

Dungeon Saga



Rise of the Shadow King

Adventure Gamebook



MATT GILBERT

Rise of the Shadow King

Adventure Gamebook

Also available from Mantic Games

CONTAINMENT PROTOCOLS
A Deadzone short story compilation

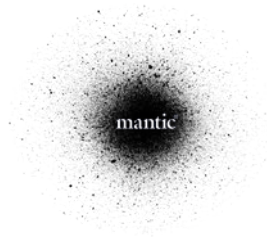
FIRST STRIKE
A Warpath novel by Christopher Verspeak



Rise of the Shadow King

Adventure Gamebook

MATT GILBERT



Mantic Entertainment LTD.

193 Hempshill Lane, Bulwell, Nottingham, NG6 8PF

ISBN: 978-0-9931984-9-6

Copyright © 2016 by Mantic Games.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the written permission of the publisher.

This is a work of fiction. All characters and events portrayed in the book are fictional, and any resemblance to real people or incidents is purely coincidental.

Find out more about Mantic Games at

www.manticgames.com

First published 2016

Design and Layout: Karen Miksza

Cover Art: Shen Fei

Internal Art: Boris Samec

Play-testing by Daniel “Darklord” King,
Craig “spooney85” Johnson, John Austin, Jon Hickey, Tim Jackson

Printing and Binding:

Aurumprint, Vilnius, Lithuania Sv. Stepono g. 27c-5, LT-01315

How to play this game

Rise of the Shadow King is a book with a difference. In this book, *you* are the hero and the decisions you make will dictate how the story unfolds. Armed with a pencil, an eraser and some normal 6-sided dice, you will embark on a quest to rid the land of evil – playing the character at the heart of the story. Read through the following pages carefully to understand how to play the game and then read the background section. After this your adventure will begin. You should not read the numbered sections in this book in numerical order but only in the order you are instructed to read them in. That order will be driven by the choices you make as you play.

Game Values

To play the game, your character has a range of game values or statistics (stats). Monsters and creatures you encounter have similar stats which are used when you fight them in combat.

Speed (Sp) – this value represents your natural athleticism, speed of movement and your reflexes. Sometimes you will have to make a *Speed Test* using this value. *Speed Tests* are described below.

Melee (Me) – this value represents your fighting ability. You use this value when trying to hit opponents in combat. For example, a value of 4+ means you need to roll a 4 or more to score a hit.

Ranged (Ra) – this value represents your skill at hitting targets with ranged weapons. For example, a value of 3+ means you need to roll a 3 or more to score a hit.

Defence (De) – this value represents both your natural toughness and the protective armour you are wearing. For example, a value of 4+ means your opponent needs to roll a 4 or more to wound you.

Attacks (At) – this value determines how many dice you roll in combat.

Health Points (Hp) – this value represents your stamina and capacity to absorb damage.

Speed Tests

Sometime, you will be asked to make a *Speed Test*. To make the test, roll a single 6-sided die and compare the result to your **Sp** value. If the result is equal to or more than your **Sp** value, you pass the test. If the result is less than your **Sp** value, the test is failed.

Fighting Combats

During the game you will often find you have to fight one or more creatures that you encounter. If there is more than one opponent to fight, you should fight one at a time in any order you wish but you must defeat one before moving on to the next (for simplicity, only the opponent you are currently attacking will attack you, not all of them at once). You must defeat all the listed opponents to proceed any further. Your opponents will have stats and skills (see later) just like you do.

If you have more than one weapon available to use, you must choose which you will use for the entire combat before any dice are rolled. You cannot change your weapon – you must fight and defeat all your opponents using the one you chose.

Unless you are told otherwise, you will be the first to attack (the **Attacker**) in any combat. You and your opponent will take alternate turns (rounds) to be the **Attacker** and **Defender** until one of you is defeated. When it is your opponent's turn to attack, you roll the dice for them. To fight a round of combat, use the following steps:

- 1) The **Attacker** rolls a number of 6-sided dice equal to their **At** value.
- 2) Compare each one to the **Attacker's Me** value to see how many scored enough to hit.
- 3) For each die that scored a hit, roll it again and compare it to the **De** value of the **Defender**.
- 4) For each die that equals or beats the **De** value of the **Defender**, reduce their **Hp** by 1.

Repeat the above steps, alternating the **Attacker** and **Defender** until either you or your opponent is reduced to zero (or less) Health Points. If you reduce your opponent's **Hp** value to zero or less, they are defeated. If your **Hp** value is reduced to zero or less, you are killed and your adventure is over.

Hhealth Points

If your **Hp** value is reduced to zero or less for any reason

(such as in combat above), you are killed and your adventure is over. You must start the game again.

During the game, you may gain or recover Health Points. However, you can never take your **Hp** value above its initial starting level.

Ranged Weapons

If you have a Ranged Weapon such as a bow and are given a chance to fire it, use the following steps:

- 1) Roll a single 6-sided die and compare the result to your **Ra** value to see if you scored a hit.
- 2) If you hit, roll it again and compare it to the **De** value of your target.
- 3) If the result equals or beats the **De** value of your target, reduce their **Hp** by 2.

If you have a limited number of shots for your weapon, reduce the number you have left by one whether you hit or miss.

If there is more than one possible target, you can choose which one to shoot.

Special Skills

Both you and any creatures you meet may have one or more **Special Skills**. These are beneficial in combat. Their effects are listed below:

Crushing Strength. When rolling against the Defender's

De value in combat, add 1 to each die before comparing the result. For example, if the **De** value is 4+, rolling a 3 would still wound the Defender (3+1 =4).

Elite. When rolling to hit the Defender in a round of combat, the Attacker may re-roll **any** of the dice that rolled a 1 and failed to score a hit. Dice can only be re-rolled once. Proceed to roll damage as normal for all hits scored.

Vicious. When rolling to wound the Defender in a round of combat, the Attacker may re-roll **any** of the dice that rolled a 1 and failed to cause damage. Record any additional damage. Dice can only be re-rolled once.

Fate Points

As an adventurer you know that destiny plays an important part in becoming a legendary hero. But fate is fickle and sometimes your luck can run out.

You will start the game with a number of **Fate Points**. You can spend these as described below (so long as you have any left). You may also gain or lose them during the game for other reasons. There is no limit to the number of Fate Points you can have. When you spend a Fate Point, reduce the number you have by one.

- When you are the Attacker in combat, you may spend a Fate Point to automatically have all your attacks hit and wound your opponent for one combat round without having to roll any dice. For example, if you have 2 Attacks, you can spend a Fate Point to automatically reduce your opponent's **Hp** value by 2.
- When you are the Defender in combat, you may spend a Fate Point to automatically cause your opponent to

fail to hit you with any of their Attacks for that combat round.

- You can spend a Fate Point to automatically pass one *Speed Test* you are required to make.
- You may spend a Fate Point to automatically hit and wound the target of a Ranged Weapon shot you make without having to roll any dice.

Your Character Sheet

The Character Sheet allows you to keep track of your stats and special skills as well as any items you may purchase or find during your adventure. Most items you should record in your *backpack* and then cross out or delete any that you use or lose. Some items should always be kept to one side and cannot be lost. These are special *Quest Items* and should be recorded in this section of your Character sheet. You will be told when to add Quest Items. Weapons have their own section of the character sheet and like *Quest Items*, cannot be lost. You can assume your character has some very basic items like a tinderbox, small knife, purse and clothes but you don't need to record these things.

Your Character

The last thing you must do before you begin your adventure is decide what type of character you would like to be. You have three choices: A Human, an Elf or a Dwarf. Make your choice from those below and then copy the details onto your Character Sheet. Once you have done

RISE OF THE SHADOW KING

this you are ready to read the Background section and start your adventure.

Character Type	Sp	Me	Ra	De	At	Hp	Fate Points
Human	4+	4+	4+	4+	2	12	3
Elf	3+	4+	3+	4+	2	10	3
Dwarf	5+	4+	5+	4+	2	15	3

Elf Characters always start the game with a Ranged Weapon (a bow) which has enough ammunition (arrows) for 8 shots. All characters start with a single hand weapon (a sword). Add these weapons to your Character Sheet.

An Example Combat

Let's look at an example of a combat with a pair of enemies you might encounter.

	Me	At	De	Hp	Special
MUTANT RAT	5+	1	4+	4	
FIRE SCORPION	5+	2	3+	2	Vicious

The text has told you that if you pass a *Speed Test*, you can fire a Ranged Weapon if you have one. In this example, you are playing as an Elf character and so have a bow and decide to fire it at the Mutant Rat.

- First you make your *Speed Test*. Your **Sp** value is 3+ so you need to roll a 3 or more. You roll a single 6-sided die and roll a 4 so you pass the test.
- Your **Ra** value is also 3+ so again you roll a single 6-sided die and this time score a 5 thus hitting the target. You now roll to try and match or beat the Mutant Rat's **De** value of 4+. You roll a 6 and so cause 2 **Hp** of damage reducing the Rat to 2 **Hp** (remember, Ranged Weapons do 2 Hp damage). Whether you hit or miss, you would reduce the number of arrows you have by 1 and mark this on your character sheet.

You now have to fight both Creatures in combat. You decide to fight the Mutant Rat first.

- You roll 2 dice to attack (you have an **At** value of 2). You roll a 2 and a 5. Your **Me** value is 4+ so only one attack hit.
- You roll 1 die for the attack that hit and score a 6. The **De** value of the Rat is 4+ so you cause 1 **Hp** of damage. The Rat is reduced to 1 **Hp**.
- The Rat now attacks you (the scorpion doesn't attack yet). You roll 1 die for its attack scoring a 2. With an **Me** value of 5+, the Rat has missed you.
- You now roll to attack the Rat again as before and this time cause another 1 Hp of damage. The Rat only had 1 **Hp** left and so is now dead! You can now resolve the combat with the Scorpion...
- You now attack the Fire Scorpion. You hit twice but then roll a 1 and a 4 causing only 1 **Hp** of damage. The Scorpion is still alive.
- The Fire Scorpion now attacks you. You roll 2 dice for

RISE OF THE SHADOW KING

its attacks scoring a 2 and a 6. With an **Me** value of 5+, the Scorpion has hit you once.

- You roll a die for the attack that hit you and you roll a 1. Your **De** value is 4+ so you have not been damaged. However, the Scorpion is *Vicious* which means any die which failed to damage and rolled a 1 can be rerolled! You roll it again and this time score a 6 meaning you lose 1 **Hp**.
- It's now your turn to attack again and you cause another **Hp** of damage finally killing the Fire Scorpion. You have now defeated both Creatures and can proceed as instructed in the text.

Character Sheet

NAME	
------	--

CHARACTER TYPE	
----------------	--

STATS

SP	ME	RA	DE	AT	HP

FATE POINTS

QUEST ITEMS

WEAPONS

BACKPACK

Background

The young Prince Glarion, the youngest of three brothers, grew up to be a revered and celebrated general across the Ardovikian plain. But the ambitious prince had a stain on his soul; a taint in his heart. His achievements were always someone else's, his victories always for another's cause. First it was his father and then his oldest brother as he later became king. Time moved on and jealousy and bitterness gnawed at the youthful prince. He was still only second in-line to the throne and only then if his brother did not produce a son. He became more and more spiteful, angry and gripped with loathing at the injustice of the world. Ashamed at the person his brother had become, the king sent him far away, campaigning in the East close to the Abyss.

No-one knows what happened to the prince while he was gone. He never returned. At least not the same young prince that was sent away. Ten years later, rumours of a wave of death, washing across the plains, reached the ears of the king. He dispatched scouts to investigate but none returned. As refugees started to drift West with tales of undead horrors marching across the land, the king marshalled his lords and their armies and assembled a host to meet the foe. As the mighty armies clashed, the fate of the kingdom lay in the balance. As the battle wore on, a huge hulking warrior strode his way towards the king, unerringly seeking him out. The fighting seemed to swirl around this being as he passed through the raging battle lines. Many valiant knights moved to intercept and protect their king but were effortlessly cut down by the ornately armoured

skeleton body guards marching with their dark general. Eventually the king realised he could not escape and rode to fight the being, accepting the wordless challenge. Towering over the king and his horse, eyes blazing, the warrior raised a huge warhammer and spoke: "I have come for what is mine, brother."

The king was unhorsed and was dead before he reached the ground. At the death of their sovereign, the king's armies began to collapse and the undead surged on. Every living body which fell started to rise again, fuelled by Necromantic power.

Darkness fell on the realm. The dark lord, the king-slayer G'laron-tza, claimed the crown for his own and sent his undead legions far and wide despoiling the land and bringing misery and death. For a hundred years his reign of terror lasted, casting a shadow on the world such that G'laron-tza became known as the Shadow King. One day the cities of men and elves put aside their own troubles and squabbles and forged an alliance to rid the world of the undead blight. Great captains and generals lead the allied armies right to the heart of the Shadow King's power, the castle now known as the Shadowfort.

A terrible siege was laid but eventually the castle walls fell and the undead driven back into the fortress. The fight was carried all the way to the throne room where G'laron-tza himself fought, surrounded by his bodyguard of Revenant Knights. Arch-priests and mages were brought forth, even from the distant Hegemony of Basilea, but even their combined powers could not destroy him, only banish him from the world, trapping him in a place between life and death. As the last rituals and chants were made and the seals placed in the throne room, the remaining undead collapsed like

RISE OF THE SHADOW KING

puppets with severed strings. The fortress was hidden from mortal eyes with powerful magic and the location became a sworn secret. The priests and mages knew that the Shadow King's entrapment could be undone. No one must ever be allowed to try.

Your life to date as a hired sword has been exciting and the experience you have gained invaluable. However, the time has come to move on and seek your own fortune and no longer rely on others to pay your way. Tales of danger and heroism from your childhood are at the forefront of your mind these days and having seen a little of the world, you know at least some are based on truth.

Inspired to live the life of an adventurer and discover more, you join a caravan guard for a train heading North to the plains. Whispers of an ancient evil arising to the North, of villages burned and people missing, have been filtering back to the towns in the South. But these have been dismissed mostly as the fanciful tales of the plains-folk; those less civilised human settlements with superstitious populations. The stories have awakened something inside you and, intrigued, you have decided to travel North yourself to find out more.

So one cool, sunny morning, as the waggons trundle through the gates of Yammerton to join the great trade route known locally as "The Copper Road", you ride out too, flanking the train and with your spirits soaring with the prospect of what lies ahead. As the rattle of cobblestones under hoof and wheel is replaced with the more rhythmic sounds of the well-trodden road, you glance back at the town gates, getting smaller and smaller as they fall away behind you. Who knows if you will ever return?



1

The caravan owner drops a bag of coins in to your hand and then, with a furtive glance around him, scurries away muttering his thanks. Everyone in the train felt the atmosphere in the town as you entered. The streets here are too silent – the populace subdued. There are shutters over the windows and very few people are on the streets now the light is fading. People are afraid.

You head towards The Green Oak – an inn recommended to you by one of the other caravan guards who has visited the town in the past. As you cross the street through the lengthening shadows, the inn stands dark before you. Shafts of warm gold light have found their escape through cracks in the shutters and spread across the floor like glowing fingers, enticing you in. There is little sound coming from the building however; not what you would expect from somewhere so large and supposedly popular. Shrugging your backpack onto your shoulders, you reach for the door handle and step through the doorway.

What noise there is stops as you swing open the door and step inside. The customers all look up nervously and

the large man behind the bar opposite reaches under the counter. You close the door behind you and nod a greeting to the folk sat at the tables either side of you. As you walk towards the bar, the crowd visibly relaxes - at least a little - and the murmuring of conspiratorial voices begins to gently rumble once more.

As you approach the bar, the man behind it still looks wary and asks your business. You take a room for the next couple of nights and order some food and ale, explaining you are a wanderer just visiting these parts. Shaking his head he says that you should not stay long. He declines further comment and hands you your drink. You settle down at a table in the corner of the common room where you can observe your surroundings better.

After eating, you take a look around the room at the other patrons and decide to ask some questions about the town and see if anyone will talk about the stories you have heard. You must decide which table to approach:

A dark table by a shuttered window where a couple are eating. Turn to [62](#)

The liveliest table in the centre of room where a card game is in progress. Turn to [290](#)

A stool by the bar where a man is sitting hunched over the counter nursing a drink. Turn to [181](#)



2

You gingerly make your way across the bridge, wary of the worn mortar and crumbling stones. Halfway across, a large stone dislodges and your horse lurches to the side, into the bridge wall. Make a *Speed Test*. If you pass, you successfully grab your backpack as it swings out over the water. If you fail, you miss the bag and you must lose one item you are carrying as it drops into the water. Choose an item and cross it off or rub it out.

You reach the other side without further incident and remount, heading North once more. Turn to [393](#).



3

The ground underfoot becomes less clay-like and sticky and sandier but still sodden. You come to a junction amongst some tall, dark-brown reeds.

If you want to turn West, turn to [107](#)

If you want to turn North-East, turn to [204](#)

4

You grip the cold metal handle and push the door open. The hinges grind noisily and you wince as the sounds cuts through the silence. From the shadows opposite, two pairs of pale, glowing blue eyes turn in your direction and with a clatter of bones, two lurching skeleton warriors raise their corroded swords and move to attack. You must fight them.

	Me	At	De	Hp
SKELETON	5+	1	3+	4
SKELETON	5+	1	4+	3

If you defeat them, turn to [184](#)

5

The road begins to notably worsen the further North you travel and you pass several burnt-out hamlets and cottages but mysteriously no bodies can be seen. Whether the occupants fled before their homes were destroyed or their fate was sealed afterwards in some other way you don't know. With a shudder, you press on.

Up ahead the road suddenly opens out into an area of shorter, rougher grass, much of which looks to have been trampled flat at some point. Taking the opportunity to rest briefly, you set your horse to graze while you stretch out and prepare to eat some food. Just as you are settling down, your senses start screaming at you that you are not alone. Out of the corner of your eye, you catch movement to your left, then again to the right.

You are being stalked by bandits, desperate men in these troubled times. It is your horse and your food they want. You don't have time to fire any ranged weapons but your warrior instincts have saved you from being jumped unawares. You must fight both bandits.

	Me	At	De	Hp	Special
BANDIT	5+	1	3+	3	
BANDIT	5+	1	4+	2	Vicious

If you defeat them, turn to [67](#)

6

As the sun begins to drop in the sky, it dips behind the hills which dominate your surroundings, plunging you into dark, cold shadow. The path continues up a steep slope until eventually, you reach a crest at the top of a vast depression. Tough grass and hardy shrubs litter the floor and the slopes of the hill ascend once again beyond the indentation in the landscape.

In the centre of the hollow, stands a ring of jet-black stones. No vegetation lies within the circle. This must be the ring of stones Kainan spoke of. Fishing the copper brooch from your belongings, you take a deep breath and make your way down the slope. You pause at the edge of the stone circle unsure what to do next. Slowly, you reach out with the brooch and gently touch the nearest stone.

The air within the circle shimmers and distorts. Blue light swirls before your eyes and gradually coalesces into the shape

of an archway. Stepping beyond the stones and into the circle, you feel a tingle as you take a stride through the archway and into the Shadowfort. Turn to [23](#)

7

You pull your sword from the body of the last Ghoul and turn to look at the third body on the floor. It is a young man, probably an acolyte or similar. Only half the candles in the church are lit and a smoking taper lies on the stone floor under a nearby bench beside him. At the far end of the hall, in the corners beyond the altar are two more wooden doors, both closed.

If you wish to go through the door on the left, turn to [158](#)

If you wish to go through the door on the right, turn to [280](#)

If you wish to investigate the altar, turn to [55](#)

If you wish to leave the church, turn to [196](#)

8

Most of the piles are simply bones and rags which you move carefully aside with the tip of your blade. In one pile though, you feel a heavy weight wrapped in a piece of filthy brown cloth. Un-wrapping it reveals a phial of what looks like green water.

If you want to drink the water, turn to [29](#)

Otherwise, turn to [324](#)

9

The path reaches a junction. Ignoring the route to your left which disappears into the darkness to the South-West, you continue North. Turn to [47](#)

10

The alleyway snakes its way between narrow, over-hanging buildings. Above you, the roofs on either side are almost touching; restricting the light and making the passage gloomy. The stones feel slick underfoot and you try not to imagine what it is you are walking on. Eventually you reach a fork in the path. To your left, the road is a little wider but equally dismal. A crumbling sign announces the lane as “The Tove”. Realising that will take you back towards the Inn, you turn right. Turn to [144](#)

11

The path takes you to a wide area of dry, sandy soil. The mists are thinning and dominating the scene is a large gnarled tree, its branches draping brittle-looking fronds into the ponds behind it. Silvery, feather-like pappi are gently drifting down from the upper branches and a coating of them amongst the exposed roots looks an inviting place to rest.

If you want to take this opportunity to rest, turn to [300](#)

Otherwise, if you would rather return to the junction and head North-West, turn to [395](#)

12

You wake up startled in the middle of the night. The room is almost pitch black but you can just make out the shuttered window frame. There is a scratching sound coming from the outside, like claws scraping over the wood. As you sit up you hear the howl of a wolf which cannot be too far from the town and the hairs on the back of your neck start to rise. Your hand falls on the sword by your bedside.

If you want to get up and open the windows shutters, turn to [57](#)

If you want to ignore the sounds and try and go to sleep, turn to [237](#)

13

You recognise the symbol on the wall as one you had briefly seen on the scroll you found. Unrolling the parchment, the partial map appears to match what you have seen of the passageways so far and the junction you are now at. The symbol appears above the same corridor on the map followed by a skull and a spear. The other passage shows a room and what appears to be an S shape. Beyond this, the map is torn or faded and the details are lost.

If you want to take the passage with the symbol straight ahead, turn to [221](#)

If you want to take the other passage to the left, turn to [32](#)

14

The berries have a slightly salty taste but are juicy and not too unpleasant. You pick several and eat them slowly.

If you are an Elf Character, turn to [27](#)

Otherwise, turn to [77](#)

15

Drawing your blade, you crane your neck out and edge towards the hole. As you near the edge, you can just see that the hole drops for perhaps 6 feet into what appears to be a tunnel running away under the far wall. A rattling sound is all the warning you receive. The huge skeletal form of a giant snake emerges from the tunnel below and rears up out of the pit in the floor knocking you backwards.

If you have some bone pipes, turn to [390](#)

Otherwise, turn to [228](#)



16

After a while, you feel the ground start to gently slope downhill and eventually you come to a junction. The road, which has become little more than an ill-maintained path now, runs on North but a branch also turns North-East.

If you wish to continue North, turn to [314](#)

Or if you would rather take the North-East branch, turn to [54](#)

17

You enter a long, rectangular room. The ceiling is hidden in shadow and running up the length of the floor are the stone tombs of ancient monarchs. Against the walls, huge stone sarcophagi stand with carved animal faces that leer out into the space between. As you begin to slowly walk down the length of the mausoleum, you notice the heavy door of one sarcophagus is lying in two pieces on the chequered flagstones. You hear a low moan and spin round to find the ancient Mummy King, shuffling towards you, its powerful swings attempting to rake you with desiccated, clawed hands.

If you have any fire oil, turn to [319](#)

Otherwise, turn to [68](#)



18

You move back to the first rune stone but to your dismay, the colour drains from all three rune-stones and then, slowly, the runes themselves fade away to leave just a flat, unmarked surface. Stepping back on the other stones has no effect. Unable to continue in any other direction, you head back the way you came. Turn to [298](#).

19

Luckily, your tinderbox is dry and you hurriedly try to get the lamp lit. For a minute, you start to worry as the lamp refuses to light. More than once you catch what look like white, skeletal faces forming in the mist, only to be gone when you look more closely. A mournful wail drifts through the air. Finally the lamp ignites and slowly the glow spreads out around you. The mist seems to flee as if repelled from the smoky light and you make your way slowly away from the area, avoiding the rocks and sudden drops that you would have otherwise fallen foul of. Cries and whispers of sorrow and remorse ride the swirling mists but the lamp light holds the vapours at bay. Eventually, the path firms up a little and the mist thins as the voices fade behind you. Your lamp splutters out and is of no more use but you have reached a junction of pathways.

If you want to continue East, turn to [342](#)

If you want to turn to the North, turn to [288](#)

20

The road continues roughly in the same direction for nearly an hour. You do not see another soul. Occasionally, the grass opens up as small paths cross the road; tracks made by wild animals such as spineboar and the like. Then up ahead you see the grass to one side of the road has been recently trodden down in a wide circle. As you get nearer, you see the blackened remains of an old campfire, not used for several days. As you slow down your mount, a gargled roar rumbles across the space and a huge lumbering Troll emerges from the long, thick brown grass opposite the campsite. The troll staggers towards you, seemingly unsteady on its feet and with what appears to be some horrible festering injuries.

If you have a ranged weapon, you may attempt a single shot before the beast gets to you. Resolve it now and record any damage.

You must now fight the **Zombie Troll**.

	Me	At	De	Hp	Special
ZOMBIE TROLL	5+	2	5+	3	Crushing Strength

If you defeat the **Zombie Troll**, turn to [132](#).

21

The corridor runs straight for a short distance then turns to the left. Two steps further on and the flagstone under your foot gives slightly as you land your weight on it. From down



the corridor a large bolt shoots from the wall at chest height.

Take 2 *Speed Tests*. For each one you fail, lose 1 Health Point due to wounds caused by the trap. As normal, you may spend 1 Fate Point to automatically pass 1 *Speed Test* (so you must spend 2 to pass both).

If you now want to continue down the corridor, turn to [195](#)

Otherwise, you must turn back and take the other passage. Turn to [32](#)

22

The mists swirl around you and visibility becomes worse. Your progress is slow as you have to keep watch on the path ahead as it snakes between the pools and marshes. Several times you have to squelch through areas where the path is flooded or push past thick reeds.

You come to an area where many paths meet. Ignoring the path back South you must decide on another path.

If you want to head North, turn to [89](#)

If you want to head West turn to [218](#)

If you want to head East turn to [211](#)

23

The ancient stone corridors of the Shadowfort seem to glow with a muted blue light although it's not clear what the source is. Your clumping footsteps echo weakly around you as you move down the passageway kicking up dust from the pitted flagstones. You come to a junction with corridors

running away both left and right.

If you want to turn right, turn to [387](#)

If you want to turn left, turn to [50](#)

24

You are too slow and the pack of Orclings catches up, swarming over your feet and up your legs. You must now fight them.

	Me	At	De	Hp	Special
ORCLINGS	5+	3	3+	4	<i>Vicious</i>

If you defeat the Orclings, turn to [159](#)

25

You enter a cold dark room lined with shelves. The space smells musty and unused. The only light in the room is that now falling through the doorway.

If you wish to stay and search the room, turn to [60](#)

Otherwise, you close the door and continue down the corridor, turn to [248](#)

26

You reach a fork in the path.

If you want to turn North-East, turn to [9](#)

If you want to turn North-West, turn to [102](#)

27

After a few minutes you feel slightly queasy but the feeling soon passes. The rest and the food are welcome. Gain 2 Health Points. Heading back South, you find your way back to the junction and then head East. Turn to [119](#).



28

The path gets narrower and narrower and increasingly dark as the trees and bushes close in from all sides. Squeezing between two trees you suddenly find your left arm stuck. As you turn round to try and see what has you caught, your legs and pack also get stuck in what turns out to be the edge of a thick web you have brushed past. The creature that created the web must have been formidable but thankfully seems to be long gone. The web is torn and patchy and not as adhesive as it once must have been. Still, as you slowly extricate yourself from your entanglement, your pack opens up as you pull it clear but in the gloom you do not notice.

Roll a single die. If you roll a 5 or 6, lose one item of your choice from your backpack as it spills unnoticed to the forest floor. You can prevent this by spending a Fate Point.

Free of the aging trap, you push on through the gloom. Turn to [187](#)

29

The liquid tastes bitter but not unpleasant. You feel revitalised – you have drunk a healing potion. Recover 2 Health Points. Cheered by your good fortune, you should now choose a path forwards. Turn to [120](#).

30

You hurl the flask at the worm and it shatters, flames exploding over the creature's head. It rears up and shakes off the liquid tormenting it having caused only superficial burns. You must still fight the worm but can reduce its Health Points by 1 before you fight the first round of combat.

Cross the Fire Oil off from your backpack and turn to [176](#).

31

The path slopes downhill and you come to an area of saturated sandy soil. The trees stop either side and you get the impression that this is, or was, a stream running through the forest. The ground looks firm enough despite being so wet and the path continues in the trees on the other side. As you are deciding what to do, you hear a crash of splintering branches from behind you. Will you:

Walk across the sand, turn to [84](#)

Try and find another way across, turn to [64](#)

Turn and face the noise, turn to [III](#)

32

The corridor twists left and right passing several doors blocked up with stone. The passage turns right again and arrives at a junction. To your left, the passageway carries on a little way before turning left once more. In front of you the tunnel bends gently to the right.

Will you go left, turn to [212](#)

Or straight on, turn to [110](#)

33

As you wind your way up the stairs the fluttering is accompanied by slurping and chewing sounds. Near the top, you can make out the dark shape of the large copper bell, hanging from the ceiling. Suddenly the stair beneath you makes a startling creak and the sounds above abruptly stop. You hold your breath.

From out of nowhere, a huge black shape launches itself at you. Make a *Speed Test*. If you fail, you are knocked off balance and fall back several steps losing 1 Health Point.

You must fight and kill the Vampire Bat which is attacking you.

	Me	At	De	Hp	Special
VAMPIRE BAT	4+	1	3+	4	Vicious

If you defeat the Vampire Bat, turn to [100](#).

34

Your struggles leave you exhausted. With your last energy fading fast, you don't hear the stalking, slathering werewolf emerging from the trees behind you until it is too late.

Your adventure is over.

35

You cough gently and the mole-rat awakens, startled. You sit back and spread your hands, showing it you mean no harm. For a while it eyes you warily, its dark eyes glinting in the shadows. Then it cocks its head as it appears to consider something before turning and digging amongst the leaves, pulling something from the ground. Using its nose, it pushes the object over to you. It appears to be a large claw, perhaps from another mole-rat and it seems it wants you to take it. The mole-rat then settles back down on its bed and gestures with its head to the tunnel. It seems your presence is no longer required.

Putting the claw in your pack, you return to the junction.

If you want to turn right, turn to [230](#)

If you want to turn left, back to the tree, turn to [56](#)

36

The man looks at you and seeming to reach a decision, tells you to wait. "It might have survived," he says and disappears into the ruins of his home. A few minutes later, he returns and hands you a set of blackened bone pipes,



a relic he says that has been in his family for generations. “They are said to hold the undead in sway,” he says, “but didn’t do us much good last night. Perhaps you will have more fortune.”

Thanking him, you put the pipes in your backpack and rise to leave.

Will you now leave the village and continue North, turn to [178](#)

Or explore some of the ruined buildings, turn to [112](#)

37

You call out to the giant, telling him you mean no harm. He growls and a deep rumbling voice, surprisingly musical, asks you your purpose. You explain you are on a quest to rid the land of the curse which is falling upon it and the giant’s brow furrows. He seems deeply suspicious of you and unwilling to say much – perhaps he has had bad dealings with your kind before. The giant gets to his feet, saying he must continue on his journey South. Wishing him farewell, you continue North. Turn to [297](#)

38

The key fits neatly in the lock and turns with a satisfying click. Inside, lying in a plush purple velvet lining is a glass bottle of water with the insignia of Basilea engraved artfully on one side. Closing the lid, you may take the chest and water if you wish. Make a note of it and then mount your horse and continue North. Turn to [370](#)

39

You crawl on your hands and knees into the hole between the roots. You find yourself in the tunnel that stretches away into the darkness. After a little while, the passage turns left slightly and the occasional shaft of light breaks through the soil and forest detritus above you. A little further on you come to a junction.

If you want to go right, turn to [165](#)

If you want to go left, turn to [197](#)

If you want to back out of the tunnel and return to the path, turn to [56](#)

40

As the helpless goblin lies on the floor, you draw your sword and run him through. He cries pitifully as you end his life. You immediately regret your rash actions but it is too late, the goblin is dead. You search his body but find nothing you perceive of any value. Lose 1 Fate Point.

Saddened by what you have done, you continue on your way. Turn to [204](#).

41

The room is fairly large with six thick stone pillars supporting the lofty ceiling. To your left, wide stone stairs descend into the darkness and opposite you, the wall has partly collapsed leaving rubble on the floor. Light from the world outside shines through narrow cracks throwing cold beams

against the opposite wall through which dust motes twinkle in their lazy drift through the air.

If you want to investigate the rubble and broken wall, turn to [285](#)

If you want to head down the stairs, turn to [337](#)

42

You step away from the lamp, back the way you came. Tentatively, the Orclings re-emerge and, eyeing you suspiciously, gather round the lamp. After much debate, they pick the lamp up and move on disappearing into the undergrowth. Walking back to where you freed the lamp, you see a small green bag has been left. Opening it, you see it contains what looks like dried meat and nuts. You may eat this gift at any time. When you do, regain 2 Health Points and then remove it from your backpack. Turn to [9](#)

43

You step from the wide, sun-lit street outside The Green Oak, into the dark, cool lane opposite. The buildings to your right block the light and as you slowly make your way along the rubbish-strewn pathway, you catch glimpses of faces at windows, hastily withdrawn. Ahead you see the lane curves away to the right but if anything, it seems to become gloomier.

If you wish to continue to walk along The Tove, turn to [79](#)

If you wish to return to the inn and head East towards the church, turn to [116](#)

44

You pick one of the thin, black-capped growths; it feels smooth and cold to the touch. Tentatively, you take a bite. There is almost no taste. Eating the rest, you wait a minute for a reaction but nothing happens.

If you want to try a green toadstool, turn to [292](#)

If you want to try a white toadstool, turn to [115](#)

If you want to take the path North-East, turn to [198](#)

If you want to go East, turn to [346](#)

45

The passageway runs along in a straight line for about 30 yards until it forks into two slightly narrower tunnels, one heading slightly left and the other to your right.

If you want to take the left passage, turn to [239](#)

To turn to the right, turn to [223](#)

46

Recognising the crystal around the Fey's neck as similar to the one you have, you pull it from your pack and let it drop from your hand to swing from its leather twine. The Fey gasps and demands to know where you found it. You hastily explain you bought it at the market, fearful he might think you stole it or even worse.

The Fey however seems delighted and thanks you for returning it to his people. In return he says, he will heal and bless you before you go on your way.

If you trust the elf and want to hand over the necklace, turn to [333](#)

If you do not trust the elf and want to attack him instead, turn to [109](#)

47

You reach a small clearing where the path continues on the other side. As you head across, the shaky, animated bones of a pair of skeleton warriors emerge from the trees to your right. Adorned in ancient, elaborately detailed armour plates, the burning gaze of these Revenant warriors pierces the forest gloom as they shamble towards you.

You must fight the Revenants. If you have a Ranged Weapon, you may attempt a single shot before the slow moving skeletons get to you. Resolve it now and record any damage.

	Me	At	De	Hp
REVENANT	4+	1	5+	2
REVENANT	4+	1	4+	4

If you defeat the Revenants, turn to [255](#)

48

You take a wide detour round the sleeping giant blocking your way, leaving the path and pushing your way through

the undergrowth. It takes you some time but you don't want to risk waking the huge being. As you head back to the path you think you see another path through the trees out to the East.

If you want to return to the original path, turn to [297](#)

If you want to push through to the new path, turn to [262](#)



49

The air becomes wetter and colder as you follow the road down. The odd puddle of standing water starts to appear and the road fades to no more than a vague narrow track. At one point you arrive at a junction with another track coming from the South but you press on, your feet beginning to squelch and stick in the mud. Turn to [306](#).

50

The corridor continues for about 50 or 60 yards before turning sharply to the right. In front of you is a large wooden door.

If you want to turn right to follow the corridor, turn to [295](#)

If you want to go through the door, turn to [155](#)

51

You carefully detach the remains of the cloth from the cross-piece and gently wrap it and store it in your backpack. Make a note you have this and then turn to [113](#).

52

You make your way as best you can, almost blind to what is ahead. Once or twice you think you see screaming faces forming in the mist but they are gone in the blink of an eye. You snap your head round as whispers start to echo around you and somewhere, a mournful wail cuts through the air and sends shivers up your spine. The going is treacherous and you feel you are being harried by phantoms and ghosts. Shaking your head to clear your fears you try to focus on your feet.

Take 2 *Speed Tests*. For each one you fail, you will lose 1 Health Point as you twist an ankle or fall awkwardly.

Eventually, the path firms up a little and the mist thins as the voices fade behind you. You have reached a meeting of pathways.

If you want to continue East, turn to [342](#)

If you would rather turn to the North, turn to [288](#)



53

You arrive at a junction. Corridors run in two directions while a short set of stone steps lead down into what appears to be a fairly well lit room. Some light seems favourable to the gloom you've recently been wandering through so you turn towards the steps and head down. Turn to [345](#)

54

The light is fading and you need to make camp for the night soon. The road reaches a junction where a less well defined path continues North. Knowing this is the way you must head you take the path and wearily renew the trek on this new bearing , ignoring another path which heads East some miles further on. Rainclouds are gathering to the East and the wind is picking up. You press on. Turn to [227](#).

55

The altar is carved from polished wood and stands on a curved stone dais. On a shelf at the back you find a small wooden chest.

If you want to open the chest, turn to [240](#)

If you want to leave it and go through the door on the left, turn to [158](#)

If you want to leave it and go through the door on the right, turn to [280](#)

56

Scrabbling out of the tunnel, you shake the mud and twigs from your hair and clothes. Checking you have all your belongings, you return to the path North. Turn to [162](#)



57

Sword in one hand, you quietly find the metal clasp holding the shutters together. Lifting it gently you suddenly hurl the shutters open and they clatter against the outside wall, echoing down the street. Nothing happens. Nothing is there. Somewhere a baby starts crying, the pitiful sound piercing the cold night air, but it's quickly muffled and a deathly silence ensues. As you close the shutters, the scratching starts anew but again there is nothing there behind them as you fling them open. Closing them a final time, you return to bed putting the pillow over your head as the scratching starts again. Eventually it stops and as you drift into a fitful sleep, you imagine you hear the flap of leathery wings fading into the distance.

Turn to [344](#)

58

The path widens out to an area that looks like it was once cleared by hand. Fallen trees lie rotting on the floor and a collapsed pile of mouldy logs is visible to your left. Set back from the path is the ruin of a small stone hut, no more than a hovel in its heyday, now merely the remains of two walls and overgrown rubble.

If you want to explore the fallen log pile, turn to [80](#)

If you want to search through the rubble, turn to [316](#)

If you want to continue North, turn to [351](#)

59

You jump down into the tunnel, landing amid the bones of the snake in the dusty floor. The passageway is a roughly circular shape and lit with the same mysterious blue light as the corridors above. Kicking around in the dust and bones reveals nothing hidden or unexpected so you make your way down the tunnel. Turn to [179](#)

60

Most of the shelves are empty save for some mouldy bits of parchment and some bound scrolls. One of the scrolls appears to be a partial map of some tunnels. You may take this if you wish – make a note of it. You notice some loose brickwork in one corner of the room and as you get closer, you hear a scratching appearing to come from inside the wall near a stone plaque – the writing worn away with age.

If you want to prise away some of the bricks, turn to [170](#)

If you want to leave the room and continue down the corridor, turn to [248](#)



61

Taking it from the cloth it is wrapped in, you push the gem into the socket. The jewel sparkles and the liquid below shimmers and begins to bubble. After several seconds, the effervescence calms and the liquid turns clear. The gem is now stuck firmly in the socket.

If you want to drink some of the liquid, turn to [78](#)

If you want to leave the room, turn to [53](#)



62

The couple, a man and wife, looked startled as you move towards the table. You spread your hands and reassure them you mean no harm and just wanted to talk. Still nervous, they reluctantly allow you to sit and buy them a drink.

The man is Symon and his wife Katriana. They are cloth merchants but tell you times are hard. They seem afraid to talk about the rumours you attempt to bring up and keep casting cautious, nervous looks at the other tables around you. Katriana pulls her shawl around her shoulders and shivers, despite the warmth in the room. Trade is slowing down as fewer caravans are plying the trade routes from the south and traffic from the north has dried up completely.

Many of the villages they know of that lie further into the plains have made no contact recently. Even the closest, which they say lies North-East over the river Teer, has been quiet these past two weeks. Once, Symon says he saw black smoke far on the horizon.

Even a second round of drinks will not loosen their tongues anymore and eventually you thank them for their information and rise to leave. Turn to [302](#)

63

You stoop down at the edge of the pool and scoop several handfuls of the icy water into your mouth. It is delicious and unbeknownst to you, imbued with healing properties. Regain 2 Health Points. Refreshed, you continue up the slope. Turn to [6](#)

64

A little way along the bank to the West, you find a large fallen branch. Thinking it could make a good bridge; you heave it over the edge of the sand, stand it upright and let it drop across. It impacts with a wet thump but otherwise stays put. Gingerly testing your weight on it, you make your way across to the other side. Safely across to the other bank, the sounds of pursuit have faded. Waiting a few minutes with your weapon drawn, you then make your way to the path you saw previously and then head North. Turn to [26](#)



65

The cottage once consisted of two rooms, presumably a kitchen and a bedroom. Both are black with carbon and the smell and ash stings your eyes. In the kitchen, a scrawny, filthy dog is whining and scrabbling at a trap door in the floor half buried under the remains of a heavy wooden table.

If you want to move the table aside and open the trap door, turn to [352](#)

Otherwise, you should leave the village and head North, turn to [178](#)

66

You walk along the path for perhaps a quarter of a mile, the scenery bland and unchanging. Then, in front of you, the path turns a corner and as you round the bend, you are confronted with what must be dozens of thick, dark green vines hanging from the branches above. The area of vines doesn't appear too deep – you can see the path through the plants but it seems to spread out both left and right either

side of the path. You cannot see a way round them.

If you want to try pushing through the vines, turn to [101](#)

If you want to try cutting through them, turn to [315](#)

If you want to climb a tree and try to go over them, turn to [216](#)

67

As you step away from the last of the dishevelled, starving thieves you hear a whinny and cry from behind you. A third bandit has jumped on your horse and is hacking at it with an axe. Your beast rears up, frantically trying to throw off its tormentor, eventually dumping him on the ground, saddlebags and all; crushing his chest in its panic. You rush over and finish off the man but your horse is now white-eyed and mad with fear and pain. Before you can grab the reins it thunders off into the grass and you quickly lose sight of it in the undulating terrain. Cursing your luck, you have no choice but to keep going on foot, carrying what you can. With the light fading fast, you make what camp you can for now and spend a restless night under the cold stars.

Sometime around mid-morning, after an uneventful start to the day, the road begins to rise slightly and then falls gently down away from you. The vegetation below you becomes a mat of bracken that is then lost in a grey mist that hugs the ground several miles ahead. The sky to the North looks bruised and rain-laden. Turn to [49](#)





68

Ducking under another wild but powerful swing, you strike back at the mummified corpse attacking you.

	Me	At	De	Hp	Special
MUMMY	4+	1	5+	5	Crushing Strength

If you defeat the Mummy turn to [236](#)

69

Clear of the vines, you take your time climbing back down to the forest floor, jumping the last few feet to land with a crackle and a thump in the fallen twigs and moss which cover the ground. Checking you haven't dropped anything, you locate the path and head on North. Turn to [76](#)

70

Sometime around late morning you come to a stone bridge across the river. The road turns sharply North over the river and continues on the other side, heading towards the diminishing smoke. The bridge is old and parts have crumbled into the waters below; moss, lichen and time have discoloured the once grey stone. Dismounting, you lead your horse over the decrepit crossing.

If you are a Dwarf character, turn to [233](#)

Otherwise, turn to [2](#)

71

You find yourself in a small, square room. Over to the left is an archway and the room's walls glitter with strange quartz-like stone. In the opposite corner, a huge Revenant Knight, one of the Shadow King's bodyguard takes a solid step towards you out of the gloom and draws a huge rusty blade. You must fight this skeletal champion.

	Me	At	De	Hp	Special
KNIGHT	4+	2	5+	3	Crushing Strength

If you defeat the Revenant Knight turn to [356](#)

72

Blinking in the light as you leave the cave, you return to your horse and examine the case. It is a small, well-made wooden chest with a key-hole at the front and a rose motif on the lid.

If you have a small gold key with a rose motif and wish to try and use it to open the chest, turn to [38](#)

If you want to try and smash the chest open, turn to [208](#)

73

The sounds of pursuit fade away as you outpace the angry creatures. You slow down and stop to examine the lamp. Turn to [159](#)

74

The door opens into another long passageway. The same cold-fire torches light your way and your footsteps are partially muffled by the threadbare remains of a once-magnificent floor runner. With each step, you sense a power growing in the space around you; an evil and insidious presence emanating from the far end of the passageway. Willing yourself forward, you come to an ornately carved doorway on your left.

If you want to go through the door, turn to [34I](#)

If you want to continue down the corridor, turn to [138](#)

75

The path veers West before running North again. You pass a foul smelling mere on your left which bubbles ominously. After fifteen minutes of trudging your way through the mud and reeds, you arrive, wet and tired at another island. As you pause to rest and get your bearings you hear a low, bestial moan as shadowy figures emerge from the mist ahead, shuffling towards you, arms outstretched. Dripping wet, the zombies have hauled themselves from their watery grave to attack. You must fight them.

	Me	At	De	Hp
ZOMBIE	5+	1	3+	4
ZOMBIE	5+	1	4+	3

If you manage to defeat them, turn to [284](#).

76

The air around you grows cooler and the light begins to fade; it's almost as though it's being sucked from around you. On the path ahead, you see a tall, black-robed figure, its hand resting against a large tree. Slowly, deliberately, the being raises its head to reveal burning red eyes that flash with malevolence. A Vampire is blocking your way and its identity is confirmed when you see its wicked, fanged grin.

If you have any garlic or a mole-rat claw, turn to [152](#)

If you have neither, turn to [214](#)

77

The berries taste oddly salty but are nice enough and refreshing in their own way. The food and rest are welcome. Gain 2 Health Points. You begin to make your way back South but after a few minutes, start to feel queasy and slightly dizzy. Something in the fruit doesn't agree with you and although the effects will wear off, you will fight your next two enemies with only 1 attack dice in each combat round. Once you have fought and defeated two opponents, the effects will wear off and you will fight with your normal number of attacks. Reaching the junction, you pause to steady yourself before heading East. Turn to [119](#).

78

Stooping over the basin, you scoop a handful of the liquid into your mouth. It is deliciously refreshing. This is a

healing font and you recover 4 Health Points. Your thirst quenched, you leave the room by the open doorway. Turn to [53](#)

79

As you follow the curve of the lane to the right your warrior instincts tell you that you are being watched. Alert now that your senses are alive, you detect the soft fall of footsteps behind you. Spinning round with sword already in hand, you are confronted by two footpads who must have believed you were an easy target. Knives already drawn, they move to attack.

If you are an Elf character, make a *Speed Test*. If you pass you may first fire a single shot with your bow at one of the footpads.

You must now fight the two footpads.

	Me	At	De	Hp
FOOTPAD	5+	1	3+	3
FOOTPAD	5+	1	4+	2

If you defeat the Footpads, turn to [322](#)

80

The logs are sodden and a few are hollowed out as insects and other animals have burrowed into them. The bark

displays a wide variety of fungi and there is a damp, earthy aroma in the air. An old, rusted axe, its handle covered in mould, rests up against the pile.

If you want to take the axe, turn to [266](#)

If you want to explore the stone ruin, turn to [316](#)

If you want to head North, turn to [351](#)

81

You crawl into a large chamber. A little light shines in from the roof and against the far wall, curled up and asleep on a bed of dry leaves is a giant mole-rat.

If you want to attack the mole-rat, turn to [172](#)

If you want to make some noise to wake it, turn to [35](#)

If you want to return to the junction and turn right, turn to [230](#)

If you want to return to the junction and return to the tree, turn to [56](#)

82

You carefully step through the rubble and ash, pushing aside still-warm wooden beams and holding your hand over your mouth and nose with the reek of burnt straw and wood. After a few minutes of searching however, you find nothing of interest. At the back of the building you do find a wooden door which is relatively intact and heavily scorched.

If you wish to open the door, turn to [244](#)

Otherwise, you should leave the village and head North, turn to [178](#)

83

The path coils around old, dry trees and thickets of thorny, evil looking bushes. After a short while, you hear a deep, rhythmic rumbling ahead. Slowing down, you cautiously draw your weapon and step off the track behind a tree. Peering round the trunk, you see the path ahead is blocked by a huge humanoid. The giant has its back up against a tree and its legs sprawled across the path as it dozes. A stripped tree trunk, presumably a club of some kind, rests across its legs and the needle-leaves of the trees opposite are stirring with every reverberating snore.

If you want to attack the giant, turn to [123](#)

If you want to wake the giant, turn to [330](#)

If you want to try and sneak around the giant, turn to [48](#)

84

You tentatively step on to the sand. The water wells around the bottom of your boots but otherwise nothing happens. More confident, you stride out across to the other side. Halfway across though, you suddenly start to sink and the more you struggle, the faster you go down. Soon you are up to your waist in wet sand and, while no longer sinking, you are trapped. The sounds of crashing and now growling are getting closer.

Will you:

Attempt to pull yourself out as quickly as you can: turn to [180](#)

Slow down and gently work your way free: turn to [124](#)

85

A while further on, a brown smudge appears on the horizon which eventually comes in focus as a line of trees. As you get close you see it is a small wooded area, the trees stripped of most of their leaves and all of them reaching out with twisted, wind-bent branches as though they are clawing at something just out of reach. The road runs right through the area and you slow down, naturally cautious.

Between the trees, twigs and damp leaves cover the floor and the trunks of the trees are covered on one side with silver-white lichen. All is still and there are no signs of wildlife.

After a few minutes, the other side of the wood is visible though the branches; the green of the Wild again running away to the horizon. Suddenly, from a tree in front of you, a tall lithe elf steps out onto the path. Long silver hair drapes over his slender shoulders, framing his pale green face and cat-like yellow eyes. His clothes seem to blend in with the natural surroundings but for a blue crystal necklace which he is wearing around his neck. He is a Sylvan Fey, an enigmatic wood elf and a guardian of the forest. The elf draws a bone coloured sword and demands in a menacing voice for you to state your business.

If you want to try and talk to the elf, turn to [125](#)

If you have a blue crystal necklace, turn to [46](#)

If you wish to attack the elf, turn to [109](#)



86

Stepping into the stone coffin you find a narrow set of steps disappearing down into the gloom.

If you want to follow the steps down, turn to [242](#)

If you want to go back to the mausoleum and take large the stairway out, turn to [145](#)

87

As the weak, insipid sun rises slowly in the East you approach the line of trees on the lower slopes of the hills. The trees themselves are dark, almost black with sharp angular trunks and wicked looking needles. Not a sound can be heard – no birds, no animals of any kind.

Ahead, through the trees, you see a tall stone obelisk in what appears to be a clearing. Pushing your way through the twisted branches you enter the clearing, the obelisk towering over you.

Old, ill-maintained pathways leave the clearing to the North and to the West.

If you want to examine the obelisk, turn to [103](#)

If you want to take the path North, turn to [160](#)

If you want to take the path West, turn to [207](#)

88

The Shadow King's unearthly wail echoes all round the chamber. A maelstrom of swirling light and magic encircles his form as it breaks apart in front of you. The ethereal

RISE OF THE SHADOW KING

light slowly retreats back into the floor. All is silent.

There is a large crack in the wall at the far end of the throne room through which sunlight now streams. You step through the gap, back to the world outside and fill your lungs with fresh air.

At the edge of the hollow, you turn back. The Shadowfort is gone, the ring of black stones there in its place as before. You slump to the ground to rest and realise that you can feel the warmth of the late morning sun on your face – a brilliant blue sky with wispy white clouds spreads out above you. There is seemingly more colour in the land and you get a sense that life is returning to the world, a balance has been restored. Something seems incomplete however, as though disaster is postponed but not averted. Maybe the Shadow King's return has merely been delayed by your actions? Were Kainan's intentions really as good as he made out and has the scheming Mortibris truly been thwarted?

For now though such questions can wait. The land and its people will consider you the hero and their saviour. Congratulations.



89

The muddy track becomes hard to see and you slip and almost fall numerous times. You reach what seems to be a large island and can barely make out paths running away North-East and North-West. As you are pondering your next move, a cloud of cold, blue lights floats up out of the water ahead and drifts towards you through the swirling eddies of silver mist. As they approach you start to feel your skin tingle and sting. These are Marsh Lights, well known to lead wanders astray and feed on their fear.

If you have some fire oil and wish to try using it, turn to [130](#)

If you have a heavy cloak and want to use it, turn to [200](#)

Otherwise, if you want to walk to one of the paths, turn to [33I](#)

90

You try to cover your mouth and nose to avoid breathing in the spores but as you cross the fungi-field and the clouds roil up around you, your eyes start to sting and breathing becomes difficult. Lose 2 Health Points. Unable to see clearly, you stagger towards the far side of the space heading to where you think the pathways were. Roll one dice to determine which path you manage to find.

If you roll 1, 2 or 3, turn to [256](#).

If you roll 4, 5 or 6, turn to [398](#).

91

Sometime around mid-morning, the road rises slightly and then drops gently down away from you. The road follows the contours of the land and bends off to the North-East. The vegetation below you gradually transitions from grass into bracken and then is lost in a grey mist that hangs above the ground several miles ahead. Scanning the horizon you see what looks like black smoke, lazily billowing upwards far in the distance to the East. The sky to the North looks bruised and rain-laden. Shrugging your shoulders, you nudge your horse to continue.

The road begins to become less well defined and spongy underfoot as you gradually descend. Suddenly you lurch forwards and your horse screams as you both plunge through the mat of grass. You have fallen into a pit. Make a *Speed Test*. If you pass, you manage to jump clear to safety. If you fail, you land awkwardly, jarring in the saddle and losing 1 Health point before scrambling clear.

Your poor horse died almost instantly, impaled on the wooden spikes protruding from the bottom of the pit. You curse yourself for daydreaming and missing such a huge obvious trap. Recovering your possessions from the unfortunate beast, you have no choice but to now proceed on foot, leaving the horse for whoever dug the hole, or the carrion birds – whichever gets there first. Turn to [49](#)

92

Quick feet and a small amount of luck see you dodge your way between the creatures. Some attempt to follow but quickly give up. Just as you think you are through, one of the creatures scurries out from behind a rock in front of

you, its claws snapping and stinger waving threateningly.

You've avoided the worst, but must fight your way past this last scorpion.

	Me	At	De	Hp
SCORPION	5+	1	3+	3

If the scorpion does any damage to you, lose 2 Health Points instead of the normal 1 due to the effects of the venom.



If you defeat the scorpion, turn to [209](#).

93

The lever seems stuck but eventually gives and slides into place. There's a click and out of the corner of your eye, you see a hole open in the wall to your side. Take a *Speed Test*. If you pass, you are fast enough to avoid the arrow which flies from the wall. If you fail, you are a little too slow and the

arrow grazes you as you try to dodge – lose 1 Health Point.

Warily and keeping an eye on the walls and floor, you try the other lever. Turn to [305](#)

94

As expected, the group are carrying nothing of value and their crude weaponry is of no use. Remounting your horse, you continue cautiously East, towards the smoke on the horizon. Turn to [70](#).

95

You haven't travelled very far when on the path ahead, you see two Ghouls feasting on the corpse of a deer. Sniffing the air, they catch your scent and immediately leave their meal for the fresh meat that you offer.

If you have a Ranged Weapon, make a *Speed Test*. If you pass, you may make a single shot now – record any damage you do.

You must now fight the hungry Ghouls.

	Me	At	De	Hp
GHOUL	4+	1	3+	3
GHOUL	4+	1	3+	4

If you defeat them, turn to [203](#)

96

To your horror, a second cat has savaged your horse. The cat itself lies injured, kicked by your mount which has caved in its ribs. You finish off the beast but your horse is too badly wounded to rise. A few moments later it shivers and finally dies. Gathering your belongings and hoisting them on your back, you must continue on foot. Turn to [16](#).

97

As you utter the phrase you found on the obelisk, “Thryll ath G’laron-tza. Yahct-tor ba’lath,” a wind starts to pick up and whirl around the room. The light in front of the throne swells and the being inside grows with it. Drawing your weapon, you stride towards the dais.

The Shadow King seems to become more solid and a wicked looking warhammer, seemingly made of pure darkness, materialises in his hand.

If you have a glass bottle of water with the insignia of Basilea engraved on it, turn to [253](#)

Otherwise, turn to [121](#)

98

You draw your weapon to cut down the old hag. Quicker than you thought possible, she screams and throws something in the air. There is a loud *snap* and a smell of ozone burns your nose. Stars swim before your eyes and as you blink them clear you wonder why everything has suddenly become so large. Towering above you, the old woman hoots

with glee as she reaches down to grab you by your new tail. “Just what I needed to finish me brew,” she grins and dangles you over the bubbling liquid. She lets go. Your adventure is over.

99

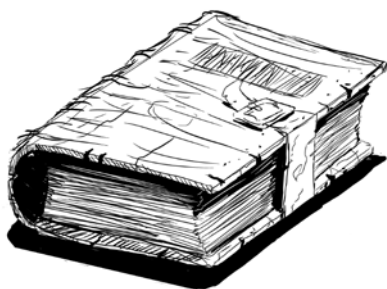
Removing the stopper you put the bottle to your lips and drink the liquid inside. There is no more than a mouthful. You get a powerful sense of destiny and a surge of confidence flows through you. Gain 1 Fate Point. Casting aside the box, you leave the chapel and return to the corridor. Turn to [287](#)

100

Stepping over the body of the Bat, you climb to the top of the tower. Looking out over the moonlit roof tops you hear the occasional dog barking and whining in the distance but otherwise there is a deathly silence. Few lights are visible as windows have been boarded up and shutters closed. As you turn to head back downstairs, you notice a small pile of bones, perhaps a previous meal, and other rubbish in the tower corner. A glint of light catches your eye and you uncover a small bronze ring, engraved with a winding leaf pattern. It is too small for you to wear but you may take it if you wish. Returning to the bottom of the tower, you proceed down the passage. Turn to [248](#).

101

The vines are surprisingly heavy to push and small hairs on them begin to sting you where they brush on exposed skin. Your skin blisters slightly and you start to itch. Make a *Speed Test*. If you pass, you successfully avoid most of the stinging trichomes as you push your way through. If you fail, lose 1 Health Point as you are caught and stung painfully a number of times. Once through the other side, you hurry on your way. Turn to [76](#).



102

A body lies in the path ahead. As you near, you see the goat-like legs and horns of a Satyr. The creature stirs, legs twitching and a rasping, wheezing sound issues from its mouth. It slowly sits upright then jerks up on to its hooves. Two arrows are protruding from its chest and a terrible wound runs down its face. It has been dead for some time but the curse of undeath that is seeping through the land

has returned this tortured soul to a parody of life. You must fight the Satyr.

	Me	At	De	Hp	Special
UNDEAD SATYR	4+	1	5+	3	Vicious

If you defeat the Satyr, turn to [143](#)

103

Three sides of the obelisk are smooth with no detail. Moss and lichen have tried to take hold in places and the stone is stained with mottled greens and browns. On the rear side is a black plaque, near the bottom. At the top of the obelisk, near the tapering point you notice the flame sigil of Basilea. The inscription on the plaque reads “Thryll ath G’laron-tza. Yahct-tor ba’lath”. This seems similar to the phrase Kainan gave you. Make a note of this if you wish. There doesn’t appear to be anything else to see here so you should move on.

If you want to take the path to the North, turn to [160](#)

If you want to go West, turn to [207](#)





104

You enter a wide clearing in the grass where an old man is sitting on an old, moss-covered boulder, slicing an apple with a knife. A small fire crackles in a pit beside him and he looks up and grins at you as you approach, revealing several missing teeth. You ask him why he is out here on his own but he just cackles and asks you where you are going. When you say you are heading North to cross the marshland, he howls with laughter. Annoyed at his antics you demand to know who he is.

He suddenly sobers up and putting his apple to one side looks at you slyly saying “Advice I can give you, if you must travel into the Marshes – but it will cost you. You may choose the price. I’ll have something from your backpack if you want my counsel.”

If you want to pay the man for his advice, turn to [141](#)

If you want to ignore him and continue, turn to [396](#)

If you want to attack him, turn to [156](#)

105

You find yourself in a rectangular room with smooth walls and an intricately carved cornice running round the edge of the ceiling. In one corner, a large golden basin rests on a marble pedestal. To the right of the basin, a doorway opens into a passage.

If you want to investigate the basin, turn to [385](#)

If you want to leave the room through the doorway, turn to [53](#)

106

Make 3 *Speed Tests*, one after the other. Lose 1 Health Point for each one you fail as you miss a step and injure yourself.

If you fail all three, turn to [177](#).

Otherwise, so long as you pass at least one and survive, turn to [69](#).

107

The muddy path peters out in places and you have to carefully scramble across the stones and boulders to continue on your way. You pick the path up again and it is a little more defined. Further on, the trail bends back to the North-East and as the breeze picks up and blows the fog clear a little, you see what appears to be a goblin lying prone at the water's edge.

The goblin's leg is trapped under a fallen stone. To your surprise he groans as you approach and asks for your help.

If you want to help the goblin, turn to [168](#)

If you think it might be a trap and want to attack him, turn to [40](#)

If you want to ignore him, turn to [204](#)



108

The tunnel gets very narrow and you have to crawl the last few yards but eventually reach a round iron grate. Looking through you see you are at the floor level of a much larger corridor. The old, rusted metal gives way after a few shoves and the grate falls to the stone floor with a dull clang. Squeezing through the hole you enter the new passageway and stand up, stretching out your aching back. Guessing a direction, you head off. Turn to [157](#)

109

Snarling, the elf drops into a fighting crouch and then launches himself at you.

	Me	At	De	Hp	Special
SYLVAN FEY	4+	2	4+	4	Elite

If you defeat the elf, turn to [263](#)

110

The tunnel bends right before straightening again and finally opening out in a dark, almost hidden alcove of the room you now find yourself in. Turn to [41](#)

111

Drawing your weapon, you turn to face whatever is approaching. All is deathly silent yet you can almost feel you are being watched. Loath to call out a challenge and break the unnatural quiet, it looks like you must turn to the North.

If you want to walk across the sand, turn to [84](#)

If you want to try and find another route across, turn to [64](#)

112

Most buildings are just ruined, blackened shells – nothing more than charred timbers and rubble. However, two buildings opposite each other look to be more intact than the others. If you wish to explore one, you have time but should move on quickly.

If you wish to explore the barn to your left, turn to [82](#)

If you wish to explore the ruined cottage to your right, turn to [65](#)

Otherwise, you can leave the village and head North, turn to [178](#)

113

A search of the immediate area shows paths leading East and North-West. Ignoring the eastern path, you take the more northerly route. Turn to [164](#)

114

The chapel is not very large and anything of any value seems to have been removed. The place appears to have been desecrated. There is a smashed stained glass window at the far end through which you see the strange white light you saw outside on the ramparts although it seems to be flickering and dimmer than before. At the base of the wall below the window you find a loose stone behind a heap of glass and wood.

If you want to try and work the stone free, turn to [335](#)

Otherwise, you have found nothing else of interest and head back to the corridor, turn to [287](#)

115

The toadstools are large and fat, taller than the others. You stoop to pick one and it comes away, the stalk breaking with a wet *plop*. Biting carefully, you nibble the edge of the cap and are surprised to find it juicy and slightly sweet. Your confidence building, you begin to eat more but suddenly you double over, your stomach cramping. All too soon you are on your knees, vomiting over a rock into the cloudy, earthy water. Lose 1 Health Point. Eventually the cramps subside and you manage to climb weakly to your feet. The Goblins' constitution must be far more robust than your own so deciding it unwise to try any more of the fungi, you should leave the island by one of the two paths you found.

If you want to head North-East, turn to [198](#)

If you want to turn East, turn to [346](#)

116

Returning to the sunlight and the sight of the Green Oak, you turn left and head towards the church. Turn to [202](#)

117

As you turn the corner, your innate Dwarfen sense of stonework tells you something is wrong. You stop and bend down to examine the floor. The flagstone in front of you appears to be a pressure pad – probably for a trap. Stepping carefully over it and alert for any other signs of danger, you carry on down the passageway. Turn to [195](#)

118

The lizard starts to edge close to the water as you creep up behind it. You will have to move fast.

Take a *Speed Test*.

If you pass, turn to [171](#).

If you fail, turn to [384](#).



119

The route through the gloomy fens takes a North-Eastern turn, with low brown patches of brown grasses and rushes rooted between the water channels. As the breeze picks up and blows the mist clear ahead of you, you see a grey figure, hunched on a large rock and staring intently into the water. Too late, you are noticed, and the figure slithers down the side of the stone and scampers towards you, hissing and spitting. It is a *Stalker*, a more powerful and vicious form of Ghoul.

If you have a Ranged Weapon and wish to fire it, take a *Speed Test*. If you pass, resolve one shot at the approaching Stalker and deduct any damage you cause.

You must now fight the Stalker.

	Me	At	De	Hp
STALKER	5+	2	3+	5

If you defeat the Stalker, turn to [198](#).

120

If you want to take the North-East path, turn to [261](#)

If you want to take the North-West path, turn to [225](#)

121

Swinging your sword, you launch yourself at the shadowy form of the undead King.

	Me	At	De	Hp	Special
SHADOW KING	4+	2	4+	8	Vicious, Elite

If you defeat the Shadow King, turn to [400](#)



122

You notice the tell-tale signs of a hidden compartment behind a loose stone down near the smouldering fireplace.

If you want to remove the stone to see what's behind, turn to [272](#)

If you want to leave the hut and continue North, turn to [5](#)

123

Something disturbs the giant as you approach and a huge eye rolls in your direction. Seeing the murderous intent in your eye, the giant bellows and swings its club your way, fending you off while it gets unsteadily to its feet. If you have a Ranged Weapon and wish to fire it, resolve one shot at the giant and deduct any damage you cause.

You must now fight the Giant.

	Me	At	De	Hp	Special
GIANT	5+	3	4+	6	Crushing Strength

If you defeat the Giant, turn to **265**

124

With slow, deliberate and un-panicked movements, you manage to extricate yourself from the grip of the quicksand. Grabbing the roots of a tree on the far side, you haul yourself up the bank and stagger to your feet, weapon drawn and gasping for air. When nothing comes crashing through the trees, you slump to the floor to catch your breath. Whatever was pursuing you obviously hoped for easy pickings in the sand trap before you. After a few minutes, you climb wearily to your feet and re-join the path heading North. Turn to **26**

125

If you are an elf character, turn to [190](#)

Otherwise, turn to [276](#)

126

The silence of the forest is broken by a low, hungry moan. Others join it and soon the sound is all around you. Shuffling through the trees, arms outstretched, are the rotting, reanimated corpses of three zombies. Devouring you is their only intent. Fortunately they are slow so if you have a Ranged Weapon you can use it now to make a single shot. Record any damage you do.

You must now fight the zombies.

	Me	At	De	Hp
ZOMBIE	5+	1	3+	4
ZOMBIE	5+	1	4+	3
ZOMBIE	5+	2	3+	4

If you manage to defeat them, you continue northwards.
Turn to [28](#)

127

The key turns stiffly in the lock and the stone door swings inward. Stepping aside as it opens, you pass through the doorway and the door closes behind you. Turn to [105](#)



128

Drawing your sword you head towards the open door, which is now swinging and banging in the evening breeze. The scream doesn't seem to have attracted any other attention. Will you:

Approach cautiously, turn to [163](#)

Rush into the church, turn to [388](#)

129

You step through the round doorway into a small square room. A dark hole, ringed with red bricks lies in the floor near the wall opposite. There are no other exits.

If you want to look into the hole, turn to [15](#)

Otherwise, to return to the junction and take the other path, turn to [110](#)

130

You throw the fire oil into the drifting lights but it simply passes through them and lands in the water behind, leaving small islands of floating flames. Remove the fire oil from your backpack.

If you have a heavy cloak and want to use it, turn to [200](#)

Otherwise, if you want to try and take one of the paths to the North, turn to [331](#)

131

The door swings open silently and you step into a small murky room. The walls and floor are built from bricks arranged in swirling, confusing patterns and in the wall opposite, there is what looks like a circle of black stone. There is an overpowering feeling of despair in here.

If you want to investigate the circular stone, turn to [312](#)

Otherwise, to leave the room and move on up the corridor, turn to [287](#)

132

The Troll finally slumps to the ground: the undead magic animating it defeated. Your horse whinnies nervously and backs away from the rotting corpse, smelling death. Taking a wide path round the body, you briefly dismount to investigate the camp site but find little of value. Searching where the Troll emerged from, you find the grisly, half-eaten remains of two humans – perhaps those unfortunate enough to have been attacked by the Troll while they slept.

Mounting your horse again, you continue North and the road begins to become less maintained and harder going. A half-mile on and you come to a junction.

If you wish to take the narrower, smoother path to your left which runs off North-West, turn to [188](#)

Or if you wish to continue along the main wider, more rugged road which runs North, turn to [336](#)

133

Within the bandages you find a large heavy iron key on a chain. If you want to take it, note it in your backpack.

If you now want to investigate the sarcophagus, turn to [86](#)

Or if you want instead to go up the staircase, turn to [145](#)

134

You come to an area where the land is rockier with large, green-stained boulders that litter the surroundings. The mist is a little thinner here and you can see paths through the almost stagnant ponds to the North and to the West. As you near one pool the surface starts to ripple and two yellow, watery orbs of light appear from the depths. As you edge away, the head and body of a grey-skinned Marsh Demon emerge, its mouth lined with rows of thin, needle-like teeth.

If you have a ranged weapon, you may take a single shot now. Record any damage you do. You must now fight the demon.

	Me	At	De	Hp
MARSH DEMON	5+	2	5+	3

If you defeat the demon, turn to [161](#).

135

The rune glows softly as you land on the stone.

You can now:

Step on the last, black rune-stone, turn to [182](#)

Return to the first red rune-stone, turn to [18](#)

136

The tunnel continues for another 15 yards or so and then come to a dead end. Above your head you see an iron grate and what appears to be a wide corridor. The grate gives easily and you haul yourself up into the new passageway. Replacing the grate carefully, you stretch out your back after having to stoop down for so long and then proceed up the new passage. Turn to [167](#)

137

As you approach the window of the hut, you hear the deep rumble of snoring coming from within. Edging closer, you peek inside and see the great hulking form of an Ogre asleep on a dirty wooden bed below the window. Across the room a fire is smouldering in the blackened fireplace. The Ogre's huge club lies propped against the wall at the end of the bed.

If you want to sneak away and continue on your journey, turn to [5](#)

If you want to attack the Ogre, turn to [193](#)

138

The corridor starts to dim as you near the end as though a darkness is pushing against the light. Occasionally, horrific visions flash before your eyes – that same corridor but somehow decaying and filled with the dead and dying people of countless races. Shaking your head and rubbing your eyes, you press on, knowing you must be getting close to the end of your quest. On your left, you find another door, iron-bound and set deep into the wall.

If you want to go through the door, turn to [379](#)

If you want to continue to the end of the corridor, turn to [287](#)

139

The last Ghoul falls back into the water and gradually sinks into the mud. You slowly make your way cautiously round the islet finding the only exit leading in a southerly direction. The path appears to be drier and rises up into the mist. Turn to [222](#).

140

The depression looks to be about the same size and shape as the red gem you found.

If you want to try fitting the gem into the basin, turn to [61](#)

If you want to drink some of the liquid, turn to [350](#)

If you want to leave the room, turn to [53](#)

141

Choose any one item from your backpack and rub it out or cross it off as you give it to the old man. Turn to [166](#).

142

You grab your pack just in time. Stepping quickly away from the tree, you hastily check the contents. All seems in order. Shrugging the pack on to your back, you return to the junction and head to the North-West. Turn to [395](#)



143

Pushing the body off the path with your foot, you wipe your blade clean on a nearby shrub and then proceed northwards. Turn to [250](#)

144

After about 30 yards, the passage turns gently and opens out into small courtyard. Sunlight fills the square and opposite you, you see the sign of a Pestle and Mortar – an Apothecary shop. Relieved you were not on a wild goose chase, you cross the yard and approach the shop front. There are no signs of life and only darkness behind the small, dusty window. To the side of the building is the entrance to a small passageway; the wooden gate which once barred the way hangs rotting from a single hinge.

If you wish to knock on the shop door, turn to [173](#).

If you wish to go down the small passage to the side of the building, turn to [254](#).

145

As you head back up the stairs the pale green light is replaced again by the strange blue-tinged illumination. As you reach the top of the stairs, you find yourself back in a corridor similar to ones you have passed through before. Turn to [362](#)

146

You trek North until the ground starts to become hard underfoot. Soon you find yourself walking more on stone than mud although the rocks are slippery with silt. The mist is still thick but you find yourself in a wide area of land, mostly free from water. Searching around, you soon

realise there are no exits and you must turn back. As you are returning wearily to the path South, you come across a small, thorny bush, its roots anchored in the cracks on the stones. Covering the bush are many dark brown berries. Some have fallen into the silt and split open. They are a lighter colour inside and smell of brine.

If you want to try eating some of the berries, turn to [14](#)

Otherwise, you must head back South to the junction and then take the way to the East. Turn to [119](#)

147

With tired, aching muscles, you take one last forlorn look at the sword buried in the stone before crawling back into the tunnel and returning to the forest. You work your way round the pool outside and follow the path North. Turn to [297](#)

148

As you approach the end of the passage you suddenly hear a soft *click*. A number of bricks fly from the wall towards you.

Make a *Speed Test*. If you fail, lose 2 Health Points as you are hit by the flying masonry trap – designed to deter burglars and clumsy intruders.

Brushing yourself down, you search what's left of the wall but find nothing. The passageway goes nowhere so you return to the front of the building to try the door. Turn to [173](#).



149

The road runs North for the whole day and you pass several bedraggled looking groups of people heading in the opposite direction. You call greetings to the first few but get terrified, wild-eyed stares and silence in reply. You spend a chill night wrapped in a blanket before setting off again early the next day.

The road you are following eventually comes to a fork. A rusty cage hangs off the ground from leafless, gnarled tree and as you approach, a crow caws loudly at you and flies off from the uppermost branches and away to the East.

If you wish to follow the road to the North-West, turn to [20](#)

If you wish to follow the road to the North-East, turn to [39I](#)

150

The land stretches out flat in all directions and the river slowly runs past you, the murky waters flowing West. From your vantage point on your horse you can see across the carpet of green and brown grassland and have a good view of the road ahead. In the distance you see black smoke rising into the darkening sky and ahead on the road, you see what appears to be several people heading your way.

If you want to continue towards the people, turn to [383](#)

Otherwise, if you want to turn back to the junction and head North across the river, turn to [340](#)

151

As you dodge your way between the creatures they attempt to follow but quickly give up. Just as you think you are through, you stumble as a rock rolls away under your foot and two of the creatures scurry out from behind a rock in front of you, claws snapping and stingers waving threateningly.

You've avoided most, but must fight your way past these last two scorpions.

	Me	At	De	Hp
SCORPION	5+	1	3+	2
SCORPION	5+	1	3+	3

If the scorpions do any damage to you, lose 2 Health Points instead of the normal 1 due to the effects of the venom.

If you defeat the scorpions, turn to [209](#)

152

If you have garlic, you may reduce the Me value of the Vampire in the following combat by one, making it 5+ instead of 4+.

If you have a mole-rat claw, the Vampire will be more wary of getting close in case you use the claw as a stake and drive it through the beast's heart. You may therefore reduce the number of attacks the Vampire has in the following combat by one, making the value 1 instead of 2.

The above bonuses are cumulative if you have both items. Turn to [214](#) to fight the vampire.

153

You search the ogre but find nothing of interest. His huge club is impractical for you as a weapon. Searching inside the dark interior of the hut, you find some dried meat in a leather bag. You may take this if you wish and eat it at any time except in combat. If you eat the meat, you will recover 3 Health Points but it will then be used.

If you are a Dwarf, turn to [122](#)

Otherwise you leave the hut and continue on your journey. Turn to [5](#)

154

You pull with all your might and try for several minutes from different angles but to no avail. The shaft of the standard is wedged fast and isn't going to move.

If you want to take the remains of the cloth with the grinning skull, turn to [51](#)

Otherwise, turn to [113](#)

155

The door swings open on dry, rusty hinges and you enter a large room decorated with faded murals and tapestries. Many are no more than shreds but all seem to be depicting scenes of war or conquest. Washed-out battle standards hang in tatters from beams in the ceiling and there is one obvious gap in the display within this war room. Over to your right, another smaller door is set back into the wall

under a banner bearing the likeness of a red dragon's claw.

If you have a battle standard, turn to [232](#)

If not, there is nothing else to see in this room and you may either:

Leave through the door you came in and continue up the corridor, turn to [295](#)

Or go through the small door in the far wall, turn to [279](#)

156

You advance to attack the man but he moves with unbelievable speed. You feel a crack on the back of your head and everything goes black. Lose 1 Health Point.

When you awake, you are groggy and a little disoriented. When you finally shake your head clear you realise you are in the same clearing in the grass but both the fire and the man are gone. Searching your belongings you realise that one item is missing. Choose one item you have and cross it off or rub it out. The man has taken it in retribution for your aggressiveness. Hauling yourself wearily to your feet, you head North. Turn to [396](#).

157

The corridor turns right and then continues. You pass deep, murky alcoves and several defaced carvings on the walls but no more doors. Eventually you see the corridor opening up into what must be a room ahead, through an ornately carved arch of yellow-grey stone. Petrified faces leer at you as you pass beneath them into the room beyond. Turn to [105](#)

158

The door opens into a small torch-lit corridor. The flagstones on the floor look well swept and maintained. There is a door to your left and another a little way down the passage. Further on, the corridor turns to the right.

If you wish to open the door on the left, turn to [349](#)

If you want to move further down the corridor, turn to [286](#)



159

The lamp is grimy and as you rub it to clean it up a puff of smoke wafts from the spout and a Genie swirls into the air. With a musical, tinkling laugh the Genie throws a handful of dust in your direction and then evaporates, along with the lamp in front of your eyes. Gain 2 Health Points and 1 Fate Point.

Slightly bemused by the experience, you continue North. Turn to [9](#)

160

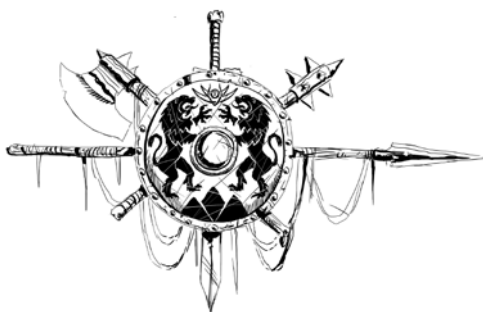
You push your way through the undergrowth, ducking to avoid low hanging branches but getting caught from time to time by the numerous thorn bushes which are a prevalent feature of the forest floor. The silence is a little unnerving.

You reach a junction in the path.

If you wish to head North-West, turn to [262](#)

If you wish to continue North, turn to [31](#)

If you wish to head to the North-East, turn to [243](#)



161

The demon's dying wail is drowned out as it slides back into the water from where it came, its webbed claws ploughing furrows into the oozing mud as it disappears. Catching your breath, you must now decide which path to take.

If you want to head West, turn to [373](#)

If you want to go North-East, turn to [318](#)

162

The path forks at a large fallen tree, passing to the left, North-West and the right, North-East.

If you want to turn to the left, turn to [297](#)

If you want to head to the right, turn to [250](#)

163

You hear snarls and moans and a crash of furniture followed by another scream. As you slowly step through the doorway you see two hunched figures in filthy rags appearing to be feasting on a third, lying on the floor. As you enter the church through the small side door, the Ghouls look up from their fresh meal and spring forward to attack you with surprising agility.

You must fight the two grey-skinned Ghouls. Take a *Speed Test*. If you fail, the Ghouls will strike first in the following combats rather than you.

	Me	At	De	Hp
GHOUL	4+	1	3+	3
GHOUL	4+	1	3+	4

If you defeat them, turn to 7

164

You reach a cross roads of sorts. Dismissing the path running away to the South-East, you see the shadowy form of a huge tree ahead to the North and a firm, dry path

stretching away to the North-West.

If you want to head North towards the tree, turn to [11](#)

If you want to follow the path North-West, turn to [395](#)

165

The passage continues a little way and then opens up into a small chamber, presumably dug by some kind of burrowing creature from the marks on the wall. With no other exits and not really wanting to find out how big the creature was that could make something this size you turn round and head back to the junction.

If you want to turn left back to the tree, turn to [56](#)

If you want to continue ahead, turn to [197](#)

166

The old man takes your payment and it vanishes inside his tatty brown, grass-stained traveling cloak. He resumes slicing his apple and then looks at you with a glint in his eye.

“Black are harmless,” he grins, “but don’t eat the white ones.”

He doesn’t seem to want to talk anymore and starts to ignore you. You leave him and continue on your way. A while later you reach a junction.

If you want to continue North, turn to [22](#)

If you want to head North-West, turn to [306](#)



167

You follow the passageway for about 20 yards until you reach a blockage. Several thick, vertical iron bars prevent you going any further although the passage continues beyond. To your right however, lies a dark archway. Stepping through you enter a small gloomy room which is featureless except for two levers in the opposite wall. Perhaps they open the bars?

If you want to pull the left lever, turn to [93](#)

If you want to pull the right lever, turn to [305](#)

168

With some effort you heave the stone up and away and into the water. Wary of disturbing anything lurking below, you gently help the goblin away from the edge. After giving him a sip of water from your flask, he brightens up and thanks you for your help. He explains he has escaped from his warband as the leader, an Orc Krudger, wanted him dead for something he says he was falsely accused of. He has avoided the roaming dead but got lost in the marches and slipped and fell when climbing over the stones.

Grateful, he gives you what he says is a lucky charm – a small shrivelled rabbit's foot. In your next round of combat, you will automatically hit and then wound your opponent with all your attacks – there is no need to roll any dice. This lucky effect will only work for a single round of combat though.

The goblin says he will continue South once he has rested, so you continue on your way. Turn to [204](#).

169

As you step clear, cutting the last of the snagging, clawing roots from your legs, you realise your pack is disappearing into the ground, being hauled down by the tree.

Make a *Speed Test*.

If you pass, turn to [142](#).

If you fail, turn to [238](#)

170

You work away the mortar with your small pocket-knife and the scratching becomes louder and more frantic. Suddenly the stones explode and a skeletal hand reaches out to grab your throat. The remains of the occupant of the tomb have reanimated and you must fight the skeleton attacking you.

	Me	At	De	Hp
SKELETON	5+	1	3+	4

If you defeat it, you find the hole behind the wall empty and nothing more of interest in the room to keep you. Turn to [248](#).

171

The lizard almost makes it to the water but you grab it in time and lift it clear of the stone it was on. Gripping

it firmly you see it is indeed a gold ring, plain and quite small, fixed tightly to the creature's tail. The lizard wriggles and writhes as you carefully work the ring free.

Add the ring to your list of items. You place the lizard back on the rocks and it leaps into the water. Turn to [304](#).

172

You draw your weapon as quietly as you can but the sounds and motion wake the slumbering creature. Seeing you, its eyes widen and it hisses before leaping across the chamber, clawing and biting. You must fight the mole rat.

	Me	At	De	Hp
GIANT MOLE-RAT	4+	1	4+	4

If you defeat the mole-rat, turn to [189](#)



173

You rest your hand on your sword and knock smartly on the door. Nothing happens – there are no signs of life. You knock again and this time the door unlatches and slowly swings into the shop. “Come in, come in,” a voice calls out, “We’ve been expecting you.”

Recognizing the crackly voice as the one you heard last night, you step gingerly over the threshold and into the shop. At first you can smell the musty scent of dried and stale herbs and as your eyes adjust to the dimness they fall on an old wizened man perched on a stool in the corner of the room. A single candle flickers wildly on the table next to the man. “Close the door please,” he insists. As you close the door a large black raven caws and flies over your head forcing you to duck, then lands on the shoulder of the old man. The bird cocks its head and eyes you with suspicion.

“Now, now, Arkshard – we have a guest.” The old man gestures for you to sit down. “I have much to tell you and much to ask of you. But this is a shop of healing, so please leave your weapons at the door. Don’t worry, they are quite safe.” Unsure whether to trust the man and his request to relinquish your weapons will you:

Do as he asks and then sit at the table, turn to [380](#)

Suspect him of treachery and attack him, turn to [215](#)

174

As you begin to step away from the stone, the rune begins to fade. Crossing your fingers, you continue to the next stone. Turn to [359](#).



175

At the base of the tower you find a smashed wooden door. Broken timbers and rubble litter the floor. Stepping through the debris, you pass through the doorway into a well-lit, broad stone corridor. Torches on the walls glow with a bright white light similar to that outside the towers. You tentatively reach out to touch one of the black iron sconces and are surprised when it feels icy cold.

At the end of the corridor are two doors.

If you want to go through the left door, turn to [74](#)

If you want to go through the right door, turn to [32I](#)

176

If you have a ranged weapon, you may attempt a single shot now. Record any damage you do.

You must now fight the Worm

	Me	At	De	Hp
GIANT GRASS WORM	4+	1	3+	6

If you defeat the Worm, turn to [31Z](#)



177

You slip and fall, making a grab for a branch but missing. Your life flashes before you. You must spend a Fate Point to stop your fall or it will certainly kill you.

If you do this, turn to [281](#).

If you don't want to spend a Fate Point or do not have one, turn to [268](#)

178

A half-mile from the village, you reach a fork in the road. To the left, you see a body in the road ahead, slumped up against a tree stump in the long grass. To the North, the road continues into the grassland towards a slight rise.

If you want to turn left and head North-West, turn to [386](#)

If you want to continue North turn to [205](#)

179

The tunnel ceiling is low and you have to stoop to avoid cracking your head. After about 20 yards, you reach a junction. A new tunnel opens up to the left while the one you are in continues on ahead.

Will you go left, turn to [382](#)

Or straight on, turn to [348](#)

180

You desperately try to haul yourself clear of the sucking, cloying quick sand. The more you struggle though the more you seem to get stuck and while you are not sinking any further, you are becoming exhausted.

If you want to free yourself you must spend a Fate Point – do this and turn to [397](#).

If you do not have any Fate Points or do not wish to spend any, turn to [34](#)

181

The man looks up and nods a greeting as you sit down next to him. “You came to the wrong place, friend,” he says, “nothing but ill luck is coming to these parts.” Signalling to the barman, you buy him a drink and ask what he means.

“Evil is coming, mark my words,” he says in a whisper, after the tankard is delivered and the barman walks away. “I’ve seen things and I’ve heard things which ain’t natural.” He takes an appreciative swig of his drink and wipes his mouth on the back of a dirty looking hand. “They tell stories to kids round these parts about an old king who haunts the land. Well them that know the truth know that the stories are history, not myth! I tell ya, I seen things out on the plains that looked unholy to me. Food round here is rotting quick. There’s a taint in the air.” He drinks again and looks at you askance. “What are you here for? There was one like you before. All curious and eager for adventure. Spent the night in this very place and left the next day, heading out North. Not heard nothing since then mind. Probably dead.”

Draining his tankard, he nods at the barman. “Just in time. Don’t go looking for trouble, friend. Trouble is already with us. May the Gods help us all.”

Turn to [302](#)

182

As you step onto the last stone, all three runes begin to glow with an intense, white light. You shield your eyes from the brightness but then feel a wave of energy sweeping through you. The light fades, as do the runes, erased as if they were never there. Stepping on the stones in the order you did gave you an ancient blessing, bound into the runes to help wanderers from a different time who knew the secret. Gain 1 Fate Point. Buoyed by your good fortune, you return the way you came.

Turn to [298](#).

183

You hold out the brooch and the hag leans in to take a look. Suddenly she recoils and screams – “Get it out! Out of my house. Filthy shadows. Evil. Death. Curse you for bringing this to me!” Battering you with a broom stick she drives you to the door and you find yourself hounded from the cabin and back outside. Enraged you gather your wits and fly back through the door. To your amazement, the place is empty. No woman, fire, cauldron; even the shelves are bare. Scratching your head you feel the curse she put upon you taking hold. Lose 1 Fate Point. You leave the cabin feeling

low and angry but must continue on your journey.

If you want to take the path North, turn to [288](#)

If you want to take the path East, turn to [222](#)

184

Stepping over the bones of the skeletons, you quickly search the small room. Some broken wooden furniture and an empty, broken weapon rack provide the only furnishings. Perhaps this was a guardroom at one time? There is nothing of value to you here now however, so you leave and continue along the corridor. Turn to [157](#)

185

“But now, there is a stirring in the North and an ancient evil is awakening,” the old man says. “The dead stalk the land once more and fear spreads before them. We have the chance to stop G’laron-tza from breaking free but I am too old and frail to do this myself and the authorities will not heed my warnings. I have been dismissed as a speaker of lies and myths. You must take on this task for me young adventurer – I believe you are the one. My family has been cursed with the secret for generations but my time is past and I cannot carry out this duty. You must travel to the ruins of the Shadowfort and find the throne room. There you must perform the sealing ritual to strengthen the weakening bonds. I can give you what you need. We must act with haste though.”

Kainan explains the ritual and passes you several items in

a small leather bag – charms and trinkets he says which are imbued with holy magic. Feeling this is your chosen path and why you came to be here – you accept his quest and promise you will not fail.

“You must travel North, across the marshlands and into the foothills. There lies the ruin of the Shadowfort, hidden from mortal eyes. Take this and you will see the truth – look for the ring of black stones.” A frail, bony hand pushes a small copper brooch into your hand. “Remember the ritual and the words,” he hisses, “Thryll ath G’laron-tza. Richt-youm ba’lath.” Make a note of this phrase and add the brooch and the bag of charms to your *Quest Items*. Kainan shows you how to arrange the charms before speaking the phrase.

You leave the shop with a new sense of purpose and as you step outside you are surprised to realise how much time you have spent talking. The sky above is almost black while the moon is full and bright. Your stomach rumbles to remind you how long since you last ate.

Turn to [267](#)



186

You move away from the stone, fearful of what other spirits you may provoke. Bedding down you spend the rest of the night in the grass, unable to sleep. Dawn cannot come fast enough and when it does, you are hastily on your feet and head North, towards the black tree-line. Turn to [87](#)

187

The path widens out as the trees begin to thin. Above the tree line through the increasingly patchy canopy, you see the tops of the hills which you are heading for. The land underfoot is beginning to rise. Turn to [323](#)

188

The path meanders through the grass in a gentle snaking track. After a while you realise that the shape of the passage is very uniform – in fact unnaturally so. You draw your sword and continue at a slower pace and eventually come upon a large earth mound where similar pathways all converge. In the middle of the mound, surrounded by dark green and purple moss is a large cave-like hole, at least 6 feet across and disappearing into the ground. A faint aroma of soil, dampness and decay wafts out of the cave entrance.

If you want to dismount and enter the cave, turn to [213](#)

If you want to ignore the cave and turn North, turn to [370](#)

189

The mole-rat wheezes like a deflating sack of fur as it dies and rolls over on the floor. Poking around the chamber and in the leaf bed, you find nothing of any interest.

If you want to return to the junction and turn right, turn to [230](#)

If you want to return to the junction and head back to the tree, turn to [56](#)

190

You hastily explain your quest to the Fey who listens with increasing interest. He says it is known to the Fey that something ancient and evil was stirring but that the troubles of men were not their concern. He chides you for showing an interest but wishes you well on your journey. Before you leave he also offers to heal you. Placing his hands on your forearm, he closes his eyes and mutters some words even you, as an elf, cannot recognise. You feel a warm tingling sensation and immediately feel rejuvenated and less weary. Regain 3 Health Points.

Bidding the Sylvan Fey a good day, you proceed on your way. When you turn back after a short way, he has gone. Turn to [378](#).

191

Your keen eyes spot what looks like an iron ring underneath the rubble. Clearing the stones away, you find what

must have been a small trap door in the floor of the building many moons ago.

If you want to open the trap door, turn to [245](#)

Otherwise, there is nothing else to find and you head North. Turn to [351](#)



192

Moving to each chalice in turn, you strike at them with your blade and crush them into the floor. With each blow the light from the dais grows stronger and the being in the light grows larger. As the flame in the last of the chalices goes out, a booming laugh reverberates around the throne-room and you turn to meet the apparition now released from its prison. Turn to [332](#)

193

You quietly haul yourself into position in the open window and are just about to pounce when the ogre jumps up and smashes you with a solid punch straight back outside. Take a *Speed Test*. If you pass you manage to react fast enough to avoid some of the damage but still lose 1 Health Point. If you fail, you take the full impact of the hit and lose 2

Health Points. This will be a lesson for you on attacking unarmed sleeping people. Where is your honour?

As you shake your head to clear it, the Ogre, swinging his club, charges out the door to find you. You must now fight the Ogre.

	Me	At	De	Hp	Special
OGRE	4+	2	4+	4	Crushing Strength

If you defeat the Ogre, turn to [153](#).

194

If you want to make camp here by the way-marker, turn to [252](#)

Otherwise, turn to [270](#)

195

Cautious, wary of further traps, you follow the corridor right where it passes through an archway. Turn to [41](#)



196

Returning to the Inn, you order a meal and eat quietly by yourself, contemplating what you have heard today and the adventure ahead. Wanting an early night to start fresh in the morning you retire to your room where you mercifully sleep soundly and undisturbed. Recover 3 Health Points.

The following morning, as the sun is rising you wake and after taking some breakfast, pay for your stay at the Green Oak and head out to start your journey. Turn to [229](#).

197

The tunnel gets colder and damper but eventually you reach another junction. To the right, you hear the sound of shallow breathing. Ahead of you, the tunnel carries on into the dark.

If you want to turn right, turn to [81](#)

If you want to head straight on, turn to [230](#)

198

You reach a junction of boggy trails. Routes disappear into the swirling vapours to the South and West but you press on doggedly North. Turn to [231](#).



199

Swinging your sword, you launch yourself at the shadowy form of the undead King.

	Me	At	De	Hp	Special
SHADOW KING	4+	3	4+	8	Vicious, Elite, Crushing Strength

If you defeat the Shadow King, turn to [88](#)



200

You wrap yourself in the thick, heavy cloak and pull the hood over your head and face. Keeping your head down and focusing on keeping your feet out of the water, you feel the impotent presence of the lights around you as you safely cross the ground.

If you want to take the North-West path, turn to [134](#)

If you want to take the North-East path, turn to [247](#)

201

Back to the rock, you slip in between the falling water and the cave mouth. A few yards inside the cave, the pool of water ends and you use rocks as stepping stones to get you safely to the drier tunnel floor. The tunnel narrows and disappears round a corner. Although you think you can see a soft light ahead, the passage looks to be getting increasingly small.

If you want to continue into the tunnel, turn to [293](#)

Otherwise, you should leave the cave and return to the path, heading North, turn to [297](#)

202

The street starts to rise and turns to the North-East. You pass a bakery on your left but a glance in the window shows it's deserted and the bread on display looks stale and already mouldy. You move on, ignoring crooked little side alleys and passages that look dark and uninviting and head on up the hill.

As you turn a corner the town church looms up before you – a timeworn edifice built from solid blocks of cream stone, now stained and pitted with the passage of time. There are more people here - gathered in small pockets in the square outside the church and the atmosphere is calmer. You enquire as to the whereabouts of Chandler's Alley and a young, rosy-cheeked lad points you further on across the square. Finding the entrance to the Alley, you enter. Turn to [10](#).

203

The path winds its way through thorny thickets and past bogs of foul looking mud. Eventually, you reach a junction. Dismissing routes running away to the South-West and East, you press on North. Turn to [126](#)

204

The path gently rises and the mud gives way to sand in places. The mists are thinning and walking is becoming a lot easier. Just as you begin to hope for a simpler journey, you arrive at a large flat island covered in rocks and brown, spiky plants. Scuttling across the tops of the rocks are a number of large, black scorpions. Some snap at each other as they move past, while others are perfectly still, poised above cracks in the rock.

The path continues beyond the area. You'll have to be fast to avoid disturbing these predatory arachnids. Take a *Speed Test*.

If you pass, turn to [92](#).

If you fail, turn to [151](#)





205

The sun is setting before you see anyone or anything else on the road, the village many miles behind you now. Up ahead you see the silhouette of a rider on a horse coming towards you. As the rider gets closer they start to pick up speed and you see a weapon being drawn. With a chilling screech which wails across the plains, the Revenant Cavalry champion thunders towards you, his skeletal grin a mocking contrast to the blazing hate burning in the eye sockets of the dirty, naked skull. If you have a Ranged Weapon, you may attempt a single shot now. Record any damage you do.

You must now fight the Revenant Champion.

	Me	At	De	Hp	Special
CHAMPION	4+	2	5+	3	Crushing Strength

If you defeat the Revenant Champion, turn to [257](#).

206

The three varieties you saw seem to be the only ones growing here.

If you want to try a black toadstool, turn to [44](#)

If you want to try a white toadstool, turn to [115](#)

If you want to try a green toadstool, turn to [292](#)

207

The path runs parallel to the tree line for several hundred yards before slowly curving northwards and getting broader. You notice more stones underfoot, as though the path used to be paved or lined and then suddenly, you turn a corner into wide clearing, the mossy ruins of small dwellings to the left and right. This must have once been a forest hamlet, the people who lived here perhaps, hunters and woodcutters.

The buildings have been abandoned for some time judging from their appearance but you duck down behind a low, dry-stone wall as you catch movement behind one of the ruins on the other side of the clearing. Travelling South, its ornate armour, covered in a dull patina, scrapes and squeals from years of neglect as the Revenant warrior lurches implacably forward.

If you want to attack the Revenant, turn to [343](#)

If you want to wait for it to pass by, turn to [260](#)

208

You place the chest on the ground and use the hilt of your sword to try and break the lock. The chest remains stubbornly resistant to your attempts. Frustrated, you smash the wood with a blow from the blade and as the wood splinters you hear the crunching of glass and clear liquid spills out to soak into the earth. Finding nothing but a smashed bottle wrapped inside the torn lining, you toss the chest back into the cave, mount your horse and head North. Turn to [370](#).

209

Glancing back you see more of the chitinous creatures scuttling in your direction. With a shudder, you jump clear over the last few rocks and head Eastwards. Turn to [395](#).

210

You carefully remove the stopper and then gulp the liquid down. You suddenly feel unwell and find yourself retching onto the cold stone floor. Lose 1 Health Point.

If you want to try the liquid in the other bottle, turn to [99](#)

Otherwise, you leave the chapel and return to the corridor, turn to [287](#)

211

The land starts to fall away and the ground underfoot becomes more boggy and energy-sapping as you traipse downhill. Ahead, the world is lost as grass becomes fern and then fern is smothered by a mist which hugs the ground. Eventually you come to an area of marshy land where a slow-moving river has spread out into the low-lying wetlands. The muddy path takes you between large islands of raised grasses and reeds before turning into the mist. Eventually you reach another raised island with exits North and West. What lies in each direction you cannot tell as the cold, clinging mists obscure your vision beyond about 20 yards.

If you wish to turn North, turn to [365](#)

If you wish to head West, turn to [22](#)

212

The tunnel turns to the left and ends at a large round opening edged with intricately carved stonework. Through the circular doorway you can just make out a hole in the floor.

If you want to enter the room, turn to [129](#)

If you want to head back and follow the other passage turn to [110](#)

213

You drop down from the saddle and carefully tie your horse to a thick gorse bush. As you begin to step away from the bush you feel a movement of air coming from the cave which is all the warning you need.

A giant Grass Worm bursts from the hole, its brown-green mottled skin glistening in the afternoon sun. While it is blind, it locates you by vibration and you stare in horror at the slimy maw that opens up as it slithers towards you.

If you want to simply fight the worm, turn to [176](#)

If you want to try using an item from your backpack, turn to [241](#)



214

Moving with blurring speed, the Vampire launches itself from the ground, bounds off a tree and hurls itself into attack.

You must fight this terrifying being.

	Me	At	De	Hp	Special
VAMPIRE	4+	2	5+	4	Crushing Strength, Vicious

If you defeat the Vampire, turn to [283](#)

215

Deeply suspicious of the man's intentions you draw your sword and demand he tells you what's going on. Before you can take another step, the raven launches itself from the man's shoulder and flies straight at you shrieking and clawing. As you desperately try to fend the bird away, you are suddenly struck by a bright white bolt which crackles and fizzes around you. You slump to the ground having lost all sensation and control. As darkness descends, your last image is of the old man walking over to you and saying "Such a shame, Arkshard. Not the one we hoped for. Time is running out for this land but already has for this one. So distrustful." Your world goes black and you never open your eyes again.

Your adventure is over and you must start again, making wiser choices next time...

216

Stepping back you look up and pick a suitable tree to scale. Making sure your belongings are secure, you place your foot in the crotch of a low branch, and pull yourself up, beginning your ascent. It takes you a good five minutes to get to the upper branches where the vines are less dense – only a few are dropping from this high up. From your elevated position, you need to move through the branches from tree to tree to pass the vines and then climb back down. It will require speed and balance.

If you want to try climbing across, turn to [106](#)

If you want to climb back down you can either push through the vines, turn to [101](#)

or cut through them, turn to [315](#).

217

You take a deep breath and step on to the first red stained rune-stone. The rune pulses brightly underneath your foot.

If you now want to step on the second red rune-stone, turn to [135](#)

If you want to try moving to the black stone, turn to [174](#)

218

The path cuts through the swirling mist, turning and weaving through pools of murky water. In time you reach another island with paths running North, South and East. Knowing that the Southern trail will take you away from

your goal, you must choose one of the other paths.

If you want to go North, turn to [75](#)

If you want to go East, turn to [22](#)

219

Holding the lamp tightly to your chest, you sprint up the path. With an enraged squeal, the pack of Orclings give chase, their initial trepidation forgotten.

Take a *Speed Test*,

if you pass, turn to [73](#).

If you fail, turn to [24](#)



220

Searching the rest of the store room reveals nothing of any interest. Afraid you might disturb something else you leave the building, remount your horse and head North out of the village. Turn to [178](#).

221

You cautiously move down the narrow passageway. After maybe a dozen yards, the path turns to the left.

If you are a Dwarf character, turn to [117](#)

Otherwise, turn to [21](#)

222

The path remains dry for a while but eventually drops back into the cold, wet mist and you feel the unpleasant dampness settle on your skin. After trudging through mud and grasses and climbing over boulders and the dead, rotting stumps of once massive trees, you arrive at a junction.

If you want to take the path which turns to the North, turn to [146](#)

Otherwise, to continue East, turn to [119](#)

223

The tunnel floor gently rises and eventually stops. In the wall in front of you about waist height is a hole and you see the flagstones of another passage beyond. Climbing through the hole you find yourself in a dim corridor with an open doorway to your left. Hoping for something more interesting than another tunnel, you step through the opening. Turn to [71](#)

224

The cave tunnel runs back a fair way. The walls are slick and smooth with pockets of what appears to be fungus, giving off a faint bioluminescence, lighting your way. Eventually, the tunnel opens up into a dark underground chamber where the smell of decay is strong and you cover your nose and mouth with a cloth.

There are small animal bones scattered in the corners and piles of foul black mud caking the walls and floor. The skeletal remains of a human sized creature are buried in rotting clothes in the furthest depths.

If you want to search the humanoid bones, turn to [347](#)

If you wish to return to the surface and head North, turn to [370](#)

225

The path continues North before snaking back South and then South-West. The ground under-foot is less marshy and walking is much easier although the mists remain, swirling around you as you march on. Turn to [369](#).



226

You carefully remove the stopper and then gulp the liquid down. You suddenly feel unwell and find yourself retching onto the cold stone floor. Lose 1 Health Point. When you have recovered, cast the box aside and leave the chapel to continue up the corridor. Turn to [287](#)

227

You press on as long as you dare in the dwindling light but eventually you cannot go any further. Finding an area of long, soft grass just off the path which should offer some shelter from the wind and prying eyes, you settle down to a cold, cheerless meal and a fitful sleep. Regain 3 Health Points. Turn to [269](#).

228

Take a *Speed Test*. If you fail, the Bone Snake will strike first in the following combat. You must now fight the creature.

	Me	At	De	Hp
BONE SNAKE	4+	2	5+	4

If you defeat the snake, turn to [377](#)

229

You walk West down the cobbled street. There are more people about this morning all heading the same way as you and as the road opens out into a large square, you realise it is market day. The atmosphere is subdued but the odd vendor is shouting their wares above the low hum and bustle of people shopping. This is a good opportunity to buy any items you may need before you leave the town and head North. You have 10 Gold coins you can spend and after wandering around the stalls the list of items that may be useful is as follows:

Healing Salve*: 2 Gold Pieces

Waterproof boots: 3 Gold Pieces

Heavy cloak: 2 Gold Pieces

Flask of Fire Oil: 3 Gold Pieces

Set of 3 Throwing Knives*: 2 Gold Pieces

Bulb of Garlic: 1 Gold Piece

Blue Crystal Necklace: 2 Gold Pieces

Oil Lantern: 2 Gold Pieces

Bag of Salt: 1 Gold Piece

Face mask: 1 Gold Piece

** Can be used two times (2 doses) only at any time except during a combat. Each use recovers 2 Health Points.*

+ Each knife can be used once only and counts as a ranged weapon when used.

Make any purchases you wish to up to a total of 10 Gold Pieces, noting the items in your backpack. ***You may only buy each item in the list only once.*** When you have finished, you visit some food stalls to buy provisions and then head North from the square towards the town gate. Turn to **399**.

230

The tunnel carries on and on, with no end in sight. You give it up as a lost cause but realise that you are stuck and cannot turn round. Almost blind and with a rising sense of panic you keep on going, hoping that you'll find somewhere to turn around.

After what seems like an age, you see the tunnel floor rise ahead towards a cold light. A cool draft blows down the tunnel and your heart skips a beat.

You burst from the forest floor and lay in the open air taking deep lungfuls. After a few minutes you get up and explore your surroundings. Finding a path which runs North, from what you can see of the sun, you head in that direction. Turn to [9](#)



231

The path meanders round several large reed beds before straightening out and rising to slightly firmer ground. Ahead, you begin to make out the shadowy forms of a stand of Prokkua trees, a swamp loving species with deep roots and long elegant fronds dripping with moisture. As you approach the trees, a larger shadow detaches itself from the thick trunks and as the silhouette becomes more distinct, you realise the lumbering form of a Swamp Troll is making its way towards you. Not blessed with huge intelligence,

Trolls are nonetheless belligerent, often hungry and recognise a meal when they see one.

If you have a Ranged Weapon, you may attempt a single shot before the troll gets to you. Resolve it now and record any damage.

You must now fight the Swamp Troll.

	Me	At	De	Hp	Special
SWAMP TROLL	4+	1	4+	5	Crushing Strength

If you defeat the Swamp Troll, turn to [278](#).

232

You take the remains of the banner with the grinning skull from your pack and stretch up to hang it in the gap in the wall. Stepping back, you feel the completeness now in the room. Gain 1 Fate Point.

You can now either leave by the door you came in and continue up the corridor, turn to [295](#),

or by the smaller door in the far side of the room, turn to [279](#)

233

Your eye for stonework serves you well and you successfully cross the bridge safely. Remounting your horse on the other side, you continue northwards. Turn to [393](#).

234

You stagger back from the fiendish and hateful device. The swirling subsides and the surface becomes calm once more. Leaving the room as fast as possible, you carry on up the corridor. Turn to [287](#)

235

The armour is indeed special. It is rare *Ensorcelled Armour*, forged by the Elves of old and intended only for those warriors deemed worthy and valiant enough to wear it.

To take the armour will cost you 1 Fate Point. If you wish to take the armour, reduce your Fate Points by 1 and then increase your **Defence** value by 1 (so for example, if your current **De** value is 4+, change it to 5+).

Whether you take the armour or not, you now continue on your way. Turn to [3](#).

236

The mummified corpse crumbles to dust, the dry bandages drifting to the floor. You search the other tombs but only the one appears open. The open sarcophagus seems to go back a long way inside and a dry breeze brushes your face as you step close. At the far end of the room, opposite the one you entered, another set of stairs leads out of the chamber.

If you want to investigate the sarcophagus, turn to [86](#)

If you want to go up the staircase, turn to [145](#)

If you want to search the bandages of the dead mummy, turn to [133](#)

237

Putting the pillow over your head you try to shut out the sounds and go to sleep. Your dreams are disturbed though and images of bats, blood and death pervade your thoughts. At one point in the night you wake with a sharp pain in your left shoulder and when you put your hand there, it comes away wet and sticky. You are the only being in the room and as the dull grey of dawn starts to seep across the floor, you are still sitting up in bed holding your sword, wide awake. With the lack of sleep and what appears to be a bite on your shoulder, you have had a disturbing night. Lose 1 Health Point.

As the sun rises higher and the town start to come to life, you get ready for the day ahead.

Turn to [344](#)

238

As you grab for your pack, the top falls open and an item spills out to vanish into the depths of the soil. Staggering back away from the tree, you check the pack for damage but all seems in good order, if a little grubbier than it was before. Choose an item from your backpack and cross it off or erase it. Shrugging the pack on to your back, you return to the junction and head North-West. Turn to [395](#)



239

The tunnel comes to an end of sorts. To your right a new tunnel opens out with rough walls. It looks unfinished, like an initial excavation that was abandoned.

If you want to take this new tunnel, then turn to [291](#).

Otherwise, if you want to return to the junction and take the other path, turn to [223](#)

240

If you are a Dwarf character, you detect the trap inside the chest and safely disarm it before it fires. If you are not a Dwarf character, you must take a *Speed Test*. If you fail, lose 1 Health Point as a small dart flies from the chest as you open it.

Inside the felt-lined chest you find a small gold key with a rose motif. If you wish to take the key, make a note of it. There is nothing else of interest at the altar.

If you want to now go through the door on the left, turn to [158](#)

If you want to now go through the door on the right, turn to [280](#)



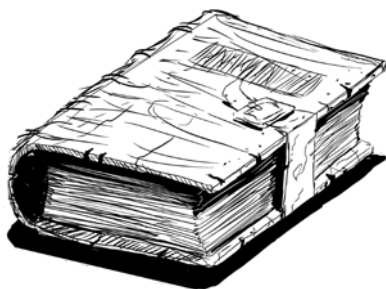
241

If you have some garlic and wish to use it, turn to [299](#)

If you have some salt and wish to use it, turn to [361](#)

If you have a flask of fire oil and wish to use it, turn to [30](#)

If you have none of these or do not wish to use them, you must fight the creature. Turn to [176](#)



242

The steps spiral down and you find yourself at the end of a very dark, narrow tunnel. It is almost pitch black down here.

If you want to continue down the tunnel, turn to [339](#)

Otherwise, if you want to return to the mausoleum and go up the staircase, turn to [145](#)

243

As you make your way slowly along the path you suddenly hear chattering and sniggering ahead of you. High-pitched voices seem to be laughing, bickering and whining at the

same time. You cautiously peer round from behind the trunk of a large, black tree. In the path ahead are a small pack of Orclings, lesser cousins of Orcs and Goblins. They are taking it in turns to pull what appears to be an old, brass lamp across the path, although it seems to have got stuck under a root which is the cause of the commotion.

If you want to try to avoid the Orclings, turn to [313](#)

If you want to step out into the path and offer help, turn to [381](#)

If you want to attack them, turn to [307](#)

244

The door grinds open on ash-chocked hinges to reveal a small store room which has survived the worst of the damage. Large holes in the crudely tiled roof let in the only light which streams down and shows a pile of straw and firewood in the corner. From underneath the straw comes the sound of scratching.

If you want to explore the scratching noise, turn to [259](#)

Otherwise, you should leave the village and head North, turn to [178](#)



245

The rusted iron handle slowly pulls open the small door to reveal a hole in the earth. At the bottom of the hole is a small bundle of cloth. Taking it out and unwrapping it reveals a large octagonal red gem. Wrapping it back in the cloth, you put it in your backpack and then, with nothing else here to see, head North. Turn to [351](#)

246

As you utter the phrase Kainan made you memorize a wind starts to pick up and whirl around the room. The light in front of the throne swells and the being inside grows with it. Drawing your weapon, you stride towards the dais.

The Shadow King seems to become more solid and a wicked looking warhammer, seemingly made of pure shadow, materialises in his hand.

If you have a glass bottle of water with the insignia of Basilea engraved on it, turn to [271](#)

Otherwise, turn to [199](#)

247

The boggy path meanders between foul smelling pools of stagnant water. After ten minutes or so you are forced to turn to the East and a little further on you arrive at a junction offering you two on-going tracks.

If you wish to continue East, turn to [365](#)

If you wish to turn North, turn to [354](#)

The corridor comes to an end by a large wooden door. Putting your ear to the door, you hear the sounds of humming and movement from the other side. Sword in hand, you knock loudly and are answered by a clear strong voice telling you to enter.

The room is large and well furnished. Sitting behind a desk opposite you is a large, balding man wearing the robes of a priest. He rises as you approach, alarmed at your drawn weapon. You put it away and explain you mean no harm. You tell him about the Ghouls in the main hall and the boy they attacked. Distressed, he tells you to stay put while he sees for himself, insisting he'll be alright on his own.

You sit on a high-backed wooden chair awaiting his return. When he does he looks grieved and distraught but thanks you for your intervention but there is nothing to be done for the boy now. That the dead have the power to rise and attack here, he tells you, is worse than he feared.

The man is Chaplain Tomas. Feeling you can trust him, you explain why you are here. He listens to your story with interest but growls at the mention of Kainan. "Do not believe a word he says, the man is a charlatan and a fraud. I have deep suspicions over his intent and who he claims to be. The story he has told you is true but it is too late to attempt to repair the seals on the throne room. They have been weakened by a ritual and an evil magic conjured far from here. A Necromancer called Mortibris is growing in power, having stolen an artefact of great power known as the Book of Truth. He believes he can enslave the Shadow King and become master over his ancient power. The damage to the seals is terrible and it's too late to repair them. The



Shadow King must be summoned and destroyed while he is still relatively weak. Whether Mortibris is strong enough to enslave him is secondary at the moment – the evil must not be allowed back into the world.”

Chaplain Tomas pales as he tell the story, a tremor in his voice betraying his fear.

“My order believes that Mortibris has sent agents forth to complete his diabolical work and bring the Shadow King back from his incarceration – hence my suspicions of Kainan. You must destroy the four chalices in the room, for those hold the seals themselves but their power is fading as the dark lord pushes at them from inside his prison. Then, once the Shadow King himself is free, you have the best chance to defeat him once and for all, before he starts to regain his full power and worldly form.”

The Chaplain says that several weeks ago he sent one of his trusted warrior-priests North to undertake this task but fears he has failed – it has been too long and the undead curse is getting stronger. “He knew his duty and carried with him our most blessed holy water, suffused with the power of the Elohi, our revered and most treasured guardians. I pray for his safety but fear the worst. I cannot undertake this quest for I am needed here, now more than ever. Will you take up this challenge and defeat the evil that awakens?”

Saying you must think on what he has said, he nods and says you may leave by the side gate, showing you a thick, sturdy oak door in a dim corner you had not seen before. As the door opens, the cold night air rushes in and you step out on to a moonlit path.

Turn to [328](#)

249

To see how lucky you are, spend 1 Fate Point and roll one die.

If you roll a 1 or a 2, turn to [334](#).

If you roll a 3 or more, turn to [191](#).

If you do not wish to spend a Fate Point in this way, you give up the search and head North. Turn to [351](#)

250

Stepping over knotted roots and snaking creepers, you emerge into a large open space. The trees overhead on all sides lean over to create a dark oppressive canopy through which little sunlight can penetrate. The area is lit by an eerie glow, the soft light coming from some iridescent fungi which litter the floor. The bioluminescence casts inverted, sinister shadows that run up the trunks of the trees. Two paths lead away into the dark on the other side of the space. As you take a step towards the fungi, the nearest open up and a shimmering cloud of spores are released into the air.

If you have a Face Mask, turn to [289](#)

If not, turn to [90](#)

251

You reach for the box but the dog snarls and snaps at your fingers. You will have to be quick to get it. Make a *Speed Test*. If you pass, you successfully grab the box before the dog can bite you. If you fail, the dog sinks its teeth into

your hand as you grab for the box – lose 1 Health Point.

Returning to the kitchen, you open the box to find a piece of old parchment with three faded runes on it. The runes are all the same rough **Œ** shape but the first two are written in red ink and the last in black. Make a note you have this parchment and then you leave the village, heading north. Turn to [178](#).

252

With your back up against the stone and wrapped in your woollen blanket, you eventually drop off. Regain 3 Health Points.

You've not been asleep more than a few hours when you are woken by a terrible wailing noise. Scrambling to your feet, you are horrified to see two, pale, iridescent forms, pulling themselves from the ground. As they break free, they drift across the earth, their translucent bodies shimmering in the black of the night. You have disturbed the resting place of fallen Dwarf warriors and you must fight these troubled spirits.

	Me	At	De	Hp
DWARF GHOST	4+	1	5+	2
DWARF GHOST	5+	1	4+	3

If you defeat the ghosts, turn to [186](#)

253

You throw the Basilean holy water over the apparition in front of you. There is a shriek and the phantasm shimmers and loses some of its sharpness. You must still fight the Shadow King, but you can reduce his Health Points by 2 before you do so in the following combat. Turn to [121](#)



254

You cautiously ease the gate open, wincing at the creaking of the last rusting hinge. The passage is strewn with rubbish and there are black, glistening puddles on the floor. Creeping slowly along you see the passage ends at a brick wall towards the rear of the building.

If you are a Dwarf character, turn to [375](#).

If you are an Elf or a Human character, turn to [148](#).

255

You smash through the armour and bone of the last Revenant and it crumbles to dust, the magic binding it with a mockery of life destroyed. With the clash of steel still ringing in your ears, you cross the clearing and resume along the tree-lined path. Turn to [329](#)

256

Free of the spore cloud, you wait until your eyes clear. As far as you can tell, you have found the North-West path. Turn to [95](#)

257

The Revenant Champion and his mount lie destroyed at your feet - their shattered bones strewn across the grass. His weapon is still gripped by ancient, stained finger bones and while clearly old, looks magnificent. You may take this if you wish. It is a *Mace of Crushing* and when you fight with it, you will have the *Crushing Strength* special rule.

Your victory is bittersweet though for your horse took a shattering blow to the skull which felled the animal during the clash. Sadly, you gather your possessions together and proceed on foot. Turn to [296](#).

258

Remembering the plain gold ring you took from the lizard, you take it from your pack and push it into the recess in the pommel. It's a perfect fit. Taking your hand away slowly, the ring stays in place. Grasping the handle of the sword you try once more to pull it clear. To your amazement and delight, the sword slides cleanly from the stone with barely a sound. The blade is excellent and expertly balanced and you swish it through the air admiring the craftsmanship. You have found a *Blade of Slashing*. If you use this weapon when fighting a

combat, you can add 1 to the number of attacks you have. Buoyed by your good fortune, you crawl back into the tunnel and return to the forest. You work your way round the pool outside and follow the path North. Turn to [297](#)

259

You push the firewood and straw aside with the tip of your sword. Suddenly the scratching becomes more frantic and a rotting corpse bursts from the pile trying to grab you with wicked looking claws. You must fight the animated corpse.

	Me	At	De	Hp
CORPSE	5+	2	3+	4

If you defeat the Corpse, turn to [220](#)

260

The skeleton crosses the clearing and vanishes into the trees. Waiting to make sure there are no more, you move out from behind the wall and quickly search the ruins. There is nothing of value here. Two paths lead away in northerly directions.

If you want to take the path heading North-West, turn to [325](#)

If you want to take the path leading away to the North-East, then turn to [83](#)

261

The ground starts to become firm and almost sandy. The mists thin as a gentle breeze stirs from the North. The path widens out into an area of knee-high brown grass and within the swaying blades are three flat, round and weather-worn stones. Further on, you see the area is surrounded by water. The stones are arranged in a triangle and all have the same \mathfrak{A} rune carved into their centres. Two of the runes are stained in a dark red colour while the other is black. As you near them, they seem to become more vivid.

If you want to step on the runes turn to [371](#)

Otherwise, to return to the path, turn to [298](#)

262

The path twists and turns round crooked boughs and warped branches. The forest is almost monochromatic, with pale, bleached lichen clinging to the black, aged trees. A break in the canopy above lets pale, grey sunlight dapple the path ahead, illuminating a huge tree whose giant roots have blocked the path. As you climb over the obstacles in your way, you notice a large, dark hole disappearing into the ground under the tree.

If you want to crawl into the hole to investigate, turn to [39](#)

Otherwise, to continue along the path, then turn to [162](#)



263

The elf dies silently, crumpling to the floor. As he lands, the crystal necklace around his neck splinters and then crumbles to dust. A search of his body reveals little of use except a small packet of what looks like dried fruits and nuts. You may take this if you wish and eat it at any time. When you do, recover 2 Health Points but then it will be used.

You remount your horse and continue on your way. Turn to [378](#)

264

You pass the old woman the jar of herbs you found previously. Her grin spreads even wider and a glint appears in her eyes. Wordlessly, she takes the jar and heads over to the fire. You try to ask her some questions but she holds up her hand to silence you. Eventually you give up and wait patiently while she prepares whatever it is she is making. After about five minutes she drags a wooden stool over to you, clumsily stands on it and rubs her hands above you showering you with a fine, grey powder. You sneeze as the dust drifts into your nose. “Bless you,” she chortles. You feel warmth spreading through you and some of your tiredness seems to evaporate. Gain 2 Health Points and 1 Fate Point.

Slightly dazed, you realise you are standing outside again. Happy with your turn of fortune, you decide to press on. You must head back down in to the mists.

If you want to take the path to the East, turn to [222](#)

Otherwise if you want to take the path North, turn to [288](#)

265

The body of the giant topples backwards and crashes into the forest, splintering branches and crushing the undergrowth. Fearful the awful noise will have attracted other curious visitors, you duck back out of sight and wait several minutes. The unnatural silence within the trees returns and no unsavoury visitors come to investigate.

A quick search of the Giant's belongings shows up nothing of any interest to you and so you proceed along the newly cleared path. Turn to [297](#)



266

The handle of the axe crumbles wetly in your hand as you go to grasp it. Your action though has disturbed a Thorny Tree Frog which was hiding in one of the hollowed logs. Its defensive reaction is to throw pointed spines at would-be predators.

Take a *Speed Test*. If you pass, you manage to pull your hand away in time. If you fail, you are hit by several of the sharp, painful projectiles and lose 1 Health Point.

There doesn't appear to be anything of value here.

If you want to search the ruin, turn to [316](#)

Otherwise, you head North. Turn to [351](#)

267

Avoiding the dark lane which is The Tove, you head East and arrive at the square outside the church. The area is deserted – the coming darkness has sent everyone inside, back to the safety and comfort of their homes. Just as you are about to walk South toward the Green Oak you notice a small wooden door open at the side of the church with light spilling out onto the dusty path. The main church doors are closed. You take another step and a desperate scream sounds from inside the stone building. Will you:

Callously ignore the scream and continue to the Inn, turn to [196](#)

Approach the open door to investigate, turn to [128](#)

268

Flailing desperately, your fingertips brush past a branch which might have halted your fall but instead you crash through the tree limbs below. Wood and bone splinter as you plummet to the ground, your dreams and body both broken.

Your adventure is over.

269

You wake in the dawn light, damp and cold. The ground under you is wet, the moisture having seeped through your grass bed from the soil underneath. When you try to move your legs you find them bound together. You have been

asleep near a patch of treacherous Snare-grass which has now wrapped itself around your legs and is creeping up your body, tightening its grip. You draw your knife and begin to hack at the grass to free yourself.

Make a *Speed Test*. If you pass, you manage to cut yourself free quickly and avoid injury. If you fail, you are badly cut and bruised before cutting yourself loose: lose 1 Health Point.

Hastily gathering your belongings together you scramble back to the path and continue your journey. Turn to [211](#).



270

Moving away from the stone, you bed down in the grass some way away. After what is thankfully a peaceful, if cold and damp sleep, you wake with the dawn, nibble on your meagre rations and head towards the treeline to the North. Regain 2 Health Points and turn to [87](#)

271

You throw the Basilean holy water over the apparition in front of you. There is a shriek and the phantasm shimmers and loses some of its sharpness. You must still fight the Shadow King, but you can reduce his Health Points by 2 before you do so in the following combat. Turn to [199](#)

272

Kneeling down and not detecting any indication of a trap, you slowly wiggle the loose stone free. As it finally comes away, a large black Fang Beetle scuttles from the cavity in the wall.

Take a *Speed Test*. If you pass, you are quick enough to snatch your hand away in time. If you fail, you take a nasty bite from the insect and lose 1 Health Point.

Cursing, you stamp on the beetle to crush it and then search the cavity in the wall. It is empty. Annoyed, you leave the hut and head North. Turn to [5](#).

273

As you approach the village, the haunted, terrified faces of a handful of survivors appear from behind broken carts or burned out windows. No one approaches you however. Dismounting, you must decide what to do.

If you want to try and talk to one of the survivors, turn to [282](#)

If you want to explore some of the houses, turn to [112](#)

274

You slow down as you approach a small island noticing movement in the mists ahead. Quietly loosening your weapon you creep closer and crouch behind a fallen tree, part submerged in the water. You can just make out a group of small creatures, possibly Goblins, who seem to

be harvesting the crops of toadstools which are growing in patches, dotted across the ground. They seem to be favouring the black and white capped fungi but ignoring some smaller clumps of a green-tinged variety. Some are eaten by the creatures but most are dropped into crude wicker baskets. After a while, they move off North, their hunched, shadowy forms slipping into the fog.

Once you are sure they have moved away, you move out from the tree and begin to explore the island. There are still many clumps of the toadstools left untouched – perhaps the Goblins will return later. You find paths leaving to the North-East and East.

If you want to pick a toadstool and eat it, turn to [206](#)

If you want to go North-East, turn to [198](#)

If you want to go East, turn to [288](#)

275

Take 2 *Speed Tests* one after the other as you try to avoid the grasping hands. For each one you fail, lose 1 Health Point and 1 Fate Point. Now turn to [234](#)

276

You try to explain your quest but the Fey seems deeply suspicious. He says that the presence of a shadow rising in the North is known to him but that only a fool would travel that way alone. “I will not stop a fool though if his goal is an honourable one,” he says. “Take these, they may be of some use but be on your way. Do not dally in this place any

longer.” He passes you a small bag of dried fruits and nuts which you may eat at any time and regain 2 Health Points.

Thanking him, you take your leave and continue North. Turn to [378](#).



277

The tunnel gently climbs but soon comes to a dead end. As you are exploring the wall, there is a faint click and a section of the wall swings outwards. You step out into a new corridor and the hidden stone door swings shut with a dull thud. There is no way to open it again so you must walk down the new corridor. Turn to [50](#)

278

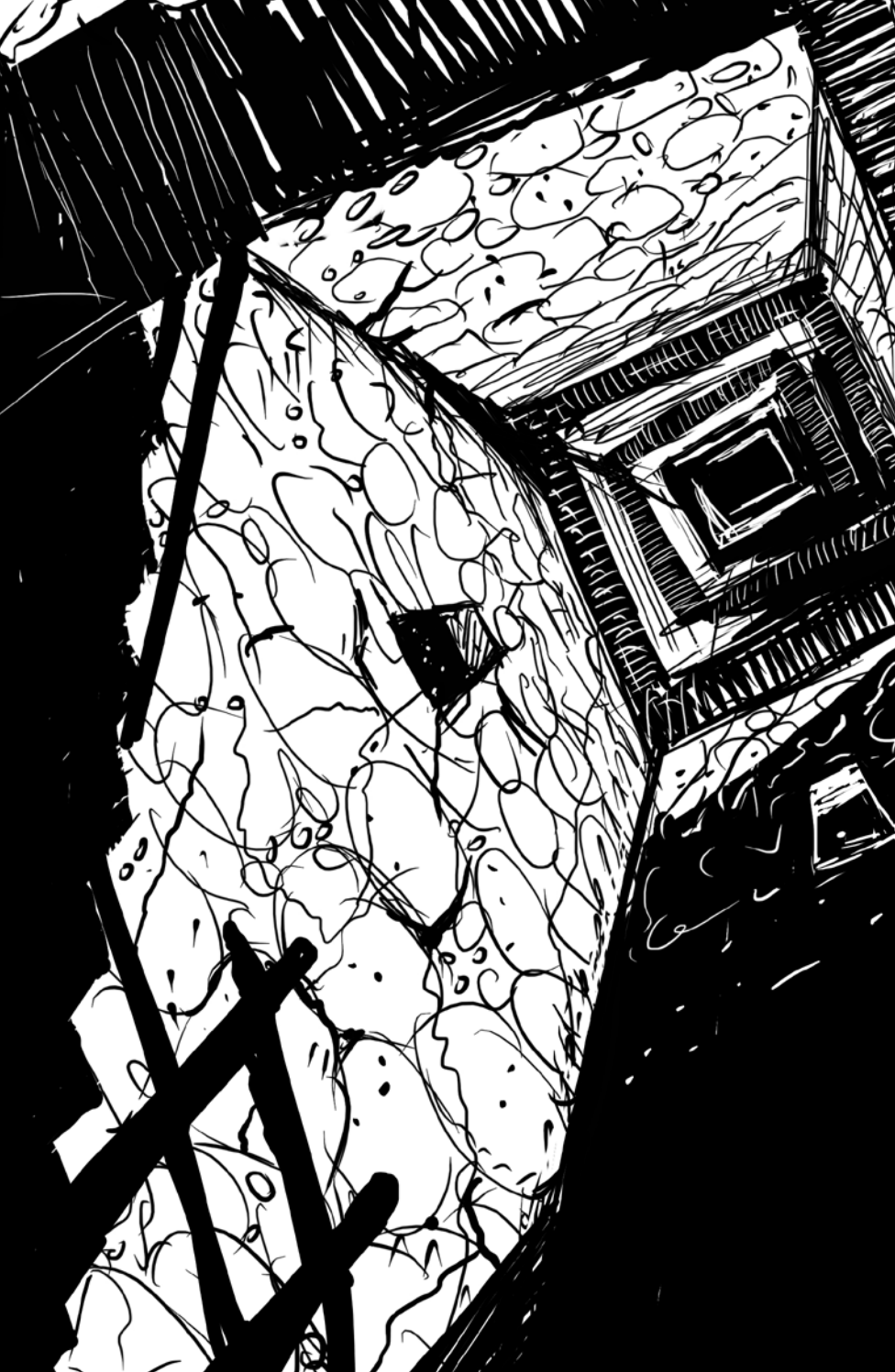
The Troll moans pitifully and crashes to the floor with a sickening thud, its head smacking into the exposed roots of a Prokkua tree. Wiping the ichor from your blade in the damp grass, you explore the immediate area. Amongst the trees you find the bones and remains of several animals heaped in gruesome, decaying piles.

If you wish to stay and search the remains, turn to [8](#)

Otherwise paths lead North-West and North-East.

If you want to go North-East, turn to [261](#)

If you want to go North-West, turn to [225](#)



279

The door opens into a small corridor. After a few yards it turns right and you arrive at a junction. Sensing this is the corridor you were in before, you turn left. Turn to [167](#)

280

You step into a dank, stone passage, lit only by moonlight washing down from high above you in the tower where you now stand. Ricketty wooden stairs spiral their way to the top and you can just make out footprints in the dust on the steps. Suddenly you hear the fluttering of what can only be wings from high in the tower.

If you wish to climb the stairs up the tower, turn to [33](#)

If you wish to continue down the passageway, turn to [248](#)

281

A strap from your pack catches a branch and you swing round to slam into the trunk of the adjoining tree. Scrambling for a foot hold, you catch your breath and then begin your traversal again. Turn to [69](#)

282

You cautiously move towards places where you saw movement or faces but the people melt away in fear. Frustrated, you call out, saying you mean no harm and that you only wish to know what has happened.

Eventually, a middle-aged man, black with soot and limping badly, steps out from the burned out shell of a cottage and beckons you over. He slumps down onto the ground as you approach and indicates you sit down too.

He tells you that attacks on livestock and on isolated

homesteads further out have been reported for some weeks. The dead have been sighted and terror has driven many of the simple plains-folk South. Last night Derringteer was attacked by a host of foul beings: Zombies, Skeletons and flesh-eating Ghouls. Many villagers were killed, only to rise again themselves, infused with the dark magic of undeath. He survived only by luck – trapped in a cellar by falling timbers, crushing his leg until he was rescued this morning by other survivors. Death will come again tonight for those who remain he fears and he shakes his head in disbelief when you say you are heading North.

If you are a human character, turn to [36](#)

Otherwise, turn to [326](#)

283

The Vampire shrieks in agony and its body dissipates in a cloud of fine, black dust that blows away in the air. You have killed one of the most evil denizens of the underworld. Gain 1 Fate Point. The gloom lifts and the path ahead is now clear. Turn to [358](#)

284

The only path out of the area takes you South-East and you are beginning to despair you will need to turn around and retrace your steps. The path peters out to fall short of meeting another trail ahead of you running North. Leaping the gap, you land in the sticky mud across the water and then turn to the North. Turn to [89](#)

285

Moving up onto the pile of rubble, you try to peer through the gaps but the light is too strong to see anything clearly. Stepping back down, you begin to move some of the looser stones from the pile. Suddenly, a large, rotting green hand snaps out of the darkness and grabs for your leg. An undead Orc was lying trapped under the fallen masonry but moving the stones has freed it. Take a *Speed Test*. If you fail, the Orc's hand trips you and the Orc will attack first in the following combat. If you pass, you will attack first as normal. You must now fight the Orc.

	Me	At	De	Hp
UNDEAD ORC	3+	1	4+	4

If you defeat the Orc, turn to [303](#)

286

There is another door on your right.

If you want to go through this door, turn to [25](#)

If you want to continue and turn right turn to [248](#)

287

You arrive at the foot of some wide stone steps leading up to a tall stone archway through which a darkness is leaking

into the world, the malevolence almost tangible. Steeling yourself, you make your way up the stairs. Turn to [374](#)



288

The path winds through large swathes of tall brown reeds and you see pale, sickly looking fish lurking between the muddy roots. The path opens out into a wide island and you find a pathway running away to the South-West. As you turn North to see if there are any other options, you hear movement to your right and catch two shadowy figures moving rapidly through the mists trying to encircle you.

If you have a Ranged Weapon and wish to use it, make a *Speed Test*. If you are successful, you may make a single shot. Record any damage you do.

You must now fight the two hungry Ghouls intent on feeding on you. The Ghouls will both fight first in the following combat rounds rather than you.

	Me	At	De	Hp
GHOUL	4+	1	3+	3
GHOUL	4+	1	3+	4

If you defeat them, turn to [139](#).



289

You quickly pull the mask from your pack and strap it over your nose and mouth. Jogging through the fungi, the spore cloud wafts up all around you but you safely reach the other side. Which path will you aim for?

Will you head for the path running away North-East, turn to [329](#)

Or will you head North-West, turn to [95](#)



290

The men at the table beckon you to sit and join in. It's a common game, played throughout the region and one you've been fortunate to win at before. After a few rounds, you subtly mention the rumours you've been hearing and whether they are true. The atmosphere at the table noticeably chills but as the dealer, a bald, aging man with sun-browned skin, starts shuffling the cards he begins to tell you the stories he has heard.

"Not that I believe too much mind," he starts, "but quite a few villagers have fled here in recent months. Running scared they are. They claim something has awoken and that the dead stalk the land. It's making people nervous here too and folk are jumping at shadows and too frightened to go

out at night. I don't put much stock in it myself but people is people and like a good scare story. Probably just Orcs – some warband or other roaming the plains.”

His companions agree with mumbles and grunts and the game continues. After another round the old man looks up at the bar. “Earlier than last night,” he shakes his head. “Folk are too jumpy.”

Turn to [302](#)

291

The tunnel floor is littered with mining tools and old lamps lie broken on the ground. Carefully stepping over and around the rusting implements, you see light ahead of you and hopefully a way out. Turn to [345](#)

292

The toadstools are small and lumpy. Biting the top of one, the texture is gritty and the taste bitter. Swallowing is a chore and you suddenly feel dizzy and your vision spins.

When you come round, you are sitting on the floor with your back up against a large, jagged rock. Oddly, you feel remarkable refreshed, much of your weariness from the day's journey soothed away. Regain 2 Health Points. Standing and stretching, but unwilling to tempt fate by trying any other of the local fungal crops, you should continue on your journey.

If you want to take the path North-East, turn to [198](#)

If you want to take the path East, turn to [346](#)

293

You have to crawl on your hands and knees for the last few yards before the tunnel opens out into a small chamber. Stalactites drip milky water into a pool in the cavern floor. A shaft of sunlight cuts through the air and falls directly on a stone pedestal in the middle of the pool. Buried in the stone, almost up to its hilt, is a gold-handled sword, remarkably free of any stain or tarnish. Standing tall and stretching your back out, a raised path takes you across to the stone and the sword. There are no markings you can see anywhere on the metal but on the round pommel, there is a recessed circle.

Pulling the sword with all your might, you try from many angles and as many ways you can think of to free the blade but all are to no avail.

If you have a small gold ring, turn to [258](#)

Otherwise, turn to [147](#)

294

As you exit through the town gate you pass the few small dwellings that have been built outside the town. All are abandoned now – their occupants retreating inside the walls out of fear. As the last of the lonely buildings falls behind you the view to the North opens out into the vast, rolling grasslands of the Wild. As you gaze at the landscape from the vantage point in the saddle, you take in the enormity of the land, the wind rippling through swathes of grass. The overcast sky throws a dull, ominous blanket over the scene and as you come to the top of a slight rise, you think

you see a glint of water off to the Northeast. The ruins of the Shadowfort lie far to the North so drawing your cloak tighter around your shoulders, you urge your horse forwards. Turn to [149](#)



295

The corridor is too dark to see very far ahead and you are almost caught unawares by the clawed hand which swipes across in front of you. Whether it's your honed warrior instincts or just the odour of dry, dusty death which wafts down the passage, you step back sharply and give yourself some room as the bandaged, desiccated Mummy lurches towards you.

If you have a flask of Fire Oil, turn to [310](#)

Otherwise, turn to [364](#)

296

The sky is getting darker and soon you must stop for the night. To the North, the clouds are thickening and it looks to be raining far off to the East. The wind is picking up and you swear you can hear cries and faint screams carried in the air. The road is narrowing and little more than a path when you reach a junction with another path running North-South. Shrugging your shoulders against the wind, you head North. Turn to [227](#).

297

As you make your way along the path you hear a low snuffling from your left. Pausing and drawing your weapon, you drop to a crouch and turn your head to hear. The sound comes again, this time from behind you and with a crash of branches, a snarling Werebear, bursts on to the path swinging its deadly claws. Take a *Speed Test*. If you fail, the Werebear will strike first in the following combat rather than you. You must fight the Werebear.

	Me	At	De	Hp	Special
WEREBEAR	5+	2	4+	5	Crushing Strength

If you defeat it, turn to [353](#)

298

Leaving the rune-stones behind you, you return to the stand of Prokkua trees and then turn to the North-West. Turn to [225](#)





299

You throw the garlic into the open mouth of the worm as it approaches but it simply disappears and the beast closes the space between you seemingly oblivious. Cross the garlic off from your backpack and turn to [176](#).

300

You have a quick scout of the area around the tree but nothing seems untoward. Settling down, your pack by your side, you start to drop off in the comforting arms of the roots.

Your sleep is disturbed however, and you have visions of fingers pulling and tearing at you, dragging you underground. A particularly violent pull, wakes you up and to your horror, you find yourself wrapped in the roots of the tree and being drawn into the earth. You must fight your way clear.

	Me	At	De	Hp
SLUMBERING TREE	4+	2	4+	4

If you defeat the tree, you have fought clear. Turn to [169](#)

301

Ducking under low hanging tree-limbs and stepping carefully over exposed roots, you follow the trail as it cuts through the trees and vegetation curving South and then East again. Eventually, the trail forks.

If you want to continue East, turn to [28](#)

If you want to Turn to the South, turn to [126](#)

302

The man behind the bar gently rings a bell and asks everyone to drink up and leave. Somewhat surprised at this early closure, you are more astonished to see the customers all finishing quickly and starting to head for the door, many running away down the street. You accept that you probably need an early night and head towards the stairs at the back of the common room. As you pass a dimly lit table a gnarled hand grabs your jerkin and your hand immediately flies to your blade.

“No need for violence,” a crackling voice says from the gloom. “You seek answers to your questions, yes? I have answers I can give. Come to see me in the old Apothecary’s shop in Chandler’s Alley tomorrow and you will find what you seek.”

The barman coughs and asks you to retire to your room so he can close for the night. When you turn back, the hand and the owner are gone. Wondering at the strangeness of this place, you climb the creaking stairs to your room. Turn to [12](#)

303

Satisfied the thing is finally dead and that the rubble has no more surprises, you turn towards the far end of the room and the stairs. Turn to [337](#)

304

The path gently curves round to the East and becomes very water-logged, almost disappearing in places. Slowly pulling each step you take from the sticky mud, you think you see a better path ahead. Turn to [274](#)



305

The lever is a little rusty and hard to move but eventually with a squeal of tortured metal, it snaps into its new position. For a few seconds nothing happens but then with a low rumbling sound the bars in the corridor start to rise and retract into the ceiling. With the way forward now clear, you proceed down the passageway. Turn to [327](#)



306

The ground underfoot becomes more boggy and energy-sapping as you traipse downhill. Eventually you come to an area of marshy land where a slow-moving river has spread out into the low-lying wetlands. The path takes you over several rickety wooden bridges between large islands of raised grasses and reeds before meeting a junction of other pathways and turning North into the mist. This is the route you now follow. Turn to [218](#).

307

Drawing your weapon, you charge out of your concealed position and set about the pack of Orclings.

	Me	At	De	Hp	Special
ORCLINGS	5+	3	3+	4	Vicious

If you defeat the Orclings, you collect the lamp, tugging it free from where it was caught. Turn to [159](#)

308

The passageway turns right then right again but comes to a dead end. You see the outline of what can only be a door in the stonework and there is a key hole at waist height.

If you have an iron key, turn to [127](#)

Otherwise, you'll have to turn back to the junction and take the other route. Turn to [71](#)

309

You knock gently on the thin wooden door and it slowly swings open. “Come in, come in,” a voice screeches from inside. “Don’t just stand there... ‘n’ close the door behind you!”

As your eyes adjust to the dim light you find yourself in a small, single roomed building. The dim light comes from a tiny window in the far wall and the red glow of a fire beneath a bubbling cauldron in the middle of the room. The walls are black with soot but you can just make out shelves of old jars on every wall and what seems like bushels of dried herbs hanging from the underside of the thatched roof above you.

Standing at the cauldron, stirring whatever is inside and seemingly ignoring you, is a small, old crone; dressed in tattered clothes with as many holes as patches.

“Well?” she demands, “What ‘ave you got for me? ‘Erbs is always useful but something shiny would be ‘preciated”. She turns her warty face towards you and grins, toothlessly.

If you want to attack the old woman, turn to [98](#)

If you have some herbs you wish to give her, turn to [264](#)

If you have a small bronze ring you wish to give her, turn to [338](#)

If you want to give her the copper brooch Kainan gave you, turn to [183](#)

310

You open the flask and fling the contents over the creature. The fire oil splatters over the Mummy, bathing it in

flames. Seriously weakened, the Mummy will be easier to take down in the following combat. Before you fight, reduce its Health Points by 2. Turn to [364](#)

311

You run the Ghoul through and turn to see the other one rush past and leave via the open door. The boy is lying slumped over against a wooden bench blood soaking his robes. He is near death and you struggle to hear his whispered words. “You must tell Chaplain Tomas,” he gasps and grips your hand weakly. With an effort he raises his hand to point down the hall. “Please...”

The boy closes his eyes but remains breathing shallowly. At the far end in the corners beyond the altar are two wooden doors, both closed.

If you wish to go through the door on the left, turn to [158](#)

If you wish to go through the door on the right, turn to [280](#)

If you wish to investigate the altar, turn to [55](#)

If you wish to leave the church, turn to [196](#)



312

As you approach the stone the surface begins to melt and ripple, swirling in hypnotic patterns like the surrounding walls and floor. The emotions throbbing through the room begin to mix and press against your will – rage, loathing, grief – a boiling mass of sorrow and negativity. Transfixed, you shuffle before the blackness as it draws you closer. Suddenly, a pair of black, oily hands fly from inside the whirling cavity and try to grab your throat. You have unwittingly discovered a Soul Void – a wicked and immoral instrument of punishment conceived by the twisted minds of the Twilight Kin. Turn to [275](#)

313

You leave the path and take a wide route round the little beings, trying not to make a noise. Away from the path the going is slow and you get caught a couple of times on sharp thorns and twigs. Eventually, you return to the path well ahead of the squabbling creatures and their commotion fades away as you pick up the pace and move northwards again. Turn to [9](#)

314

After camping for the night in the cold air and long, scratchy grass, you start out early, keen to be moving now you have lost your horse. As the sun starts to climb in the horizon, the land falls away into a mat of brown fern and

bracken and several miles ahead a grey mist smothers the ground like a blanket. About five hundred yards ahead, you see the unmistakable smoke of a small campfire, trailing lazily into the sky. On your guard, you move towards the source of the smoke. Turn to [104](#).

315

You take a swing at the nearest vine and your blade thumps into it, biting in halfway. A runny green sap seeps from the wound and dribbles down to the floor. This is going to take some time.

If you wish to continue hacking through the vines, turn to [368](#)

If you want to try climbing over them, turn to [216](#)

If you want to push through them, then to [101](#)

316

The stones are worn and pitted with age. Moss makes stepping on them slippery and amongst the rubble you find bits of broken pottery and an old, damaged coin. There seems to be little of value here but with a further search, you may be lucky.

If you are an Elf character and wish to keep searching, turn to [191](#)

If you are not an Elf character and wish to keep searching, turn to [249](#)

If you want to give up the search and head North, turn to [351](#)

317

The Worm twitches and dies, leaking a foul black liquid onto the floor.

If you wish to explore the cave, turn to [224](#)

If you wish to remount your horse and travel North, turn to [370](#)



318

You find your way to a small, raised area of land, littered with small, sharp rocks. A pair of brown lizards are lying still on top of a pile of stones near the water's edge and as you creep closer, one slithers beneath the murky surface with a *plop*. You catch a glint of something gold as the other lizard shifts its feet and realise there is what appears to be a ring round the creatures tail.

If you want to try and make a grab for the lizard, turn to [118](#)

Otherwise, you continue northwards, turn to [304](#).

319

You open the flask and fling the contents in the direction of the creature. The fire oil splatters over the Mummy, bathing

it in flames. Seriously weakened, the Mummy will be easier to take down in the following combat. Before you fight, reduce its Health Points by 2. Turn to [68](#)

320

You tentatively wade into the floodwater, your feet disappearing under the cloudy, dirty liquid. Unsure how deep it will get, you hold your belongings up above your head as you splash your way across the swampland. Halfway across, the water is just below your knees and you see the edge of the water through the mist up ahead. Suddenly the surface around you ripples and bubbles and you feel small bites and scratches against your submerged calves. Your lower legs start to feel numb and you struggle to push your way through the water to the other side. As you emerge, the giant leeches that have been feasting on your blood detach themselves and fall away back into the water, disappearing as quickly as they arrived. Wet, exhausted and with numb, weakened legs, you rest on a slime covered boulder before continuing on your way. Lose 1 Health Point.

Picking yourself back up, you continue on your way. Turn to [274](#)



321

The door opens into another long passageway. The cold-fire torches here struggle to cast any light and push back the gloom. The floor and walls are filthy, covered in cobwebs and grime and dark patches stain the cracked flagstones. With each step, you sense a power growing in the space around you; an evil and insidious presence emanating from the far end of the passageway. Willing yourself forward, you come to a carved doorway on your right depicting a disturbingly lifelike, screaming face.

If you want to go through the door, turn to [131](#)

If you want to continue down the corridor, turn to [287](#)

322

Worried in case the scuffle will attract undue attention, you don't stop to search the bodies or catch your breath. Sheathing your sword but keeping it loose, you hastily continue along the lane. Turn to [363](#).

323

The trees become sparse and the forest opens out to reveal the scree-strewn slopes of the foothills. On the edge of the forest away to your left, a small stream trickles into a rocky pool which then seeps away downhill toward the trees. The water looks crystal clear and inviting, reminding you how thirsty you are after your travels.

If you want to drink some of the water from the pool, turn to [63](#)

If you want to continue up the rocky slope, turn to [6](#)



324

Ignoring the phial of liquid and leaving it amongst the bones, you need to choose a path forward.

If you want to go North-East, turn to [261](#)

If you want to go North-West, turn to [225](#)

325

The path gradually turns and drifts North. Ahead, you begin to hear the distinct sounds of running water. After a few minutes, you come to a clearing where water is gently running down a rock face slick with dark brown algae. The cliff face is perhaps ten yards high and the water is draining down from the hills above and to the North. The path runs round the small plunge pool and passes on into the trees to the North-East. Behind the soft cascade there appears to be a cave, disappearing into the rock. The water looks decidedly unhealthy.

If you want to enter the cave, turn to [201](#)

If you want to leave this area and continue, turn to [297](#)

326

The man looks at you and then shakes his head. He wishes you luck on your journey.

Will you now leave the village and continue North, turn to [178](#)

Or explore some of the ruined buildings, turn to [112](#)



327

A little further on, you find a rusted metal door in the left-hand wall. You cannot hear anything from the other side.

If you want to open the door, turn to [4](#)

If you want to continue down the corridor, turn to [157](#)

328

The pathway runs down the side of the building, back to the square and the door you originally entered by. In front of you, shafts of cold moonlight are stabbing down into the stones and tombs of the church graveyard. Eerie shadows lie across the ground, cast by the twisted branches of the nearby tree. From the darkness you hear a soft moaning sound.

If you want to enter the graveyard, turn to [357](#)

If you wish to head down the path and back to the Inn, turn to [196](#)

329

The path narrows and the dry, jagged vegetation crowds in from all sides. Eventually you lose the path altogether and begin to despair but suddenly you push through between two high thorn bushes and emerge on a new path heading North. Turn to [58](#)

330

You whistle loudly and the giant snorts and sits bolt upright. You hail him again and spread your arms to show you mean no harm.

If you are a human character, turn to [394](#)

Otherwise, turn to [37](#)

331

You try to shield your eyes and face from the lights but they swarm around you, disorienting you and trying to drive you away. You feel cold burns on your arms and head as the lights brush past you. Lose 1 Health Point. Through sheer force of will, you push past the lights towards the paths ahead.

If you want to take the North-West path, turn to [134](#)

If you want to take the North-East path, turn to [247](#)



332

The Shadow King seems to become more solid and a wicked looking warhammer, seemingly made of pure shadow, materialises in his hand.

If you have a glass bottle of water with the insignia of Basilea engraved on it, turn to [253](#)

Otherwise, turn to [121](#)



333

The elf reverently takes the necklace from you and gently wraps it in a piece of soft, dark brown leather. He then places his hands on yours and closes his eyes. You feel the weariness of the road seep from your body and a renewed sense of purpose and drive. Gain 2 Health points and also gain 1 Fate Point due to the blessing.

The Sylvan Fey wishes you luck and sends you on your way. Turn to [378](#).

334

Despite spending another ten minutes searching the rubble, you find nothing of interest. Giving up the search, you head North. Turn to [351](#)

335

The mortar gives way easily and you work the stone free. Not far behind it you find a small wooden box, hidden in the wall space. Taking the box out you find the lid is loose and carefully open it. No trap springs and inside you find two small glass bottles. Neither have any markings on them, but one has a blood red coloured stopper and the other a faded blue one. Both bottles contain liquid but the one with the blue stopper is slightly cracked. At the bottom of the box on a small piece of paper, scrawled in spidery handwriting are the words *Liquid Luck*.

If you want to drink the liquid in the red bottle, turn to [360](#)

If you want to drink the liquid in the blue bottle, turn to [210](#)

If you would rather leave and continue up the corridor, turn to [287](#)



336

The sky begins to darken into a dirty grey as the cloud above you thickens. Some birds ride what thermals exist high away to your left and occasionally you spot a Bloodclaw or Tundrahawk hovering over the grass, waiting to swoop on a meal. Up ahead you see what looks like a round stone hut with a dirty, ill repaired thatched roof just off the road. A

small wisp of pale brown smoke drifts from a crude chimney. As you get closer, you see a wheel-less wooden cart leaning upright against the wall but there are no signs of life outside the hut. Will you:

Call out a greeting, turn to [367](#)

Dismount and quietly approach the building, turn to [137](#)

337

The air gets cold as you descend and the light turns a pale green rather than the blue you left behind you. You pass statues of what must be dead kings and princes on either side but many are damaged or disfigured, perhaps damaged in an angry, haphazard attack. Eventually you reach the bottom of the long staircase. Turn to [17](#)

338

You take the ring from your pocket, feeling the intricate leaf design running round the band as it rolls between your fingers. As you hold the ring out in your palm, the old woman's eyes light up and she claps and squeals. Reverently taking the ring from your hand she folds it in a square of dirty green cloth and then looks at you, her face softening. Thanking you for a wonderful gift she bids you close your eyes. You do so and as she begins to chant you feel warmth spreading through your veins as she casts a spell of blessing upon you. When you realise she has stopped, you open your eyes to find yourself outside once more. The cabin is empty.

Gain 2 Health Points and also gain the *Elite* skill. Make a note of this on your adventure sheet. You must now continue on your journey, back down into the mists.

If you wish to take the path East, turn to [222](#)

If you wish to take the path North, turn to [288](#)

339

You feel your way along the passage in almost total darkness. Your fingertips brush dust and grit from the rough stone walls as you edge along, painfully slowly. After what seems like an age, the tunnel turns to the right and starts to head steeply upwards. Several times you have to brush cobwebs from your face and hair and eventually you come to a dead end.

You can see a crack of blue light in the wall and can feel a very faint breath of air on your skin. Feeling around the walls you begin to despair you will ever find a way out and will have to go back but then, with a click and a rumble, a stone door in front of you swings open and you step through out of the darkness, the door closing behind you with a resounding boom. Turn to [105](#)

340

Dismounting, you lead your horse down to the water's edge. Any ideas you had of refilling your water skins are quashed as the water looks brown and this close, has an unpleasant smell – a vague aroma of decay. You have to gently coax your horse to step into the shallow water and you carefully

make your way across the ancient slabs and boulders which make up the crossing. They are slick with algae and treacherous in places.

Make a *Speed Test*. If you pass, you successfully manage to cross the river without harm. If you fail, you slip and twist your ankle painfully during the crossing and Lose 1 Health Point.

Once you reach the other side, you mount your horse again and continue on your way. Turn to [85](#)

341

The door opens partway and then gets stuck. Squeezing through the gap, you find yourself in a small square room which must once have been a study or scribe's room. Broken and fallen furniture is scattered on the floor and the remains of a book case, empty of all but dust, are preventing the door opening any further. Sitting at a broken desk, an open-mouthed skeleton stares at you, unmoving; the tatters of clothing hanging from ancient bone. The skeleton's hands are resting on the desk, one hand still holding a large quill.

If you want to step over to the skeleton and explore the desk, turn to [372](#)

Otherwise, to return to the corridor and move on, turn to [138](#)





342

The path continues for about a quarter of a mile and you feel it is rising ever so slightly as you progress. The mist thins and as the path becomes drier underfoot you see a large dry area of land ahead. Off to one side is a small stone cabin. The reedy thatch on the roof is green with moss and algae and a delicate thread of brown smoke is twisting its way from a hole in the roof. As you approach you realise that you can almost see the sky above you and in the distance on all sides you can just make out the shadowy forms of twisted trees. You hear a delighted cackle coming from the cabin and then a loud bang, followed by an increase in the smoke escaping from the roof. Now it has a decidedly purple hue. From this vantage point, you can see paths running away North and East, back down into the thicker mists.

If you wish to enter the cabin, turn to [309](#)

If you want to take the path East, turn to [222](#)

If you want to go North, turn to [288](#)

343

If you have a Ranged Weapon, you may attempt a single shot before the slow moving skeleton will realise you are there. Resolve it now and record any damage. You now draw your weapon and charge across the clearing to do battle.

	Me	At	De	He
REVENANT	3+	1	5+	3

If you defeat the Revenant, turn to [366](#)

344

A young serving maid is the only person in the common room as you head down for breakfast. After ordering some bread and cheese, you ask her if anyone else heard noises last night. She looks terrified and you also notice the bags under her eyes and gaunt look as though she's not been eating or sleeping. She scurries away and when she returns with your food, you change tack, asking where you may find Chandler's Alley. The girl tells you it's not far from the inn and you can either cross the street and follow The Tove, a narrow road opposite, or strike out East and turn into the alley near the church. Thanking her for the meal you leave the inn and walk into the morning sunshine.

While there are people around on errands and business walking the streets most are hurrying along without discourse. A cart clatters past you on the cobbles going West and you see the fading street sign on the house opposite indicating the entrance to The Tove.

If you wish to cross the street and walk up The Tove, turn to [43](#)

If you wish to follow the street East, turn to [202](#)

345

You find yourself at the base of a circular tower. The roof is missing, presumably destroyed judging from some of the debris on the floor. A spiral staircase runs up and around the side of the tower passing by an open doorway. Beyond that, the steps have crumbled. Looking up, light radiates from above but the light is somehow wrong. You cannot see

any sky: just a cool, uniform soft illumination that seems to press down from above.

You carefully follow the stairs as they hug the wall. Higher up the walls there are loopholes but here, the walls are solid. You reach the doorway and step through.

You find yourself on a wide rampart. The strange light is smothering and all-pervasive. The experience is unnerving – all you can see is the stone in front of you. Occasionally, the light dims perceptibly and what look like black cracks appear fleetingly, as though the light is failing. Edging along the battlements, keeping close to the crenelated side another tower and doorway slowly comes into focus. Reaching the entranceway, you step through. Turn to [175](#)

346

The path runs gently East for a short while but then begins to bend to the South, not the way you were intending on going. However, you think you hear noises from beyond the reeds ahead.

If you want to return North and take the other route, turn to [198](#)

If you want to push through the reeds and continue South, turn to [288](#)



347

Using your sword tip you carefully move away the rags and push the bones aside. At first you think there is nothing to find but as you turn away, you catch sight of a small, wooden case. Unable to see much about it you pick it up and return to the surface. Turn to [72](#)



348

The roof of the tunnel gets even lower and in places you have to almost crawl. You reach another junction.

To head to the left, turn to [108](#)

To go to the right, turn to [45](#)

349

The door opens into a small store room. There are piles of sacks on the floor, some barrels in the corner and some robes draped over a chair. On a shelf there are some jars of medicinal herbs and some dried twigs. There doesn't appear to be much else of interest in the room. If you want to take a jar of herbs, make a note of it and then leave the room to head on further down the corridor. Turn to [286](#).

350

Scooping some liquid into your mouth you find it tastes slightly bitter but is otherwise refreshing. This is an ancient, if neglected, healing font although its powers have dwindled over time. Recover 2 Health Points. With the liquid gone, the metal of the bowl begins to turn black and crumble. The stone holding the basin cracks and the whole ensemble crashes to the floor. Fearful the noise may have disturbed someone or something, you hastily leave the room by the nearby doorway. Turn to [53](#).

351

The path meanders through tall stands of trees and thickets of bushes covered in sickly looking leaves. Eventually, you reach a junction as the trail turns West. Ignoring the route South, you turn North once more. Turn to [126](#)

352

You drag the table aside and lift the trapdoor open. The dog yaps and bolts down the rickety wooden ladder. The light from the room falls down the hole to reveal the body of a girl lying prone on the floor. The dog is whimpering by her side but she doesn't appear to be moving. By her side is an old wooden box.

If you want to retrieve the box, turn to [251](#)

Otherwise, you should leave the village and head North, turn to [178](#)

353

The path narrows and twists its way through a boggy area to arrive at a junction. A pair of likely paths leave North and North-East, passing away into the gloom between the trees.

If you wish to take the North-East path, turn to [203](#)

If you wish to instead take the route to the North, turn to [66](#)

354

The path gets progressively more muddy and wet. More and more, you have to avoid flooding from the adjoining pools and the constant jumping and balancing to avoid them becomes energy sapping. Eventually, the path is so flooded and the water so deep, you have no choice but to wade through it. Glancing apprehensively at the murky surface, wondering what nasty surprises lurk beneath, you pick a point through the mist to aim for.

If you have a pair of waterproof boots, turn to [389](#)

Otherwise turn to [320](#)

355

As the last of the skeletons crumbles to dust, you turn to find your horse lying in the grass with a rusty axe blade buried in its side. A crushed skeleton lies nearby, its ribs and skull pummelled by your mount's hooves. Your horse did not survive the attack though. Sadly, you gather your possessions and continue along the road on foot. Turn to [54](#).

356

The champion crumples and his armour crashes to the ground. The room itself is otherwise empty. Moving on, you leave via the archway you saw earlier. Turn to [53](#)

357

As you carefully make your way between the gravestones towards the source of the sound, the hairs on your skin begin to rise. With an anguished moan, a rotting corpse emerges from the darkness, shambling towards you, arms raised.

You must fight the zombie which is trying to attack you. If you are an Elf character, you may fire one shot from your bow at it first if you wish.

	Me	At	De	Hp
ZOMBIE	5+	1	3+	4

If you defeat the zombie, you find nothing else in the graveyard which is now silent. Sheathing your sword, you head down the path and back to the Inn. Turn to [196](#).



358

The path continues North as the ground begins to rise and then starts to curve to the right, North-East. On the curve, you notice what appears to be a large animal trail carving its way through the bushes and undergrowth running away East. To the North, the trees are appearing to thin out.

If you want to follow the trail East, turn to [301](#)

If you want to continue on the path going North, turn to [187](#)



359

You step on to the stone and for a moment, nothing happens but then the other stones also turn black and you hear a piercing scream shattering the silence. The sound is excruciatingly painful and you drop to your knees, hands to your ears. When the sound eventually fades, you feel deeply despondent and drained. Stepping on the runes in the wrong order activated an ancient curse. Lose 1 Fate Point.

The runes in the stones have gone, erased as if they were never there. You return the way you came, lamenting your ill fortune. Turn to [298](#).

360

Removing the stopper you put the bottle to your lips and drink the liquid inside. There is no more than a mouthful. You get a powerful sense of destiny and a surge of confidence flows through you. Gain 1 Fate Point.

If you now want to try the other bottle, turn to [226](#)

Otherwise, you leave and continue up the corridor, turn to [287](#)

361

You scatter the salt across the head of the worm, covering as much of it as you can. The creature rears up as if in pain and shaking violently. You must still fight it but when you do, reduce its Health by 3 before you fight the first round of combat. Cross the salt off from your backpack and turn to [176](#).



362

You arrive at a T-junction.

If you want to take the corridor right, turn to [71](#)

If you want to turn left, turn to [308](#)

363

The lane starts to narrow and eventually comes to an end. To your left is a dim alleyway which splits again North and East. From the East you hear the chime of a bell which can only be from the church which was your other possible route, so you try your luck heading North. Turn to [144](#).

364

Ducking under another wild but powerful swing, you strike back at the mummified corpse attacking you.

	Me	At	De	Hp	Special
MUMMY	4+	1	5+	5	Crushing Strength

If you defeat the Mummy, you continue up the corridor. Turn to [167](#).



365

The path gets progressively wetter as it turns to the East and your progress is slow and at times you have to wade almost ankle deep in thick, sucking mud. The mist ahead becomes thicker and thicker and eventually you have to stop with visibility almost zero. Standing still though is not an option – you need to keep moving but it could be treacherous.

If you have an oil lantern and wish to use it, turn to [19](#)
Otherwise, turn to [52](#)



366

Waiting to make sure there are no more of the skeletons passing through, you move out from behind the wall and quickly search the ruins. There is nothing of value here. Two paths lead away in northerly directions.

If you want to take the path heading North-West, turn to [325](#)

If you want to take the path leading away to the North-East, turn to [83](#)

367

Loosening your sword, you call out and wait but there is no reply. You trot a little closer and call again. Just as you think there is no-one at home, the aged, weathered wooden door crashes open and a large hulking ogre ducks out the doorway and charges towards you bellowing and swinging a nasty, spiked club.

If you have a Ranged Weapon and wish to fire a single shot, make a *Speed Test*. If you pass, fire a single ranged shot at the ogre and record any damage. If you fail, you still fire the shot but you are too hurried and will automatically miss.

You must now fight the Ogre.

	Me	At	De	Hp	Special
OGRE	4+	2	4+	4	Crushing Strength

If you defeat the Ogre, turn to [153](#).

368

It's exhausting work and the ground becomes slick with mess leaking from the plants. Eventually though, you break clear and lean against a broad, gnarled trunk to rest. Wiping the viscous slime from your weapon, you push on northwards. Turn to [76](#)



369

You feel you are coming close to the edge of the marshland. The path is drier and inclining slightly as you progress. Even the mists seem to be thinning and you can see further ahead. In the distance, you notice the vague shadow of what appears to be clothing or rags hanging from a branch. As you move closer, it becomes apparent what you see is actually an old, decaying battle standard, the point driven into the ground between two rocks. The remains of the rotting cloth are more holes than not but despite the exposure and weathering, you can just make out the motif of a grinning skull which once decorated the flag and cast its baleful gaze across the battlefield.

If you want to try and pull the standard from the ground, turn to [154](#)

Otherwise, turn to [113](#)

370

The journey remains uneventful for another hour but slowly the light starts to fade and the temperature drops. Unwilling to risk your horse at night and mindful of the need to rest, you travel a little further before finding a suitable place to camp for the night. Unwilling to light a fire, wary of what or whom it may attract, you eat a cold, cheerless meal while your horse grazes on the long, tough grass around you. Cries and howls ring out around you throughout the night but you are not attacked and even manage to sleep a little. Regain 3 Health points.

As the sun breaks over the horizon in the morning, you

stretch out your cold, stiff muscles and continue on your way. Turn to [91](#).

371

If you wish to step on a red rune stone, turn to [217](#)

If you want to step on the black rune stone, turn to [359](#)

372

You move cautiously round to the other side of the desk, but the skeleton doesn't move. A thick layer of dust covers the bones and the desk and a large cobweb drapes from the skull to the high chair-back behind. An ink well lies tipped in the desk top, the contents having long ago stained the wood deeply. The long bony fingers are resting on a piece of parchment, mostly covered in dust.

Where the quill meets the parchment, the dust has been brushed aside. Ancient ink documents a list of faded names, all but one crossed out. At the bottom of the list, the quill has stopped while writing a new name. The ink here is new, a deep red colour. The letters *G'laron-t* have been scribed recently. It's the name above, the only one not struck through, which strikes a chilling chord though: *Kainan*.

You jump back as the hand holding the quill moves slightly, scraping across the page, beginning to form a new letter before coming to a stop once more. Sensing there is little time left, you edge out the room and continue along the corridor. Turn to [138](#)



373

The path winds its way between large boulders and sodden, rotting tree stumps. The route ahead comes and goes as the patchy fog churns around you and the dampness is starting to seep into your bones.

After another quarter of an hour of exhausting toil through the mud, the mist parts to reveal a headless body lying in a bed of reeds. The flesh has clearly been eaten and the body here for some time but it shows no sign of any reanimation. On closer inspection, the armour worn by the warrior looks of excellent workmanship and is about your size.

If you want to try and take the armour, turn to [235](#)

Otherwise, you leave the body and continue on your way. Turn to [3](#)

374

You step through the arched doorway and into the large vaulted throne room. In the four corners, chalices of green fire cast a sickly light off the walls but your gaze falls on the raised dais at the far end. In front of the carved stone throne, a ball of ethereal light pulses randomly and within a shadowy form can be seen, seemingly trying to fight its way free of some entrapment. As you approach, its movements become more frenzied and desperate and you can feel waves of hatred radiating from the shifting darkness crashing over you.

If you spoke to Chaplain Tomas and wish to follow his advice, turn to [192](#)

Otherwise, turn to [392](#)

375

Just as you are about to take another step, your instincts scream at you to stop. Something about the stonework ahead makes you pause. You've seen such devices before and so back away from the trap gingerly. Closing the gate, you return to the front of the shop and try the door. Turn to [173](#).



376

You recognise the weathered runes carved into the stone. Not only is the stone a way-marker, it is also a monument to fallen warriors from a battle long since forgotten. The runes ask for respect and that you move on before resting.

If you wish to remain here and settle down for the night, turn to [252](#)

If you wish to make your camp a little further on, turn to [270](#)

377

The body of the snake slumps to the ground and then, pulled by its own weight, is dragged back into the hole to drop into the tunnel below with a horrible clatter and cloud of dust.

If you want to investigate the tunnel, turn to [59](#)

If you want to leave the room and go back to the other passage, turn to [110](#)

378

You soon clear the trees and return to the grasses of the plains. A little further North, with the trees a memory on the horizon behind you, you are just relaxing into the monotonous plodding of your horse when it stutters and whinnies nervously. From out of the long grass ahead of you slinks a large, scrawny Wild Cat. It snarls and starts to stalk towards you. You drop from the saddle and draw your weapon. You must fight the savage animal.

	Me	At	De	Hp	Special
WILD CAT	4+	1	5+	3	Vicious

If you defeat the Wild Cat, turn to [96](#).

379

You enter what seems to be a small chapel or prayer room. Once-elegant statues lie smashed in the corners and the carved pews rest in splinters on the floor.

If you want to search the chapel, turn to [114](#)

If you want to leave and continue up the corridor, turn to [287](#)

380

The man nods as you sit and the bird leaps up to stand on a bookshelf looking down on you. “We have been waiting for one such as you,” the man begins, “Arkshard and I.” He introduces himself as Kainan and leans back and steeples his fingers, studying you through sharp grey eyes. “We are too old to make the journey but you – you might have what it takes to suppress the darkness. You are looking for adventure no? Adventure I can give you but great responsibility too. Please, hear me out.”

Kainan begins to describe a time gone by in a fledgling kingdom. An age and a land long ago, stories of which are mostly confusing myths or told as legend; an age of great heroes and mighty foes; of magic, sorcery, life and death. The man’s storytelling is masterful and you soon lose yourself to the words and images conjured in your mind – the story of the Shadow King.

Turn to [185](#)

381

You step out onto the path and with a squeal, the creatures scatter into the undergrowth. They don’t go far though and you can see beady little eyes staring at you from the shadows. Stooping down, you grab the handle of the lamp and after a couple of sharp tugs, it comes free.

If you want to take the lamp and run, turn to [219](#)

If you want to leave it and step away, turn to [42](#)

382

The tunnel walls become smoother and the floor sandier. After a curve bearing right, you reach another junction.

If you want to turn left, turn to [277](#)

If you want to turn right, turn to [136](#)

383

As you approach the ragged looking group, you see the smoke is rising from the remains of buildings on the horizon. The man, woman and adolescent boy in the road ahead look thin, haggard and are dressed in filthy rags. They are carrying nothing except farming tools they are clearly using as crude weapons. You hail them but they simply stop and move to the side of the road. You call again but they do not reply. On edge, you move to the other side of the road as you pass them. Just as you move alongside them, close enough to see the dull look in their eyes, the woman screams and they launch themselves to attack you. You must fight the crazed refugees.

	Me	At	De	Hp	Special
MAN	5+	1	3+	4	
WOMAN	5+	1	3+	3	Vicious
BOY	6+	2	3+	2	

If you defeat them, turn to [94](#).

384

You make a grab for the lizard but it slips through your finger and drops into the water, vanishing from sight. Cursing your luck, there is nothing to do but move on. Turn to [304](#).



385

The golden bowl is half filled with a dirty looking liquid. On one side of the vessel, opposite you, there is an octagonal depression in the metal.

If you have a red gem, turn to [140](#)

If you want to try drinking some of the liquid, turn to [350](#)

If you want to leave the room, turn to [53](#)

386

As you get nearer, you see the body is pierced by arrows and the face hidden in the dark recesses of a cloth hood. You dismount and draw your sword, heading towards the body to investigate. To your horror, the head looks up and two

angry red eyes blaze from within the depths of the cowl. As the body rises you hear the clatter of bone and metal from behind you and realise that you are surrounded by skeleton warriors, intent on killing you.

You must fight the skeletons. If you have a Ranged Weapon, you may attempt a single shot before the slow moving skeletons get to you. Resolve it now and record any damage.

	Me	At	De	Hp
SKELETON	5+	1	4+	2
SKELETON	5+	1	4+	3
SKELETON	4+	1	3+	4

If you defeat the Skeletons, turn to **355**.



387

The corridor runs along for perhaps 30 yards, at which point you arrive at a junction. Smaller passages proceed to

your left and straight on ahead. Above the passage ahead, a stone relief of an odd symbol is displayed on the wall.

If you have a tunnel map scroll, turn to [13](#)

Otherwise, if you want to take the passage straight ahead, turn to [221](#), or if you want to take the passage to your left, turn to [32](#)

388

As you rush through the doorway you see two hunched figures in filthy rags attacking a young boy. One of the Ghouls snarls and springs forward to attack you with surprising agility.

You must fight the grey-skinned Ghoul. Take a *Speed Test*. If you fail, the Ghoul will strike first in the following combat rather than you.

	Me	At	De	Hp
GHOUL	4+	1	3+	4

If you defeat the Ghoul, turn to [311](#)

389

Swapping your walking boots for the waterproof ones you lift your weapon and backpack high on to your shoulders. The boots are tall, coming just above your knees and while unsuitable for hiking, do a fine job of keeping your legs dry.



The going is treacherous and painfully slow but thankfully the water never gets too deep and after what feels like an age, you reach the other side of the flooded area and find the path once more. Switching back to your heavy duty walking boots, you follow the path as it dog-legs North and then East. Turn to [274](#)

390

With a flash of inspiration, you quickly pull the blackened pipes from your pack and blow into them. A spine-chilling note echoes round the room and the effect on the snake is immediate. The creature stops as though stunned and remains half emerged from the hole quivering ever so slightly. Taking advantage of the situation, you bring your weapon down at an angle, cleaving right through the beast's spine and taking its head from its body. The skull drops and rolls into a corner, coming to rest on large, wicked fangs. The body slumps to the ground and then, pulled by its own weight, is dragged back into the hole to drop into the tunnel below with a horrible clatter.

If you want to investigate the tunnel, turn to [59](#)

If you want to leave the room and go back to the other passage, turn to [110](#)

391

The road seems fairly well trodden and well maintained although there are few signs of any recent traffic. The route remains fairly straight but gently rises and falls with the land

and several hours pass before you again catch sight of water. Eventually you come to a wide junction in the road on the south side of what must be the River Teer. To your right, the road runs away to the East, parallel with the course of the river and ahead of you, the road fords the river before continuing in a Northerly direction across the plains.

If you wish to ford the river, turn to [340](#)

If you want to turn aside and follow the river to the East, turn to [150](#)



392

Scattering the charms onto the floor, you kneel down and arrange them as Kainan showed you. Stepping back you prepare to complete the ritual.

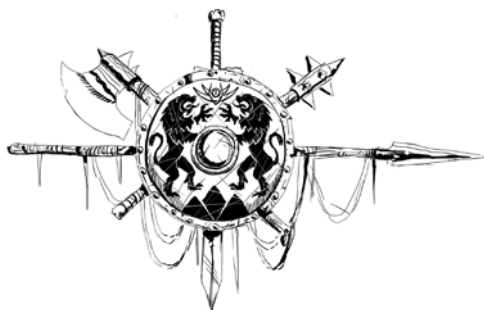
You wrack your brains for the right phrase to say:

You are sure you remember what Kainan told you so if you want to use the phrase “Thryll ath G’laron-tza. Richt-youm ba’lath,” turn to [246](#)

However, if you found an alternative phrase on your travels and wish to risk that instead, turn to [97](#)

393

The road eventually runs into a plains village. The rotting wooden sign as you approach informing you it is (or was) called Derringteer. The village has been totally destroyed. The grassland around it is black and singed and all that remains of the buildings are the smouldering, skeletal frames of houses, barns and huts. Turn to [273](#).



394

You call out to the giant, telling him you mean no harm. He growls, and a deep rumbling voice, surprisingly musical, asks you your purpose. You explain you are on a quest to rid the land of the curse which is falling upon it and the giant nods. He doesn't seem very confident of your success but wishes you good luck and warns you of an area of stinging vines up ahead saying the best way through is often to just cut them away. The giant gets to his feet, saying he must continue on his journey South. Wishing him farewell, you continue North. Turn to [297](#).

395

The sun is beginning to set and a gloom begins to creep across the land. The path reaches a junction and you head North. The ground begins to rise and soon you are walking on dry soil and the only mists are silvery wisps that curl around your feet. Ahead, the grassland runs away to some dark, oppressive looking hills at the foot of which you see black looking trees, lining the ground.

The clouds have cleared and your breath fogs in the cold air. Above, stars are beginning to show and you suddenly realise how claustrophobic you had felt in the marshlands, unable to see and pressed from all sides by the thick, clinging vapours.

A black shape appears in the path ahead. As you get closer you see it is an ancient way-marker. You need to rest for the night – this is as good a place as any.

If you are a Dwarf character, turn to [376](#)

Otherwise, turn to [194](#)



396

Leaving the clearing, you continue on your journey. A while later you reach a junction.

If you want to continue North, turn to [22](#)

If you want to head North-West, turn to [306](#)



397

Hoping for more luck than you expect, you force yourself to calm and slowly start to move your feet. Turn to [124](#)

398

Free of the spore cloud, you wait until your eyes clear. As far as you can tell, you have found the North-East path. Turn to [329](#)

399

Your final stop before you leave is to purchase a horse. The distance across the plains to the North is too far to travel on foot and if what you have heard is true, time is of the essence. You arrive at the stables, in sight of the large town gate and bargain well for an aging but reliable ex-warhorse with an affable man called Haddon. When you tell him where you are going his eyes open wide but he says nothing and passes you the reins. As you lead your ride North, clattering along the cobbled road leading up to the gate, you turn to see Haddon sadly shaking his head and returning to his work. The town guards eye you suspiciously as you approach but let you pass without incident.

Turn to [294](#).

400

The Shadow King's unearthly wail echoes all-round the chamber. A maelstrom of swirling light and magic encircles his form as it breaks apart in front of you. Backing away you shield your eyes as his demonic visage disintegrates in a final, ethereal explosion.

As the chamber around you begins to crumble, the wall at the far end cracks open to reveal sunlight. Dodging falling masonry and ancient oak beams as they come crashing down around you, you leap through the gap, back to the world outside, accompanied by a vast plume of dust.

You don't stop running until you reach the slopes of the vast hollow in the hills. Turning back, you see the

Shadowfort now with your own eyes, the sorcery once masking it now destroyed.

You slump to the ground to rest and realise that you can feel the warmth of the late morning sun on your face – a brilliant blue sky with wispy white clouds spreads out above you. There is seemingly more colour in the land and you get a sense that life is returning to the world, a balance has been restored.

You have a long way to go to get back to civilisation but as you climb to your feet, your thoughts turn to a good night's sleep in a comfortable bed at the Green Oak. You also have questions for Kainan about his dubious involvement but such things are for another day. For now, you are the hero – the schemes of Mortibris are thwarted, at least for now, and you are the conqueror of the Shadow King. Congratulations.

