood friends. Add 2 points to your **EVIL** rating (be sure to make a note of this on your *Adventure Sheet*). Overcome with remorse at your hasty action, you decide to leave Crowford in order to avoid any more unnecessary bloodshed. Turn to 148.

342

Will you look inside the coach (turn to 376) or inspect the bodies (turn to 322)?

343

Your youthful face looks up at you with fear in your eyes. You have caused a rift in the continuum of time by meeting yourself in the past. You become caught up in an endless replay of your brother's death and burial.

344

The pond is brown in colour, and lumps of unwholesome sludge float on its surface. Near by is a ruined Temple, and beyond that an abandoned Courthouse. Will you wade into the pond (turn to 99), go to the Temple (turn to 380), or go to the Courthouse (turn to 66)?

345

Sharleena tells you to make yourself comfortable and goes into the next room. Through the closed door, you hear chanting and the beat of a drum. After a few minutes, this stops and you can hear the sound of muffled voices. Suddenly a high-pitched scream rends the air. Will you wait for Sharleena to return (turn to 319), or rush in to see what is happening (turn to 298)?

346

When you wake up, you discover that you are in a slimy dungeon, again made of living, heaving matter. You are standing upright against a soft warm wall, pinned there by a multitude of tiny throbbing tendrils which cling to your limbs, wrap themselves across your chest, and sprawl over your face. More conventional cages hold dozens of dejected, ragged human prisoners. Only two creatures are standing guard; they are Demonic Servants, animated skeletons in black robes. Rather stupidly, they have left all your equipment on you. Despite the constant tugging of the tendrils, you can just free one of your hands. Do you use the *DARK VEIL* Talent, if you possess it and wish to use it (turn to 149); or use the *MEDITATION* Talent, if you have and wish to use it (turn to 133); would you rather bite one of the tendrils that snakes across your face (turn to 332); or pull out your Cross and press it against the living wall behind you (turn to 80)?

347

She looks at you closely. 'Welcome to Dunningham, Demon-Stalker. You see before you a village that is not all it seems. However, I sense that you already know that.' She waves her hand and your vision grows cloudy; when it clears, you see smoking ruins and scenes of devastation. A wooden tower dominates what remains of the village, and from it stares a baleful Red Eye. As you watch, the gaze of the Eye passes over the ruins like a searchlight, penetrating even the deepest shadows. 'Behold the true form of Dunningham, and beware lest you fail again to pierce the veil of illusion. Before you is the fate which awaits the world. The forces of Evil are in the ascendancy – although many would have us believe that we live in a golden age of Goodness. As a servant of the Trickster, my aid is never as straight as you would wish. Listen to my advice, and ponder it well, for it contains both truth and lies. Which is truth and which is lie, is for you to decide.' Roll one die to see what she tells you. On a roll of 1–3, turn to 74; on 4–6, turn to 34.





348

The Sorcerer leads you down a long, twisting corridor until you reach an iron door that is covered in glowing runes. He touches the door and it swings open. Inside is a glowing sword set into a stone representation of Myurr in his toad form. The Sorcerer motions for you to draw the sword. 'For centuries I have guarded this weapon, awaiting the time when it will be needed to defeat Myurr. My fellow sorcerers and I have been tricked by Myurr into aiding his foul schemes. To make amends, I offer you the sword of Demon-Slaying. Take it and use it to rescue your parents and defeat the Demon Prince.' You draw the sword and feel its power flow through you. In any fight against Demons, the sword will increase your **SKILL** score by 4 points, even if that takes your **SKILL** to over 12. The Sorcerer now offers to try and teleport you to Myurr's tower in the Cragrock Peaks. If you accept, turn to 98. If you tell him that you prefer to find your own way to the tower, the Sorcerer grins, then gestures at you.

You find yourself standing on a track that winds through a forest. Turn to 245.



349

Taking all possible care, you circle the tower until you come across the only other feasible way in, a large hole in the rear wall. The hole is about twenty feet above ground level, but it may be reached by clambering up a pile of bricks that is resting against the wall beneath it. If you would rather go back and enter by the wooden door, turn to 173; however, if you prefer to climb up this dangerous heap of broken stones, *Test your Luck*. If you are Lucky, turn to 28; if you are Unlucky, turn to 39.

350

You quickly dispatch Kremper – but then feel a pang of remorse. No matter what evil the landlord has committed in the past, it is up to you to set examples. Slaying Kremper is not the way to do it. Gain 1 EVIL point. Then you hurry to the stables, find Godsfire and speed northwards in pursuit of the Orc. Turn to 76.

351

Walking north from Weddonbridge, you observe signs of the Moon Demon army's passage: carnage, decay and destruction on a massive scale. There has to be something behind them, driving them on – and that something must be destroyed! After a couple of hours you feel the previous night's action begin to take its toll, and you realize that you haven't slept since before you arrived in Crowford. You stop and huddle beneath a cluster of charred fir trees. Unsurprisingly, you are also very hungry:

unless you eat at least one meal's worth of Provisions now, you will have to lose 2 points from your STAMINA.

It is late in the afternoon when you reawaken. Feeling much better for your slumber, you set out on the northerly road once more. Two miles on, you hear a sound like the flapping of giant wings. It comes from somewhere off the road, obscured by a ridge to your right. Will you stand and wait for it, sword drawn (turn to 140) or quickly get off the road and hide in the undergrowth (turn to 330)?

352

You race over to the captives and set about cutting them free, but a Demonic Servant intervenes to stop you. If you score two blows against it in two successive Attack Rounds, it is destroyed, irrespective of its current STAMINA score.

DEMONIC SERVANT SKILL 6 STAMINA 7

If you win, turn to 233.



353

As you approach the church, soul-rending screams come tearing out of the mist-carpeted graveyard. You knock at the church door and can hear the sound of a bar being removed from the inside. The door opens, to reveal a scared-looking man dressed in priest's robes. Hurriedly he beckons for you to enter the church. 'Thank the heavens you've arrived. Quick, come inside.' He quickly bars the door and, with a great effort, recovers his composure. 'I'm Anson, the new priest. I have sad news for you: your parents were found, dead, in their home three days ago. At least, at the time we *thought* they were your parents – now, I'm not so sure. There was something very strange about their appearance; the flesh was stretched tight on their bones, and their eyes shone with an unholy light. Because of the suspicions I had, just this morning I opened their grave, only to find that they had been spirited away and their places taken by foul Demons. Ever since I buried those creatures, an evil miasma has hung over this village, destroying the crops and killing the wildlife. Now, every night, at sunset, those screams begin. You have the power to put an end to this nightmare. You must help. I implore you.' Will you:

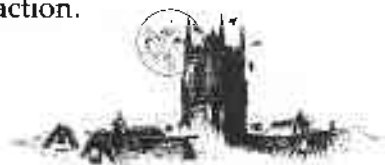
- | | |
|---|-------------|
| Open your parents' grave? | Turn to 85 |
| Use <i>SENSE DEMON</i> , if you can and want to? | Turn to 181 |
| Leave the village to search elsewhere for your parents? | Turn to 45 |

354

You leap on to the wagon just as one of its wheels hits a large rock. *Test your Luck*. If you are Lucky, turn to 147; if you are Unlucky, turn to 250.

355

You pull the dagger out of the table – and scream with pain as it burns you. You drop it and kick it across the floor. Deduct 3 points from your *STAMINA* and 1 point from your *SKILL* because of the pain. If you are still alive, return to 398 to choose your next action.



356

Will you attack the fleshy, slobbering orifice with your sword (turn to 305), throw your Cross into its blazing maw (turn to 27), or throw a vial of Holy Water into it (turn to 164)?

357

Cursing, you watch the cart vanish in the distance. Then you go back and bury poor Godsfire, before returning to the road. The Orc went in the same direction that you were heading, so perhaps you'll meet again. You set off, running, north-west along the road; after a short while, you come to some marshy flatlands and a sign reading 'Colton-on-the-Marsh'. Turn to 153.

358

Cobwebs cling to your hands and face as you descend the steps. The sticky strands peter out after a few feet, and you soon reach an underground chamber containing a placid pool. A marble statue of a woman stands at the pool's edge. One side of her face is black and the other white. In her hands she holds a set of balanced brass scales which move slightly in the faint breeze blowing down the steps. Gruff voices and heavy footsteps echo hollowly in the chamber – someone must have seen you enter. You have little time. Will you wade into the pool (turn to 53), tip the scales to the left (turn to 29), or tip them to the right (turn to 397)?



359

Just as you manage to seal the trapdoor, a large Moon Demon spreads its leathery wings and dives towards you. You must fight it.

MOON DEMON

SKILL 7

STAMINA 6

If you win, turn to 212.

360

The writhing grey strands catch you in mid-air, wrap themselves round and round your body, and drag you, screaming, under the water, where an indescribable fate awaits.

361

Two strong men fashion the rope into a noose and slip it over your head. Despairingly, you beg for an audience with the village elders. An old woman steps forward and says: 'There are no elders in Colton, but I am called the wise woman. What do you have to say for yourself?' In an attempt to prove that you are not a follower of Evil, you engage her in a spiritual debate. Roll one die. If the number rolled is equal to or less than your current EVIL score, turn to 13; if the roll is higher, turn to 321.





362

A few miles from Stanford, you hear the sound of approaching riders. Not wishing to be caught in the open, you conceal yourself behind a tall oak tree. Eight ghostly Skeleton riders on undead horses draw up at the point where you left the highway. One dismounts and examines the road closely. You hold your breath and hope they will not pick up your trail. *Test your Luck*. If you are Lucky, turn to 178; if you are Unlucky, turn to 132.

363

The room before you has a spiral staircase leading upwards. Will you climb the stairs (turn to 56) or go back through the door (turn to 68)?

364

You climb up through the hatch, to find yourself in a short corridor. There is a closed, unguarded door to your right, and an open archway to your left. Beyond the arch is another open door, through which shines sunlight. However, a trio of Demonic Servants stand between you and this exit, their sparkling red eyes betraying a telepathic link with their master, Myurr. Will you turn right and open the closed door (turn to 323), or attack the guards by the exit (turn to 116)?

365

You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to 50), the Heptagon (turn to 15), the Hexagon (turn to 196), the Pentagon (turn to 39), the Square (turn to 11) or the Triangle (turn to 167)?

366

Death by Demon-Plague offers the most agonizing pains known to mankind, but it is also mercifully swift.

367

The Orcs look puzzled. Unfortunately for you, it doesn't take them long to figure out that you are bluffing. They pick up their weapons and rush to the attack. Turn to 179.

368

Sword drawn, you urge Godsfire forward and see an old wagon, pulled by a shabby horse, creak into view. Two terrified-looking peasants sit at the front, and you can hear the groans of someone in pain coming from the back. The wagon stops and one of the peasants calls out to you, 'Let us pass. We have nothing - Demons have taken all our possessions. We beg you.' Sheathing your sword, you ride slowly over to them. As you get closer, a look of relief passes over their faces. 'Our village was attacked by Demons. The north's full of 'em. One of us is wounded, can you help?' If you have the

HEAL Talent, turn to 33. Otherwise, the peasants warn you to be careful, and then they head off along the road due south. Realizing that your parents must be somewhere to the north, you decide not to lose precious time visiting Sharleena, and spur Godsfire onwards. Turn to 142.

369

The Red Eye's gaze sweeps over you and you feel the strength being sucked from your body. You fall to the ground, unable to move. It is not long before rough, hairy hands pick you up and drag you towards the watchtower. You are pulled upright and an ugly Orc punches you in the stomach and leers into your face. 'Ha. We got ya now. Yuz'll be feeding Old Beady soon.' Then he throws you into a room at the bottom of the tower and takes all your equipment, leaving only your clothes behind. In any battle, deduct 1 from your SKILL score until you find a new weapon. Before he goes, the Orc hits you again (deduct 2 points from your STAMINA). If you are still alive, you must try to escape. You attempt to loosen your bonds. *Test your Luck*. If you are Lucky, turn to 290; if you are Unlucky, *Test your Luck* again. If you are Unlucky again, turn to 138. Otherwise, turn to 290.



370

Grumont looks on as you take a running jump back towards the barge. The intervening tentacles grope upwards all the more frantically. *Test your Luck.* If you are Lucky, turn to 299, but if you are Unlucky, turn to 360.

371

With a loud crash your keen blade cleaves the stone skull in two. Fragments fly in all directions as the magic energies trapped within it escape. For a few moments you are bathed in a peculiar glow. When it disappears, you find yourself in possession of new knowledge. You gain one extra Talent of your choice. (Pick a new Talent and tick the appropriate box on your *Adventure Sheet*.) Unfortunately, the same release of power causes the cave to quake so violently that it starts to collapse. You cannot shelter here, so you leave and join the road to Weddon-bridge once more. Turn to 58.

372

A sphere of black sludge forms round Magrand's hands and then shoots towards you; however, you dodge it at the last second and it splashes into the wall behind you, *splat!* You don't give him time to cast another such spell!

MAGRAND

SKILL 6

STAMINA 6

If you win, turn to 293.

373

Just as you are sitting down, you glance up and observe a black-robed figure sneaking through the tavern door. As Kremper leads the creature into a back room, you can see that this is a hunchbacked Orc. If you want to follow them into the back room, turn to 393. But if you would rather stay and finish your drink, turn to 251.

374

You run away from the building as fast as you can, trying to ignore the wailing, tormented souls you have left behind. You take the road leading north, not even looking back once. Add 2 EVIL points for this major defeat which has resulted from your less-than-noble instinct for self-preservation.

Two miles from the village, you find an abandoned raft floating on a small stream. The boat looks fit to sail and this stream should bring you to the River Merton east of Axmoor. Will you take the raft and sail downriver to Stanford (turn to 223), or keep on the north road (turn to 229)?





375

Valiantly you hold the sacred artefact aloft – but you can only watch in horror as the Abomination reaches out, snatches the Cross from you and crushes it to dust (erase it from your *Adventure Sheet*). If you have the *DARK VEIL* Talent and now wish to use it to try and flee, turn to 49. Alternatively, if you would rather stand and fight, turn to 65.

376

You are just pulling open the door to the coach when you glimpse a sudden movement behind you. In desperation you spin around, but it's too late. A steel blade slices into your arm. Turn to 171.

377

You have no trouble understanding the runes. Over the Red Dial is written **FEED**, over the Blue Dial is **DRAIN** and over the Green Dial is **ADDITIVE**. Do you wish to turn the Red Dial (turn to 213), the Blue Dial (turn to 239), or the Green Dial (turn to 315)? If you'd rather not touch any of them, you must leave the room by the way you came in, as there are no other exits (turn to 272).



378

You push open the door and stride into the crowded tavern. There are about thirty angry villagers in here – but, when you enter, suddenly they all go quiet, shift uneasily in their seats and stare into their drinks. Harak, the landlord, snatches up a cloth and begins frantically polishing a glass. You are normally more than welcome here, but today you are made to feel like an unwanted stranger. Across the room you notice Darrow, an old friend. While he appears to be as uncomfortable as the others, at least he is looking at you. Will you go over and talk to Darrow (turn to 244) or buy yourself a drink and try to get some information from Harak (turn to 67)? Or would you rather leave at once and visit the village priest (turn to 353)?

379

You have just entered a bright yellow room which has three doors. Will you go through the south door (turn to 47), the east door (turn to 124), or the west door (turn to 152)?

380

The Temple once served the gods of Good and Law, but now it is defiled by Demonic script over the doorway. If you have the *SPEAK DEMON* Talent and wish to use it, turn to 146. Otherwise, will you enter the Temple (turn to 216), go to the pond (turn to 344), or go to the Courthouse (turn to 66)?

381

In the morning, you find that the barge has reached the outskirts of Axmoor . . . but what has happened here? The river is caked with a green foaming crust, the woodland has been turned into a barren, fuming landscape, and many of the buildings are charred ruins. 'Gods!' exclaims Grumont. 'I had heard rumours of a Demon army marching south from the Cragrocks, but this . . .' Venghul advises him not to land, but you must enter the heart of this evil and destroy it, so you tell Grumont who you are and something of your mission. He agrees to take you to the wharf before returning eastwards. Thanking him, you steel yourself as the boat enters the smouldering ruin that was Axmoor. All is deathly silent as you step on to the buckled planks of the riverside jetty. The once-thriving dock is dead.

Suddenly, the planks fly up into the air and a number of thick worm-like tentacles writhe up out of the water between you and the barge. Will you race away towards the centre of the village (turn to 291), stand and fight the flailing tentacles (turn to 62), or try to jump between them, back on to the barge (turn to 370)?



382

When you mention the word 'Magrand', the cheerful youth recoils in horror. 'You seek . . . Magrand?' he gasps. Before you can think what to do next, he runs away.

Confused, you wander aimlessly around, then suddenly find yourself surrounded by a band of armed and very angry villagers, led by the youth. He points at you and shouts: 'There he is!' Will you wait for them to catch up with you, in the hope of clearing up an apparent misunderstanding (turn to 60) or (as the roads out of the village are blocked) beat a hasty retreat across one of the dangerous-looking marsh trails (turn to 259)?

383

The Demon is forced to comply with Sharleena's command, but it tricks you and replies in its own tongue. Unfortunately, you cannot understand what it says. Turn to 161.



384

You fall to the floor, mortally wounded. Before you die, you hear Myurr scream and witness him being sucked from this plane. At the same time the robes of the Netherworld Sorcerers drop to the floor; they too are gone. You may have given your life, but your sacrifice was not in vain; your actions have saved the world. Your parents rush to your side and make your last moments as comfortable as possible. You tell them not to blame themselves for what has happened, and then your spirit slips away.



385

Wary of any guards that may be around, you lift the round hatch-cover and climb swiftly down, using the carved hand-holds and closing the lid behind you. You descend a short distance before dropping to the floor of a corridor. The way to the left is wide and fairly well-lit, but to the right the way is dark and cramped. Will you go left (turn to 101), or right (turn to 207)?



386

The Sorcerer smiles mockingly and then passes his hand before your eyes. The room vanishes and you find yourself suspended in an other-worldly dimension. Before you are six strange portals, floating at weird angles and linked to bizarre pathways. As you watch, the portals change their position but retain their shape. As you become more accustomed to this strange dimension, you realize that the portals are geometric shapes: you can see a circle, a heptagon, a hexagon, a pentagon, a square and a triangle. In the centre hangs a glowing key, surrounded by a sphere of energy.

You are in the prison of the Netherworld Sorcerer. To escape, you must gain the Key to Space and open the final portal with it. No matter how you try to approach the glowing key, it always moves away from you. The way to the key must therefore lie through one of the doorways. First, make a note of this paragraph's number on your *Adventure Sheet*, then choose a geometric door and turn to the appropriate paragraph number (see below). If you choose the wrong door, you will find yourself reading a paragraph from elsewhere in the adventure. Instead of following the directions given there, return to this paragraph and choose another door. On choosing the correct door you will turn to a paragraph that allows you to choose the next door in the sequence. If you choose wrongly at any time, you must return to this paragraph and start again. You are allowed two attempts to escape, so if you return

to this paragraph for a third time, you will have failed, and will be trapped here for all eternity. Good luck!

Will you choose the Circle (turn to 365), the Heptagon (turn to 166), the Hexagon (turn to 341), the Pentagon (turn to 118), the Square (turn to 58) or the Triangle (turn to 312)?

387

Though the effort makes you feel physically sick, you force your lips to pronounce the Demonic words that will shatter the ritual once and for all (gain 1 EVIL point). The counter-magic takes effect instantaneously; the Abomination's corpse is sucked up into a magic vortex and vanishes for all eternity. For a moment, both you and the Mage are stunned; you pull yourself together, however, just as the Moon Demon, screaming pure hatred at you, attacks with its vicious claws.

MOON DEMON MAGE SKILL 6 STAMINA 9

If you win, turn to 144.



388

Beaten and desperate, Kremper pleads: 'Don't kill me. I'll tell you everything. There's this butcher, this sorcerer in Colton by the name of Magrand. Every month he pays me to drug my guests, and his evil Orc servant takes them to be used by him in horrible rites. He said he'd kill me if I didn't cooperate. He speaks with Demons . . . I promise I'll never help him again. I'll move south. Please spare me.' You may spare him (turn to 301) or put an end to his ignoble existence (turn to 350).



389

You board the colourful barge, and Grumont, the skipper, tells you to treat it as your home. He travels with two others: his ten-year-old son, Palinn, and Venghul, a strange old woman who watches over you with a keen, unnerving eye.

The remainder of the day is spent sailing along the River Merton towards Axmoor. Not long after noon, you pass a vast expanse of marshland to the south-east and, at sundown, Grumont sets about making a stew. Suddenly there is a cry. Palinn has fallen over the side of the barge into the deep and powerfully flowing river. There's no time for plans.

Will you stand and watch from the barge, hoping that the boy can swim (turn to 17), grab the mooring rope and throw it towards him (turn to 92), or dive into the river and haul him out yourself (turn to 160)?

390

Seeing your reluctance to leave, two of the villagers make a charge at you. You must fight both of them at the same time.

SKILL STAMINA

First ANGRY VILLAGER	5	5
Second ANGRY VILLAGER	6	5

After one round of combat, turn to 341.



391

The road to Stanford continues for some miles before passing over an enormous wooden bridge spanning the River Merton. You cross this and continue north. Night falls, but you are still many miles from Stanford when you see flickering torchlight in a clearing not far from the road. Guttural chanting comes from the same place. Do you want to stop and investigate (turn to 198), or ignore it and look elsewhere for a campsite, before continuing on to Stanford in the morning (turn to 24)?



392

Across the room is a Demonic Pandemonium: a clattering musical instrument made out of dragons' bones. It plays a funeral march, and you can also hear the distant tolling of a church bell. Strange lights illuminate the peculiar device as the bones pound out a relentless beat. Will you stay and listen to the music in the hope that it will provide you with a clue (turn to 14), go over and inspect the Pandemonium (turn to 120), or leave the room (turn to 199)?

393

You make your way stealthily across the tavern and are just about to enter the back room when the curtain opens and Kremper emerges. Behind him you can see a small square chamber with neither doors nor windows. Though you can see kegs of ale and racks of bottles quite clearly in it, there is no sign of the Orc. It has vanished into thin air! The landlord quickly draws the curtain to behind him and asks you what you want, his finger lightly tapping the cosh. Thinking quickly, you tell him that you *were* looking for some service, but that, as he's acted so rudely, you won't bother asking for anything. He apologizes with a swarthy grin. You may now either go up to your room (turn to 15) or stay in the bar and try to start up a conversation with some of the other guests. If you remain in the bar, will you go over to the ragged old man (turn to 115), the quiet youth (turn to 314), or the woman fighter (turn to 145)?

394

A rustling noise from inside the house warns you that something is lurking within. If you wish to use the *SENSE DEMON* Talent, turn to 90. If you cannot or do not want to use it, turn to 139.



395

A little way further on, your foot catches in a sink hole which, despite your best efforts, just will not relax its murky grip. A gas pocket bursts near by and its noxious fumes wash over you, making you gag and choke. When your head clears, you find to your horror that you are being sucked down into the bog. The marsh has claimed another foolish victim.



396

You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to 193), the Heptagon (turn to 211), the Hexagon (turn to 279), the Pentagon (turn to 342), the Square (turn to 229) or the Triangle (turn to 302)?

397

The pool glows with a warm, yellow light and you feel yourself drawn into it. Your wounds heal magically and you feel refreshed. Restore your *STAMINA* to its *Initial* score. The light then fades . . . and you are standing on a track in a forest. Turn to 245.



398

You pass through the mirror. Before you is a scene which sets your heart pounding. Your parents stand, bound together, in a magical circle with burning candles at their feet. Behind them is an oak table with three Netherworld Sorcerers sitting at it. They seem to be concentrating on three items before them: a crystal ball, a leather-bound book and a pyramid of bones; and an ornate dagger is thrust into the table-top. Your parents see you, but their voices do not sound through the magical circle.

Worse still, you can make out the Demonic form of Myurr, resting on a massive throne. Drinking from a blood-filled chalice, Myurr laughs harshly and his snake-like tongue slithers between his razor-sharp teeth: 'Greetingsss, Demon-Ssstalker. Welcome to the culmination of all my planssss. You have come to ressscue your parentsss, and sssso have entered my tower of your own free will. I could not make you do sssso by force, yet your presssence iss essential, sssso I have baited you here. Any sssuccessssesss you have had on your journey have been due to my machinationsss. Using the power of the Sssorcerersss, the life energiesss of your parentsss and the power of your sssoul, I shall open a permanent gateway between the Demonic and Earthly Planesss. My armiesss have cleared the way for thiss to occur. I shall dominate you and all your worthless kind.'

You thought that to open such a gate was impossible. Myurr must be stopped. To defeat him, you

must either slay his earthly form or discover where he has hidden the magical gem that allows him to remain on this plane. If you can find the gem and destroy it, it will explode and banish Myurr, but the explosion may also kill you.

Now you must fight. In the course of each Attack Round you may do one – and only one – of three things: *either* fight as normal, *or* throw one vial of Holy Water at Myurr, *or* dodge him and attempt to destroy one of the objects in the room in the hope that it conceals Myurr's gem. See below for further explanation. Alternatively, you may use the *DARK VEIL* Talent, if you have it, to attack Myurr under a cloak of invisibility (turn to 278).

When fighting Myurr, only a magical weapon will cause him to lose any *STAMINA* points. If you win an Attack Round with a normal weapon, you neither give nor receive any damage. Moreover, Myurr's four arms allow him to attack twice per round. This is like facing two opponents with the same *SKILL* score, and only your first attack can cause any damage.

MYURR **SKILL 14** **STAMINA 25**

If you defeat Myurr, turn to 400.

If you throw Holy Water at Myurr, you must roll two dice; if the total rolled is equal to or less than your *SKILL*, you score a direct hit. Roll one die and deduct that number of points from Myurr's *STAMINA*. If you miss, the vial is wasted. Either

way, Myurr is held at bay for a round and cannot make an attack on you.

Finally, if you choose to destroy an item, you risk being hit by Myurr. Will you attempt to destroy:

The candles?	Turn to 111
The chalice?	Turn to 284
The crystal ball?	Turn to 77
The dagger?	Turn to 355
The book?	Turn to 210
The pyramid of bones?	Turn to 273

399

Quietly you unlatch your door and tiptoe down the staircase. You enter the unlit bar, and you are looking for a way to the back of the building when suddenly you feel a sharp pain on the back of your head. As you slip into unconsciousness you hear a wheezy laugh. 'Good girl, Bessie, good girl.' Turn to 9.



Myurr screams with rage as he is ripped from this world. 'It'sss not over, Demon-Ssstalker, I shall return and take my revenge.' The Demon Prince is gone, his hold on this world broken; he has been forced back to the Demon Plane. But you know that this is only a temporary victory: the Demon Prince has the power to return, and one day he will. All you can do is remain vigilant and prepare. However, it is not a hollow victory, for your parents are free and you have stopped Myurr from opening his gate to the Demon Plane. You notice that the Netherworld Sorcerers have also disappeared. All that remains are their three robes.

Your parents rush over to you. Overjoyed to see you once more, they join you in giving thanks to the gods. You have saved the world of Titan and freed your parents. The road has been hard, but you have done well. You have lived up to your name, Demon-Stalker.



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Seven deadly and magical serpents speed ahead of you to warn the evil Archmage of your coming. Will you be able to catch them before they get there?

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Steve Jackson and Ian Livingstone

Edited by Marc Gascoigne

From the darkest corners, from the deepest pools and from dungeons thought only to exist in nightmares come the Fighting Fantasy monsters – the downfall of many a brave warrior. Two hundred and fifty of these loathsome creatures from the wild and dangerous worlds of Fighting Fantasy are collected here – some are old adversaries, many you have yet to meet – each of them described in minute detail. An indispensable guide for Fighting Fantasy adventurers!

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