

## **Walking the path of shadow**

The balance must be maintained. This is the creed of a little known but powerful order of mages known as the order of shadow. These mages can wield the magic of both light and darkness as well as their own magic of shadow. The aim of the order is to make sure that neither light nor darkness destroys the fragile natural balance of the world. You had shown the shadowmasters your natural talent in magic as a young girl and they watched as you showed them that you could wield the magic of light and darkness with equal skill. It was when you were sixteen that they revealed themselves to you and initiated you into their order as a neophyte. You are now a journeyman in the order and you travel the land of Transoxalia in Khul to maintain the balance. However, rumours that the balance may be destroyed have started to surface. It is up to YOU to discover this threat and to destroy it. However, remember that in order to maintain the balance without, you must maintain the balance within.

### **Skill, stamina and luck**

Roll one die. Divide the result by 2, rounding fractions up. Add 6 to this number and enter this to the skill box in your adventure sheet.

Roll one die. Add 13 to this number and enter this to the stamina box in your adventure sheet.

Roll one die. Divide the result by 2, rounding fractions up. Add 9 to this number and enter this to the luck box in your adventure sheet.

You also have a morality score. Your morality score starts at 15.

Your skill score reflects your fighting expertise. The higher the better. Your stamina score reflects your general constitution and your will to survive, your determination and your physical fitness and your ability to take blows in battle; the higher your stamina score the longer you will be able to survive. Your luck score indicates how naturally lucky a person you are. Luck and magic are facts of life in the land of Transoxsalia.

Your morality score indicates whether you walk the path of light, darkness or shadow. If your morality gets too low, you are on the path of darkness. If it is too high, you are on the path of light. If either of these happen, you will not be able to use most of your magical powers. The best score for your morality is 15. The closer to 15 your morality score is the better.

## **The philosophies of light, darkness and shadow and neutrality**

Shadowcasters seek to keep the balance between light and darkness, for both cause too much damage if they get too powerful.

In order to protect against light and darkness, shadowcasters learn their ways and look for signs both within them and in the world around them.

### **The philosophy of light**

The great races of Titan were created by the Gods in the hall of the Mind. These Gods are the height of good and life must revere them. An individual life must be dedicated to serving those gods and the cause of light. Nothing is too valuable to sacrifice – One must dedicated their lives to others and the gods and must even give their life if the cause arrives.

Those who refuse to give up what is valuable to the cause of light is an enemy – that is those who follow the path of neutrality, shadow or darkness. These people are seen as dangerous. They are not helping the group and so the group will fall apart and it brings on the wrath of the gods, so they must either be executed or converted.

If the philosophy of light grows too strong, then a dictatorship will form where everyone is just a slave to a greater cause. War will be declared on ordinary people who do not share the same zeal.

### **The philosophy of darkness**

The people with power over you will use you for their own ends. The people you have power over are always trying to usurp your power. The only aim in life is to be at the top of the pile. Which is better – to serve a master and then be killed or to rule?

The servants of darkness claim to do everything in the service of their dark gods, but in the end they only want personal power and they will go to any lengths to get it – murder, human sacrifice, demonic pacts. They do not care what they destroy to get power and if they cannot have something for themselves, then it must be destroyed. People who do not follow the path of darkness are fools. Their ideas are to be used as weapons against to make them serve your path. If they will not co-operate or if they have nothing worth taking, you could always use them as a human sacrifice or use them as undead footsoldiers.

If the philosophy of darkness grows too strong, then the strong prey on the weak and they destroy themselves from within.

## **The philosophy of shadow**

The world needs both light and darkness. They both have their merits and both philosophies have achieved greatness. However, their inability to accept that the opposite philosophy may have some merit eventually lead to destruction for both sides. The followers of light sacrifice their lives for some distant god while the followers of darkness slay each other for a bit more power. Bringing light and darkness together to live in the shadows has led to a philosophy of self knowledge and balance. All living things are made up of both, so use the power of both. To live in the shadows, you must let go of the harmful thoughts of both light and darkness and keep the best parts. However this is hard and maintaining the balance involves at looking at the bigger picture as well as inside yourself. This may mean aiding darkness one day and light the next day, leaving people with more rigid philosophies confused and suspicious when dealing with the followers of shadow.

## **The philosophy of neutrality**

Shadow magic is a mixture of both light and dark magic. Neutral magic is the absence of it. At lower levels, most neutral magic can be used by all magicians as it is the basic magic to learn. However, there are some powers that can be only used by neutral magicians, such as druids and the tricksters.

It is harder to stay on the path of shadow than the path of neutrality. Neutral powers do not affect morality at all and the path of neutrality is more clearly laid out than the path of shadow, such as working with nature or trickery.

The path of shadow may involve a frequent change of morality as the shadowcaster tries to maintain the balance of morality in both him/herself and the world. This is something that the followers of Lord Logaan and shadowcasters have in common. However, while shadowcasters are serious about maintaining the balance in the world, the Tricksters are fickle and just as likely to hinder you as help you on a whim. It is not much comfort to know that the tricksters are probably the outlook that is least hostile to the shadowcasters.

## The powers of shadowcasters

Shadowcasters are formidable mages as they can potentially wield any type of magic. However, if there is an imbalance inside of them, their powers become severely weakened. All shadowcasters know magic taught to any mage, but they also know the magic of darkness, light and shadow. As a journeyman, you know both the neutral powers listed below. You also know one light power, one darkness power and one shadow power.

### Neutral powers.

You can use these powers no matter what your morality score is. Neutral powers never affect your morality. You have two neutral powers to start with. They are:

**Alchemy:** You know of the properties of substances. You can identify potions and other materials. You can also brew magical potions from ingredients.

**Magic Lore:** You are able to read and speak the languages of magic users and the script of ancient civilizations in order to learn their secrets. You are also able to sense the auras around enchanted items or powerful magic users.

### Shadow powers

You can only use shadow powers if your morality is between 11 and 19 inclusive. Shadow powers never affect your morality score. Choose 1 power from the list below.

**Evoke the shadow:** You are able to enter deeper into your mind than normal meditation and reach deep down into the dark realm known as the shadow. Within the shadow, you will find challenges but also great rewards. You can also evoke the shadow in enemies, drawing on their nightmares. If they cannot overcome these nightmares, the opponent may do anything from flee in fear to be scared to death.

**Cloak of shadow:** You are able to become almost completely invisible when in shadow or darkness. Your shadow can also wrap around you and act as a shield that can protect you from opponents' blows or ranged weapons.

**Shadow sense:** You are able to sense invisible items or creatures. You can see in the dark and when blinded by light. You can also sense the morality of another creature and you have the power of psychometry.

### **Powers of darkness**

You can only use powers of darkness if your morality is 19 or less. Using powers of darkness will always reduce your morality score. Choose one from the list below.

**Curse:** You are able to bring down the vehemence of the Gods of Darkness upon an opponent cursing them.

Morality Change: -1

**Speak with Darkness:** You are able to enter a meditative trance and your spirit enters the underworld. You will then be able to receive the wisdom of the dead. However, your time spent there means that your soul will be infected with darkness.

Morality Change: -2

### **Powers of light.**

You can only use powers of light if your morality score is 11 or more. Using powers of light will always increase your morality score. Choose one power from the list below.

**Battle Hymn:** You are able to call upon the power of the righteous to inspire you and his allies before battle. The Gods of Light will only reply if they believe you're your battle is just.

Morality change: +1

**Holy Light:** You are able to call upon the Gods of light to bring down their wrath upon undead abominations. You can use this power to surround yourself in an aura of light that undead cannot approach or you can use it to create a focused beam of light which will destroy one undead creature.

Morality change: +2

## Battles

You will often come across situations in the book where you are instructed to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to fight the creature anyway – you must resolve the battle as set out below.

First, record the creature's skill and stamina scores in the first vacant encounter box on your *adventure sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of the combat is then:

1. Roll both dice once for the creature. Add its skill score. This total is the creature's attack strength.
2. Roll both dice once for yourself. Add the number rolled to your skill score. This total is your attack strength.
3. If your attack strength is higher than your opponent, you have wounded it: proceed to step 4. If the creature's attack strength is higher than yours, it has wounded you: proceed to step 5. If both attack strength totals are the same, you have avoided each other's blows – start the next combat round from step 1, above.
4. You have wounded the creature, so subtract 2 from its stamina score. You may use luck to inflict additional damage (see below). Now proceed to step 6.
5. The creature has wounded you, so subtract 2 from your own stamina score. Again, you may use luck at this stage (see below).
6. Make the appropriate adjustments to the stamina score of either the creature or yourself (and to your luck score if you used luck – see below).
7. Begin the next attack round by repeating steps 1 to 6.

This sequence continues until the stamina score of either the creature you are fighting or yourself has been reduced to 0 (death). If you die, you must start your adventure again from the start.

## Escaping

On some pages you may be given the option of running away from battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 stamina points) as you flee. Such is the price of cowardice. Note that you may use luck on this wound in the normal way (see below). You may only *escape* if that option is specifically given to you on the page.

## Changes to attack strength

Occasionally, your attack strength may have to be modified in combat in certain situations. Some spells and powers may increase your attack strength. Some situations may decrease your attack strength. If you ever fight unarmed, you must subtract 3 from your attack strength.

## **Fighting more than one opponent**

Sometimes you will have to fight more than a single opponent. If you are told to take them on one at a time, proceed by fighting them individually in the order in which they are listed. If you are instructed to fight them all together, at the start of each combat round, you must design which one you are attacking. Next roll both dice for each of your opponents to determine their individual attack strengths. Resolve your personal combat against your chosen adversary in the usual way for that combat round. Then compare your combat strengths for that round with the attack strengths of *all your other opponents*. Any creature with a higher attack strength than yours has scored a hit against you, and you must subtract 2 points from their stamina. If you have a higher attack strength than an opponent you haven't chosen to attack then you do not wound it.

## **Special combat**

Some combats may be fought without using skill. Instead of using skill to determine attack strength, you may use stamina or luck to determine your attack strength. You may also fight combats where you do not lose stamina. Instead, you will be told what conditions you need to meet to win the combat.

## **Luck**

At various times during your adventure, either in battles or when you find yourself in a situation in which you could either be lucky or unlucky (details are given on the relevant pages), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are unlucky, the results could be disastrous.

The procedure for using luck is as follows: roll two dice. If the number rolled is less than or equal to your current luck score, then you have been lucky and the result will go in your favour. If the number rolled is higher than your current luck score, then you have been unlucky and you will be penalized.

The procedure is known as *testing your luck*. Each time you *test your luck*, after you have tested your luck, subtract 1 from your current luck score. Thus you will realise that the more you rely on luck, the more risky this will become.

## **Using luck in combat**

On certain pages, you will be told to *test your luck* and will be informed as to the consequences of your being lucky or unlucky. However, in battles, you have the option of using your luck, either to inflict a more serious wound on a creature you have just wounded or to minimize the effects of a wound a creature has just inflicted on you.

If you have wounded a creature, you may *test your luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra 2* points from the creature's stamina score. However, if you are unlucky, the wound was a mere graze and

you must restore 1 point to the creature's stamina score (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *test your luck* to try to minimize the wound. If you are lucky you have managed to avoid the full damage of the blow. Restore 1 point of stamina (i.e. instead of doing 2 points of damage, it has done only 1). If you are unlucky, you have received a more serious blow. Subtract 1 *extra* stamina point (i.e. instead of doing 2 points of damage, it has done 3).

Remember that you must subtract 1 point from your own luck score each time you *test your luck*.

### **Testing your skill**

In some situations in the adventure, you may be called upon to *test your skill*. The procedure for testing your skill is similar to testing your luck. Roll two dice. If the number rolled is equal to or less than your skill score then you have succeeded the test of skill. If it is higher, you have failed. Unlike testing your luck, *your skill score remains the same after testing your skill. Do not deduct any skill points after testing your skill.*

### **Testing your stamina**

In some situations in the adventure, you may be called upon to *test your stamina*. The procedure for testing your skill is similar to testing your luck. Roll three dice. If the number rolled is equal to or less than your skill score then you have succeeded the test of skill. If it is higher, you have failed. Unlike testing your luck, *your stamina score remains the same after testing your stamina. Do not deduct any stamina points after testing your stamina.*

## **More about skill, stamina, luck and morality**

### *Skill*

Your skill will not change much during your adventure. Occasionally, a paragraph may give you instructions to increase or decrease your skill score. Your skill score can never exceed its initial value unless otherwise stated in the text.

### *Stamina*

Your stamina score will change a lot during your adventure as you battle enemies and undertake arduous task. As you near your goal, your stamina score may be dangerously low and battles may be particularly risky, so be careful.

You start your adventure with four meals. This is the maximum your backpack can hold. Unlike in other fighting fantasy books, provisions do not restore stamina! You will be



instructed in the text when you need to eat a meal. If you do, subtract 1 from your provisions. If you cannot or will not, you will lose stamina through hunger. A separate provisions remaining box is included on the *adventure sheet* for recording details of your provisions. Remember that you have a long way to go, so use your provisions wisely!

### *Luck*

Additions to your luck score are awarded during your adventure after you have been particularly lucky; details are given in the appropriate paragraphs of the book. Remember that as with skill and stamina, your luck score may never exceed its *initial* value, unless you are specifically instructed otherwise in the paragraph.

### *Morality*

As a shadowcaster, it is very important that you do not stray onto the paths of light or darkness. Your morality will change if you use powers of light or darkness or if your actions aid either the side of light or the side of darkness. If you aid light, your morality will increase. If you aid darkness, your morality will decrease. Remember that if your morality drops to 10 or less, you cannot use shadow or light powers. If your morality becomes 20 or more, you cannot use shadow or darkness powers. Also seek to maintain the balance within yourself. Do not use powers of light or darkness unless you have to and if your morality become too high or too low, find a way to restore it to its central value. Remember a morality score of 15 is the best score to have. It shows your dedication to the path of shadow.

### **Equipment**

You will start this adventure with a bare minimum of equipment, but you may acquire other items on your travels. You are armed with a sword and are dressed in the robes of your order. You wear no armour, as it prevents the gestures needed for spellcasting. You have a backpack to hold provisions and any items you come across. You have 4 provisions in your backpack. You also have a waterskin to hold water for long journeys. You have a purse which contains 10 gold pieces.

## Background

The six grey robed sorcerers sit around the table in a semicircle. You face the council of shadowcasters. This is only the third time you have met with the council. It has been nine years since the first time you stood before the council.

You never knew your father or mother. The first memory you have is searing heat and blinding light. You remember the black robed woman who raised you and taught you the art of dark magic in Zagoula. Her name was Yaras. She protected you from the horrors bred in the dungeons below the castle. She taught you the power of the dark gods. You learnt quickly, but you were disgusted by some of the rituals of dark magic. Yaras sensed this and did the kindest thing she could. When you were seven, she took you to the Mlubz desert. Standing on top of a sand dune, she cast a sleep spell on you. When you woke up, you were alone.

You walked for a day to find someone who could save you, but thirst and heatstroke took its toll and you collapsed under the relentless glare of the midday Sun. You awoke in a clean linen bed. You had been saved by an old man with pale skin, pure white hair and red eyes. There was an aura of caring about him. His name was Kalos and he was a priest to the Gods of light. He took you on as an apprentice, not caring about your dark past. Here you learnt the art of healing and contacting the gods of light. You served Kalos in battles as a healer and learnt to fight yourself. Times were good, but sometimes you longed for the freedom and power that dark magic provided. The magic of light was too restrictive. Then when you were sixteen, everything changed.

You and Kalos were on an expedition to find a rare healing plant in the hills near Svistraum. You came across a dark cave. Before you could say anything, Kalos shoved you into the darkness. You fell. You sped up, falling faster and faster. There was a flash of light... and then you were standing in the very room you are standing in now. Except that time, there were ten figures. The council of shadowcasters were sitting there. But so were Kalos and Yaras.

‘Welcome, mage.’ Said one of the council. ‘We have been watching your progress for some time. ‘Where am I?’ You asked. ‘Who are you?’  
‘We are shadowcasters.’ Replied another council member. ‘We know of your skill with both the magic of light and darkness, but we also sense that neither path fulfils you. We will. We are the path of balance.’

From that day on, you were a neophyte in the order of shadowcasters. Here, Kalos and Yaras taught you the magic of shadow and how to control the balance between light and darkness within yourself. They were both spies who searched for potential recruits. Sensing your magical aptitude and your disgruntlement with darkness, Yaras left you in the desert to be found by Kalos. When you had walked both paths, you were ready to walk the third.

When you were twenty, you face the council to rise to the rank of journeyman. They forced you to face your own shadow – a dangerous part of your mind. Only those of strong will can overcome its challenges, but they experience rewards if they do. You do not speak of the trials you faced – no shadowcaster does – but you overcame them and felt power course through your veins.

Five years later, you stand before the council again. This time, you will not take a test, but you will receive instructions for a mission of the greatest import.

‘Savalla,’ says one member. ‘You are a skilled mage and have much courage. We sense darkness growing in power. It will upset the balance. The desert to the south has been plunged into eternal night. The journeyman Gragoth was sent to the Mlubz Desert through our shadowportal to investigate. We have not heard from him since. You must find Gragoth and tell us of this threat.’

‘I will do so for the balance.’ You reply.

‘Come. Step into the shadow portal.’

You walk towards the dark gate. The shadow portals can only be controlled by those who wear the ring of shadow – the shadowcaster council. They allow them to travel almost anywhere and communicate with any shadowcaster, even on the other side of the world. You enter the shadow. You feel a sense of weightlessness and then you feel that you are floating towards an opening ahead of you. You see sand dunes and a clear starry sky. Then you stop. You look around. What is happening? You feel a jolt through your body and the opening to the desert plummets away. You hear the voices of the council in your head, frantically trying to find you and bring you back, but it is too late. You scream for help as an unseen force grabs you and flings you across the void... turn to 1.

1

You are falling. Falling through blackness. You fly towards a reflective surface. Then you then hit the ground with a thud. *Lose 2 stamina points.* Dazed, you sit up, only to see the point of a sword. You look round to find yourself surrounded by six figures, dressed from head to foot in white robes. They are Southern Swordsmen from the Mlubz Desert. You see that you have fallen out of a large ornate mirror which has a strong aura of magic. Looking past the swordsmen, you confirm that you are indeed in a desert at night. You see barren, rocky land for as far as you can see from the moonlight. One of the swordsmen barks orders to the others. Before you can act, two southerners hold you down while the others strip you of your weapon and equipment. *Remove all items of equipment, food and gold from your adventure sheet. Until you find another weapon, you must reduce your attack strength by 3.* They then frog march you through their camp. There are dozens of large white tents surrounding a large fire. Around it, are at least a hundred figures, most are wearing white robes, but there are some wearing black robes and when you look at them, you feel a chill. You sense their alignment to darkness and death. Eventually, you come to a small group of wooden huts. One of the swordsmen opens a door. You are shoved into a small cell and the door slams behind you... turn to 500.

2

Glad that you will always have your shadow, you utter the words of the spell and watch your shadow stand up. You face the southerners, numbering about twenty. Whenever an arrow comes near you, the black figure catches it and drops it on the ground. Eventually, the hail of arrows stops and your shadow returns to its normal position. The southern swordsmen draw their swords. The soldiers ready their spears. If you have a black bracelet, turn to 290. If you have the battle hymn ability and wish to use it, turn to 361. If not, turn to 61.

3

You draw your sword and lash out at the southerner. The others watch on.

SOUTHERN SWORDSMAN SKILL 8 STAMINA 8

If you win, turn to 9.

4

You continue your journey through the grassland. Eventually, you come to the shores of Lake Mlubz. Turn to 230.

5

‘No, I think that scroll is mine.’ You say. The southerner knows that he is too tired to outrun you, so he readies his sword. ‘You’ll have to take it over my dead body!’ He replies and lunges at you with his sword.

#### SOUTHERN SWORDSMAN SKILL 5 STAMINA 4

If you win, turn to 129.

6

A bolt of fire shoots from your hand and strikes the shadow monster in the chest. The giant roars in pain and falls to the ground with a crash. You have won the island. You will use it as a place to practice your sorcery in peace. You decide that you need to have a guardian to protect you from being disturbed from the outside world. You command your shadow to detach from you. You give it commands for what to do. You also tell it the words that you will speak to call it. You are then sucked back upwards into normal consciousness. *Restore all stamina points lost in the combat with the shadow monster.* You utter the words from the vision. At first, nothing happens. But then a shadow rises up from the ground. It is humanoid shaped, but has a point on the top of its head, like a hat. Turn to 300.

7

You begin to sing the hymn and feel the power rise in your chest. Your music gets louder and you become lost in the inspiration of light. *Add 1 to your morality score.* You feel the power run through your body. You walk up to the door and smash it with one kick. You punch one guard and send him flying. You then face the other one. *You may fight without a penalty for being unarmed.*

#### SOUTHERN SWORDSMAN SKILL 5 STAMINA 5

*If your stamina is reduced to 6 or less, turn to 233*  
*If you win, turn to 517*

8

You charge at the goblins. Before they can react, you stab your sword into one goblin’s head. The other goblins draw daggers and charge at you. You must fight them both at once.

#### FIRST GOBLIN SKILL 5 STAMINA 5 SECOND GOBLIN SKILL 5 STAMINA 5

If you win, turn to 227.

9

As you are fighting the zombie, you feel a sharp pain go through your body. Looking down, you see the point of a rusty sword jutting out of your stomach. The zombie raises its pick. You feel it strike your skull and then all goes black.

10

Try as you might, you cannot break the rope. You struggle frantically as you sink slowly into the bog. You can't help but breath in the stagnant water...you find yourself back in the cell, exhausted. You pass out on the floor. Turn to 211.

11

As the southerners approach, they see the peasants with their makeshift weapons and laugh. They then draw their swords and move towards the peasants. You start the battle hymn, and the peasants, inspired by the magic, charge at the swordsmen and set upon them with a ferocity that surprises them and takes them aback. *Add 1 to your morality score.* You join in the fray. You notice the most skill swordsman and take him on.

SOUTHERN SWORDSMAN SKILL 7 STAMINA 6

If you win, turn to 388.

12

The guards decide not to go inside. Eventually, you can no longer concentrate to maintain the spell and you reappear. You are too fatigued to try any other magic, and collapse on the floor. *Turn to 211.*

13

You take out the coins and throw them towards the wizard's shadow (*cross 2 gold pieces from your adventure sheet*). It does not catch them, but instead they fall into the shadow and disappear. You hear the distant clinking of coins. 'Thankyou!' says the shadow. Turn to

14

You follow the trail for twenty minutes, but eventually, the ground becomes hard and rocky and you lose the footprints. You search for any other clue as to where these footprints lead. *Test your luck. If you are lucky, turn to 180. If you are unlucky, turn to 458.*

15

You order the zombies to break the statues up. Silently, they advance on the statues which start to move. The zombies set upon them with their picks and the statues defend themselves furiously. Four zombies fall, but eventually, all the statues are reduced to rubble. Turn to 304.

16

You ask an old man with a weatherbeaten face what the news is of the area. 'Don't ye know? Those robed scum from the south came 'ere a month ago. Ever since we've been feeding their bellies and paying them taxes. Their all in the inn now, drinking down our hard work.' If you go to the inn, turn to 253. If you go to the headman's hut, turn to 501. If you leave, turn to 88.

17

Eventually, the path branches off to the right. If you carry on down this path, turn to 498. If you carry on down the main tunnel, turn to 365. If you leave the mine, turn to 234.

18

Pathas also raises his pick to meet the statue's attack. The statue attacks only you, but Pathas also attacks the statue each turn with a skill of 7.

LICH STATUE SKILL 8 STAMINA 8

If you win, turn to 187.

You accept. ‘Good.’ Says the Wizard. ‘We must restore the imbalance inside you. It has become a monster which stops you thinking clearly, and you must destroy it.’ I will let you find this monster, but you must slay it. You sit cross legged on the floor while the Wizard mumbles something. You are then falling through blackness. You hear screaming and shouting all around you as you enter a tormented part of your soul. You land on a desolate plain with a thud. You cannot see for miles around. The only light is from a blood coloured moon. There are no stars. You are dressed in your robes, but you wield a sword of crystal (*You do not have a penalty for being unarmed in the battle against the monster of your psyche*). You then hear a footsteps and a shape appears. This is the monster you must fight.

If your morality is 11-12, turn to 515.

If your morality 13-14, turn to 454.

If your morality is 16-17, turn to 406.

If your morality is 18-19, turn to 378.

You sneak around the tents in the dark. You think you are almost free of the camp, when you hear a shout. ‘Stop him!’ You turn around to see several southern swordsmen running towards you. Will you:

Run?	Turn to 173
Use Cloak of Shadow?	Turn to 28

You and Pathas both discuss your strategy. Pathos says that he will unleash the power of light upon your opponent. What will you do?

Use holy light?	Turn to 78
Use battle hymn?	Turn to 85
Use evoke the shadow?	Turn to 159
Use cloak of shadow?	Turn to 177
Use curse?	Turn to 245
Use your sword?	Turn to 423

With your sword drawn, you proceed with caution, stopping whenever you hear a noise. If you have the shadowsense power, turn to 301. If not, turn to 336.



23

The other swordsmen have been watching your battle intently, waiting for an opportunity to attack you. Then you hear a yelp and your opponents turn around. A band of villagers are running up the hill to your rescue. One of them is firing pebbles from a sling. The swordsmen forget about you and attack the villagers. You attack them from behind, slaying two of them easily. Eventually, all of the swordsmen are dead. Two villages have been slain too. You notice that the remaining swordsmen have caught up with you, but on seeing the carnage, they turn and flee into the hills towards Zagoula.

Thankyou for ridding us of the swordsmen.’ Says the headman. ‘It’s ok,’ you reply ‘But I think you should head north. There’s an army massing in the desert.’

‘I feared as much. We will begone before the end of the week. But tonight we must recuperate.’ You head back to the village.

Turn to 147.

24

You wake up with a jolt. You are sweating all over, yet you feel cold and tired. *Restore your stamina to what it was before you entered your psyche. Then lose 1 stamina point and deduct 1 from your attack strength in your next combat.* Turn to 42.

25

With a little reluctance, you remove the ring from your finger and throw it into a nearby bush.

‘Thankyou.’ Says Kalos, pleased. ‘It may have seemed powerful, but true power lies in sticking to your path.’ *Remove the ring of white gold from your equipment list.* Turn to 307.

26

You sit in the grass and breath deeply, taking in every sensation around you. The feel of the breeze, the rustle of the grass, the smell of the flowers, the heat from the Sun. Then you stretch your senses outwards into the shadow region, feeling for sorcery. You feel the forces of magic dance around you in a chaotic pattern. In the chaos, you try to find something tangible and ordered. *Test your luck. If you are lucky, turn to 56. If you are unlucky, turn to 244.*

27

The ring grows warm on your finger as the undead approach. You raise your hand towards the undead and unleash the power of light. There is a blinding flash and you fly backwards with the force of the magic. *Lose 2 stamina points.* You stand up, sword drawn, but you can hear nothing. No creatures approach you. When your sight returns, you notice the scene of carnage around you. All that is left of the entire undead squad is a pile of black ash. Turn to 136.

28

You whisper the words of the spell and then start to walk out of the camp, making sure to stay in the shadows. No one notices you as you leave the camp. You are free! *Gain 1 luck point.* Turn to 376.

29

You falter a little, and then a dead hand claws your arm. *Lose 2 stamina points.* You turn around and see a zombie trying to hold you while the other undead approach. You furiously hack at its arm to release its grip. If you have the obsidian sword, turn to 327. Otherwise, *Test your luck. If you are lucky, turn to 327. If you are unlucky, turn to 9.*

30

You feel the chill of dark magic as you walk through this place. No wonder the swordsmen shirk it. *If you have shadowsense, turn to 53. If not, turn to 225.*

31

‘But it can help us to restore the balance!’ you cry. Kalos just shakes his head, sadly. ‘Shadowcasters are always free to make their choices, but I feel that yours may spell your doom.’ If you decide that you do want to throw away the ring, turn to 25. If not, turn to 178.

32

You follow a river for several hours. The terrain becomes flatter and the trees become more numerous. You walk until the shadows grow long and the light fades. *You must eat a meal or lose 2 stamina points.* You catch a few hours sleep in the forest with your back to a tree, always holding onto your sword in case of attack. Turn to scene 89.

33

‘You are so deeply lost in darkness, that I cannot help you. All I can say is that the path of shadow is essential to your survival. You must aid the side of light in some way. Maybe help the elves in the woods north of here.’ Turn to 42.

34

You run up to the swordsman, sword drawn and plunge it into his arm. The man screams in pain and collapses to his knees. With one blow, the soldier slices his head clean off. Turn to 86.

35

There are many greedy merchants in the market places and pawn shops looking for someone desperate for cash. The prices they offer are way below the true value of the item, but you need the money fast. You can sell the following items:

Bag of gold	50gp
Saltpetre	18gp
Bow	6gp
Quiver of arrows	1gp

Once you have finished, Will you see what items of equipment you can get from the market (turn to 60?) Will you visit the temple (turn to 209?) or will you visit the alchemist's to see if there is anything he can sell you (turn to 375?) If you wish to meet Kalos, turn to 222.

36

The bracelet on your wrist starts to tingle. Then it unlocks and falls on the floor. *Well done!* Says a voice in your head. *No more of him. As a reward, take the bracelet and wear it around your neck. It will allow you to command undead creatures.* The bracelet reshapes itself into a pendant. You put it around your neck. *Cross the black bracelet from your equipment list. Add the black pendant to your equipment list.* You leave the clearing. You travel through the forest until nightfall. Eventually, you stop to rest. *You must eat a meal or lose 2 stamina points.* You climb up a tree and go to sleep. Turn to 89.

37

You sense a powerful force for shadow is embedded inside one of the statues, but you can't tell which. Then it hits you. The servants of darkness could not handle a ring of shadow as its magic would destroy them. Neither could undead, who are held together by dark sorcery. One of the statues must be a golem which has taken the ring! Turn to 288.

38

You give the priest the money. He places his hand on your head and asks Libra to guide you in delivering justice. You feel better. *Gain 1 luck point and deduct 5 gold pieces from your adventure sheet.* If you ask the priest to bless your weapon, turn to 184. If you ask if he has any items for sale, turn to 95. If you thank him and leave, turn to 472.

39

Another figure appears from the darkness. It is a man dressed in a white robe. He has red eyes, and pure white hair. It is Kalos, the shadowcaster who had infiltrated the Legion of Light. 'Do not fear.' He says 'Your commitment to the path is strong. Let me show you.' He utters a word of power and there is a flash of light. You hear the monster of darkness hiss in pain. When you can see, Kalos has gone, but the monster seems weaker. Its flesh has been burned away and its sword has been broken. 'I will still take your soul!' It screams and attacks again.

MONSTER OF DARKNESS SKILL 8 STAMINA 5

If you win, turn to 94. If you lose, turn to 24.

40

The goblins head west having not seen you. When they have gone, you head north. Turn to 69.

41

You wait behind the rock until he has ridden by and then continue your journey. Turn to 32.

42

'It is a shame that you have not obtained a balance. I will help in any way I can, however. Is there anything else I can do?' If you have a black bracelet and wish to ask the Wizard about it, turn to 122. If not, turn to 166.

43

The pendant starts to throb and the giant stops in its tracks. Of course, you think, you are able to control it! You order it, to turn back and destroy the army of zombies, but it doesn't move. Frustrated, you tell it again to destroy the army, but again, it doesn't move. Then you see a black shape in the sky. It starts to descend. A skeletal figure wearing a black cloak lands next to you. It wears a crown and its eyes glow red. 'Foolish mortal!' rasps the lich. 'Do you think you can overcome my power with one of my own creations?' Xeroth the lich gestures. You feel the pendant chain tighten around your throat. You struggle to remove it as you slowly suffocate with the lich grinning over you.

44

You think quickly, trying to plan your escape route. If you try to sneak through the camp using tents as cover, turn to 188. If you head towards an unlit part of the camp, using darkness as your cover, turn to 179.

45

As you utter the words, the light leaves your hands and strikes the giant in the chest. Flesh is seared away, revealing a metal plate below it. *Increase your morality by 2.* The giant is badly wounded. *Subtract 12 from the giant's stamina.* If the giant's stamina is now 0 or less, turn to 519. You then sense a powerful aura of darkness around the giant, protecting it. *You cannot use the holy light power against the giant a second time.* What will you do now?

Throw firepowder at the giant?	Turn to 121
Throw holy water at the giant?	Turn to 249
Fire an arrow at the giant?	Turn to 322
Run to the giant's leg?	Turn to 511
Run back to Klein Kastel?	Turn to 259

46

Wielding your sword, you hack off a chrobat's's head. There are only three elves left, but they are surrounded by shattered bones and rotting flesh. You manage to run up to the mound where the dark sorcerer has been watching the battle. You raise your sword to fight him. He is tall, thin and pale and stinks of death. He wields a staff in one hand and a shortsword in the other. He grins as you approach and you notice that his teeth are sharpened. *Fight this battle for 2 combat rounds.*

DARK SORCERER SKILL 7 STAMINA 15

After 2 combat rounds, turn to 428.

47

The soldiers cheer. A man in green, approaches you with two longbows and two quivers. You take one. You stand on one end of the table. The big warrior stands on the other. Hew holds a chicken leg up in each hand. You need to shoot the leg out of his hand before your opponent does. You both raise your bows. *Test your skill. If you succeed, turn to 246. If you fail, turn to 508.*

48

As you are standing at the top of a hill to admire the view, you feel the temperature drop. Your senses pick up an untoward feeling in the area. A gust of wind starts to blow and then a humanoid form appears before you. It is a GHOST of a dwarf. It is dressed as a miner, but its right arm dangles limply from its shoulder as it has been mangled and crushed. There is also a large bruise on the dwarf's head. 'Human!' it wails. 'My comrades are miners are in grave danger! The cave we entered contained explosive gas which our lanterns ignited. I was crushed under a pile of rubble, but some of my friends are still alive under there. We need help to dig them out. Please human, my brother is with them. Go west to save them!' The ghost fades away (*If you have the speak with the darkness power, you do not need to subtract anything from your morality*). If you head west, turn to 205. If you ignore the ghost and head north, turn to 318.

49

The arrow flies towards the giant's head. *Test your luck. If you are lucky, turn to 81. If you are unlucky, turn to 168.*

50

You wake up just as you see the first rays of dawn flit across the lake's surface. You are stiff and cold and welcome the Sun's warm rays. *You must eat a meal or lose 2 stamina points.* You think about your route to Kleinkastel. You could take a direct route through the forest. You know that if you did, you may come to the attention of the elves who are rigorous followers of light. You know that they treat those who follow any path other than the path of light without mercy. You could also head north through the hills to avoid the forest, but you know that they are full of greedy miners and bandits, some of whom wouldn't think twice about slitting your throat for a gold piece. If you head north-west through the forest, turn to 186. If you travel north through the hills, turn to 75.

51

However, the enemy is not finished yet. There is a line of undead creatures shambling towards your band. 'Listen.' Says Tholdur 'I came here to go to Zagoula to try to stop the mad sorcerers there invading, but I now know that I'm too late. It's too late for me. I know who you are, shadowcaster. You must warn the north of this danger. I will buy you time. Go!' You run north as the soldiers and the brave baron join battle with the undead. You notice that they are led by a beautiful woman with dark hair and red robes. Knowing that the baron will not last long against such odds, you run as fast as you can. Turn to 494.

52

'I feel your dedication to the path of shadow. We have a little time here, my child. If you are willing to face your shadow, I can help you unlock more secrets of our art.' If you are willing to face your shadow, turn to 294. If not, turn to 207.

53

You sense several creatures are to your right, but none of them are breathing. You stop and use your magic to sense what they are. They aren't breathing, they don't give off heat, yet they have the outline of humans. Of course! They must be zombies! The necromancers are raising an undead army to invade the north. You sense a warm body a few metres ahead of you. It is dark and it must not have seen you. You skirt around it, and sneak out of the camp. You are free! *Gain 1 luck point.* Turn to 376.

54

Thankyou for your help, Savalla.' Says Pathas. 'I hope it is not the last time we meet.' 'Where will you go now?' You ask. 'Back to the shadow council to return the ring. They will have to select a new shadowmaster.' 'Good luck. I intend to warn Kleinkastel of the undead invasion.' You both prepare to go your own paths, but then an idea comes to mind. Maybe you could use the ring of shadows to aid both your quests. On the other hand, shadow magic this powerful would be extremely dangerous, even to shadowmasters. You don't know if you and Pathos could contain this power. If you suggest this, turn to 228. If you leave, turn to 32.

55

'However, I feel that you are wielding magic of light.' Kalos looks at your hand. 'You cannot stay on the path of shadow with artefacts like that. You must throw it away.' If you agree to get rid of the ring, turn to 25. If you refuse, turn to 31.

56

Among the swirling patterns, a shape makes itself apparent. It is humanoid in shape, but it is dark all over. The shape also has a pointy top. You call out to it. 'Greetings, mage.' You are back in the grassland, using your five mundane senses again. However, a shadow of a human stands over you. 'I am the Wizard's shadow. I felt your magic searching for something.'

'I was searching for a sign of the Wizard.' You say. 'I wish to see him.'

'Ah, well that will be two gold pieces.'

If you wish to pay, turn to 403. If not, turn to 250.

57

Just as Pathas is about to step into the mine, you grab him and stop him. 'What is it?' He asks, exasperated. You point out the almost invisible trip wire at the entrance. 'Thanks Savalla.' He says. 'I need to master that power.' You say you'll teach him some time. Stepping over the tripwire, you enter the mine. Turn to 98.

58

As you strike the killing blow, the arena vanishes. You wake up on the road, your mind cleansed. *Restore your stamina to what it was before the combat. If your morality was 20 or more, your morality is now 19. If your morality was 10 or less, your morality is now 11.*

'Well done, my child. You are now back on the path of shadow.'

The two of you head towards Kleinkastel. Turn to 151.

59

The face closes its eyes. It starts to speak to know one you can see. 'Is this mage worthy?' The face opens its eyes. 'You are worthy, mortal. However, you must give us something in return. In the cold, desolate land of the dead, we lust for the warmth and sustenance of life. If you give up just a small amount. I long for its taste, you see. It won't cause any permanent damage, I promise.' The face grins. If you agree to this, turn to 214. If you refuse, turn to 326.



60

As you browse the market stalls and pick up on the conversations of the merchants, you hear that people are flocking to Kleinkastel to find gold in the eastern hills. This means that a lot of adventurers have come here to guard the gold or find some for themselves, so a few merchants have some interesting items for you.

Iron spike (max 6)	1gp
Provisions (max 4)	1gp
Bow	12gp
6 arrows + quiver	3gp

Once you have finished, Will you see what you can sell (turn to 35?) Will you visit the temple (turn to 209?) or will you visit the alchemist's to see if there is anything he can sell you (turn to 375?) If you wish to meet Kalos, turn to 222.

61

The soldiers set upon their white robed opponents and you join in the fray. You face a large brute who slashes wildly with his large serrated sword and screams through his white robes.

#### SOUTHERN SWORDSMEN SKILL 5 STAMINA 5

If you win, you see that ten southerners lie dead in the desert. The rest of them lose spirit and flee in terror. Turn to 51.

62

You enter a trance and feel a sense of falling. You awaken to find yourself outside a cave, but a big rock blocks the entrance. You have your sword with you but no other equipment. You know that a big reward lies behind the rock, so you start to push against it to move it. *Test your stamina. If you succeed, turn to 292. If you fail, turn to 496.*

63

What will you do? If you have the cloak of shadow power, you may use it to hide (turn to 118) or if you have the holy light power, you could use it to attack the wyvern (turn to 383) or you could run for cover (turn to 471) or face the wyvern and its rider (turn to 495)

64

Almost as soon as you drift off to sleep, you see humanoid shapes in front of you. The figures gradually become clearer until you realise that you are standing before the shadow council. Khalus speaks. 'Tell us of your journey so far, young mage.' You tell him everything that has happened – the trapped shadow portal, the undead army and the southern swordsmen. As you do, the faces of all the council look even more grave. 'You have done well, shadow walker. This matter threatens the whole of Transoxalia. We will dispatch all shadowcasters to warn the people and prepare a defence. Your task is to warn the people of Kleinkastel, north-west of here. That would be the first large town in the army's path. Good luck.' The image of the council fades away. Turn to 50.

65

'I'm sorry, my friend, but we must part now. Good luck in your battle.' Turn to 286.

66

You carry on walking until late afternoon through the grassland. Eventually, the lake comes into view. If you have the shadowsense power, turn to 280. If you do not, turn to 368.

67

You know that Goliath's weak spot is on the base of its neck. You pull out your sword and plunge it into the top of the giant's spine. You hear a tearing sound as stitches come undone. Then you hear organs falling in the giant's body. Goliath writhes in agony, its body failing. *Subtract 20 from Goliath's stamina.* If the giant's stamina is now 0 or less, turn to 278. Otherwise, you pull out your sword, just as the giant throws you off its body. The ground rushes up to you and you land with a crash. *Lose 6 stamina points.* You pick yourself up and find yourself standing behind the giant. Turn to 130.

68

A GHOUL has jumped out of the woods and sunk its teeth in the man's leg. You see a dozen ghouls behind it, preparing to attack. The other soldiers slice the ghouls head off and prepare to fight the others. If you have the ring of white gold, turn to 107. If you have the black pendant, turn to 263. If you wish to use the holy light power, turn to 175. If you wish to use the battle hymn power, turn to 377. If you wish to fight, turn to 526.

69

You walk on for another hour. The sun is getting lower in the sky now. If you know the incantation to summon the Wizard's guardian and wish to use it turn to 283. If not, turn to 182.

70

As the giant gets closer, your ring starts to glow with a white light. You raise your hand and point it at the giant. A beam of light shoots out of the ring and strikes the undead giant which roars in agony. Its flesh burns away as the light touches it, revealing metal plates beneath it. They too fall away, leaving the giant's internal organs exposed. The light dissolves them away and the skeleton collapses to the ground with a crash. The light does not stop, however and continues to grow brighter and brighter as it tries to reach the undead army. As you are surrounded by the light, you feel agony as you are engulfed by the searing heat.

71

As you touch the ring, you notice a warmth on your left wrist. The bracelet is fading away! Vash is pleased. 'It seems you were the slave of darkness, but your actions have put you on the path of light. You are now free.' *Remove the black bracelet from your adventure sheet.* You travel through the forest until nightfall. Eventually, you stop to rest. *You must eat a meal or lose 2 stamina points.* You climb up a tree and go to sleep. Turn to 89.

72

Your throw is accurate. The package lands on the giant's tongue but you are falling towards the giant's maw. If the giant's stamina is now 0 or less, turn to 278. There is only one thing to do. You leap off the giant's shoulder. As you fall, you hear the *crump* of a muffle explosion, followed by a roar of agony. Then the ground rushes up to you and you feel a hard thud. *Subtract 6 from your stamina. Roll 2 dice and subtract the result from the giant's stamina.* You pick yourself up and realise that you are now behind the giant. Otherwise, turn to 130.

73

You utter the words of the spell and you feel the divine power of light rush through you. *Add 2 to your morality.* A bright light surrounds you and immediately, the zombies fall back, groaning in pain and despair. The necromancer throws down his staff and runs. You run too, before living creatures apprehend you. Eventually, you are free of the camp. *Gain 1 luck point.* Turn to 376.

The undead have stopped walking into the inferno that had been raging by the walls and so they were no longer fuelling the flames. Eventually, the oil and dead flesh is all exhausted. Ash and soot now stain the town walls. The moat is now a dry ditch full of smouldering bones. Once the flames have died, the zombies start to fill up the moat again determined to invade the town. 'We're out of oil and arrows.' Gasps a soldier desperately. 'Will they not stop?' You see what he means. Although the army has already slain many hundred undead creatures, the entire town is still surrounded by a horde of undead. The soldiers' morale is being sapped as they see that their efforts are not even making a dent in the army. And then you hear the sound of large wings beating. Looking up, you see a dozen wyverns flying towards the town. The lead wyvern is being ridden by a heavily armoured humanoid. Each wyvern behind it is also being ridden by a robed sorcerer. Bolts of fire rain down from the sky as the archers fire arrows at the wyverns and their riders. The sorcerers all jump off the wyverns and float gently down to the walls, deflecting the arrows with their magic. A beautiful woman in red robes lands near you on the battlement. Before anyone can react, she stabs a soldier in the stomach with a knife, then pushes him over the edge to the mercy of the undead horde. Then she sees you and looks deeply into your eyes. You start to forget about the urgency of the battle and feel more relaxed. If you have the shadowmind power, turn to 194. If not, turn to 315.

You head away from the lake and start climbing a hill. After several hours of walking through valleys and up hills, you stop to rest. *You must eat a meal or lose 2 stamina points.* As the Sun starts to set and the sky starts to redden, you think about trying to stop somewhere for the night. If you have the shadowsense or speak with the darkness powers, turn to 48. Otherwise, turn to 442.

The huge arrow hits the giant on its wrist and slices off one of its huge blades. The giant roars in pain. *Subtract 4 from the giant's stamina.* If the giant's stamina is now 0 or less, turn to 518. Otherwise, you lead a unit of soldiers against the giant. Turn to 276.

You throw your sword onto the pile. As it hits the pile of weapons with a clang, a cloud of red rust erupts into the air. You go back to the coracle. As you step inside it, it starts to float away from the island. Turn to 272.

78

You both burst through the door at the same time. A CHAOS WARRIOR is furiously chopping a combat dummy with a large two handed sword. Pathas points at one and a beam of light flies from his hand and strikes the armoured brute. As the light touches it, it grunts in pain. Pathas points at one and a beam of light flies from his hand and strikes one dark mage. As the light touches it, it sears its flesh and the mage collapses on the floor. A beam of light also flies from your hands and the chaos warrior stops in its tracks and collapses to the floor, smouldering. You smell burnt rotting flesh from the corpse. *Add 2 to your morality.* Turn to 156.

79

The soldiers cheer as you get back through the door. ‘Silence men!’ yells the captain. ‘The enemy is advancing!’ Sure enough, you see the undead horde slowly move towards the town. A battle medic quickly attends to your wounds. *Restore 4 stamina points.* Turn to 237.

80

The bear lies dead at your feet. If you wish to re-enter its cave and search it, turn to 231. If you wish to continue northwards, turn to 120.

81

The arrow buries itself into the giant’s eye. The giant roars in pain. *Cross one arrow from your adventure sheet. Reduce the giant’s stamina by 2.* If the giant’s stamina is now 0 or less, turn to 519. If you wish to fire another arrow, turn to 322. If not, turn to 270.

82

You climb the slope and approach the cave. You cannot see very far inside it. It smells of rotting meat and excrement. If you wish to enter the cave, turn to 349. If you wish to carry on along the lake, turn to 520.

83

The zombies around you all stop. You feel the power of the black pendant flow through you and the soldiers finish off the zombies easily. However, you hear a voice in your head. *Foolish mortal! Do you think you can use my artifacts against me?* The chain around your neck begins to tighten. You gasp for air and struggle to remove it as you hear the laughter of Xeroth in your head.

84

You manage to clear many rocks out of the way. Eventually, the dwarves find their comrade alive. They cheer. Turn to 448.

85

You start to sing the hymn. The power of light flows through you. *Increase your morality by 1.* Inspired by the hymn, you both smash the door off its hinges. A CHAOS WARRIOR is furiously chopping a combat dummy with a large two handed sword. Pathos points at one and a beam of light flies from his hand and strikes the armoured brute. As the light touches it, it grunts in pain. You run towards chaos warrior, eager to engage him in combat. He tries to slice you open with his two handed sword. *The chaos warrior will only attack you in this combat, but each round, Pathos will attack the chaos warrior with a skill of 9. Increase your attack strength by 1 for this combat.*

#### CHAOS WARRIOR SKILL 10 STAMINA 5

If you win, turn to 156.

86

‘I thank you my friend.’ Says the warrior. ‘Well met, I am Arkos, member of the legion of the Sun. I follow our glorious leader, Drathos.’

‘The Legion of the Sun?’ you ask. You have never heard of it.

‘We were formed less than 6 months ago, to bring light to this region. We fight undead and the southern scum. This squad were stealing city plans of Klein Kastel for their invasion. Now we have them, we can bring light to the town.’

‘What?’ you ask.

‘The towns of the North have grown Decadent. Drathos wants a strong force to make sure all follow the path of light. The Margrave of Klein Kastel refused our help, so we must take it by force, or it will fall into darkness. And now I must be gone!’

The man takes a scroll, lying nearby and starts to limp away. If you let him go, turn to 160. If you try to stop him, turn to 240.

87

You pull out your sword and plunge it as hard as you can into the giant’s skull. It has a metal plate around it, but you manage to get the blade deep into the giant’s head. *If your sword had been blessed, subtract 8 from the giant’s stamina. If your sword had not been blessed, subtract 4 from the giant’s stamina.* If the giant’s stamina is now 0 or less, turn to 278. You pull the sword out, just as the giant’s spasms throw you off its body. You land on the ground with a crash. *Subtract 6 from your stamina.* You are now standing behind the giant. Turn to 130.

Your actions have aided the servants of darkness. *Subtract 1 from your morality.* You head back across the grassland towards the western shore of lake Mlubz. You spend the night up a tree to avoid predators. *You must eat a meal or lose 2 stamina points.* Turn to 66.

You awake and continue your journey. Eventually, you come across a bridge which has been recently erected. You had no idea that many humans entered the forest, but it seems that civilisation is stretching eastwards. You know that Kleinkastel is not far from here. You will be there by nightfall. You hurry along the path, knowing that the undead army can not be far south until a rustle from nearby bushes makes you stop. Turn to 204.

An arrow flies into the sorcerer's chest before he can utter the spell. He keels over and dies. You turn around to see Vash, badly burnt, but standing up, holding his bow. Then you notice the carnage around you. All the other elves are dead, lying amongst shattered skeletons and rotting limbs. Vash collapses on the ground. You run over to him. He is still alive, but he is unconscious. If you run him through with your sword, turn to 124. If you wait until he recovers, turn to 242. If you search the clearing, turn to 193. If you leave this place, turn to 452.

91

You stand on the battlements, facing south. You notice the soldiers close to you shuffle nervously, fidgeting with their spears and bows. Looking out to the south, you see the undead army. Thousands of zombies, skeletons and ghouls lurch towards your small town silently to crush it. You are still confident because you have speed and strategy on your side. The town is also surrounded by a moat which the undead will not be able to cross. They are five hundred meters away when they stop. You wonder what they are doing. Then only some of the horde starts to move towards you. You notice that it is only zombies. The archers release fire arrows as they come within range, and many drop, engulfed in the flames, but there are too many of them and most of them get to the moat. Water splashes over the edge as the bodies of the zombies displace it. They then start to walk into the moat! They cannot scale the walls, you think. What are they doing? You do not see any zombies coming out of the moat. More just plod slowly into it, then sink into the water. The archer commanders, realising that their arrows will just be extinguished, order their men to stop firing. After half an hour, you can start to see the mass of undead bodies under the surface of the now very shallow water. And then you realise what they are doing. They are filling in the moat! Xeroth, with his vast army, does not care to see several hundred lost to provide a bridge! Eventually, the town is surrounded by a moat of undead bodies, but the army still does not move forwards. Instead, its ranks part. Turn to 369.

92

As you finish speaking the words, a shadow comes up from the ground. It is humanoid in shape and seems to be wearing a pointy hat. 'I am the Wizard's shadow.' Says the shadow. 'To see the Wizard costs 2 gold pieces.' If you can and wish to pay the price, turn to 420. If not, turn to 323.

93

Pathas also raises his pick to meet the statue's attack. The statue attacks only you, but Pathas also attacks the statue each turn with a skill of 7.

#### KNIGHT STATUE SKILL 8 STAMINA 8

If you win, turn to 357.

94

You awaken, feeling a sense of triumph. You also feel clear headed and ready for any challenge. *Restore your stamina to what it was before you entered your psyche. Your morality is now 15.* Turn to 350.



95

‘I have two things that one such as you would find useful. One of my order has a herb garden and concocts healing potions occasionally. I have one of them. I also have a vial of holy water, which is like acid to the undead.’ The healing potion costs 10 gold pieces (*It restores 4 stamina points when drunk*) and the holy water costs 25 gold pieces (*Whenever you face an undead creature or demon, you may throw the holy water at it before combat. If you do, cross it off your adventure sheet and roll 1 die. Subtract this result from the undead creature’s or demon’s stamina.*) If you ask for a blessing, turn to 352. If you thank the priest and leave, turn to 472.

96

You spit the curse at the swordsman. You feel its darkness run through you. *Subtract 1 from your morality.* The swordsman in front of you drops his sword and then collapses to the ground, gasping for air. He can barely breathe and just lies on the floor, not moving. The other swordsmen gasp in fear. Turn to 9.

97

‘You are so blinded by the light that I cannot help you. You must walk the path of shadow in order to survive. You must aid the side of darkness in some way. I hear that an elf lord is mounting many attacks against the undead. If you can stop him, you may once again tread the path of shadow.’ Turn to 42.

98

The mines are cold and damp. You walk past a rotting corpse, its face looking blankly to the ceiling. Eventually, you come to a crossroads. If you head left, turn to 183. If you go straight on, turn to 144.

99

You stand up on the path and face look into the empty faces of the zombies and ghouls. The skeletons grin as they approach, wielding their rusty swords. How will you deal with this small army of undead? If you have a ring of white gold, turn to 27. If you have a black pendant, turn to 140. If you have the holy light power, turn to 255. If you cannot use any of these, your only option is to run. Turn to 338.

100

You run out of the inn with over twenty swordsmen in hot pursuit. You are able to outrun most of them, but six have stayed on you tail all the way. You run through the streets, past the villagers and into the hills. You need to shake them off somehow. If you use cloak of shadow, turn to 380. If you run on, turn to 217.

101

You sit on the floor and close your eyes. Soon you lose feeling and then it all goes silent. Then it feels wet. You open your eyes to find yourself sinking slowly in a bog with your hands tied behind your back. Your inner shadow will reward you, but you must overcome the challenge. You strain to break the ropes and swim free. *Test your stamina. If you are successful, turn to 210. If you fail, turn to 10.*

102

You leap over a rotting log and dash across a clearing to run into six skeletons. You skid to a halt and run to your left again, pursued by the undead. You are beginning to tire. *Test your stamina. If you are successful, turn to 136. If not, turn to 29.*

103

You make out the outline of a BEAR! You manage to jump back, just in time to avoid its huge paw. You prepare for combat.

BEAR SKILL 7 STAMINA 8

If you win, turn to 231.

104

If you wish to pay 25 gold pieces to enter the meditation, turn to 192. If not, turn to 532.

105

You enter the tent to see a young man just putting some black robes on. He turns around and faces you. You notice the scars and wealds on his face. He picks up a shortsword and attacks you.

APPRENTICE NECROMANCER SKILL 5 STAMINA 4

*If the apprentice has not been killed after 3 combat rounds, turn to 260. If you win, turn to 470.*

106

The shadow sinks downwards into the ground. For a moment, you think that nothing has happened, until you see a small coracle slowly glide towards you on the lake. It comes to a stop on the shore as if inviting you to get in. You climb aboard and immediately, the coracle slowly travels into the lake. You notice two islands, the closer one seems to have a big red mound, while the more distant one seems to have a large building on it. You are moving towards the closer, smaller island. As you do, you realise that the 'mound' is not made of red earth, but rather it is a huge pile of rusted weaponry. What was it the baron said again? The coracle comes to a stop on the shore of this small island. No matter what you try, it does not move. If you have a sword, turn to 430. If not, turn to 512.

107

You raise the hand with the rind on it and point it at the ghouls. Beams of light fly from your hand and touch each of the ghouls. As they do, the ghouls burn up. The light burns you as it flows through you. The soldiers are stunned. *Lose 2 stamina points.* Turn to 252.

108

You jump into the tent. It is empty apart from a sleeping bag and a sword. You may take the sword. *If you do not have a sword, add it to your adventure sheet.* When the voices go past the tent and fade into the distance, you leave the tent and try to escape the camp. Turn to 20.

109

You get up and leap forward. *Test your luck. If you are lucky, turn to 213. If you are unlucky, turn to 127.*

110

'I guess that is what happens if we go over our heads.' Says Pathas. You bid farewell. He heads south to the Shadow Council. You head northwest to Kleinkastel and to warn them of impending danger 32.

111

'Excellent, excellent. When you wake up, head north. You'll reach the forest eventually.' Croaks the necromancer. He nods to the two swordsmen. You feel something hit you across the head and all goes black. Turn to 308.

112

The giant has turned its head towards you and has opened its mouth. It raises its shoulder, so you fall towards that black maw, lined with metal teeth. You pull out the vial, but can you get it in the giant's mouth and avoid being crushed too? *Test your skill. If you are successful, turn to 170. If you fail, turn to 427.*

113

You reach the daylight and quickly look round. The beast has not decided to follow you, so, relieved, you carry on north. Turn to 120.

114

You place the ring on your finger. Nothing happens.

'What do we do?' You ask.

'I don't know I'm not a shadowmaster. Rub it?'

With no other options, you rub the ring. The earth starts to rumble and then a crack opens up before you. You feel an intense heat from the core of the Earth hit you in the face. From this crack flies a huge black skinned demon with wings and burning skin. It carries a whip in one hand and a blazing sword in another. It is a FIRE DEMON.

'Who calls me?' It demands. It sees the two of you and laughs.

'Puny spellcasters. Why are you worth my attention? Grovel before me and I will be kind to you.'

If you grovel before the fire demon, turn to 148. If you attack it, turn to 248.

115

As Kalos's assistant, you have quite a high standing with the officers. You tell the captain that you will stop this aberration before it reaches the town and he opens a door in the main gate for you. You are a little wary about stepping on the zombies, but they do nothing as you cross the carpet of the dead and then walk onto the field. You walk out to the giant. It has now spotted you and gnashes its teeth in the prospect of destroying warm living things. It is now a hundred metres away from you, and it is closing in, quite quickly for an undead creature. If you have a black pendant, turn to 43. If not, turn to 241.

116

Try as you might, you cannot break the vines. The pain from the heat is unbearable as it rises up your legs. You call out desperately for help. Your voice rings out across the desolate plain and you hope someone heard it. *Test your luck. If you are lucky, turn to 236. If you are unlucky, turn to 332.*

117

You charge at a gang of zombies hacking at them then running out of their reach. Fight the zombies as a single creature. *The zombie gang counts as an undead creature.*

ZOMBIE GANG SKILL 6 STAMINA 15

If you win, turn to 273.

118

You slip into the shadows and disappear. You see the wyvern hover nearby, lazily flapping its wings. The armoured figure seems to be sniffing the air, but it cannot smell anything. Eventually, it flies off. Turn to 321.

119

A hundred flaming arrows fly towards the giant and strike it, but then some kind of sorcery extinguishes the flames. The giant has been damaged. *Subtract 4 from the giant's stamina.* If the giant's stamina is now 0 or less, turn to 519. Otherwise, you lead a unit out against the giant. Turn to 396.

120

You walk on for another hour. The sun is getting lower in the sky now. If you know the incantation to summon the Wizard's guardian and wish to use it turn to 489. If not, turn to 256.

121

You light the taper and fling it at the giant's head. The package explodes, knocking the giant backwards and leaving its head charred and scorched. *Cross the firepowder from your equipment list. Roll 1 die and reduce the giant's stamina by that amount.* If the giant's stamina is now 0 or less, turn to 519. How will you next fight the giant?

Use the holy light power?	Turn to 45
Throw holy water at the giant?	Turn to 249
Fire an arrow at the giant?	Turn to 322
Run to the giant's leg?	Turn to 511
Run back to Klein Kastel?	Turn to 259

122

The Wizard inspects the bracelet. 'I'm afraid I cannot remove it, for the magic around this object is very powerful. There are only three ways I can think of to get rid of this bracelet. The first is to complete your task. The second is to find a powerful servant of light to destroy it. The third is to find the ingredients for a powerful acid I know of and use it to dissolve the bracelet.' The Wizard tells you that if you find the acid of a pitcher plant mix it with the acid of a giant ant, it will dissolve most metals. 'Both of these creatures will be found in the forest north of here.' Says the Wizard. If you come to a paragraph that starts 'The forest around you is teeming with life...', you may search for the creatures you need by subtracting 20 from the number of the paragraph and turning to that new paragraph. Turn to 166.

123

You leap on the giant's arm and start to crawl towards its head. The giant starts to shake itself frantically to fling you off its body. If you have an iron spike, turn to 162. If you don't, turn to 202.

124

You plunge your sword into Vash's chest. His body stiffens for a moment, then goes limp. You have slain a great servant of light and left a temple to the elf god cursed and tainted. *Reduce your morality to 10.* If you are wearing a black bracelet, turn to 36. If not, you travel through the forest until nightfall. Eventually, you stop to rest. *You must eat a meal or lose 2 stamina points.* You climb up a tree and go to sleep. Turn to 89.

125

Forewarned by your magic, you cautiously, you creep along the path. Poking your head round a corner, you see a large gang of rotting corpses and skeletons. You dive into a bush. Turn to 483.

126

The wyvern squeals in pain and backs away from you. Before you can press your attack it spreads its wings and flies off into the distance. Turn to 321.

127

You trip up and hurtle forward into the giant's mouth. As you fly into its maw, it clamps its steel teeth together, chopping you in half.

128

You mumble the words of the spell and then stand up to face the goblins. They stop their arguing, look at you and draw daggers. You unleash your sorcery at the goblins. At once, they all scream. Two of them flee in terror. The third one, however reacts differently. It froths at the mouth and starts shrieking in rage. It flings its dagger at you. You try to dodge it, but it catches your arm and draws blood. *Lose 1 stamina point.* You barely have time to draw your sword, before the rabid goblin jumps at you to pummel you with its fists.

#### INSANE GOBLIN SKILL 6 STAMINA 5

If you win, turn to 227.

129

You pick up the city plan and tear it to shreds. Neither light nor dark will profit from this encounter. You have acted as a true shadowcaster. *If your morality is over 15, subtract 1 from your morality. If your morality is below 15, add 1 to your morality. If your morality is exactly 15, gain 1 luck point and increase your attack strength by 1 in your next combat.* You search the bodies and find some money, food and weapons. *Add a backpack, waterskin and sword to your adventure sheet if you do not already have them. Add 1 meal and 2 gold pieces to your adventure sheet.* You continue with your journey. Turn to 191.

130

The giant has its back turned to you. If you know the giant's name and have not already used it, convert the letters of its name into numbers (A = 1, B = 2, C = 3... Z = 26) and add them together. Multiply the result by 2 and turn to that paragraph number. If not, the giant turns around to face you. Turn to 270.

131

You find a suitable tree to spend the night in then climb up to a high branch and fall asleep. Turn to 438.

132

You travel on the boat for many hours. As you do, medics feed you and tend to your wounds. You are also proud to have survived against almost impossible odds. *Restore your luck and stamina to their initial levels.* Eventually, you come to the hills and you all head towards land. Turn to 82.

133

You run down to the dwarves. There is a lot of commotion and shouting. ‘Our friend is trapped on the other side. Help us get him out!’ pleads a dwarf. If you have the battle hymn ability, turn to 215. If you help move the rocks, turn to 527.

134

If you have a bow and at least one arrow, you can try to strike Goliath’s weak spot. If you wish to do this, turn to 257. If you cannot or will not, the giant turns to face you. Turn to 270.

135

‘Savalla?’ says the figure. The man has a youthful appearance and is dressed in dark robes, just like yours. You recognize him as Pahtas, a shadowcaster you trained with. ‘Pathas. What brings you here?’ you ask.

‘A ring of shadow.’ Replies Pathas. Master Klaus was killed by dark mages and they took his ring.

A ring of shadow is one of a collection of thirteen said to have been created by the first highmaster. They are passed down to members of the shadowmaster council and link its wearers together through the shadows. Only the most skilful shadowcasters can wield the power of a ring of shadow, however.

‘The mages have hidden it in an abandoned gold mine north of here. I need to take it back. Will you help me recover it?’

If you agree to help him, turn to 267. If you refuse, turn to 502.

136

You force your way through the undergrowth and emerge from the forest. In the distance, you can see Kleinkastel. You see no signs of war. Smoke from chimneys lazily floats above the town and all seems peaceful. You look behind you. The undead are standing at the edge of the forest. It seems that they have been ordered not to leave, probably to avoid being spotted. You hurry on to the town. If you are wearing a black bracelet, turn to 343. If not, turn to 220.

137

‘I thank you stranger.’ Says the swordsman in his southern accent. ‘You have aided the great sorcerer Malvoc today.’ He snatches up a scroll that is lying nearby on the ground.

‘What is that?’ You ask.

‘None of your business!’ spits the swordsman. ‘If you know what’s good for you, you’ll forget I was here!’ He turns to run south. If you let him go, turn to 264. If you want the scroll, turn to 5.



138

You can do nothing as the sorceress plunges her knife into your chest. The last thing you see is her smiling face.

139

You feel a sharp pain in your leg as another arrow strikes you. *Lose 2 stamina points.* The pain brings you to your knees. The swordsmen run up to you and beat you unconscious. Turn to 211.

140

You feel the pendant grow cold and heavy around your neck as the undead approach. It is draining your life force! *Lose 2 stamina points.* You prepare to run through the line of undead, but then as one, they then stop. You wave your hand at them and they separate, leaving the path clear. Nervously, you walk between them, sword still drawn, but none of them make a move as you go near them. Eventually, you are clear of the undead. Turn to 136.

141

Yelling a battle cry, you draw your sword and join battle with the chrabats. You hack away at them, trying to get to the dark sorcerers. Eventually, only a single Chrabat zombie stands in your way. *Whenever, the zombie chrabat wins an attack round, test your skill. If you fail, the chrabat manages to entangle you with its decaying tongue. Until you win another attack round, you must reduce your attack strength by 2. When you win the attack round, you cut off its tongue and it cannot do this again.*

#### ZOMBIE CHRABAT SKILL 5 STAMINA 6

If you win, turn to 46

142

You take out the coins and throw them towards the wizard's shadow (*cross 2 gold pieces from your adventure sheet*). It does not catch them, but instead they fall into the shadow and disappear. You hear the distant clinking of coins. 'Thankyou!' says the shadow. Turn to 106.

143

You walk through the grassland for several hours before you reach the foothills. *You must eat a meal or lose 2 stamina points.* Eventually, you notice a small settlement up ahead and enter it. The peasants in the settlement seem downcast and depressed. Will you ask one of them what the trouble is (turn to 16), go to the inn (turn to 253) or go to the headman's hut (turn to 501)

144

A few metres down the mine shaft, a left tunnel branches off the main tunnel. If you head left, turn to 251. If you carry straight on, turn to 17. If you leave the mine, turn to 234.

145

You plunge your sword into a zombie's head and it tumbles down the mountain of corpses that have built up against the walls. There are too many to fight off though and soon you are fighting off several zombies at once. At least you have the advantage of speed *The zombie gang counts as an undead creature.*

#### ZOMBIE GANG SKILL 6 STAMINA 20

If you win, you see that Sir Godwin and Kalos have killed the armoured sorcerer. You run down to them. Turn to 469.

146

You head back to the coracle, but it still refuses to budge. As you are trying everything to get it to move, you see another coracle head towards you. It stops on the shore of the island. You look inside it to see a wounded elf warrior. He stands up and draws his sword. You do likewise and join battle. The warrior is tired and exhausted and you easily strike him on the chest. You are then sent reeling backwards from a blow to *your* chest. You look down in horror to see blood soaking your robes. The elf is walking towards you, now fully healed. He knocks you down and drags you back to your coracle, but does not strike the killing blow. 'Forgive me, mage. I too refused to give up my weapon and had to fight the last person who was here. Now you have done the same, I am free.' The elf steps into his coracle which drifts towards the shore, leaving you on the edge of death to await the next adventurer who refuses to give up their weapon.

The villagers cook a huge meal for everyone and you all eat together in the town square. Later, the village wise woman tends to your wounds. *Restore your stamina to its initial level.* The headman presents you with several items that the villagers have gathered together as a reward. They give you 25 gold pieces, food (*You now have 4 provisions*) and a pouch of white grains, which you recognize as saltpetre. ‘We have no use for it.’ Explains one peasant ‘But alchemists and wizards are always prepared to offer good money for it to make their firepowder.’ You recognise the name firepowder. If you can find a lab and the right ingredients, you will be able to convert this saltpetre into a substance that will explode when lit. The villagers are correct – it is a valuable find. *Gain 1 luck point. Add 25 gold pieces and the saltpetre to your adventure sheet. Increase the number of provisions you have to 4. If you do not already have one, add a sword to your adventure sheet.* Helping peasants and slaying servants of darkness is the act of a servant of light. *Increase your morality by 1.* Eventually, you are taken to the inn where you spend the night. Turn to 199.

You bow before the demon. It looks into yours and Pathas’s eyes and you feel its darkness run through you. *Subtract 4 from your morality.* The demon then turns to leave.

‘I thought you would be kind.’ You say.

‘Of course I’m being kind!’ Laughs the demon. ‘You’re not dead!’

With that it jumps back into its plane and the crack closes. Turn to 110.

The undead have stopped walking into the inferno that had been raging by the walls and so they were no longer fuelling the flames. Eventually, the oil and dead flesh is all exhausted. Ash and soot now stain the town walls. The moat is now a dry ditch full of smouldering bones. Once the flames have died, the zombies start to fill up the moat again determined to invade the town. ‘We’re out of oil and arrows.’ Gasps a soldier desperately. ‘Will they not stop?’ You see what he means. Although the army has already slain many hundred undead creatures, the entire town is still surrounded by a horde of undead. Your pendant then begins to throb and the undead stop in their tracks. The soldiers cheer, but their voices are drowned out by a voice in your head. *Foolish mortal! Do you think you can use my artifacts against me?* The chain around your neck begins to tighten. You gasp for air and struggle to remove it as you hear the laughter of Xeroth in your head.

No one answers your call. You must fight this monster of light alone.

MONSTER OF LIGHT SKILL 8 STAMINA 10

If you win, turn to 94. If you lose, turn to 24.

As you walk to Kleinkastel, you and Kalos talk of how you got here. You tell him of the shadowportals and of the desert and your journey north. Kalos tells you of Festham. 'I was a high priest in the Legion of Light. They are led by a man called Drathos. Very fanatical. Obsessed with bringing order to Transoxalia.'

'Sounds like the path of light to me.'

'Quite. Well I told him that Telak had come to me in a dream about the impending invasion and he recruited many soldiers to his cause for his crusade. Then we found out about the undead in the wood and he sent me to Kleinkastel to help them.'

'Just you, Kalos? Not an army?' You are astounded.

'Yes, just me. He thought that Kleinkastel was beyond rescue and said that the citizens should be proud that they will sacrifice their lives to slow down the army of darkness. He said that I should be proud of my sacrifice.'

'Definitely path of light.' You say.

'Absolutely. The man's a fanatic. He has the people working all day every day. Cooking, cleaning, making weapons. The people of Festham are like slaves now. And then there's his plan. Drathos kept saying that he would "cleanse the darkness with fire." I don't know what it means, but it doesn't sound good.'

'How will I fit into all this?' You ask.

'We will convince the Margrave to evacuate the peasants from the town. There are mining villages in the hills they can hide in. I will say you are my apprentice. You'll have to wear this.'

Kalos stops and unstraps his backpack. He rummages around and then pulls out a white robe. You go behind a bush, take off your dirty grey robes and put on the white robes. You feel better to have a clean change of clothes.

Soon, you get to the gates of Kleinkastel. The guards, seeing Kalos, wave him through the gate with a smile. You follow him, pretending to ignore their leery looks. Turn to 265.

152

Between the two of you, you remove the undead and the bodies from the clearing. You gather up the marble pieces, ready to take back to the elves. The work is arduous and takes hours. *You must eat a meal or lose 2 stamina points.* When you have finished your work, you feel the warmth and light of Galana shine on you. *Increase your morality to 20.* 'You are Errilis's favourite now. I will give you this to aid you in your battle.' The elf lord takes you to the altar. You notice that there is a ring of white gold laying on top of it. 'It is Errilia's gift to you.' Explains Vash. 'It will destroy the servants of darkness.' *Add the ring of white gold to your adventure sheet.* You leave the clearing. If you are wearing the black bracelet, turn to 71. If not, turn

153

You fire at the wyvern. *Test your skill. If you are successful, turn to 391. If you fail, turn to 229.*

154

You quickly turn around and sprint for the exit...*test your luck. If you are lucky, turn to 113. If you are unlucky, turn to 299.*

155

As you stare into the sorceress's eyes, transfixed, you feel your shadow staring back. As she advances, she starts to sweat. Then she starts to shake. When she is close to you, she screams in terror and lunges at you with her knife. The scream snaps you out of your trance and you twist to dodge the blade, but it catches you. *Lose 2 stamina points.* You lash out at the sorceress with your sword and she is sent reeling back. Before you can press your attack, she whistles and a wyvern swoops down to pick her up with its clawed foot. Turn to 516.

156

You have slowed down Xeroth's gold supply. Without the chaos warrior to direct the undead miners, the supply of gold from this mine will eventually cease. There are many macabre items on the table. As well as a human arm, there are also several bowls of blood, a jar full of bat heads and several things beyond identification. 'Here, look at this!' shouts Pathas in triumph. He has found a dark mage's spellbook. You do not have time to learn the spells, but you read about the 'black pendant' which servants of Xeroth use to control the undead soldiers he has created and also that the shadow ring is in 'Skarlos's hands'. This makes little sense as Skarlos lived hundreds of years ago. You look at your opponent's body and find him wearing one of these pendants. Pathas does not want to touch it. 'It's too strongly aligned with dark magic for me. Take it if you wish.' *If you want to keep it, add the black pendant to your adventure sheet.* which There is nothing else to find, so you return to the main tunnel. If you carry on up the tunnel, turn to 490. If you leave the mine, turn to 234.

157

Using your senses, you can detect an aura of darkness, which you can track. If you wish to do this, turn to 197. If not, turn to 277.

158

The arrow flies past the giant's arm, missing it completely. You curse but you must try to destroy it. You lead a unit of soldiers against the giant. Turn to 396.

159

You both burst through the door at the same time. A CHAOS WARRIOR is furiously chopping a combat dummy with a large two handed sword. Pathas points at one and a beam of light flies from his hand and strikes the armoured brute. As the light touches it, it grunts in pain. You speak the words of shadow and the chaos warrior stops in its tracks. You think it has been terrified into stopping, but then it utters a blood curdling scream and charges towards you slashing wildly and uncontrollably with its sword. You have driven the chaos warrior into a rage! You and Pathos draw swords to repel its furious attack. *The chaos warrior will only attack you in this combat, but each round, Pathos will attack the chaos warrior with a skill of 8. The chaos warrior's rage has given him greater strength. Increase the damage he inflicts on you in combat by 1.*

#### CHAOS WARRIOR SKILL 9 STAMINA 5

If you win, turn to 156.

160

Arkos leaves. Your actions mean that the side of light will be stronger. *Add 2 to your morality score.* You search the bodies and find some money, food and weapons. *Add a backpack, waterskin and sword to your adventure sheet if you do not already have them. Add 1 meal and 2 gold pieces to your adventure sheet.* . You continue with your journey. Turn to 191.

161

As you walk through the bushes, you hear some movement coming from your left. You notice two antennae sticking up over the bushes. It's an ant. You charge at the ant, sword drawn.

GIANT ANT SKILL 7 STAMINA 6

If you win, turn to 344.

162

You pull the iron spike out of your pocket and plunge it into the giant's flesh. *Delete the iron spike from your adventure sheet.* You are shaken around, but manage to hold onto the spike. Turn to 462.

163

You mumble the words of the spell and point at the swordsmen. Many of them cower in fear. The large swordsman raises his sword, but he hesitates.

SOUTHERN SWORDSMAN SKILL 6 STAMINA 8

If you win, turn to 9.

164

As you touch the lich's statue, it pulls away and raises its staff to prepare for combat. If you have a pick, turn to 18. Otherwise, turn to 325.

165

'However, I feel a strong aura of darkness around you.' Kalos points to the pendant around your neck.

'You cannot stay on the path of shadow with artefacts like that. You must throw it away.'

If you agree to throw the pendant away, turn to 289. If you refuse, turn to 305.

166

You ask the Wizard if he can tell you more about the enemies you face. 'I can do some scrying in the shadows.' Says the Wizard. 'But as you know, shadow magic has its dangers.' If you wish to try this, turn to 385. If not, turn to 303.

167

As you draw your sword, the dark elf lunges for you.

DARK ELF SKILL 8 STAMINA 6

If you win, turn to 353.

168

The arrow hits the giant in the forehead with a thunk, but it does not seem to bother the giant. *Cross one arrow from your adventure sheet.* If you wish to fire another arrow, turn to 322. If not, turn to 270.

169

You sit down in the grass, close your eyes and sink down into the darker regions of your consciousness. Looking for some lost ancestral memory or mystic connection with the Wizard. You are falling. Falling through many dark places. A dragon flies towards you, eager to devour you. Then you are falling through a pit towards a pool of lava. The intense heat increases. And then you are sinking into a freezing lake. You swim up to the surface and crawl onto a sandy shore. It is night time. Somehow, you know that this is the island in the centre of Lake Mlubz. You are in the distant past. You are holding a staff (*you do not suffer the penalty for being unarmed in this combat*) You hear something approach. At first glance, it looks like a hunchback giant, but instead of arms, it has tentacles. Its hunchback is actually a second head which slavers and screams insanely. It is a product of one of the darkest corners of your mind. You raise your hands and call on fire and lightning to aid you in this battle. You must fight the SHADOW MONSTER to win the island.

SHADOW MONSTER SKILL 7 STAMINA 10

If you win, turn to 6. If you lose, turn to 507.



170

Your throw is accurate. The vial smashes against the inside of the giant's mouth and starts to act like acid on its flesh but you are falling towards the giant's maw. *Roll 2 dice and subtract the result from the giant's stamina.* If the giant's stamina is now 0 or less, turn to 278. There is only one thing to do. You leap of the giant's shoulder. As you fall, you hear a roar of agony. Then the ground rushes up to you and you feel a hard thud. *Subtract 6 from your stamina.* You pick yourself up and realise that you are now behind the giant. Turn to 130.

171

You flee through the woods, running as fast as you can. You rejoin the path north and push yourself to cover as much distance as possible. Eventually, dusk arrives. *You must eat a meal or lose 2 stamina points.* Turn to 89.

172

You both go through the grisly path of shifting the corpses and the rocks around them. It is hard going. *If you do not have a shovel, lose 1 stamina point.* However, you do not find anything, so you give up and rejoin the main path. Turn to 17.

173

You run as fast as you can with a dozen swordsmen in hot pursuit. *Test your stamina.* *If you succeed, turn to 409. If you fail, turn to 297.*

174

You sit on the floor cross legged and start to use your magical senses to discover an escape route from this cell. *Test your luck.* *If you are lucky, turn to 13. If you are unlucky, turn to 14.*

175

You speak the words to the spell and the light flows through you. *Add 2 to your morality.* A beam of light flows from your hands. It touches six of the ghouls and incinerates them instantly, but another six follow. You prepare for combat.

#### GHOUL SKILL 8 STAMINA 7

If the ghoul hits you four times, turn to 282. If you win, turn to 363.

176

You manage to keep holding on until you see a strange wizened figure in robes and a pointy hat approach the edge of the lake. It utters an incantation which you hear and memorize. A shadow appears out of the ground in the exact shape of the figure. It bows to the strange thing and a coracle glides silently to the edge of the lake. The Wizard gets inside and vanishes as the coracle takes him away. You run to the shore and speak the same words to summon the shadow. Turn to 92.

177

Pathas bursts through the door as you sneak in after him, unseen. A CHAOS WARRIOR is furiously chopping a combat dummy with a large two handed sword. Pathas points at one and a beam of light flies from his hand and strikes the armoured brute. As the light touches it, it grunts in pain. The chaos warrior charges at Pathas, intent on slicing him open with his sword. You trip him up and he crashes to the ground. Pathas aims a blow at its head, but the warrior rolls over with inhuman speed, and Pathas only catches his shoulder. The chaos warrior picks himself up, and clutches his sword. The magic has now ended and he can see you clearly. He is badly wounded, but will not go down without a vicious fight. *The chaos warrior will only attack you in this combat, but each round, Pathos will attack the chaos warrior with a skill of 8.*

#### CHAOS WARRIOR SKILL 10 STAMINA 4

If you win, turn to 156.

178

‘So be it.’ Concedes Kalos, sadly. Turn to 307.

179

As you head towards the dark area, you pass a solitary tent. If you wish to enter the tent and search it, turn to 41. If not, turn to 30.

180

You find some thread on a bush. Searching the area, you find the trail again and follow it. Turn to 205.

181

The warrior picks up a sword and swings it towards your head. Without thinking, you catch it. You are amazed that your hand is unharmed. ‘True strength lies in overcoming adversity. You have proved to us that you can.’ *For the remainder of this book, increase your attack strength by 1 and increase the damage you deal in combat by 1.* Turn to 312.

182

You walk on around the lake until the Sun is low in the sky. You decide to climb a tree and sleep in a branch to avoid predators. You spend an uncomfortable night between fitfully sleeping and looking out nervously for danger. Turn to 64.

183

You and Pathos walk down the corridor for some metres before you come to a small room used for storage. Many pickaxes and shovels lie on the floor in a messy pile. In one corner of the room, there is a large box full of torches, small candles and miner's helmets. 'The ring may be buried here.' Says Pathos. 'We might need tools to dig it out.' He takes a pick and a shovel and straps them to his back. If you do not have them, you also take a pick and a shovel. *Add the pick and the shovel to your equipment list. You may use them as weapons, but if you do, subtract 1 from your attack strength. Also note that Pathos also has a pick and a shovel.* You find nothing else of interest here, so you return to the junction and turn left. Turn to 144.

184

You unsheathe your sword and ask the priest to bless it. If your sword is obsidian, turn to 503. If not, turn to 268.

185

Arrows are falling everywhere. You try to dodge them and get behind the soldiers, but you suffer flesh wounds. *Roll 1 die and deduct the result from your stamina score.* If you have a black bracelet, turn to 290. If you have the battle hymn ability and wish to use it, turn to 361. If not, turn to 61.

186

You walk west along the shore of the lake until you come to a river. You follow the river north-west. As you walk onwards, the number of trees you pass increase and the vegetation gets thicker. Eventually, you can hardly see the path and have to hack your way through bushes to make your way through the forest. Roll one die.

If you roll a 1-3, turn to 291

If you roll a 4-6, turn to 523

187

Lumps of stone litter the floor. You search through them, but cannot find anything. You curse. If you have not already, will you investigate the statue of the armoured knight (turn to 93) or the statue of the monk (turn to 279) or leave the mine (turn to 234)

188

You sneak around the tents, trying not to be spotted. You then hear voices approaching. Looking around, you see three small tents in front of you to duck into. Which one will you hide in? The left hand one (turn to 269), the middle one (turn to 221) or the right hand one (turn to 108)

189

You only need to walk a few meters before you notice a group of zombies sluggishly attacking the stone with pickaxes. They turn to face you. Seeing no advantage to be gained from fighting them, you turn around and leave the mine. Turn to 234.

190

‘I will make some preparations if you have the ingredients.’ Replies the alchemist. You show him the bag of saltpetre and ask him if he can make some firepowder. ‘Of course I can!’ he says ‘The extra materials and the work will cost 25 gold.’ If you wish to pay 25 gold pieces for the firepowder, turn to 408. If not, you ask him if he can do anything else. Turn to 429.

191

You are on the south shore of Lake Mlubz. You need to find this guardian that the Shadowcouncil spoke of. Will you follow the shore west (turn to 230) or east (turn to 316)

192

You enter the meditation room and sit cross legged on the floor. It is clean and bare. The alchemist lights the incense and you enter a deep trance. Which power will you use?

Shadowsense?	Turn to 309
Invoke the shadow?	Turn to 62
Speak with the darkness?	Turn to 275

193

Searching the elves and the dark sorcerer, you may take a bow and six arrows. You also find 25 gold pieces. *Add the bow, six arrows and 25 gold pieces to your adventure sheet.* You hear Vash groan. He is recovering. If you kill him, turn to 124. If you wait until he recovers, turn to 242. If you leave, turn to 452.

194

You are being hypnotised! But your mental barriers stop this foul sorcery. You lash out at the woman with your sword, wounding her. Before you can strike her again, she whistles and a wyvern picks her up in its clawed feet. Turn to 516.

195

You call out across the plain, hoping that someone will hear you. *Test your luck. If you are lucky, turn to 412. If you are unlucky, turn to 497.*

196

A few swordsmen – the more sober ones – stand up and draw their scimitars while the others jeer. A large swordsman pushes past the others. ‘What are you doing here! Get out of my village!’ If you attack him, turn to 3. If you use curse, turn to 96. If you use evoke the shadow, turn to 163. If you use cloak of shadow, turn to 281.

197

You come to a clearing where you can hear chanting. You see a black cloaked figure standing at the edge of a circle, waving incense and a sword. He seems to be chanting some kind of summoning ritual. If you sneak up on him and kill him, turn to 212. If you leave, turn to 277.

198

You open the gates and aim the ballista at the giant. If you aim at one of the giant’s arms, turn to 359. If you aim at its chest, turn to 474.

199

You wake up refreshed and prepare to head west to Lake Mlubz. Before you go, you feast on eggs and goat’s meat and bid farewell to the villagers who are preparing to travel north. Turn to 66.

200

You mumble the words of the spell and wait. One of the guardsmen turns around to check on you. 'What?' he says. His companion turns around too. You hear them whispering between themselves. *Test your luck. If you are lucky, turn to 463. If you are unlucky, turn to 12.*

201

You dive into the crack and watch as the wyvern flies over and vanishes into the distance. Turn to 321.

202

You cannot hold on. You feel the air rush around you. Then the ground crashes against your body. *Lose 6 stamina points.* You pick yourself up off the ground. You are now standing behind the giant. Turn to 130.

203

You pass out. When you come to, you see a set of footprints by the edge of the lake and curse. You have missed the Wizard! If you know the speak with the darkness power and wish to use it, turn to 285. Otherwise, turn to 341.

204

You stop and draw your sword. Something is crashing through the bushes to your right. Then they lurch out of the undergrowth and onto the path. You see two rotting corpses staggering towards you. They are wearing the uniform of Kleinkastel and carrying rusty swords. You have no time to use magic and so prepare to meet them for battle. You can move around faster than the shambling dead and so you can fight them one at a time.

FIRST ZOMBIE SKILL 6 STAMINA 6  
SECOND ZOMBIE SKILL 6 STAMINA 6

If you win, turn to 340.

205

You run west, down the hill and then up another. When you reach the top of the hill, you see the disaster that has happened. Several figures are running around a cave entrance which is now sealed up with rocks. Will you try to help them (turn to 133) or leave them (turn to 318)

206

Pathas enters the mine and walks into a trip wire. There is a twang and a crossbow bolt flies out and hits you in the side. *Lose 3 stamina points.* ‘By the shadows, are you ok?’ Asks Pathas, concerned. You reply that you’ll live. Warily, you continue into the mines. Turn to 98.

207

‘Very well.’ Says Kalos. ‘Let us go to Kleinkastel.’ You head to the town. Turn to 151.

208

You stand up and spit your curse out at the goblins. The three goblins all scream in pain and clutch their eyes. You have blinded them! You easily finish them off with your sword. You feel the cold touch of darkness. *Subtract 1 from your morality.* Turn to 227.

209

The temple to Libra in Kleinkastel is a small marble building near the market square. Inside, it is empty apart from a priest, a plump jolly looking man. ‘Good day to you, my child.’ He says.

‘What can Libra offer you in these dark times?’

If you ask for a blessing, turn to 352. If you ask if he has any items for sale, turn to 95.

If you decline and leave, turn to 472.

210

You gather your inner strength, break through the ropes and swim upwards. You are back in your cell, but you have unleashed your strength. You leap up and smash the door with a single kick, then punch one of the swordsmen and send him flying with one hit. You face the other swordsman. *You may fight without a penalty for being unarmed.*

SOUTHERN SWORDSMAN SKILL 5 STAMINA 5

*If your stamina is reduced to 6 or less, turn to 233*

*If you win, turn to 517*

You are awoken by a slap to the face. It's still night. You have been stripped of any equipment you have taken. *Delete all items, food and gold from your adventure sheet.* There are two swordsmen holding you down and a black robed figure standing in front of you. Looking into his eyes, you feel the chill that you feel around mages of darkness. His face is grey and wrinkled, obviously from years spent experimenting with dark magic. 'Well, shadowmage.' He croaks. 'Did you think you could stop us? Your masters should have learnt from your predecessor.' He pulls a head out of a sack and throws it on the ground in front of you. You recognize the face of Gragoth. His face is contorted with agony. 'You will have a different fate, however. You will do a little job for us' The necromancer laughs as you try to struggle free. 'There is a black bracelet around your left wrist. Don't worry, you can't remove it. If you follow my instructions, it will fall off. If not, then you will die. Your quest is quite simple, my friend. There is an elf lord in the woods to the north who has stuck his pointy ears where they are not wanted and has taken it upon himself to stop us from invading your lands. His name is Vash. He will fail of course, but he has inconvenienced us. More than the shadowcasters. And so, it is your job to slay him. Your life depends on it.' *Add the black bracelet to your equipment list.* Will you agree with the necromancer's plan (turn to 111) or refuse (turn to 313)

The mage is so engrossed in his ritual that he does not notice when you are even right behind him. You grab his head and twist it as hard as you can until you hear the snap of his neck and he falls to the ground dead. You notice that the circle is used for summoning demonic entities. You have stopped the mage summoning a pack of hellhounds. *Add 1 to your morality.* Searching the site, you may take the mages sword. You also find 10 gold pieces. *Add 10 gold pieces to your adventure sheet.* *If you do not already have a sword, add the sword to your adventure sheet.* You continue your journey. Turn to 387.

As you leap forward, the top of the giant's blade emerges from its arm, only just missing you. The giant screams in agony. *Subtract 4 from the giant's stamina.* If the giant's stamina is now 0 or less, turn to 278. You are now on the giant's shoulder. If you know the giant's name and have not already used it, convert the letters of its name into numbers (A = 1, B = 2, C = 3... Z = 26) and add them together. Turn to that paragraph number. If not, how will you try to destroy the giant?

Plunge your sword into its head (If you have one)?	Turn to 87.
Throw firepowder into its mouth?	Turn to 381.
Throw holy water into its mouth?	Turn to 112.



214

‘Thankyou mortal!’ Rasps the voice. ‘The Wizard’s guardian is his own shadow. It will demand 2 gold pieces for the journey. I’m afraid we can’t provide the money, but I can tell you how to summon it.’ The skull teaches you the incantation necessary to summon the Wizard’s shadow. ‘And now for my meal!’ screams the voice in joy. It shoots towards you with its mouth open. You fall into the maw, deeper and deeper. Then you are lying in the field. Toy feel the taint of darkness. *Subtract 2 from your morality.* You also feel cold and tired. *Lose 2 stamina points.* However, you are exultant for your success. You run to the shore and speak the words to summon the Wizard’s shadow. Turn to 92

215

You grasp a shovel and start to sing the hymn as you clear away the rubble. The dwarves, inspired, all start to clear rocks with renewed zeal and sing along with your hymn. *Add 1 to your morality.* In a short time, they find their lost comrade alive and cheer. Turn to 448.

216

Your heart sinks as you hear a moan come from the path. You look up over the bush to see the undead gang shambling towards you. Turn to 99.

217

Try as you might, you cannot shake of the swordsmen. You turn around and draw your sword. Turn to 335.

218

You warn the soldiers of the dangers you encountered in the woods, but they do nothing but show bravado. You spread out in a line to patrol the woodland, making sure that at least one other person is in sight. After fifteen minutes of walking through the word, you hear one of the men scream and run over to help him. Turn to 68.

Yelling a battle cry, you draw your sword and join battle with the zombie chrabats. You hack away at them, trying to get to the dark sorcerers. Fight your opponents as one creature. *Whenever, the zombie chrabats win an attack round, test your skill. If you fail, one of the chrabats manages to entangle you with its decaying tongue. Until you win another attack round, you must reduce your attack strength by 2. This can only happen once at a time.*

#### ZOMBIE CHRABAT GANG SKILL 5 STAMINA 18

If you win, turn to 46

‘Greetings, Savella.’ Says the figure. He is a middle aged man wearing white robes. However, his hair is pure white and his eyes are red.  
 ‘Kalos!’ you say with joy and fling your arms around him giving him a big hug. ‘You can’t imagine the week I’m having.’  
 ‘These are trying times for us all, my child.’ After all this time, Kalos speaks like a priest of light. ‘The undead will be upon us soon. We must prepare.’  
 ‘But what can the two of us do?’  
 ‘I have a lot of respect in the town of Kleinkastel. We will tell the margrave to prepare to defend his town. It will fall eventually, however for the legions of darkness are huge. However, it will buy us time for the Legion of light. An army of light is growing in Festham. If the armies of darkness and light meet on the battlefield, the balance will be restored.’  
 ‘How did you know I was here?’  
 ‘The council told me. They have been watching you and wish to congratulate you, Pavalla.’  
 If you have a ring of white gold, turn to 55. If you have a black pendant, turn to 165. Otherwise, turn to 307.

You jump into the tent. It is empty apart from a sleeping bag and a pouch. You open it up to find 2 gold pieces. *Add 2 gold pieces to your adventure sheet.* When the voices go past the tent and fade into the distance, you leave the tent and try to escape the camp. Turn to 20.

222

You spend the rest of the day making sure that the soldiers are equipped and that all the peasants have left. You are exhausted by nightfall. The next day, the town is deserted apart from soldiers. There is no market, no shops and no noise apart from marching and battle drills. You spend a week preparing for the oncoming battle with Kalos and Sir Godwin. The knight is an experienced, battle hardened general who suggests many strategies to even the odds against the small town you are defending. After the week, you are completely rested and recovered. *Restore your stamina to its initial level.* You wake up at dawn to spend another day with the troops. And then, a young scout runs through the gate. 'I see them coming! There is a huge army!' Sir Godwin is not unnerved, but simply yells 'Battle stations!' The soldiers hurry to their positions and prepare for the onslaught. Turn to 91.

223

As the goblins stand up, one of them looks straight in your direction. He squeals a warning to his companions. You have no option but to fight, so you stand up and draw your sword. Turn to 8.

224

The arrow strikes the giant's chest with a thunk, but the giant does not slow down or even notice the arrow. *Cross one arrow from your adventure sheet.* If you wish to fire another arrow, turn to 322. If not, turn to 270.

225

You sneak onwards, but then bump into someone! You hear a voice hiss 'Intruder! Get him!' and then you hear several moans and the shuffling of feet. Zombies! You must be on a mass grave or battle site. You run, but wherever you go, you feel cold dead bodies push you back. If you have the holy light ability, turn to 73. If you have the speak with darkness ability, turn to 450. If not, turn to 358.

226

You dive under the blades, avoiding them by a hairs breadth. You quickly roll out of your spot, just in time to avoid a huge metal ball crashing into the ground just where you were. If you leap onto the giant's arm, turn to 123. If you head towards its legs, turn to 354.

227

You inspect the goblins' bodies. You find 2 gold pieces in a pouch belonging to one goblin. Another goblin also has a backpack full of twigs, flowers and other plants, which you empty so you can fill it with more useful items. It also contains a vial containing a healing potion. Another goblin also has a waterskin. You may also take one of the goblins' swords. *Add 2 gold pieces and the healing potion to your adventure sheet. It will restore 4 stamina points. If you do not already have them, add a sword, backpack and waterskin to your adventure sheet.* You carry on walking. Turn to 69.

228

'Maybe we could use the ring's power.' You say to Pathas.  
'What?' he says, incredulous. 'There's no knowing what will happen. Shadowmasters can get killed using that thing. What chance will we have?'  
'The powers of light and darkness are too strong. We need more power to fight them.'  
'You are right there.' Acquiesces Pathas. 'The undead are growing. So is the Legion of Light. I am not happy with this, but I will let you decide.'  
If you still want to use the ring, turn to 114. If you leave, turn to 32.

229

The arrow misses the wyvern and it lands on the battlement to slay you. Turn to 317.

230

You follow the lake through the grassland, walking for several hours, but you still don't see any way of crossing the lake. You stop to rest. *You must eat a meal or lose 2 stamina points.* How will you try to find a way across the lake? Will you try to use your powers? (turn to 485) or walk further around the lake? (turn to 341)

231

You feel around the dark cave. Here the smell is unbearable. You put your hand in something warm and sticky. Oh, that's disgusting! You wipe the excrement off onto the big furry body. You also feel several bones. Eventually, your hand touches a pouch. At the back of the cave, you also smell something which reminds you of the alchemists' labs you used to help in as a child. It is a grainy powder. Working on a hunch, you decide to take some and investigate it in the sunlight. When you leave the cave, you open the pouch to find 2 gold pieces. The powder is white, which confirms your guess. You have found some saltpetre. At the moment, it is not much use. However, with a few common alchemical substances, such as sulphur, you can make what superstitious peasants call firepowder, a potent weapon that will ignite when it is lit. This is a good find. *Gain 1 luck point.* You also find a leather backpack and an old waterskin in the cave and fill it up from a stream. *Add 2 gold pieces and the saltpetre to your adventure sheet. If you do not already have them, add the backpack and waterskin to your adventure sheet.* You resume your journey north. Turn to 120.

232

You run down to the street and run towards the armoured sorcerer. You have seen a chink in his armour. You run up behind him and plunge your sword into the gap. The sorcerer screams in pain, but as he does, a bolt of electricity shoots up through your arm./ *Lose 6 stamina points.* Sir Godwin and Kalos finish him off. Turn to 469.

233

The guard's sword slashes your chest, sending you reeling back. He then punches you in the stomach, making you double over. You feel a pommel of the guard's sword hit you across the back of your head and you collapse on the floor, unconscious. Turn to 211.

234

You emerge from the gloomy, dank mine into the daylight. If you have a pick or a shovel, you decide that you do not want to carry them across country and that they will be of little use in the open. *Cross them off your equipment list.* If you found the ring of shadow, turn to 54. If not, turn to 371.

235

The sorceress plunges the knife into your chest, but your shadow blocks most of the blow, leaving only a flesh wound. *Lose 2 stamina points.* The pain snaps you out of your trance. You lash out at the sorceress with your sword, wounding her and sending her tumbling backwards. Before you can press your attack, the sorceress whistles and a wyvern swoops down and picks her up with its clawed foot. Turn to 516.

236

A figure steps out from the darkness. It is a woman dressed in black robes with black hair and one eye. She carries a staff. It is Yaras, your first mentor. 'Do not listen to this fool.' She says. 'The path of light is restrictive and weak. Do not forsake one for the other.' She raises her staff and the vines immediately unwrap from around you. As soon as she does this, she is gone. You fight this monster of light with your sword.

MONSTER OF LIGHT SKILL 8 STAMINA 10

If you win, turn to 94. If you lose, turn to 24.

237

As the undead advance, the archers release their fire arrows. Many zombies and ghouls fall, their flesh burning, but the horde continues to advance. Eventually, the archers run out of fire arrows and the undead come up to the wall. You wonder how they are going to climb over it, but when the first zombies start lying down, you realise that they are going to provide a slope for the remaining undead to climb up. 'Unleash the oil!' bellows sir Godwin. Cauldrons of boiling oil are tipped onto the slowly rising hill of undead. As it flows over the creatures, you hear groans as they are engulfed in flame and reduced to cinders. But the undead keep on coming, despite the inferno now raging below. It appears that they will not get over the wall now. If you have the codeword *srewes* on your adventure sheet, turn to 434. Otherwise, turn to 513.

238

As the army of zombies approach, your ring starts to glow. Light flies from the ring and incinerates each zombie it touches. However, the light grows stronger and brighter and hotter as it tries to destroy every undead in the army. Searing heat passes through you and the intense light engulfs you.

239

You hear heavy footfalls and a roar...if you have the shadowsense power, turn to 103. If not, turn to 258.

240

'You do not sound like you will banish the darkness to me; more like subjugate the people of the north!' You shout. 'How dare you!' Shouts Arkos. 'To arms!' The soldier is exhausted, but fights on.

ARKOS SKILL 4 STAMINA 8

If you win, turn to 129.

241

If you have a ring of white gold, turn to 107. If not, turn to 453.

242

You try to make Vash as comfortable as possible. After about half an hour, he regains consciousness. You notice that his wounds have healed at a remarkable rate. 'I feel the presence of our mother near me. She has healed me.' You help him up. 'Help me restore the temple.' Asks Vash. If you help him, turn to 152. If you leave the clearing, turn to 452.

243

Going further into the woods with much caution, you eventually come to a large hole with a ladder. You go down it to come to a tunnel. There is a stench up ahead. After walking through the tunnel, you come face to face with a gang of zombies! But they are not moving. The front zombie stands by a ladder which leads to a grating. Looking through it, you see the market square of Kleinkastel! There is a horde of zombies preparing to attack from the sewers. Add the codeword *srewes* to your adventure sheet. Not wanting to alert the zombies, you return to the woods and head back to Kleinkastel. Turn to 447.

244

The magic swirls around you, jolting you and inspiring you. However, it is all chaotic and unformed. The field of sorcery slowly fades from around you and you are back in the grassland, experiencing the world through your five mundane senses. You need to try another approach. If you wish to use speak with the darkness, turn to 285. If you wish to walk on, turn to 341.

245

You both burst through the door at the same time. A CHAOS WARRIOR is furiously chopping a combat dummy with a large two handed sword. Pathas points at one and a beam of light flies from his hand and strikes the armoured brute. As the light touches it, it grunts in pain. Pathas points at one and a beam of light flies from his hand and strikes one dark mage. As the light touches it, it sears its flesh and the mage collapses on the floor. You unleash a curse upon the armoured brute. *Subtract 1 from your morality.* The chaos warrior stops in its tracks. Then it doubles over in agony dropping its sword. Then you notice muscles and claws appearing. The chaos warrior's armour falls to the floor as its swiftly growing body cannot be contained by it. The head starts to expand and the teeth grow sharp and long until it becomes a raving slobbering beast. You have accelerated this chaos warrior's transformation as a servant to chaos. Now he is a CHAOS BEAST! It charges at you, intent on ripping out your organs. *The chaos beast will only attack you in this combat, but each round, Pathos will attack the chaos beast with a skill of 8.*

CHAOS BEAST SKILL 8 STAMINA 8

If you win, turn to 156.

246

The man's first shot almost hits the chicken leg, but not quite. However, with almost supernatural accuracy, hit the chicken leg square on. It flies out of the warrior's hand. The crowd cheers. Turn to 394.

247

The bracelet starts to tingle. This is the elf you have been sent to slay. If you attack him now, turn to 422. If you listen to him, turn to 509.

248

You both draw swords and attack the fire demon. It will try to kill you, but Pathas will attack each round with a skill of 9. *At the beginning of each combat round, roll a die. If you roll a 1 or a 2, you have been struck by the demon's whip and must lose 1 stamina point.*

FIRE DEMON SKILL 10 STAMINA 10

If you win, turn to 407.



249

You take out the vial and throw it at the giant. It shatters against the giant's flesh and the water splashes all over the giant. As the water touches the giant's skin, it dissolves it away like acid. *Cross the holy water from your adventure sheet. Roll 1 die and reduce the giant's stamina by that amount.* If the giant's stamina is now 0 or less, turn to 519. How will you next combat the giant?

Use the holy light power?	Turn to 45
Throw firepowder at the giant?	Turn to 121
Fire an arrow at the giant?	Turn to 322
Run to the giant's leg?	Turn to 511
Run back to Klein Kastel?	Turn to 259

250

'Well that's too bad them.' Says the shadow. 'If you find the money, speak these words to call me.' The shadow teaches you an incantation to call it. You walk on. Turn to 341.

251

The smell of rotting meat and death is almost overpowering here as you continue down the corridor. When you reach the dead end you realise why. Pathas looks disgusted. There is a pile of a score of bodies. Each one seems to have had a least one limb ripped off. Arms, legs, hands and heads litter the floor around the pile. 'Must be where they send the zombies when they break.' Explains Pathas. If you search this macabre pile, turn to 172. If you leave and rejoin the main tunnel, turn to 17.

252

You and another soldier tend to your wounded comrade while the others scout on ahead. When they return, they have shocking news. 'We found a tunnel that led to our sewers. In it, we found zombies waiting to attack us from below.' This is useful information. Add the codeword *srewes* to your adventure sheet. Turn to 366.

253

You walk into the inn, to noise of drunken singing, belching and shouting and find yourself staring at least twenty southern swordsmen. And they all stare back. Turn to 196.

254

How will you attack him?

With evoke the shadow?      Turn to 401  
With your sword?              Turn to 514

255

You call upon the power of light to clear your way. Beams of light flow from your hands and strike the undead monsters who shrink back in pain and fear. *Add 2 to your morality.* Quickly, before the magical light fades, you dash through a gap, but there are too many undead to hold back. A zombie blocks your path. Surrounded by undead, you must fight for your life.

ZOMBIE SKILL 6 STAMINA 6

If you have not killed the zombie in four combat rounds, turn to 331. If you win, turn to 411.

256

You walk on around the lake until the Sun is low in the sky. You decide to climb a tree and sleep in a branch to avoid predators. You spend an uncomfortable night between fitfully sleeping and looking out nervously for danger. Turn to 64.

257

You aim the arrow at the base of the Goliath's skull. The let it fly. The giant's weak spot is very small and you will have to be very accurate to hit it. *Test your skill and test your luck. If you are both lucky and test your skill successfully, turn to 356. If you fail either or both rolls, turn to 432.*

258

You are struck down by a huge paw. *Lose 2 stamina points.* You must fight this beast in almost total darkness.

UNKNOWN BEAST SKILL 9 STAMINA 8

If you win, turn to 231.

259

You run as fast as you can back to the town, with the giant in hot pursuit. The soldiers open the door for you. The gate captain looks to you for leadership. If you order the archers to aim fire arrows at the giant, turn to 119. If you order the men to aim a ballista at the giant, turn to 198. If you lead a unit against the giant, turn to 396.

260

Attracted by the sound of combat, three southern soldiers burst into the tent and beat you unconscious with the pommels of their swords. Turn to 211.

261

What will you do? Will you see what items of equipment you can get from the market (turn to 60?) Will you see what items you can sell (turn to 35?) Will you visit the temple (turn to 209) If you wish to meet Kalos, turn to 222.

262

As the southerners approach, they see the peasants with their makeshift weapons and laugh. They then draw their swords and move towards the peasants. The peasants are not intimidated though and set upon the swordsmen. You join in the fray. Fight the swordsmen one at a time.

FIRST SOUTHERN SWORDSMAN SKILL 6 STAMINA 6  
SECOND SOUTHERN SWORDSMAN SKILL 5 STAMINA 3  
THIRD SOUTHERN SWORDSMAN SKILL 5 STAMINA 3

If you win, turn to 388.

263

As the ghouls approach, you feel the chill around your neck. *Lose 2 stamina points.* But the ghouls stop their advance. You order them to be gone and they turn and leave. The soldiers are stunned. Turn to 252.

264

You watch as the swordsman runs off. Your actions today have aided the side of darkness. *Subtract 2 from your morality score.* You search the bodies and find some money, food and weapons. *Add a backpack, waterskin and sword to your adventure sheet if you do not already have them. Add 1 meal and 2 gold pieces to your adventure sheet.* You continue with your journey. Turn to 191.

Kalos takes you to the house that the Margrave put him up in. While he cooks dinner, you enjoy a nice hot bath. You put on your clean clothes and then eat a vegetable stew with you old mentor and talk about the old days. You then discuss your plans.

‘I am to go before the Margrave tomorrow at dawn.’ Says Kalos. ‘Hopefully, he will start to evacuate the peasants from the town. By nightfall, they should be well on the way to Festham. Then we must prepare for battle.’ Kalos explains that as priests of light, they will be on the front lines, especially against an undead army. ‘But it will be ok. I’ll look after you.’ Kalos then attends to your wounds and uses the healing magic he knows to soothe you. *Restore your stamina to its initial level.* After washing the pots and plates, you go to sleep on the lovely bed that Kalos has in his spare room. Turn to 334.

Your nerve breaks. You turn tail and run as fast as you can across the desolate plain. You hear a hiss of victory and then the footfalls of this monster. The plain carries on with no sign of changing. You are getting tired and you hear the monster catching up with you. Desperately, you call for help, hoping that someone may be listening. *Test your luck. If you are lucky, turn to 441. If you are unlucky, turn to 405.*

You start to journey north. Pathas has much to tell you about the war. It seems a powerful warrior has claimed Festham for the gods of light and is preparing to attack the undead from there. The council is worried as the balance is being tipped too heavily, first in one direction and then another. Many people are suffering because of this war. You tell him of the shadowportals and the army of zombies and swordsmen building up to the south. Eventually, you come to a rotting wooden sign with only the word mine legible on it. You notice where it points to - further up the slope, you see the dark shaft entrance. As you approach the entrance, you smell rotting flesh and you shiver as your magical senses feel the cold of darkness. You start to shiver. You notice that Pathas is also shivering. However, he then starts to smile. You realise why when you feel the power of the ring of shadow calling to you. ‘It’s here!’ Pathas exclaims, excitedly. He takes two torches from his pack, lights them then hands one to you. You enter together. Turn to 271.

268

You give the priest the money. *Deduct 10 gold pieces from your adventure sheet.* The priest lays his hands on your sword and mumbles some words. You feel a powerful force of light flow up your weapon (*increase your morality by 1 and note that your weapon is blessed. It will remain blessed for the rest of this book. Whenever you fight an undead creature or demon, the blessing will increase the damage you deal by 1. It will also allow you to harm demons.*) If you ask the priest to grant you Libra's favour, turn to 38. If you ask if he has any items for sale, turn to 95. If you thank him and leave, turn to 472.

269

You duck into the tent. It is empty apart from a sleeping bag and a backpack. You open up the backpack to find a full waterskin inside and take them. *Add the backpack and waterskin to your adventure sheet.* When the voices go past the tent and fade into the distance, you leave the tent and try to escape the camp. Turn to 20.

270

How will you fight the giant now?

Use the holy light power?	Turn to 45
Throw firepowder at the giant?	Turn to 121
Throw holy water at the giant	Turn to 249
Run to the giant's leg?	Turn to 511
Run back to Klein Kastel?	Turn to 259

271

You approach the dark entrance. If you have the shadowsense ability, turn to 57. If not, turn to 206.

272

The coracle is now sailing towards the large island. You make out trees, a house and a figure on the shore. The figure has the same outline of the shadow you met. As you get closer, you see that this outline is actually a flesh and blood person. It must be the Wizard. As you reach the shore, the Wizard greets you. 'Hello, shadowcaster. Oh I can smell the magic on you. Were you impressed with my guardian? I too know the ways of shadow magic, for I learnt from your Highmaster decades ago. Come into my house, and we will discuss why you seek my counsel.' Turn to 520.

273

Eventually, you manage to push the zombies back into the sewers while other soldiers bring cauldrons of boiling oil to pour into the storm drains and man holes. Turning the sewers into a flaming hell. The smell of charred flesh and rot fills the air over the town, but you force down the nausea. You head back to the wall, congratulating yourself on repelling the attack. However, Xeroth's army is far from finished. Turn to 74.

274

As you walk north, the landscape slowly becomes greener. You are now walking through knee – high grass under the warm sun. In the distance, you can see the green forest and the white snow capped cloudhigh mountains. With this beautiful view and knowing that you have now left the desert behind, your mood improves considerably. Lake Mlubz has been in view for hours now and it is now getting closer. You should be on the south shore within the hour. Turn to 475.

275

You fall into a deep trance. As you do, you start to feel the cold of the darkness touch you (*subtract 2 from your morality*). You wake up at a feast. All kinds of warriors are there – barbarians, soldiers, samurai. They are eating heartily and sharing tales of war. Then, as one they all stare at you in silence. A large, muscular man in furs addresses you. 'Welcome to our feast chamber, mortal! Do you seek warriors for war?' You ask them if they can help you in your battle against the undead. 'Of course we can. If you prove worthy!' There is a roar of laughter from the soldiers. 'We can give you information about your enemies plans. For knowing the enemy is half the battle. Or we can give you personal strength for the battle. But you must pass a test.' 'What is the test, warrior?' 'Well, if you have a good eye and a dextrous hand, you can show us your skill at archery. Or if you feel strong, you can best one of us at a wrestling competition.' Which one will you choose. The archery? (turn to 47) or the wrestling (turn to 456)

276

You lead twenty soldiers armed with spears and swords against the giant, which slashes at them with its blade and crushes them with its huge mace like arms. The giant is less skilful now as it has lost one of its weapons but it is still dangerous. You lead the charge. *Conduct this combat between the giant and the soldiers. You may not use luck in this combat. If the giant wins an attack round, roll 2 dice. If you roll a double 1, you have been killed by the giant. If you have the battle hymn power, you may use it. If you do, increase your morality by 1 and add 1 to the soldiers' attack strength this combat.*

UNDEAD GIANT SKILL 8 STAMINA current  
UNIT OF SOLDIERS SKILL 8 STAMINA 28

If you win, turn to 518.

277

You continue your journey, but you have left Xeroth's influence to fester here. Hellhounds will continue to be summoned and will terrorise the elves. *Subtract 1 from your morality.* Turn to 387.

278

The giant has had enough and starts to keel over. You hold on as best you can as you fall towards the earth on the giant. You are flung to the ground as the giant crashes into the earth. *Lose 3 stamina points.* You have slain a mighty foe single handedly! You hear a cheer come from Kleinkastel. *Increase your initial luck by 1 then restore your luck to its initial level.* You are exultant, but mindful of the undead army nearby, you run back to the town as fast as you can. Turn to 79.

279

Pathas also raises his pick to meet the statue's attack. The statue attacks only you, but Pathas also attacks the statue each turn with a skill of 7.

MONK STATUE SKILL 8 STAMINA 8

If you win, turn to 476.

280

You sense movement coming from your right, on the ground. A SNAKE! You leap back, just as it darts at you with its venomous fangs. You must fight. *The first time the snake wins an attack round, it empties its venom into your blood. You lose 2 additional stamina points. Each other hit after that causes you to take the normal damage.*

SNAKE SKILL 5 STAMINA 2

If you win, turn to 4.

281

You draw your sword. The swordsman swings his sword, but it is stopped in mid air by your shadow. The crowd gasp in fear and awe. The swordsman fights on as best he can.

SOUTHERN SWORDSMAN SKILL 6 STAMINA 8

If you win, turn to 9.

282

You stand there paralysed. The ghouls forget about you and attack the soldiers. Your hope remains with them now. *Test your luck. If you are lucky, turn to 449. If you are unlucky, turn to 499.*

283

You speak the words and the shadow rises up from the ground. ‘Mage, if you wish to speak with the Wizard, it will cost 2 gold pieces.’ If you can afford to pay, turn to 13. If not, turn to 320.

284

You are too slow. The bottom half of you stays where it was, but the top half of you flies several meters through the air and lands in a hedge.

285

You sit down in the grass and close your eyes. You sink deeper into the darkness and wait for what seems to be an eternity. Eventually, a white face appears from the darkness and floats towards you. ‘Greetings mortal.’ It speaks. ‘You seek our wisdom, yet we cannot give it freely. We are disturbed by enough mortals thinking we are merely a service for them. You must be worthy by our standards and willing to give us what we want.’ Turn to 59.



286

You wake up in Bargath's chamber in a cold sweat. *Restore your stamina to what it was before you entered your shadow then Lose 1 stamina point and subtract 1 from your attack strength in your next combat.* You thank Bargath and leave the shop. Turn to 261.

287

You manage to hold your ground as the monster comes into sight. To your horror, you find that it has *your* face! However, it is different to you. It's robes are ragged and you can smell putrid flesh. You then notice that this other you has almost skeleton like arms and legs with only patches of flesh on them. Instead of eyes, maggots crawl around empty sockets. The undead you holds a black steel sword. 'Fool!' Rasps the undead you. 'Why did I ever think that shadow magic was the way? Surrender to me and I will show you the true power of darkness!' The monster lifts its sword to prepare for battle. Will you call on your subconscious for help (turn to 460) or fight this undead version of you (525)

288

You approach the three statues. One of them is of a lich. On its skeletal head is a crown and it carries a stone staff. The middle statue is of a large armoured warrior. It has a large domed helmet and carries a large sword. It seems familiar to you somehow, but you cannot place where you would have seen a creature like this before. The third statue is of a monk, praying piously to his gods of light. If you have the codeword *eibmoz* on your adventure sheet, turn to 15. Otherwise, if you wish to investigate the lich's statue, turn to 164. If you wish to investigate the large armoured warrior, turn to 314. If you wish to investigate the monk statue, turn to 40. If you want to investigate the digging west of here (if you have not already done so), turn to 324. If you wish to leave the mine, turn to 234.

289

With a little reluctance, you take the pendant off and throw it into a nearby bush. 'Thankyou.' Says Kalos, pleased. 'It may have seemed powerful, but true power lies in sticking to your path.' *Remove the black pendant from your equipment list.* Turn to 307.

290

You begin to attack the swordsmen, but even though you slash at them with your sword, they look at your bracelet and try to avoid you. Soon, ten southerners lie dead and the rest are fleeing in terror. Turn to 51.

291

As you are walking along the path, an elf steps out from the undergrowth. He is dressed in green and is holding a thin longsword. You notice that the elf is a lot paler than you expect elves to be. If you have the shadowsense power, turn to 370. If you do not, turn to 415.

292

With an almighty shove, the rock rolls to one side. There is a glowing crystal inside the cave. You reach for it, exhilarated. And then you are in the mediation chamber. You are buzzing with energy. *Restore your stamina to what it was before you entered your shadow. For the remainder of the book, increase your attack strength by 1.* You thank Bargath and leave the shop. Turn to 261.

293

Yelling a battle cry, you draw your sword and join battle with the zombie chrabats. You hack away at them, trying to get to the dark sorcerers. Fight your opponents as one creature. *Whenever, the zombie chrabats win an attack round, test your skill. If you fail, one of the chrabats manages to entangle you with its decaying tongue. Until you win another attack round, you must reduce your attack strength by 2. This can only happen once at a time.*

#### ZOMBIE CHRABAT GANG SKILL 5 STAMINA 12

If you win, turn to 46

You sit cross legged on the road. You can hear Kalos chanting and feel the breeze on your face. Then all is silent and still. You open your eyes to find yourself in a murky, misty swamp. This is your shadow. You are wielding the weapon you had in the real world, but otherwise you have no other equipment (*If you have the obsidian sword, you still get its bonus.*) You look around, but you can see nothing. You then feel a sharp pain in your head and as it strikes, the ground shakes. *Sorcery assaults all our minds, all the time.* You hear Kalos's voice in your head. *Here is an opportunity to build a wall. What? You reply. There's nothing to build a wall from! Pick up some muck and will it to be solid.*

You do as Kalos says. You fill your hand with the sticky, stinky mud and imagine it as a brick. The mud flows into a square shape and becomes more solid! You begin your work. First, you solidify the ground as a solid foundation. You start to build the wall, but it is tiring work. Then a high pitched scream pieces the silence and you collapse to your knees, clutching your head in pain. *The sorcery is fighting back! It's trying to destroy your wall. You must kill it.*

As Kalos warns you of this, a huge BRAIN SLAYER leaps out of the mists, its tentacles lunging for your face. You just about dodge it. The brain slayer wields a fiery sword. When it strikes you, no wounds appear on your body, but an agonizing pain shoots through your head. Dedication to the path of shadow will help you in this battle. *If your morality is 15, increase your attack strength by 2 for this battle. If your morality is 14 or 16, increase your attack strength by 1 for this battle. If you have the evoke the shadow power, increase your attack strength by an extra 1 for this battle.*

#### BRAIN SLAYER SKILL 10 STAMINA 10

If you win, turn to 346. If you lose, turn to 425.

'Please. Here's 5 gold pieces to let me pass.' The dark elf takes 5 gold pieces out of his pouch and offers them to you. If you take the money and let him pass, turn to 421. If you attack him, turn to 167.

The soldier is heavily armoured and has no real weak spot. You run up to him and shoulder barge him as hard as you can to knock him off balance. The man, exhausted, cannot balance himself and is knocked to the ground. The southerner quickly sinks his blade into the man's neck. Turn to 137.

297

Despite your best efforts, one of the swordsmen relentlessly chases you over the desert. He grabs you and brings you to the ground. Before you can do anything, his comrades are upon you and beat you unconscious. *Remove all items, gold and provisions from your adventure sheet.* Turn to 211.

298

Looking over the grass, you notice that there are three goblins, arguing over a dead and rotting deer. If you attack them with your sword, turn to 8. If you use evoke the shadow, turn to 128. If you use curse, turn to 208. If you use cloak of shadow, turn to 328.

299

As you run, you hear the heavy footfalls of a large beast behind you. You break out into daylight, draw your sword and prepare for combat. Not far behind you is a huge BEAR. It charges towards you and lashes out with its huge paw. You only just parry it in time. You must fight.

BEAR SKILL 7 STAMINA 8

If you win, turn to 80.

300

‘Greetings.’ Says the figure. ‘It seems that you know what I am and you wish to see the wizard.’

‘I do.’ You reply. ‘How do I get to him?’

‘Well, a coracle will take you to him for the small price of 2 gold pieces.’

If you can pay this price, turn to 420. If not, turn to 323.

301

You feel a powerful force for darkness up ahead. If you head off the path, turn to 459. If you decide to carry on along the path with caution, turn to 125.

302

Searching the dark mage, you find that his backpack contains several gold nuggets. *Add the bag of gold to your adventure sheet.* Turn to 481.

303

‘Well, that is all the help I can give, I’m afraid. I must now prepare to help the world in any way I can.’ The Wizard escorts you to a coracle on the north side of the island. He hands you your backpack, which is full of food and a vial containing a healing potions. *Add 4 provisions and a healing potion to your adventure sheet. The healing potion restores 4 stamina points when taken. If you do not already have them, add a backpack and waterskin to your adventure sheet.* He also hands you a pouch containing some money. *Add 25 gold pieces to your adventure sheet.* ‘Good luck, shadowcaster.’ Says the Wizard as the coracle starts moving towards the north shore. When you step off, the coracle drifts back as silently as it came. You find a tree and sleep up it for the night. Turn to 64.

304

The floor is now littered with lumps of stone. You scabble through the rocks until Pathas picks up a gold band with a jet embedded in it. ‘Here it is! The ring of shadow!’ You have helped recover a powerful artefact for your order. *If your morality is 17 or more, subtract 2 from your morality. If your morality is 13 or less, increase your morality by 2. If your morality is 14 or 16, your morality is now 15 and gain 1 luck point and add 1 to your attack strength in your next combat. If your morality is 15, gain 2 luck points and add 2 to your attack strength in your next 2 combats.* You leave the mine. Turn to 351.

305

‘But it can help us to restore the balance!’ you cry. Kalos just shakes his head, sadly. ‘Shadowcasters are always free to make their choices, but I feel that yours may spell your doom.’ If you decide that you do want to throw away the pendant, turn to 289. If not, turn to 178.

306

‘I’m afraid you cannot cross then.’ Says the shadow. It shrinks back into the ground. Turn to 256.

307

If your morality is 11-19, turn to 52. If not, turn to 439.

308

You wake up with a splitting headache. *Lose 2 stamina points.* You are lying in the desert in the freezing cold. Lying next to you are your possessions. However, the greedy southern dogs have taken your money. *Add your sword, backpack, waterskin and 4 provisions to your adventure sheet.* You stand up, and start walking. Turn to 376.

309

As you enter the trance, you start to feel like you are floating. You are. You decide to leave the meditation chamber and you enter the alchemist's shop where you see him drop a vial and curse. You then leave the shop. As you do, you get a strong sense that dark magic is nearby. You float upwards to see the whole town from below, but everything seems normal from there. People are amassing at the gate to leave the town. The feeling subsides. As you descend closer to the ground, the feeling that dark magic is near increases. You descend into the ground to find yourself in Kleinkastels cave like sewers. As you do, you see a line of zombies, standing silently in the tunnel. You explore the sewers and notice that there are hundreds of zombies waiting patiently for their time to attack. You must warn Kalos! You feel the pull of your body and return to it. You wake up feeling cold and drained (*lose 2 stamina points*) but glad that you are now forewarned. Make a note of the codeword *srewes* on your adventure sheet. You thank Bargath, who is mopping up a potion from the floor and leave the shop. Turn to 261.

310

No more arrows hit you as you sprint out of their range. You are free! *Gain 1 luck point.* Turn to 376.

311

You and Pathas crawl through the tunnel, Pathas complaining about the small space. Eventually, the tunnel opens up into a small antechamber with a wooden door. You can hear the sound of screaming and of metal chopping wood. 'I don't like this.' Warns Pathas. If you attack whoever is behind the door, turn to 21. If you leave and rejoin the main tunnel, turn to 490.

312

You awaken in the meditation chamber. You thank Bargath and leave the shop. Turn to 261.

313

‘Well that’s a shame. I guess we’ll have to wait for the next shadowcaster to fall onto my doorstep.’ The necromancer gestures and you feel a sharp pain in your left wrist. The pain spreads up your arm and into your chest. You scream as the agony increases, spreading through your body and your legs. It then reaches your head and all goes black.

314

As you look at the armoured warrior, it raises its sword and prepares for combat. If you have a pick, turn to 93. Otherwise, turn to 325.

315

You start to become less aware of everything going on around you. All you can focus on is this sorceress in red. She slowly walks towards you, brandishing her knife. If you have the shadowsense power and can use it, turn to 477. If you have the cloak of shadow power and can use it, turn to 235. If you have the evoke the shadow power and can use it, turn to 155. If you cannot use any of these powers, turn to 138.

316

You follow the lake around. You walk east for several hours. The lake then starts to bend round to the south and the land starts to become more hilly. You stop to drink some water. You are hungry after the walking. *You must eat a meal or lose 2 stamina points.* You still haven’t seen any boats, or a jetty, or any means of crossing the lake. Will you use your powers to find a way across? (turn to 485) or walk further around the lake? (turn to 341)

317

Fortunately for you, the wyvern is badly wounded, but it has sharp claws and teeth and is enraged by its wounds.

#### WYVERN SKILL 10 STAMINA 3

If you win, you see that Sir Godwin and Kalos have killed the armoured sorcerer. You run down to them. Turn to 469.

318

In the fading light of the sun, you see a spot in the sky. It starts to get larger and then you realise that flying towards you is a WYVERN. On its back is an armoured figure holding a huge sword in one hand while it grips the reins in another. If you have the shadowsense power, turn to 465. If not, turn to 63.

319

As you approach the zombies, your ring starts to glow. Light flies from the ring and incinerates each zombie it touches. However, the light grows stronger and brighter and hotter as it tries to destroy every undead in the army. Searing heat passes through you and the intense light engulfs you.

320

‘I’m afraid you cannot cross then.’ Says the shadow. It shrinks back into the ground. Turn to 182.

321

Dusk is arriving, so you stop to make camp. *You must eat a meal or lose 2 stamina points.* You spend an uncomfortable night in the valley. Turn to 410.

322

You pull back the bowstring and aim at the giant. Where will you aim the arrow?

At the giant’s head?	Turn to 49
At the giant’s chest?	Turn to 224
At the giant’s arm?	Turn to 372

323

‘Well that’s too bad them.’ Says the shadow. ‘If you find the money, speak these words to call me.’ The shadow teaches you an incantation to call it. You walk on. Turn to 341.

324

You only need to walk a few meters before you notice a group of zombies sluggishly attacking the stone with pickaxes. They turn to face you. If you have a black pendant, turn to 393. If you wish to use the speak with the darkness power, turn to 362, otherwise, you see no advantage to be gained from fighting them, so you turn around. If you go back to investigate the statues, turn to 288. If you leave the mine, turn to 234.

325

You draw your swords and strike the statue, but your blades slide harmlessly off its stone skin. You turn tail and flee to the exit. The statue catches you as you escape. *Lose 2 stamina points.* Turn to 528.



326

‘Well, mortal. you are not worthy for our knowledge.’ The face blows. You tumble over backwards into the darkness. You hit the ground with a thud and are jolted awake in the field. You feel the taint of darkness. *Subtract 2 from your morality.* You need to try another approach. If you use shadowsense, turn to 26. If you wish to evoke the shadow, turn to 169. If you wish to use cloak of shadow, turn to 386. If you follow the lake around further, turn to 341.

327

With a mighty blow, you slice through the zombie’s arm. It falls back onto a skeleton. You turn to run. As you do, a sword strikes you in the back. *Lose 2 stamina points.* But the added danger lends you speed. Turn to 136.

328

You mumble the words to the spell. Your shadow detaches from you and you both stand up to face the goblins. The goblins stop their arguing, turn to face you and draw their daggers. You draw your sword and you and your shadow join battle with the goblins. You must fight them all at once, but your shadow is blocking their blows and making it harder for you to be hit.

FIRST GOBLIN SKILL 4 STAMINA 5  
SECOND GOBLIN SKILL 4 STAMINA 5  
THIRD GOBLIN SKILL 4 STAMINA 5

If you win, turn to 227.

329

You force yourself through the thicket of the forest, desperate to escape the horde. The undead are slow, but relentless and you find that you are now beginning to tire. *Test your stamina. If you are successful, turn to 136. If you fail, turn to 414.*

330

You leave the combatants to their battle and continue your journey. Turn to 191.

331

The groans of agony from the undead have stopped. You look around frantically to see that your spell has worn off. The undead start to advance on you again. You are surrounded! You desperately try to fight your way out, but the sheer weight of your opponents pins you to the floor. You feel utter agony as a dozen sets of teeth sink into your flesh and then all goes black.

332

No one comes to aid you. You are in agony as the flames start to climb up your legs and your torso. As you scream and struggle, you hear the laughter of the priest. There is a bright flash of intense heat and light. And then all goes black. Turn to 24.

333

When you wake up, it is dark. The full moon shines in the sky. You have no idea where you are, but you are no longer in the forest. You walk for a few minutes up a slope until you reach the top of a small hill. Looking around you, you see in the moonlight that the forest is now to your west and that the Cloudhigh Mountains loom over the hills to the east. You realize that you are exhausted, so you find a spot to camp and fall asleep. Turn to 410.

334

You wake up before dawn, get your equipment and head with Kalos to the Margrave's castle. You are escorted to the margrave's chambers by a fat official dressed in purple robes. Eventually, you reach the Margrave's chamber. The ruler of Kleinkastel looks sick with worry. Large bags are under his eyes. You both bow.

'My Lord.' Begins Kalos 'My apprentice and I have been to the forest to see the undead armies for ourselves and there is a horde waiting for us. I'm afraid Kleinkastel does not have much hope.'

'I see.' Replies the Margrave. 'And what do you propose?'

'That everyone who is not a soldier should leave the town and head to Festham. There, my lord Drathos has been preparing a defense for longer.'

Upon hearing the name Drathos, the Margrave's face darkens.

'Drathos has done nothing for us. NOHING! He says that we should be proud to sacrifice ourselves. Drathos doesn't seem to care for the lives of my people or anyone's people. He's not what I'd call a good man, though he claims he is.'

'My Lord, Drathos has the interests of the people at heart. He will die before the undead take Festham. It's just that the warning came to late to save Kleinkastel. I am sorry for that, but we must think of the lives we can save now.'

'I will lead my people to the mining villages to the east. I do not trust Drathos. The army is not in the hills. We can defend ourselves there. I will take a unit with me today. I will leave the rest of the army here, under the command on Sir Godwin. Now go and prepare for war. I am tired of so called followers of light being eager to sacrifice my people for their glory.'

You both leave the castle with haste. Turn to 530.

335

You face the band of southern swordsmen alone. You position yourself with your back to a rock so they cannot surround you. Ten swordsmen have managed to catch up with you. You must fight the first three at once. *Fight this combat for two rounds only. Fight the three swordsmen at the same time. If you have the cloak of shadow ability, reduce the attack strength of each swordsman by 1.*

FIRST SOUTHERN SWORDSMAN SKILL 5 STAMINA 5  
SECOND SOUTHERN SWORDSMAN SKILL 5 STAMINA 5  
THIRD SOUTHERN SWORDSMAN SKILL 5 STAMINA 5

After two combat rounds, turn to 23.

336

You turn around a bend to see that the path is blocked by a gang of zombies, skeletons and other undead. You quickly dive behind a bush, but did any of them see you? *Test your luck. If you are lucky, turn to 483. If you are unlucky, turn to 216.*

337

Another figure steps out from the darkness. He too wears white robes, but they are the robes of a priest of light. He has red eyes and white hair. It is Kalos, one of your mentors. He starts to sing a hymn which inspires courage and strength within you. *Add 2 to your attack strength in this combat.* You charge at the southern swordsman.

SOUTHERN SWORDSMAN SKILL 7 STAMINA 5

If you win, turn to 94. If you lose, turn to 24.

338

You turn shoot through the undergrowth, crashing through bushes, desperate to escape the undead horde behind you. Glancing quickly back, you see them shambling towards you. Then you hit something and are flung to the floor. You have just run into a zombie! It carries a pick and wears rags. It's empty eye sockets stare at you as it turns around and raises its pick. You must kill this zombie quickly, before the other undead catch you.

ZOMBIE SKILL 6 STAMINA 6

If you have not killed the zombie after 4 combat rounds, turn to 9. If you win, turn to 486.

339

You speak the words to the spell and feel the warmth and light flow through you. *Increase your morality by 2.* The warmth turns into a searing heat. You point at the undead and the light burns many zombies to a crisp. However, the undead still advance. What will you do?

Attack the undead?	141
Flee?	171

340

The zombie soldiers are finally truly dead. Your mind is racing. It seems that there is an army already in the forest. You need to be careful and get to Kleinkastel before it's too late. How will you continue? If you continue along the path, turn to 22. If you head off the path and travel through the undergrowth, turn to 459.

341

If you are heading west around the lake, turn to 473. If you are heading east, turn to 360.

342

As the Pegasus collapses to the floor dead, it turns to dust. However, its shadow remains on the ground. This shadow then becomes humanoid shaped and rises up out of the ground. It speaks to you both.

'Well done shadowmages. I can sense that you are not masters of your art and so the ring of shadow will not be useful to you. However, you have both had to courage and the strength to remain on the path of shadow, even in the face of great adversity. I can offer you both a boon from the shadows.'

The shadow offers you and Pathas two spell gems each, formed from shadow. Inside the spell gem is a power of your choosing. You may use it to evoke a particular power of once. However, the magic binding it together will fade over time. *Add two spell gems to your equipment list. Next to each one, write down the power of your choosing. It could be a light, darkness or shadow power. You may use that power as though you know it once and then delete the gem from your equipment list. If it is light or darkness power, you must still adjust your morality accordingly.*

The shadow clicks its fingers and you feel a the power of shadows flow through you. *Restore your stamina and luck to their initial levels. Add 1 to your attack strength in your next combat. Your morality is now 15.* Turn to 60.

343

You hear a voice in your head. *I'm afraid you have failed my dear. Vash has succeeded in clearing the forest, which is not good news for you.*

You feel a sharp pain in your wrist. Looking down, you see that the black bracelet has melted and that the blackness is crawling up your blood vessels. The agony flows up your arm and you drop to your knees. As the pain touches your heart, you pass out and never wake up again.

344

You slay the ant and cut off its sting. It is full of acid, which you carry carefully. You turn around to find a pitcher plant and bump into... a pitcher plant! *Gain 1 luck point.* You pour the acid from the ant's sting into the pitcher plant, then carefully touch the surface with your bracelet. Eventually, enough of it has dissolved away so you can pull it off your wrist. You fling it into the pitcher plant and watch it dissolve away to nothing. *Remove the black bracelet from your adventure sheet.* You head back to the path and make camp for the night. *You must eat a meal or lose 2 stamina points.* Turn to 438.

345

You walk up to the door, chant the curse, and point at one guard. He screams and clutches his eyes, then collapses on the ground. *Subtract 1 from your morality score.* The other guard, not wanting to share his partner's fate, panics, draws his sword and flings the door open. You must fight him unarmed. *You may spend a combat round to snatch up the other guard's sword. If you do, add it to your equipment list. You no longer fight with the penalty for being unarmed, but you automatically lose that combat round.*

#### SOUTHERN SWORDSMAN SKILL 5 STAMINA 5

*If your stamina is reduced to 6 or less, turn to 233*

*If you win, turn to 517*

346

As you strike the killing blow, the brain slayer vanishes. You return to your work and eventually, you have completed your wall. You look on your handiwork with pride. Then you are back on the road with Kalos.

*'You have succeeded, my child. Your mind is now fortified against hostile magic.'*

*Restore your stamina to what it was before you fought the brainslayer. On your adventure sheet, add the shadowmind power to your list of powers. It counts as a shadow power and so you can only use it if your morality is between 11 and 19.*

You head towards Kleinkastel together. Turn to 151.

347

The elf runs off. Your actions have aided the side of darkness. *Reduce your morality by 1.* You carry on through the forest. Turn to 387.

348

You travel through the hills for some hours. You hear the thumping of hooves in the distance. You duck behind a rock. Looking out, you see a black cloaked figure riding a horse through the valley. If you let him ride by, turn to 41. If you wish to ambush him, turn to 254.

349

Tentatively you step into the cave. The disgusting smell gets stronger as you walk deeper into the darkness. You can only just make out faint outlines of rocks. Then you hear the growl. You stop. You can hear heavy breathing and another growl. If you run out of the cave, turn to 154. If you stay and fight, turn to 239.

350

The Wizard closes his eyes. You feel a tingling sensation around you. The wizard opens his eyes and smiles. 'You are walking the path of a true shadowcaster. I think I have the thing for you.' The wizard jumps up and runs to a door and heads down into a cellar. You hear some banging and clashing and a few queries to himself about where he put something. A few minutes later he walks through the door holding a shortsword. It seems to be made entirely from green obsidian. He offers it to you and you clutch its glassy hilt. You touch the edge and find it razor sharp. 'Forgive my request that you give up your iron weapon, but iron interferes with my talents. You may realize this as you grow in power and become more finely tuned to the energies around us. However, I crafted this when I was with the Highmaster. It is a sword for shadowcasters and it will serve you well as long as you walk the narrow path between light and darkness.' You inspect the sword. It feels light, yet when you run your finger down the blade, it draws blood easily. The sword is razor sharp. You feel proud of your weapon and know that it will serve you well. *Add the obsidian sword to your adventure sheet. As long as your morality is 15, the sword will increase your attack strength by 1 in combat. The sword counts as a magic weapon. Gain 1 luck point.* 'Now,' Says the Wizard. 'Is there anything else I can do?' If you have a black bracelet and wish to ask the Wizard about it, turn to 122. If not, turn to 166.

351

As you approach the exit, the zombies stop in their tracks and do not follow you any more. You realise that they cannot leave the cave, so you chop off their heads to release them from their undead existence. Delete the codeword *eibmoz* from your adventure sheet. Turn to 234.

352

‘Of course. I can ask Libra to give you a small favour. Or if you are fighting the undead army, I can ask her to bless your weapon. Of course, a donation to the temple will be very welcome.’ The priest would like 5 gold pieces for Libra’s favour and 10 gold pieces to bless your weapon. If you would like Libra’s favour, turn to 38. If you would like your weapon blessed, turn to 184. If you ask if he has any items for sale, turn to 95. If you decline and leave, turn to 472.

353

Searching the dark elf, you find 10 gold pieces. You may also take his sword if you need one. *Add 10 gold pieces and a sword to your adventure sheet.* You have protected the secrets of the elves. *Increase your morality by 1.* You carry on through the forest. Turn to 387.

354

You draw your sword and hack at the giant’s leg. The blade bites into its flesh, but it cannot go too deep as it is blocked by metal plates. *If your sword has been blessed, subtract 4 from the giant’s stamina. If your sword has not been blessed, subtract 2 from the giant’s stamina.* If the giant’s stamina is now 0 or less, turn to 519. The giant then raises its foot. You run as it brings it down just where you were standing. You are now standing behind the giant. Turn to 130.

355

You are about to face the band, when one of the swordsmen yelps in pain. They turn around and you notice a group of villagers running up the hill to your rescue. One of them carries a sling and is firing pebbles at the swordsmen. The swordsmen forget about you and attack the villagers. You attack them from the rear, cutting two down before they can do anything to defend themselves. Soon, all of the swordsmen are dead. Two villagers have also been slain. You notice that the remaining swordsmen have caught up with you, but on seeing the carnage, they turn and flee into the hills towards Zagoula. ‘Thankyou for ridding us of the swordsmen.’ Says the headman. ‘It’s ok,’ you reply ‘But I think you should head north. There’s an army massing in the desert.’ ‘I feared as much. We will begone before the end of the week. But tonight we must recuperate.’ You head back to the village.  
Turn to 147.

356

The arrow strikes Goliath on its weak point. *Cross one arrow off your equipment list.* It roars in agony and thrashes around as its organs fail. *Subtract 20 from the giant's stamina.* If the giant's stamina is now 0 or less, turn to 519. If it is still alive, it turns around to face you. Turn to 270.

357

The floor is now littered with lumps of stone. You scabble through the rocks until Pathas picks up a gold band with a jet embedded in it. 'Here it is! The ring of shadow!' You have helped recover a powerful artefact for your order. *If your morality is 17 or more, subtract 2 from your morality. If your morality is 13 or less, increase your morality by 2. If your morality is 14 or 16, your morality is now 15 and gain 1 luck point and add 1 to your attack strength in your next combat. If your morality is 15, gain 2 luck points and add 2 to your attack strength in your next 2 combats.* If you head west, turn to 189. If you leave the mine, turn to 234.

358

You fight valiantly, but there are too many of them. Eventually, exhausted, you are beaten into unconsciousness. Turn to 211.

359

The arm is a smaller target than the giant's chest, but you may be able to stop the giant using one of its weapons. *Test your luck. If you are lucky, turn to 76. If you are unlucky, turn to 158.*

360

Eventually, the lake comes the end of a narrow channel and you walk around it and head north along the lake. To your right, the land begins to slope upwards. You are near hills. As you head north, you notice a dark cave entrance. If you wish to investigate this, turn to 82. If not, turn to 120.

361

You begin to sing the hymn. At first, both the soldiers and the southerners stop in confusion as to what you are doing. Then they feel the magic in the air. You feel the power of light flow through you. *Add 1 to your morality score.* The soldiers, inspired by your magic the soldiers set upon the southern swordsmen, ferociously. You join the fray. After a minute, ten southerners lie dead and the rest are fleeing in terror. Turn to 51.



362

As the zombies advance, you cry out to their souls trapped in the abyss. *I can free you! You say. I come to slay your master.* The zombies stop. *Please slay us and release us from this torment.* You hear their voices cry in your head. You promise that you will and they promise to serve you until their release. You are now protected by half a dozen zombies wielding picks. Write the codeword *eibmoz* on your adventure sheet. *Reduce your morality by 2.* You head back along the tunnel. If you wish to investigate the statues, turn to 288. If you wish to leave the caves, turn to 351.

363

The ghouls have been slain, but only two of the soldiers have survived and they are very shaky. Their sergeant is dead. If you command them to continue the scouting, turn to 243. If you return to Kleinkastel, turn to 366.

364

As you strike the killing blow, the Wizard closes the shadow. ‘That was close.’ Says the Wizard. ‘Well, we know the weakness of that abomination now.’ *Make a note of the giant’s name, Goliath.* Turn to 303.

365

After ten minutes of walking down the tunnel, another tunnel branches off to the left. If you go down this tunnel, turn to 431. If not, turn to 490.

366

You make it back to the barracks. It is late afternoon now and you notice that the alchemist’s shop has closed. However, you could sell some equipment (turn to 35), visit the Market (turn to 60), go to the temple (turn to 209) or find Kalos (turn to 222)

367

You decide that the ant and the pitcher plant you are looking for must be here, deep into the forest. You walk off the path in search of what you are looking for. *Test your luck. If you are lucky, turn to 161. If you are unlucky, turn to 505.*

368

You feel a sharp pain in your ankle. You then feel a burning pain flow up your leg – poison! *Lose 4 stamina points.* You look down to see a SNAKE! It prepares to attack again. You must fight. *The snake has used up all its poison and so does normal damage now.*

#### SNAKE SKILL 5 STAMINA 2

If you win, turn to 4.

369

Then you see it, lumbering towards the town. It resembles a giant, but you can see the grey pallor of its skin and dangling bits of flesh to know that it is undead. Instead of having two arms attached to its huge muscular torso, it has four, bloated with muscle. The extra two arms are attached at the waist and instead of hands they end with huge blades. The arms coming off this giant's shoulders end with huge metal balls. The giant lets loose a terrifying roar, bearing sharp metal teeth. The soldiers shuffle nervously, and you can sense a wave of fear pass over the town. You hear the commanders shouting orders to stand ground as the giant advances towards you. It is heading to the gates to batter them down. It must be stopped. If you head out to meet this giant and stop it, turn to 115. If you stay in the town, turn to 491.

370

Your senses then tingle. You do not sense light as you would expect around elves, but rather you sense that this elf is aligned to darkness. You then realise that this is a DARK ELF spy. Will you attack him (turn to 167?) or parley (turn to 402?)

371

'I'm sorry you didn't find the ring, Pathas.' You say. 'Do not fear.' He replies. 'I'll find it. I'll search all the hills for it.' You leave him and head north west to Kleinkastel. Turn to 32.

372

The arrow strikes the giant's arm, but does not slow it down. The giant does not even notice it. *Cross one arrow from your adventure sheet.* If you wish to fire another arrow, turn to 322. If not, turn to 270.

373

The elf notices the bracelet on your wrist and then looks relieved. 'Forgive me, I thought you would attack me. We have the same master. I am a spy for Xeroth.' If you attack him, turn to 167. If you let him go, turn to 347.

374

The shadow starts to swirl and is then dissipated in the wind. You are exhilarated. You look at Pathas and notice that he is feeling exactly the same. 'That is something I don't regret doing. Farewell Savalla. I hope we meet again.' With a huge grin, he sets off to return to the shadow council. You head north west to Kleinkastel to warn them of the impending danger. Turn to 32.

375

You come to a small shop. The sign over the door says 'Harlum Bargothe – sorcerer and alchemist.' You enter the shop to see a small, nervous looking man in a blue robe trying to shove several vials into a backpack. 'I'm afraid we're closed!' he says. 'I'm heading east before those necromancers make me into a zombie!' 'Please, I need your help.' You reply. 'Is there nothing you can offer me?' If you have some saltpetre, turn to 190. If not, turn to 429.

376

Stopping for a moment, you look to the south. You curse – they have been following you. You begin to walk north, until you see a cloud of dust coming from there too. You look around desperate to find some shadows to aid you, but there are none in this barren, flat land. You prepare to fight your assailants. The figures from the north come into view first. To your relief, they are not southerners, but soldiers from the north. They wear chainmail and carry spears, swords and shields with the crest on Neuberg on them. There are a dozen of them. 'Stranger, halt! I am Baron Tholdur of Neuberg' shouts one of them. He has the proud and commanding bearing of a nobleman and looks like he would be a formidable opponent in combat, despite his age. 'This desert is not safe. There are southern scum here.' And then, as if to confirm his statement, an arrow lands near you. 'Shields!' barks the baron. The soldiers raise their shields to protect them from the arrows that are now raining down around you. If you have the cloak of shadow power, turn to 2. If not, turn to 185.

377

You start to chant the hymn and the soldiers' fear disappears. Even the wounded soldier gets up and runs towards the enemy with ferocity. The spell inspires you too. *Increase your attack strength by 1 for this combat and increase your morality by 1.* You fight a pair of ghouls one at a time.

FIRST GHOUL SKILL 8 STAMINA 7  
SECOND GHOUL SKILL 8 STAMINA 7

If between them, the ghouls hit you four times, turn to 282. If you win, turn to 363.

378

The figure is dressed in white robes and carries a staff. In the centre of the robe is the picture of a sun. You look at the face and realise that it is your face! 'Your darkness almost destroyed us.' Says the light version of you, without emotion. 'We both know that the only true path is light. Join me and purge the land of darkness. We must not show mercy to darkness.' With that the priest speaks a word and vines shoot up out of the ground to entwine you. 'I will purge the last of the darkness from here and then we will walk the path of light together.' The priest speaks another word and then you feel heat licking up your legs. You try desperately to break the bonds. *Test your stamina. If you are successful, turn to 467. If you fail, turn to 116.*

379

The barbarian pins you to the floor. The crowd cheers. Turn to 65.

380

You run under the shadow of a tree and then hear a gasp of surprise behind you. The southern swordsmen stop and look for you. A few of their fellows catch up, but they still cannot see you. You slip back to the village unnoticed. Turn to 424.

381

The giant has turned its head towards you and has opened its mouth. It raises its shoulder, so you fall towards that black maw, lined with metal teeth. You pull out the package and light it, but can you get it in the giant's mouth and avoid being crushed too? *Test your skill. If you are successful, turn to 72. If you fail, turn to 427.*

382

Lord Wash seems to want to parley, but he is not too friendly as he lets his elves continue to aim their arrows at you.

‘I see you are not a servant of light, but you are not a servant of darkness either. I have a proposition for you, servant of shadow. In other times, if one of your kind would set foot in our territory, we would slay you without remorse. However, a darkness has fallen upon this land and my queen does not see it as a threat. Only myself and a few of us fight this darkness. Which is why I must ask for your help.’

Will you decide to help him (turn to 404) or refuse (turn to 497)

383

You raise your hands and utter the words to the spell. A beam of light flies from your hands and envelops the wyvern and its rider. You hear the wyvern squeal in pain and fly out of the light as fast as it can. *Increase your morality by 2.* Turn to 321.

384

As you land on the shore, you check your backpack. *If you have the shadowgem, you find that it has returned to shadow. Cross it off your equipment list. Also delete all codewords from your notes. Any blessings and bonuses you have must be removed too.* When dusk is falling, you and Kalos slip away from the host of soldiers and make your own way through the hills. Turn to 464.

385

The Wizard takes you upstairs to a room which is bare, save for a black patch in the centre of the floor. You touch it, but do not feel anything. ‘It is shadow that I made.’ Explains the wizard. You both look deep into the shadow and the wizard starts to mumble something. Images start to appear then vanish in the shadow. Then one image stops. You see a black robed figure sewing something up. You realise that he is standing on top of a huge creature. It seems humanoid in shape, yet it has four arms. You lean closer to get a better look, and then you feel yourself being sucked inside the shadow. The last thing you hear is the Wizard shouting, but you can’t make out what. Turn to 444.

386

You sit still in the shadows and wait. Maintaining your invisibility is tiring, so you meditate to keep your strength up. You manage it for an hour, but then you feel yourself starting to lag. *Test your stamina. If you are successful, turn to 176. If you fail, turn to 203.*

387

The forest around you is teeming with life. You walk on for another three hours before deciding to make camp for the night. *You must eat a meal or lose 2 stamina points.* Turn to 438.

388

The villagers cheer as they realise they are free of the swordsmen. All of the southerners have been killed. However, six peasants were also slain in the battle. 'Stranger, I cannot thank you enough.' Says the headman. 'It's ok.' You reply 'But I think you should leave your village and head north. There's an army massing in the desert.' 'I feared as much. We will begone before the end of the week. But for tonight, I suggest we all stay and rest.' You agree. Turn to 147.

389

You slay the lizard and have another go at shoving the rock. Turn to 292.

390

As you stand up, an arrow lands at your feet. It is quickly followed by an arrow that lodges itself in a tree, inches from your face. A dozen elves appear from the woods, each one aiming an arrow at your heart. In front of you stands their leader. He has a noble bearing and large blue eyes that stare intently at you. 'I am Lord Vash.' Announces the elf. If you have a black bracelet, turn to 247. Otherwise, turn to 509.

391

The arrow strikes the wyvern in one of its eyes, killing it instantly. *Cross one arrow from your adventure sheet.* The wyvern drops like a stone onto the armoured sorcerer locked in combat with Kalos and Sir Godwin. Sir Godwin plunges his sword into the sorcerer's head. *Gain 1 luck point.* You run down to him. Turn to 469.

392

You walk through the undergrowth, looking for any sign of dark magic. *Test your luck. If you are lucky, turn to 197. If you are unlucky, turn to 478.*

393

At first, the zombies advance on you and raise their pickaxes, but then they all stop and stare at the pendant you are wearing. Remembering what you read in the book, you try out your power by ordering all the zombies to lie down. They do so. You then order them to stand up and they do. You take the zombies with you to aid you in combat. Write down the codeword *eibmoz* on your adventure sheet. You head back along the tunnel. If you wish to investigate the statues, turn to 288. If you wish to leave the caves, turn to 49a.

394

‘Congratulations!’ says the warrior. ‘Would you like knowledge or strength?’ If you choose knowledge, turn to 522. If you choose strength, turn to 181.

395

Try as you might, you cannot break the rope. You struggle frantically as you sink slowly into the bog. You can’t help but breath in the stagnant water...you find yourself back in the cell, exhausted. You pass out on the floor. Turn to 211.

396

You lead twenty solders armed with spears and swords against the giant, which slashes at them with its blades and crushes them with its huge mace like arms. You lead the charge. *Conduct this combat between the giant and the soldiers. You may not use luck in this combat. If the giant wins an attack round, roll 2 dice. If you roll a double 1, you have been killed by the giant. If you have the battle hymn power, you may use it. If you do, increase your morality by 1 and add 1 to the soldiers’ attack strength this combat.*

UNDEAD GIANT SKILL 9 STAMINA current  
UNIT OF SOLDIERS SKILL 8 STAMINA 28

If you win, turn to 519.

397

‘You seem to wear the robe of a shadowcaster and yet you follow the path of light.’ Vash orders his soldiers to lower their bows. ‘I must ask for your help. A darkness has come over this forest, yet our queen does nothing. Only a band of us fight this crusade. Please join us.’ If you decide to help Lord Vash, turn to 404. If you refuse, turn to 492.

398

As you speak the words of power, light surrounds you. *Increase your morality by 2.* All undead that come near it are scorched by the holy light. Many undead are destroyed like this, but there are still many zombies to slay. You charge at a zombie, hacking at it. *The zombie counts as an undead creature.*

ZOMBIE SKILL 6 STAMINA 6

If you win, turn to 273.

399

You hide in the grass and watch as the goblins argue over the carcass. Eventually, the rip bits off and eat them. After about fifteen minutes, they get up to leave. *Test your luck. If you are lucky, turn to 40. If you are unlucky, turn to 223.*

400

You charge with your sword as the monster raises its staff. You have nourished this thing for too long and so it will be hard to kill.

MONSTER OF LIGHT SKILL 8 STAMINA 10

If you win, turn to 94. If you lose, turn to 24.

401

The dark mage may be able to resist the fear, but the horse will easily panic. Sure enough when you recite the spell, the horse whinnies and rears up on its hind legs. The dark mage panics and crashes to the ground. He draws his dagger to face you.

DARK MAGE SKILL 7 STAMINA 6

If you win, turn to 302.

402

You tell the dark elf that you know exactly what he is. 'Help me, shadowcaster?' Says the elf, seeing that you aren't immediately hostile. 'Light is winning. If I don't escape, the balance will be overturned.' He looks at you pleadingly. Will you let him go (turn to 347?) or refuse (turn to 295?)



403

You take out the coins and throw them towards the wizard's shadow (*Cross 2 gold pieces off your adventure sheet*). It does not catch them, but instead they fall into the shadow and disappear. You hear the distant clinking of coins. 'Thankyou!' says the shadow. Turn to 106.

404

'Thankyou, mage. We are on our way to a temple of Erillia. Our mother, who you humans call Galana. It has been overrun by dark mages and undead and we need all the help we can get in this battle.' You leave the path and head north west with the elves. Turn to 418.

405

You run for what seems like hours desperate to find some way out, but the plain seems endless. At last, you collapse to the ground, terrified and exhausted. You hear a cry of triumph, a sharp pain in your neck and then all goes black. Turn to 24.

406

The figure is dressed in chainmail and carries a spear and a shield. On the shield is the image of a sun. This is a soldier of light. The face, however, is yours! I will claim this place in the name of light and purge it of darkness.' Says the soldier without emotion. If you wish to call for help, turn to 195. If you wish to fight the soldier alone, turn to 436.

407

The fire demon collapses under a barrage of blows. As it does, it bursts into flames. They burn with an intense heat. From the flames, a PEGASUS flies out and lands in front of you. The crack in the earth closes. *Well done mortals.* You can hear the telepathic message in your head. *Those who ally themselves with darkness lose their souls. Walk the path of light and you will receive great rewards.* If you decide to do as this servant of light says, turn to 461. If you attack it, turn to 484.

408

The alchemist takes your saltpetre. He then rummages around and eventually finds two bags. One contains lumps of a black solid and is labelled 'charcoal'. The other contains a yellow powder and is labelled 'sulphur'. He measures out certain amounts of each substance and then grinds them up together. He then fills a small package with a taper at the end of it. Bargoth presents you with the bag. 'It's a 3 second self lighting taper. My invention!' he adds, proudly. 'Just blow on it and throw it at an enemy.' You thank him. *Deduct 25 gold pieces and the saltpetre from your adventure sheet. Add the firepowder to your adventure sheet. Before combat you may throw it at an enemy. Roll 1 die and subtract that result from that creature's stamina.* Turn to 429.

409

You manage to outpace the guards, but as you run, you hear a whistling sound and an arrow lands near you. More arrows whistle past you and one hits you in the shoulder. *Lose 2 stamina points.* You push yourself on though and pray that you can get out of this. *Test your luck. If you are lucky, turn to 310. If you are unlucky, turn to 139.*

410

You wake up to an overcast and windy day. You wrap your cloak around you and start to walk north. After a couple of hours, it starts to drizzle, putting you in a bad mood. Eventually, you come to a bridge crossing a river. You are about to cross it when a figure steps out of the shadows and stands in your way. Turn to 135.

411

You jump over the zombie's now lifeless husk and run from the crowd of undead as fast as you can, desperate to escape them. Turn to 136.

412

A figure appears from the darkness. She is dressed in black robes and carries a staff. You notice that she only has one eye. It is Yaras, one of your mentors. She speaks some words. The soldier screams in agony as you notice cuts appear on his face and blood seeping through his armour. As quickly as she came, Yaras is gone. The Soldier is not finished, raises his spear and prepares to fight.

SOLDIER OF LIGHT SKILL 6 STAMINA 4

If you win, turn to 94. If you lose, turn to 24.

413

You both dig through the rubble. It is exhausting work. *If you do not have a shovel, lose 1 stamina point.* After half an hour, you seem to be getting nowhere, so you give up and rejoin the main tunnel. Turn to 365.

414

As you struggle through some brambles, you hear a groan behind you. You turn around to see a zombie wielding a rusty axe. Behind it are several other zombies and skeletons. You must kill this creature quickly!

ZOMBIE SKILL 6 STAMINA 6

If you have not killed the zombie after 4 combat rounds, turn to 136. If you kill the zombie before then, turn to 9.

415

You expect the elf to attack you on sight as you are not a follower of light. However, he hesitates. If you are wearing a black bracelet, turn to 373. If you wish to attack the elf, turn to 167. If you wish to parley, turn to 419.

416

Your voice rings out across the desolate plain then fades away. You just parry a blow from the swordsman. No one answers your call, so you prepare to fight him yourself.

SOUTHERN SWORDSMAN SKILL 7 STAMINA 5

If you win, turn to 94. If you lose, turn to 24.

417

You manage to get the barbarian in a headlock. The crowd cheers. Turn to 394.

418

You run through the woods for an hour until Vash signals that you duck. You can see a clearing up ahead. On a mound in the centre, raised up is an altar made of white marble. Standing either side of it are two trees in full bloom. However, in front of the altar stands a figures in black robes and prowling around the clearing are several creatures that resemble giant white upright frogs. However, their flesh is decaying exposing the bone beneath. They have stumpy arms and legs. They are undead CHRABATS.

Occasionally, a rotting tongue shoots out of the decaying mouth. Broken pieces of marble are littered around the clearing. You believe that there used to be statues here, but they have been smashed. Vash signals and the elves launch arrows onto the undead and the sorcerer. The arrows aimed at the sorcerer, however, does not strike him. They are deflected at the last minute. Some of the undead fall. The others turn as one to face you and the elves. They draw their swords and charge into the fray. What will you do?

Use the holy light ability?	Turn to 339
Use the battle hymn ability?	Turn to 446
Attack the undead?	Turn to 219
Flee?	Turn to 171

419

You ask the elf if he has seen any servants of darkness in the area. 'None whatsoever.' He replies. Turn to 347.

420

You take out the coins and throw them towards the wizard's shadow (*cross 2 gold pieces from your adventure sheet*). It does not catch them, but instead they fall into the shadow and disappear. You hear the distant clinking of coins. 'Thankyou!' says the shadow. Turn to

421

You take the money and the dark elf runs off. You have aided darkness. *Add 5 gold pieces to your adventure sheet and reduce your morality by 1.* You continue through the forest. Turn to 387.

422

You take a step towards Vash and then you are skewered by a dozen arrows. Your adventure ends here.

423

You both burst through the door at the same time. A CHAOS WARRIOR is furiously chopping a combat dummy with a large two handed sword. Pathos points at one and a beam of light flies from his hand and strikes the armoured brute. As the light touches it, it grunts in pain. You run towards chaos warrior to engage him in combat. He tries to slice you open with his two handed sword. *The chaos warrior will only attack you in this combat, but each round, Pathos will attack the chaos warrior with a skill of 8.*

CHAOS WARRIOR SKILL 10 STAMINA 5

If you win, turn to 156.

424

You return to the village to see that the peasants have all armed themselves. Even children carry knives, sticks or slings. A bald, middle-aged man approaches. If you haven't met Balnok yet, he introduces himself as Balnok, the headman. 'You have a lot of guts to go into there and kill their leader. He says. We thought we'd follow your example.' You see the southerners return. 'Ready your weapons!' shouts the headman. If you know the battle hymn ability and wish to use it, turn to 11. If not, turn to 262.

425

You feel the brainslayer's tentacles wrap around your head and then an agonizing pain sheets through your brain. You wake up screaming in the road. Kalos is cradling you in his arms. 'Hush, my child. Quick, take this.' He hands you a healing potion and you gulp it down. You then rest for a few minutes. You feel physically better (*Your stamina is now what it was before you fought the brain slayer plus 3*), but you are mentally shaken. *Reduce your attack strength by 1 in your next combat.* You head towards Kleinkastel together. Turn to 151.

426

Your voice rings out across the plain, then fades away. *Test your luck. If you are lucky, turn to 40. If you are unlucky, turn to 41.*

427

Your throw is accurate, but you cannot keep your footing and fall into the giant's mouth. The giant clamps its teeth down on you and all goes black...

428

Lord Vash runs up to strike the sorcerer down. He raises his staff and points it at Vash. A bolt of fire flies from the staff and strikes the elf lord in the chest sending him flying. You try to finish him off, but he parries your blow with his sword and points his staff at you. He is going to unleash his fire at you. Turn to 90.

429

‘You can make use of my meditation room if you so wish.’ Says Bargoth. ‘I have some incense you can use. You can do this for 25 gold pieces.’ If you have at least one of the shadowsense, speak with the darkness or evoke the shadow powers, turn to 104. If not, turn to 532.

430

If you wish to relinquish your sword, turn to 77. If not, turn to 146.

431

There is a pile of rubble at the end of this tunnel. If you wish to dig through it, turn to 468. If you return to the main tunnel, turn to 490.

432

The arrow strikes the giant in the neck with a thunk, but it doesn’t notice it. *Cross one arrow from your equipment list.* The giant turns to face you. Turn to 270.

433

You throw yourself down at Vash’s feet and beg that he restores the light to your path. ‘You may find redemption one day, but not from me.’ He says. Vash waves his hand. You feel dizzy, then you pass out. Turn to 333.

434

You then hear shouts from soldiers in the street. ‘They’re coming from the sewers, sir!’ shouts one. ‘Release the oil on them!’ orders Sir Godwin. All over the town, soldiers pour boiling oil down every storm drain and man hole, turning the sewers into a flaming hell. The smell of charred flesh and rot fills the air over the town, but you force down the nausea. You smile as you realise that your discovery and warning has foiled the undead a second time. However, Xeroth’s army is far from finished. Turn to 466.

435

You clear the rubble as best you can, but you are slow and tire easily. The dwarves eventually find their comrade, but he has died. You leave them to grieve. Turn to 455.

436

The soldier prepares for combat as you charge.

SOLDIER OF LIGHT SKILL 6 STAMINA 8

If you win, turn to 94. If you lose, turn to 24.

437

You sing the hymn. All the soldiers who hear the words fight zealously to destroy the undead. *Increase your morality by 1.* You charge at two zombies, intent to slay them. *Fight the zombies one at a time. Each zombie counts as an undead creature. Increase your attack strength by 1 for this combat due to the effects of the spell.*

FIRST ZOMBIE SKILL 6 STAMINA 6  
SECOND ZOMBIE SKILL 6 STAMINA 6

If you win, turn to 273.

438

You wake up the next morning and start trekking through the forest once more. After walking for several hours without incident, you decide to rest. *You must eat a meal or lose 2 stamina points.* Turn to 390.

439

‘You have veered from the path, my child. I can help you restore your inner balance if you are willing to face your shadow. If you are willing to do this, turn to 443. If not, turn to 207.

440

The goblins head west having not seen you. When they have gone, you head north. Turn to 69.

441

You are stopped by the sight in front of you. A white robed man with red eyes and pure white hair is singing a hymn which inspires you and gives you courage. It is Kalos, one of your mentors! You turn around to look upon the creature chasing you to see that it has your face! However, the rest of the body is skeleton with only scraps of putrid flesh hanging off it. Instead of eyes, maggots crawl around empty sockets. It wears ragged robes and carries a black steel sword. 'Fool!' It hisses. 'Why did I ever think that shadow magic was powerful? True power lies with true darkness!' It swings its sword at you.

MONSTER OF DARKNESS SKILL 9 STAMINA 7

If you win, turn to 94. If you lose, turn to 24.

442

You soon come to a trail of several footprints heading west. If you wish to follow them, turn to 14. If not, turn to 318.

443

You sit cross legged in the road and close your eyes. You hear Kalos chanting the words of magic and feel the breeze on your face. Then you hear the roar of a crowd. You open your eyes and find yourself in an arena. The spectators' stands are packed with hundreds of people. Half of them are wearing armour with the insignia of the Sun while the other half wear black robes. But they are all screaming for your blood.

'Down with Pavella!'

'Down with Pavella!'

'Down with Pavella!'

There is one other living creature in the arena. It is a very strange creature. It is humanoid, but the right half of this person is dressed as a soldier of light. It carries a Morningstar in its right hand. The left half of this creature wears a black robe and carries a dagger of black metal.

*This is a representation of the imbalance inside you. Kalos explains in your head. You must kill it!* Wielding your sword, you face the AVATAR OF IMBALANCE. *If you have the evoke the shadow power, increase your attack strength by 1 in this combat.*

AVATAR OF IMBALANCE SKILL 9 STAMINA 9

If you win, turn to 58. If you lose, turn to 524.



You are actually in the room you were looking at. The smell of death and rot is overpowering. *Hello? Hello!* Says a voice in your head. *It's me, the wizard. You're still in my study, even though it feels like you're there. It should be ok as long as a magic user is not here. They would be able to sense us.* You walk towards the huge body. It is lying on a plinth. The smell is strongest here. Someone is building a huge undead giant with four arms. You walk around this disgusting creation and notice that instead of hands, two of its arms end in huge blades, while two end with huge metal balls. The giant is lying on its front and the hunchbacked creature is standing on its back, sewing up a point at the base of the giant's neck. It is being ordered to work faster by a tall, black robed figure. *That's Doktor X, one of Xeroth's undead servants. His specialty is building undead monsters.* You hear the hunchback talking to itself. 'It's got metal plates everywhere, but I can't put any here. If someone cuts these stitches, Goliath's a goner. Though I doubt anyone's going to get to this point once he's standing up. Most of those cowards will flee at the sight...' The black robed creature looks up with a start. You notice a scarred and burnt face. It sniffs the air. 'I know you are here spy.' It announces to the room and then it stares straight at you. 'Kill her!' He orders the hunchback. *Damn!* Says the voice in your head. The hunchback jumps into a shadow and disappears. *It's in the study!* You then find yourself back in the Wizard's study. The hunchback is charging towards you. 'Kill it! I need to close the shadow!' The hunchback roars and tries to pummel you with its fists.

#### HUNCHBACK SKILL 5 STAMINA 7

If you win, turn to 364.

You leap off the giant, just as a large blade takes your place. You hit the ground with a thud. *Subtract 3 stamina points.* But then you hear the giant roar in agony. It has impaled itself with its own sword! *Subtract 4 from the giant's stamina.* If the giant's stamina is now 0 or less, turn to 389. Otherwise, you find yourself standing behind the giant. Turn to 130.

You start to sing the battle hymn. As you do, the song rises in volume. You feel the power flow through you and inspire you. *Increase your morality by 1.* The elves, inspired by your hymn, fight on with greater ferocity, but the undead fight back. What will you do?

Attack the undead?	293
Flee?	171

447

The hellhound lies dead at your feet. It then starts to burn until nothing is left of its body but ash. It has returned to its plane of existence. If you have the shadowsense power, turn to 157. If you wish to search the area, turn to 392. If you wish to continue your journey, turn to 277.

448

The dwarves are grateful and offer you 25 gold pieces and a sword. *Add 25 gold pieces to your adventure sheet.* They also offer you a sword. *If you do not have a sword, add a sword to your adventure sheet.* You leave. Turn to 10.

449

Eventually, the solders gain the upper hand and slay all of the ghouls. Turn to 363.

450

You close your eyes. When you open them again, you are in the cold, dark void. You hear the souls of the bodies screaming for help. 'I am not your enemy. You say. 'Turn on the necromancer!' A cold undead hand on your shoulder brings you out of your trance. Your stomach turns from your visit to the land of the dead. *Subtract 2 from your morality.* However, the zombie that grabbed you stops, as do all the others. They then turn on the necromancer. 'Stop! Stop!' he hisses, but he can do nothing. As the zombies overwhelm him, you run for your life. You have escaped! *Gain 1 luck point.* Turn to 376.

451

'Thankyou for helping me my child. We need scouts to find out where the enemy is.' You offer to join six soldiers who are scouting the woodlands to the east. Turn to 218.

452

You leave the clearing to continue your quest. You know that Vash will recover, but on his own, he will not be able to repair the temple. All of his allies are dead and he will not be able to fight the darkness so effectively. However, you have also slain several undead and three dark sorcerers. You have maintained a balance between light and darkness. *If your morality is 16 or more, subtract 1 from your morality. If your morality is 14 or less, increase your morality by 1. If your morality is 15, gain 1 luck point and add 1 to your attack strength in your next combat.* You travel through the forest until nightfall. Eventually, you stop to rest. *You must eat a meal or lose 2 stamina points.* You climb up a tree and go to sleep. Turn to 89.

453

Make a note that the giant has a stamina of 40. How will you fight the giant?

Use the holy light power?	Turn to 45
Throw firepowder at the giant?	Turn to 121
Throw holy water at the giant?	Turn to 249
Fire an arrow at the giant?	Turn to 322
Run to the giant's leg?	Turn to 511

454

A white robed figure approaches you. It carries a scimitar. 'Shadowmage.' It says. You expected it to talk like a southern swordsman, but it sounds more like your voice! 'I will take this land for my master, a great necromancer. And you will bow to him!' The swordsman raises his weapon. If you wish to call for help, turn to 504. If you wish to fight the swordsman alone, turn to 521.

455

You leave the mine and rejoin the path through the hills. Turn to 318.

456

A barbarian jumps on the table and the crowd start to chant. You must pin this barbarian. *Calculate attack strengths using stamina instead of skill. No one loses stamina in this combat. The winner is the first person to lose 2 consecutive combat rounds.*

#### BARBARIAN STAMINA 16

If you win 2 consecutive combat rounds, turn to 417. If the barbarian wins 2 consecutive combat rounds, turn to 379.

457

The Wizard closes his eyes. You feel a tingling sensation around you. The Wizard then opens his eyes. 'You walk the path of shadow, but you veer from the true path. Your journey will be harder because of it.' Warns the Wizard. 'I want to help you, but according to the shadowcaster creed, I can only help you if you walk the true path. If you agree to the challenge to restore the balance in your psyche, I will help you. Or you may refuse. If you accept, turn to 19. If not, turn to 42.'

458

You cannot find the trail again, so you rejoin the north path. Turn to 318.

459

You walk off the path and start to crawl through the undergrowth to avoid being spotted. If you have the shadowsense power, turn to 488. If not, turn to 493.

460

You cry for help rings out across the desolate plain. The darkness monster swings its sword, but you parry it with your crystal weapon. *Test your luck. If you are lucky, turn to 39. If you are unlucky, turn to 531.*

461

‘I will follow the path of light’ you say and with that, you feel the power of light rush through you. *Add 4 to your morality.* The Pegasus flies off.  
‘Hey! What about the great rewards?’ You shout.  
*It is the way of light that in order to gain everything, you must sacrifice everything. Only then will you receive great rewards.*  
You are furious. Turn to 110.

462

The giant holds out its upper arm. You look down and see that its bladed arm is pointed straight at you. If you try to run up the giant’s arm, turn to 109. If you jump off the giant, turn to 445.

463

The guards are curious, unlock the door and come into the cell. When they are both inside, you slip out and lock the door behind them. They shout in frustration. You flee before their shouts attract attention. *Turn to 44.*

464

You walk through the hills. Kalos still has much vigour for a man of his age so you have to march hard to keep up. You both sitting on a rock, when Kalos stands up, staff ready for combat. 'There is an enemy here, my child.'

You draw your sword, but you cannot sense anything. Then a knife flies out of nowhere and strikes Kalos on the arm. He yelps in pain and surprise. You turn to look for your enemy and then you see a knife fly straight towards your heart.

TO BE CONTINUED...

465

You feel that this rider is strongly aligned with darkness and wishes you harm. If you have the holy light power and wish to unleash it upon the wyvern and its rider, turn to 383. If you run for cover turn to 471.

466

If you have a black pendant, turn to 149. If you have a ring of white gold, turn to 238. Otherwise, turn to 74.

467

With a superhuman effort, you break free of your bonds and jump out of the fire! You raise your crystal sword to face this monster of light. If you call for help, turn to 426. If you face it alone, turn to 400.

468

You and Pathas both dig through the rubble. It is hard work. *If you do not have a shovel, lose 1 stamina point.* However, after half an hour of work, you find a small tunnel, concealed by the rubble. If you wish to crawl through it, turn to 311. If you wish to leave and return to the main tunnel, turn to 490.

469

‘All is lost.’ Laments Godwin. ‘We have killed hundreds of undead, yet they number in the thousands. We cannot hold them off much longer.’

‘What now?’ Asks Kalos.

‘I will rally the men and head east to protect our people in the hills. We will unleash our last trap on the undead.’

‘If that is what we must do.’ Says Kalos, gravely.

Godwin gives the order to fall back. The soldiers head towards the port, where the boats are kept. You are glad that the undead cannot cross running water, for if Kleinkastel was land locked, you all would have been doomed. Once almost all of the soldiers are on the boats and have sailed, a remaining group of soldiers take up hammers and smash the walls that prevent the river flooding the town. Water rushes into the streets as you see the undead horde advancing towards you. They groan in frustration as they are swept away. The group of soldiers get on the last boat and follow you north up the river. Wyverns try to pursue you, but the archers repel their attack. After an hour, you have left Kleinkastel and the undead horde far behind.

‘What shall we do now, Master?’ you ask Kalos.

‘We must warn the Highmaster and seek his counsel.’ Replies Kalos. ‘Without the shadowportals, he may not know about the great danger to the land.’

‘But where is he?’ you ask.

‘His lair is east of here, my child. We will go with the soldiers as far as we must, then vanish.’

Turn to 132.

470

You quickly search the tent before you are discovered. You may take the necromancer’s sword if you do not have one. You may also take the necromancer’s backpack which contains a waterskin and some food. *Add the sword, backpack, waterskin and 1 meal to your adventure sheet.* You leave the tent. Turn to 30.

471

You run towards a nearby crack in the rocks, but has the rider spotted you? *Test your luck. If you are lucky, turn to 201. If you are unlucky, turn to 533.*

472

You step out of the temple into the market square. You see some merchants hurriedly packing their stalls away to head into the hills. What will you do? Will you see what items of equipment you can get from the market (turn to 60?) Will you see what items you can sell (turn to 35?) Will you visit the alchemist’s to see if there is anything he can sell you (turn to 375?) If you wish to meet Kalos, turn to 222.

473

You trudge onwards around the lake for several hours. *You must eat a meal or lose 2 stamina points.* It is late afternoon now and the sun is starting to get lower in the sky. You hear some chatter in the distance. The voices are high pitched and the tone is aggressive. You realise that you are hearing GOBLINS. You think there are three of them, but you can't be sure. If you wish to attack them, turn to 298. If you want to try to avoid them, turn to 482.

474

The huge arrow strikes the giant in the chest and sends it reeling backwards. *Subtract 6 from the giant's stamina.* If the giant's stamina is now 0 or less, turn to 518. Otherwise, you lead a unit out against the giant. Turn to 396.

475

As you walk through the grass, you hear the clash of swords and yells, coming from a nearby copse. You run over to see several bodies lying in the copse. Some a white robed southerners; others are armoured northerners with a sun on their breastplates. Two combatants remain. They are exhausted and desperately swinging their swords at each other the finish the combat. Will you aid the southern swordsman? (turn to 296) or the armoured soldier with the symbol of the sun? (turn to 34) or will you leave them to their fight (turn to 330)

476

Lumps of stone litter the floor. You search through them, but cannot find anything. You curse. If you have not already, will you investigate the statue of the armoured knight (turn to 93) or the statue of the lich (turn to 18) or leave the mine (turn to 234)

477

*The knife! The knife! The knife!* Screams a voice in your head. You snap out of the trance, just as the woman lunges towards you. The knife catches you. *Lose 2 stamina points.* But then you lash out with your sword, wounding the sorceress. She screams and falls back. Before you can press your attack, she whistles and a wyvern swoops down and picks her up with its clawed foot. Turn to 516.

478

You scour the woodland, but cannot find anything. Turn to 277.

479

You hit the wyvern, tearing its wing. *Cross one arrow from your adventure sheet.* The wyvern, having been struck by several arrows dives towards you, enraged. If you have another arrow, you may fire at it again. Turn to 153. If not, turn to 317.

480

A figure steps out of the darkness. It is a woman dressed in black robes. She carries a staff. She has black hair and one eye. It is Yaras, your first mentor. 'Do not listen to this fool.' She says 'The path of light is restrictive. Do not choose one over the other.' She utters some words and the monster of light screams. You watch your face age by ten years in a few seconds. As quickly as she arrived, Yaras disappears. You prepare to fight this monster of light. It may be aged, but it is not finished yet.

MONSTER OF LIGHT SKILL 7 STAMINA 8

If you win, turn to 94. If you lose, turn to 24.

481

The dark mages horse has bolted. It is no longer anywhere to be seen. You continue your journey on foot. Turn to 32.

482

How will you avoid the goblins? If you hide in the grass, turn to 399. If you use cloak of shadow, turn to 440.

483

You peek over the bush, but the undead are not moving towards you. There are too many of them to fight. If you try to circumvent them in the undergrowth, turn to 459. If you try to break through the line, turn to 99.

484

You and Pathas attack the Pegasus who responds by trying to strike you with its hooves. Pathas attacks each round with a skill of 8. The Pegasus will only try to damage you.

PEGASUS SKILL 9 STAMINA 12

If you win, turn to 342.



485

You ponder on how your powers can help you. If you are able to, you could use shadowsense to try to find some magic that is out of place. Turn to 26 to use this. If you can and wish to use evoke the shadow to find some inner knowledge on how to find the wizard turn to 169. If you have the cloak of shadow power and wish to wait unseen for someone else to cross the lake, turn to 386. If you have the speak with darkness power and wish to seek the wisdom of the dead, turn to 285. Otherwise, you will have to walk further around the lake. Turn to 341.

486

You leap over the zombie's now lifeless body. Behind you, you can hear the zombies groaning and the clatter of bone. You must find somewhere to escape. If you run to your left, turn to 102. If you run to your right, turn to 329.

487

Lord Vash demands your business. 'You wear the robes of a shadowcaster, yet you follow the path of darkness. Tell me why I shouldn't kill you now.' If you plead for redemption, turn to 433. If you attack him, turn to 422.

488

You sense dark magic up ahead. Peeking over a bush, you see a group of six skeletons, keeping their vigil of over the forest, scouring the area with empty eye sockets. You skirt the area and eventually crawl out of the forest. Turn to 136.

489

You speak the words and the shadow rises up from the ground. 'Mage, if you wish to speak with the Wizard, it will cost 2 gold pieces.' If you can afford to pay, turn to 142. If not, turn to 306.

490

Eventually, the tunnel comes to a right turn. There is an alcove in the northernmost wall where three statues stand. Along the tunnel to the right, you can hear the sound of digging. If you have the shadowsense ability, turn to 37. If you investigate the statues, turn to 288. If you head west, turn to 324. If you leave the mine, turn to 490.

491

The soldiers are fearful of the giant and the captain looks to you for leadership. Make a note that the giant has a stamina of 40. What will you do? If you order the archers to aim fire arrows at the giant, turn to 119. If you order the men to aim a ballista at the giant, turn to 198. If you lead a unit against the giant, turn to 396.

492

‘Well that is too bad, then.’ Says Vash, disappointed. ‘For your own safety, you cannot remain in your woods. Trespassers are killed on sight.’ He waves his hands. You feel dizzy and then you pass out. Turn to 333

493

You clear away a shrub to face a bone white stalk. You follow it up and notice that it is actually the leg of a skeleton, which is now looking down at you. You notice five other skeletons behind it, all wielding rusty swords. Quick as a flash, you jump up and run in the opposite direction, with the skeletons hot on your tail. You seem to be making headway, before you slam into a zombie! It turns to face you, wielding a club. You must kill it quickly!

#### ZOMBIE SKILL 6 STAMINA 6

If you have not killed the zombie after 4 combat rounds, turn to 9. If you kill the zombie before then, turn to 136.

494

You run for two hours under the blazing sun until you fall to the ground, exhausted and parched. *If you do not have a waterskin, lose 1 stamina point from thirst.* The brave baron has been captured or killed to save the north. With a heavy heart, you consider your next destination. To the west, there are several villages in the hills. If you warn them, you could start a militia to fight the invasion 143. Or you could head north east to Lake Mlubz in search of the Wizard (turn to 274)

495

The rider spots you and orders the wyvern to land. It lands in front of you and then charges at you, jaws gaping and hungry for your flesh, while the armoured figure levels his sword in your direction, intent on impaling you with it. You must fight them! *At the beginning of each combat round, roll 1 die. If you roll a 1, the armoured figure has struck you with his sword and you lose 2 stamina points. Fight until you reduce the wyvern's stamina to 6 or less.*

WYVERN SKILL 10 STAMINA 11

You can *escape* from this combat by running into a nearby crack in the rocks (turn to 201). When you have reduced the wyvern's stamina to 6 or less, turn to 20.

496

Try as you might, you cannot get the boulder to budge. Then you hear a roar from the distance. A creature is approaching! If you leave your trance, turn to 312. If you face this creature, turn to 506.

497

No one heeds your call, so you face the soldier alone.

SOLDIER OF LIGHT SKILL 6 STAMINA 8

If you win, turn to 94. If you lose, turn to 24.

498

Eventually, you come to a dead end where there seems to have been a cave in. If you dig through the rubble to try to get through to the other side, turn to 413. If you rejoin the main tunnel and continue down it, turn to 365.

499

The soldiers fight with valour, but the ghouls overwhelm them. Later that day you all provide a nice meal for the undead.

500

You inspect your surroundings. You are in a small hut with no furniture. There is a barred window in the door where you can see two southern guardsmen. However, there doesn't seem to be anyone else nearby. Your thoughts turn to escape, but how will you do it?

Use Evoke shadow?	Turn to 101
Use Cloak of shadow?	Turn to 200
Use Shadowsense?	Turn to 174
Use Curse?	Turn to 345
Use Battle Hymn?	Turn to 7
Go to sleep and wait until the morning?	Turn to 211

501

You find the large hut in the centre of the village and knock on the door. The headman is middle aged, but is muscular. He also seems depressed as if a heavy weight is upon him. 'I am Balnok, the Headman. I don't know who you are.' Says the headman. 'But I only have one big problem at the moment. I have twenty four swordsmen in this town who threaten to kill us if we don't give them food, water and coal.'

'I can't kill twenty four' you reply. 'Can't you help me?'

'I can muster ten healthy villagers prepared to fight.'

'I will try.' You say.

'Give us half an hour. We will find them and kill them all.'

The headman also offers you a sword to fight the southern swordsmen. *If you do not have a sword, add one to your adventure sheet.*

*If you come to a paragraph which starts 'You face the band of southern swordsmen alone, add 20 to the number and turn to that new paragraph. You go to the inn. Turn to 253.*

502

'What?' Asks Pathas, incredulous.

'I need to get to Kleinkastel straight away.' You reply. 'I'm afraid I can't spare the time' Pathas leaves, crestfallen. You have refused to help one of your order. *If your morality is 16 or more, add 1 to your morality. If your morality is 14 or less, subtract 1 from your morality. If your morality is 15, roll 1 die. If you roll a 1-3, subtract 1 from your morality. If you roll a 4-6, add 1 to your morality.*

You head northwest. Turn to 348.

503

‘What? This sword is tainted with dark magic!’ The priest’s smile vanishes. ‘Quick! Leave this temple! Do not bring such things here!’ He ushers you out the temple. Turn to 472.

504

You call out across the desolate plain, hoping that someone will hear you. *Test your luck. If you are lucky, turn to 337. If you are unlucky, turn to 416.*

505

Your search proves fruitless. *You must eat a meal or lose 2 stamina points.* You may search again. If you do, turn to 367. If you give up, turn to 131.

506

The roar happens again, only louder. Then you see it. It is a GIANT LIZARD! You face it.

GIANT LIZARD SKILL 8 STAMINA 9

If you win, turn to 389. If you lose, turn to 286.

507

The monster’s tentacle lashes out and knocks you to the ground. You are bruised and badly bleeding and don’t have the strength to pick yourself up. You see the monster stand over you drooling. It picks you up. You head towards the monster’s gaping maw. You wake up in the field feeling cold and shocked. A part of darkest psyche has been released into your conscious mind and will cause a lot of damage. *Restore your stamina to what it was before the combat then lose 1 stamina point and subtract 1 from your attack strength in your next combat.* Evoking the shadow has failed. What will you try next? If you wish to use speak with the darkness, turn to 285. If you head north, turn to 341.

508

The man’s first shot almost hits the chicken leg, but not quite. Your first shot also misses. However, the man’s second shot strikes the chicken leg and it flies out of the warrior’s hand. The crowd cheers. Turn to 65.

509

The elf's eyes seem to pierce your soul as he stares into yours. If your morality is 10 or less, turn to 487. If your morality is 11-19, turn to 382. If your morality is 20 or more, turn to 397.

510

As you touch the monk's statue, it pulls away and raises its fists, ready for combat. If you have a pick, turn to 279. Otherwise, turn to 325.

511

You charge at the giant. As you do, it swings its bladed arms at you. *Test your luck. If you are lucky, turn to 226. If you are unlucky, turn to 284.*

512

You poke around for a bit, but find nothing of interest. None of the weapons look useful any more. You head back to the coracle. Turn to 272.

513

You hear shouts of surprise and horror from soldiers on the streets. 'They're coming from the sewers!' shouts one. 'Repel them, quick!' yells Sir Godwin. 'Fetch boiling oil for each man hole!' you see soldiers combating zombies in the streets, so you run down to fight them. If you have a black pendant, turn to 83. If you have a ring of white gold, turn to 319. If you wish to use the holy light power, turn to 398. If you wish to use the battle hymn power, turn to 437. Otherwise, you fight the undead. Turn to 117.

514

You draw your sword and face the dark mage who attacks you with his staff from horseback.

DARK MAGE SKILL 9 STAMINA 8

If you win, turn to 302.

515

A feeling of terror comes over you before you even see the monster clearly. You must concentrate hard to overcome it. *Test your skill. If you are successful, turn to 287. If not, turn to 266.*

516

By now, the zombies have made a slope that others can climb up to get over the walls. Around you soldiers are trying to fight the zombies back while archers are firing arrows at the circling wyverns which breath fire on them. You see dark sorcerers in the streets, unleashing their magic upon the soldiers and taking on several of them at once. Below you, you see the armoured wyvern rider wielding a massive two handed sword, swinging it in an arc and wounding anyone who comes within its reach. Then you see Kalos and Sir Godwin advance on him. Kalos blocks a blow from the armoured sorcerer with amazing strength and speed for his age. What will you do?

Fight off the undead?	Turn to 145
Fire an arrow at a wyvern (if you have a bow and arrow)?	Turn to 479
Aid Kalos and Sir Godwin against the sorcerer?	Turn to 232

517

The guard lies dead at your feet. If you do not already have one, you snatch up his sword (*Add the sword to your equipment list*) and plot your escape. Any way you go means having to sneak past white robed swordsmen and black robed necromancers. Will you head towards the a large group of tents (turn to 188) or a dark area, not lit by fires (turn to 40)

518

The soldiers cheer as the giant crashes to the ground. *Gain 3 luck points.* However, you notice that the undead horde is now slowly moving towards you. ‘Back to your stations!’ Yells the captain. A battle medic quickly attends to your wounds. *Restore 4 stamina points.* Turn to 237.

519

The giant has had enough. It stops in its tracks and keels to the ground with a crash. You have slain a mighty foe single handedly! You hear a cheer come from Kleinkastel. *Increase your initial luck by 1 then restore your luck to its initial level.* You are exultant, but mindful of the undead army nearby, you run back to the town as fast as you can. Turn to 79.

520

You walk through a herb garden and into the wizards kitchen where there is a disgusting smell. A small bronze pot is being heated on a bronze stove. On the table, you see a book of goblin recipes. You cover your mouth and run into the lounge. Comfortable chairs are placed around a small table. The room has paintings of many historical scenes. One shows a barbarian carving up many adversaries in a dank swamp. Another, curiously shows a goblin with two animals and many torches emerging from a cave in victory. 'I played a part in all of them.' Explains the Wizard. 'Though few will ever know. Now I just wish to perfect my art in peace, though if there is grave danger in Khul, I will take action.' You show him Baron Tholdur's letter and tell him of the large army of undead and Southern swordsmen that threaten the land. 'This is indeed a problem and I must head to civilisation as fast as I can to help, but let's see if we can't equip you for your role in all this.' First, the Wizard brings you several herbal preparations which you thankfully take. *Restore your stamina to its initial level.* Then the Wizard starts to mumble something.... If your morality is 15, turn to 350. If your morality is 11-14 or 16-19, turn to 457. If your morality is 10 or less, turn to 33. If your morality is 20 or more, turn to 97.

521

The swordsman swings his sword at you and you jump backwards to dodge it. Then you charge at your opponent.

#### SOUTHERN SWORDSMAN SKILL 7 STAMINA 5

If you win, turn to 94. If you lose, turn to 24.

522

There is an army of zombies waiting in the sewers, ready to ambush you. The enemy also has a band of demonspawn that can only be damaged by blessed or magical weapons. And then there is the enemy's pride of place. A huge four armed zombie. But he has a weak spot. It is just at the base of its neck. There it is being held together. It's true name is Goliath. I wish you well in your battle, mortal. Add the codeword *srewes* to your adventure sheet. Turn to 312.



523

As you walk along the path, you hear the howl of a wolf. You draw your sword, just in case you are set upon by a pack. You then see a huge black dog charge towards you, teeth bared and eyes flaming. You then notice that fire flares from its mouth. It is a HELLHOUND. It leaps for your throat. *At the beginning of each combat round, roll 1 die. If you roll a 1-2, you have been struck by the hellhound's fiery breath and must lose 1 stamina point.*

HELLHOUND SKILL 7 STAMINA 6

If you win, turn to 447.

524

The crowd cheers as the Avatar's Morningstar knocks you to the ground. It starts chanting 'Kill! Kill! Kill!'. The avatar raises its dagger... and then you are back on the road, sobbing. Kalos has his arms around you to come round. 'Hush, my child. Quick, take this.' He hands you a healing potion and you gulp it down. You then rest for a few minutes. You feel physically better (*Your stamina is now what it was before you fought the avatar plus 3*), but you are mentally shaken. *Reduce your attack strength by 1 in your next combat.* You head towards Kleinkastel together. Turn to 151.

525

This monster of darkness swings its sword. You have given it a lot of nourishment and it will not be an easy opponent.

MONSTER OF DARKNESS SKILL 9 STAMINA 7

If you win, turn to 94. If you lose, turn to 24.

526

You fight with valour, but eventually the ghouls overwhelm you all and enjoy a nice dinner of human flesh!

527

You pick up a shovel and start to clear the rocks as best you can. *Test your stamina. If you are successful, turn to 84. If you fail, turn to 435.*

528

You run as fast as you can to escape the statue. It pursues you to the entrance of the mine, but does not leave it. Turn to 234.

529

There is a pause as the swordsmen realise that you have killed their comrade. Then even the drunk ones stand up and draw their swords. You can't fight all of them, so you run. Turn to 11.

530

You head towards the market place, where Kalos buys you some bread and cheese for breakfast. The town criers have started to spread the news of the evacuation. 'Make what preparations you will for the battle. I am going to help Sir Godwin. He is a strong man and a good general. Tonight, you will help me prepare the army. Here take this.' Kalos hands you a bag of money. *Add 25 gold pieces to your adventure sheet.* How will you prepare? Will you try to get more money by selling some of your possessions (turn to 35?) Will you see what items of equipment you can get from the market (turn to 60?) Will you visit the temple (turn to 209?) or will you visit the alchemist's to see if there is anything he can sell you (turn to 375?) If you wish to help Kalos straight away, turn to 451.

531

You parry another blow from the monster in anticipation of help, but no one appears. You face the creature alone. This will not be an easy fight.

MONSTER OF DARKNESS SKILL 9 STAMINA 7

If you win, turn to 94. If you lose, turn to 24.

532

The alchemist can do no more for you, so you leave him to his packing. Turn to 261.

533

As you dive into the crack, the wyvern spots you and breaths fire into your hiding place. You are scorched and badly burnt. *Lose 4 stamina points.* Satisfied that you are dead, the wyvern and its rider fly off. Turn to 321.







































