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# Village of the Damned



# Village of the Damned

A Solo Adventure for the Dragon Warriors RPG

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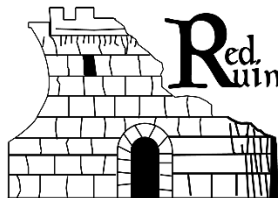
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## Introduction

Welcome to Albion! Here you have an adventure designed for solo play. To play through this adventure, you will need a set of polyhedral dice (or a dice rolling simulator), a pencil and eraser. You will also need a copy of the Dragon Warriors rulebook (abbreviated to DW hereafter) and a Character Sheet to record your attributes and equipment.

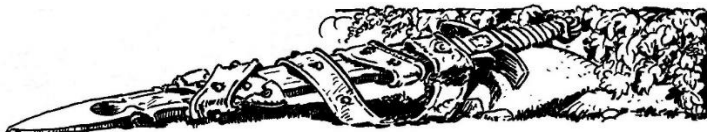
The rules are the same as for a normal game of Dragon Warriors, except that you will have to roll dice for attacks by your opponents instead of your GM rolling.

You will need to be familiar with the rules for combat (DW pages 66-72). The rules for surprise and moving into combat are already considered in the text, so you don't need to worry about this. It will also be helpful to familiarise yourself with the rules for taking characteristic tests (DW page 64, 'special cases'). Other rules will be referenced as needed.

This adventure is designed for a third rank character, although obviously a higher or lower rank character can take part (although they may find it a bit easy or hard respectively). Any Profession may take part in this adventure, but it has been playtested using a Knight, a Barbarian, a Mystic, and a Sorcerer.

There are many situations where your character can fail, so you may want to roll up a character just for this adventure rather than using one you may be attached to! Statistics for average characters can be found in DW, pages 117-120. Use the standard starting equipment in DW, page 24. Either way, it is recommended that you have no magical equipment to start with (apart from the standard potions a Sorcerer starts with).

When you are ready, start by reading the Background section.



## **Background**

You arrive at the town of Scuraburn to restock your rations before heading out once more into adventure. Scuraburn is a small walled town that sits on the north bank of a river and seems a pleasant enough place. You stop for dinner at a tavern by the name of The Goblin and Barrel and are just settling down with a bowl of stew when the door bursts open and a stocky man enters, cursing under his breath.

‘A pint of mead, please barkeep!’ he calls, ‘And someone with some guts to help us out! I was hoping someone in town would see fit to come to the aid of our poor village, but pah! Too concerned with keeping warm and dry!’

You beckon the man over before he provokes the other patrons. He brings his flagon over and sits down at your table. ‘What is the problem?’ you ask as he takes a deep draught of his drink.

‘Our village is under a curse!’ he exclaims. ‘The crops are dying, even though the weather has been kind to us. Our well has been poisoned, and each night a huge black beast terrorises us, keeping us awake and terrified. The cows produce no milk and each morning we find dead sheep and chickens slaughtered and their bodies mutilated. We don’t know what to do. Our lord is away crusading, and we are at our wits end. Will you help us?’

You consider what the man is asking. A chance to defeat an unknown evil? Just the sort of mission a bold hero jumps at! You press the man for more details. He tells you that his name is Alfred, from the village of Thorpe lying two hours to the south of Scuraburn. He doesn’t know why Thorpe has been targeted, and he doesn’t know any more about what sort of curse the village is under. Although he cannot offer anything in the way of a reward over a meagre few Florins, you are intrigued.

‘Very well’ you say, ‘I will look into this for you. Allow me to finish my meal and I will be at your village before the end of the day’. Alfred is overjoyed and shakes your hand enthusiastically before heading back to his village.

You stay in the tavern to finish your stew and reflect on the quest ahead of you.

Now turn to [1](#).

# 1

By the time you have finished your meal and leave the tavern, the sky above has become overcast, with black clouds racing across the sky. Checking your purse, you find you have some coins left from your previous adventure (note on your Character Sheet that you have forty Florins). Inns and taverns can be expensive places!

Pulling your cloak around you, you consider the options available to you. You could buy some rations and perhaps other equipment at the town market. Alternatively, you might want to do some research about curses before you set off. Two places might be able to supply some information: in town there is a church, where priests may be able to help you. When approaching the town, you noticed a monastery over to the east. Maybe the monks there have some knowledge of curses? Or, if you prefer, you can head straight to the village.

To visit the market, turn to [14](#).

To call in at the church, turn to [102](#).

To travel to the monastery, turn to [50](#).

To head straight to Thorpe, turn to [25](#).

# 2

You pull the door fully open, realising that it leads once again to the outside world. You take a deep breath of fresh air and look around. You are in a clearing in the forest. Turn to [129](#).



### 3

Diving down, you see that the shiny object is in fact a magnificent bronze helmet of ancient design. It has almond-shaped eye-holes and a curved back. The sides are ornately decorated. Pulling this out of the mud, you carry it to the surface. After cleaning it up, you try the helmet on and find it fits perfectly. This well-preserved relic of antiquity allows you to add one to your Defence score.

Pleased with your find, you wade across the brook. Turn to [123](#).

### 4

As you walk along the narrow path, you can hear the rushing of water and the path ends at the banks of a river flowing from north to south. Although not particularly wide, the trees on the opposite side come right up to the bank, so you see no easy point in crossing here. The path you are following changes direction here and heads south along the bank of the river.

Ahead you can see two wooden huts at the end of the path. The first hut looks to be a typical example; single storey with a door and curtained windows. The second hut has a pair of double doors, below which a ramp leads into the river. Which hut will you investigate first?

The first hut (turn to [84](#)); or the second hut (turn to [24](#))?

### 5

The redcap is an excellent aim, and the stone strikes you on the temple, the poison coating it rendering you unconscious. Fortunately, you remain unconscious as the creature carves you open so that it can dip its cap in your blood. Your adventure ends here.

## 6

You manage to persuade the mad priest that you just found the cross. When you offer to return it to him, he shrinks back and starts shouting again. Realising you are getting nowhere here, you decide to leave, taking the cross with you. Turn to [68](#).

## 7

You quickly go over and see that the chains binding the woman are easily broken by application of a sharp rock from the cavern floor. In no time the old woman is free.

‘Thank you, dearie,’ she croaks, ‘and now for your reward!’

With that the old woman changes before your eyes as the illusion is broken. Before you stands a monster, seven feet tall, with dark blue skin and matted jet black hair in which small bones have been woven. Its nose is long and crooked, and its teeth are yellow fangs. The monster is an Annis, a shape changing hag.

With lightning speed, it attempts to wrap its arms around you. *Make a Hit roll for the Annis*. If it succeeds, turn to [98](#). If it fails, you escape the grasping claws, and now you must fight!

ANNIS	
Attack 16, iron hard talons (d8, 4)	AF 1 (but see below)
Defence 10	Movement 10m (20m)
Magical Defence 9	Evasion 5
Health Points 10	Stealth 12
Reflexes 13	Perception 9

Unless you have a magic weapon, you will inflict only half damage with a successful hit. If the Annis wins two consecutive Attack Rounds, it has grabbed hold of you and inflicts an extra two Health Points of damage for that round.

If you win, turn to [135](#).

## 8

The stable is a bit draughty, but you manage to make yourself comfortable amongst the straw. As night falls, the rain stops, and a hush falls over the village. You pull the stable door shut and retire for the night.

You are woken from your slumber some time later by the most hideous howling you have heard. It is a sound only the most monstrous of canines could produce and sets your teeth on edge. If you want to pull your cloak over your head and go back to sleep, turn to [72](#). If you would rather dash outside to confront the beast, turn to [132](#).

## 9

The path shortly opens out into a clearing. In the centre of the clearing stands a magnificent white stag, at least as tall as you are. However, it is in distress. You can see why – it is caught in a giant spider’s web, its huge antlers tangled up in the sticky silk. It frantically shakes its head from side to side, trying to free itself, but it is getting nowhere. Of the giant spider itself there is no sign, and there is no other exit from the clearing.

If you would like to free the stag from the web, turn to [59](#). Otherwise, you can return to the previous junction and head west (turn to [79](#)).

## 10

You hand over five Florins, which is taken by one of the large hands. ‘Fanks’ says the creature, looking momentarily confused. It then smiles at you and moves out of your way, allowing you to cross the bridge. Turn to [97](#).



## 11

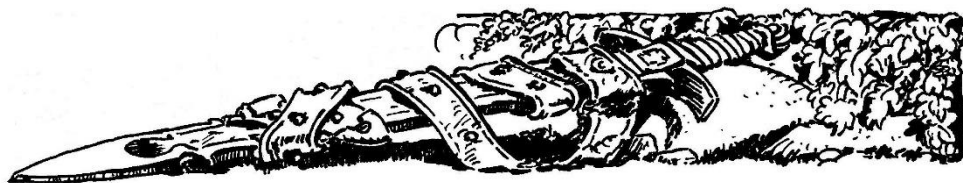
With the last blow, you feel your arm going numb where the monster raked you with its talons. Soon you lose feeling along the entire side of your body. You try moving backwards but find yourself unable to move. Your weapon drops from your unfeeling hand and your whole body is held rigid. Your breathing constricts and you can only watch in horror as the undead creature begins feasting on your flesh. Your adventure ends here.

## 12

As all adventurers know, drinking a strange liquid found in the vile dwelling of strange creatures is not necessarily a good idea. This is no exception. The liquid burns down your throat and cramps your stomach. As you writhe on the floor in agony, voiding your bowels, you look up and see a little goblin-like creature capering above your prone body. It will have some fresh meat for supper tonight.

## 13

You hack at the box with your weapon and try smashing it against the side of the table and the floor, but to no avail. The box won't open but at least there are no flashes of lightning or poison darts shooting from it! You can take the box with you if you like, but for now you exit the room and head south. Turn to [61](#).



## 14

The market is held in a square near the centre of town. Gaily coloured banners entice buyers to spend their money on ridiculous bric-a-brac, while vendors shout their ‘best’ deals ‘for today only!’. Piles of rotting cabbages compete with the enticing smell of roasting meat.

Looking around the various stalls, you find the following that may be of interest to you:

For Sale	
Spear	15 Florins
Shield	30 Florins
Rations, 1 week	7 Florins
Rope	6 Florins
Flask of oil	4 Florins
Lantern	20 Florins

When you have finished, you set off again.

To call in at the church, turn to [120](#).

To travel to the monastery, turn to [50](#).

To head straight to Thorpe, turn to [25](#).

## 15

You toss the beggar a Florin and his face lights up. ‘Well thank you kind sir!’ he cries. ‘Maybe you have time for a little chit-chat as well? Nobody talks to old Renshaw, that they don’t!’

If you want to talk to the beggar, turn to [130](#).

If you would rather set off on the road to Thorpe, turn to [85](#).



## 16

The double doors to this hut are locked, but the key you found in the box fits and the doors open. Inside, you find that the hut is actually a boathouse, with a rowing boat sat on runners. You are just thinking that this would be an excellent way of continuing your journey downstream when you hear a shrieking coming from outside.

Exiting the hut, you see a bizarre creature. It looks like a wizened old goblin but must be fairly spritely as it is jumping up and down shouting 'Feef! Feef!'. It has protruding teeth, long clotted hair beneath a filthy red cap and in one of its taloned hands it holds a wooden staff. Its other hand holds a large stone, which it hurls at you. Roll 2d6. If this is greater than your Strength score, turn to [5](#). Otherwise, turn to [78](#).

## 17

The dead dragonfly splashes into the water and you continue onwards. You notice that the current is becoming stronger, and you have to fight to keep the boat steady.

Ahead you see a jetty on the west bank. If you would like to stop here, turn to [99](#). If you would like to continue downstream in the boat, turn to [89](#).



In the morning, you awake, partially refreshed from your night of interrupted sleep. Restore one Health Point. Heading downstairs to the taproom of the inn, you see a few villagers already there, along with Alfred and the innkeeper. Despite your great victory last night, they all look downcast.

‘More trouble,’ says Alfred. ‘Matilda, one of the village girls, has gone missing. When the Hopkins family woke up this morning, she was gone, snatched from her bed! Her parents are distraught and don’t know what to do!’ It seems your work here is not yet done!

Strapping your weapon to your side and pulling your backpack on, you open the door to the inn. The clouds from yesterday have all but gone, but there is a layer of thick mist covering the ground. You follow Alfred’s directions to Matilda’s home, but speaking to the parents doesn’t glean you any further information. You promise them that you will find their daughter or die trying!

As you leave their house, you see a piece of yellow cloth stuck to a splinter on the doorframe. The parents gather round and confirm that this is from their daughter’s nightgown. You cast your eyes around, and see another piece of yellow cloth, snagged on a post. You have a trail to follow! Despite the mist, you manage to find a further two pieces, both leading in one direction – towards the forest to the south of the village. Your destination is clear.

Before you set off, the innkeeper approaches you with a flask of brandy (this can restore two Health Points when drunk), and also a word of warning. ‘Nobody has been into those woods since our troubles started. We don’t know what manner of creatures live there now. Take care!’

You follow the trail of cloth to the edge of the woods. A path leads into the trees, with another piece of cloth caught on a branch. At least you definitely know you are going in the right direction. You follow the path into the forest, where all is quiet. There is no birdsong, nor the bustling about of small animals.

Following the path south, though, the silence is interrupted as you hear a large animal crashing through the undergrowth from the west. You stop and listen intently. It is heading straight towards you! What will you do now?

To run along the path to the south, turn to [118](#).

If you would rather stand your ground, turn to [38](#).

## 19

The door opens into a dark corridor. The walls undulate as if they were sheets drying in the wind. Every step you take makes floorboards creak, and you can hear whispering just on the limit of audibility. Stealing yourself, you advance forwards. There are three doors from this corridor, one on either side and one at the end. As you make your way forwards, you hear a sobbing coming from the door to your left. Maybe the abducted girl Matilda is here? Or is this another infernal trap? Whatever, you will have to investigate if you are to rescue the girl. You turn the handle. *Make a Strength test with a Difficulty Factor of 8.* If you succeed, turn to [29](#). If you fail, turn to [106](#).

## 20

With the Boggart defeated, you search its hidey-hole. You expect it to be a disgusting pit, but in fact it is rather orderly, with a rolled-up blanket stashed to one side that probably covers the hole when the creature slept. You find enough fresh food for one set of rations and also a brass candlestick that looks like it might have come from the church. Make a note of the word 'inside' on your Character Sheet.

Returning to the church, you tell the priest what has happened and return the candlestick, for which he is grateful. 'These faeries have been known to steal things, time to time. My thanks for your help' says the priest. 'Wait here, I might have something for you.' He goes off and loosens a stone in the wall from behind which he extracts a glass vial, which he hands to you. This is a Healing Potion (DW, page 139).

It is getting late now, so you decide the best thing to do is try to get a room for the night at the inn. Turn to [104](#).

## 21

The stone narrowly glances the side of your head. Now even more agitated, the creature charges at you and attacks you with its staff:

REDCAP	
Attack 14, staff (d6,3)	AF 1
Defence 6	Movement 10m (20m)
Magical Defence 7	Evasion 3
Health Points 8	Stealth 12
Reflexes 10	Perception 4

If you have a silver cross, you can spend one Combat Round getting it out of your backpack (you automatically lose that Combat Round). However, if you then successfully win a Combat Round, the creature is automatically slain.

If you win, turn to [35](#).

## 22

Pulling open the window, you look outside. The clouds must have cleared overnight, because there, bathed in moonlight, is the largest dog you have ever seen. Its black fur seems to reflect the weak light. It begins its horrible baying once again.

If you have any ranged attacks, such as a spell or missile weapon, you could attack the demon hound from here. Turn to [39](#).

Otherwise, you will have to run outside to deal with it. Turn to [132](#).



## 23

Searching the bodies, you find nothing except some rat tails. The room looks to be just a guard room, as there are no other furnishings except for the table and chairs. If you like, you can take the rats tails and the greasy cards the guards were playing with before continuing through a tunnel to the west.

After a short distance, the tunnel reaches a junction. Looking north, you can see a faint silvery glow. To the south, you can see nothing of note. Will you go north (turn to [74](#)) or south (turn to [91](#))?

## 24

The double doors to the hut are padlocked shut. You can try to force the lock with your weapon (turn to [93](#)), or you can investigate the first hut in search of a key (turn to [84](#)).

## 25

The village of Thorpe lies directly south from Scuraburn, so you leave the town by the south gate. Standing near the gates are two town guards in chainmail armour. A small rat eyes you beadily from next to a tin cup.

If you would like to talk to the guards, turn to [55](#).

If you would rather set off on the road to Thorpe, turn to [85](#).



Heading south along the main road through the village, you come to the outskirts of the forest. It is then that you hear a howl from the north, and then another, from almost next to you! The hound is nowhere to be seen. On edge now, you begin to scan the trees for any sign of the beast. You are still looking when powerful jaws clamp tightly around the back of your neck and pull you to the ground. You have no opportunity to defend yourself and are savaged mercilessly. Deduct five Health Points. You must now fight the demon hound:

DEMON HOUND	
Attack 15, fangs (d4+1,5)	AF 0
Defence 6	Movement 15m (30m)
Magical Defence 8	Evasion 3
Health Points 10	Stealth 15
Reflexes 12	Perception 10

If you win, turn to [60](#).

Frantically, you pull yourself out of the boat before the current carries you over the edge of the waterfall. Safe on dry land, you heave a sigh of relief and take in your surroundings.

There is no path through the trees here, but just to the north you see the jetty you passed earlier. Weaving your way through the trees, you make your way there. You see that there is a path leading into the forest heading west, so with little alternative you follow this. Once again, the trees' canopy blocks out much of the sunlight, but at least the mist has cleared.

Eventually the path opens out into a clearing. Turn to [129](#).

## 28

As you run back towards the church to escape the undead horror, lightning flashes overhead. It strikes the lightning rod and with a deafening crash, the metal pole fractures. You glance upwards, alerted by the noise. You are transfixed in shock as the lightning rod topples towards you. *Make an Evasion roll against the lightning rod's Speed of 18.* If you succeed, you manage to leap out of the way in time; now you must fight the undead monster; turn to [108](#). If you fail, the jagged tip pierces your shoulder, erupting from your back and impaling itself in the ground, holding you in place. The pain you are in now is nothing compared to the pain you will feel as the undead fiend begins feeding on your flesh...

## 29

The room beyond the door is some sort of twisted parlour. There are armchairs constructed from bone, with cushions fashioned from the skins and furs of dead animals. A fireplace burns against one wall, the flames a sickly green colour. Above the fireplace hangs a cracked mirror, showing reflections, not of this room, but of some hellish place where giant chimneys belch noxious fumes.

And in the middle of all this, there is a small girl, in a torn yellow nightdress. She is sat inside a cage. As you enter, she stops sobbing, and looks at you quietly, hope in her eyes. Hurrying over, you see that the cage has no door. Although it is not bolted to the floor, you can't lift it, nor can you bend the iron bars. Promising Matilda that you will be back for her, you continue your search of the house for some way of releasing her. Will you now try the door opposite (turn to [112](#)), or the door at the end of the corridor (turn to [66](#))?



## 30

The monster has a pouch hanging from its shoulder. Looking inside, you find a brass candlestick and some dead fish, no doubt the creature's dinner. The fish smells horrendous though, so you leave it and continue on your way, although you can take the candlestick if you like. Make a note of the word 'squared' on your Character Sheet and turn to [97](#).

## 31

You manage to throw yourself out of the boar's way, but it still glances you with a tusk. Deduct one health point. As you pick yourself up, you hear the sound of hunting horns, horses' hooves and yapping dogs. Suddenly you feel a great movement of air go past that bends the branches of the trees and knocks you back down, although you don't see what is causing this. The noises fade as the wind dies down. Picking yourself up once again, you continue on your way south. Turn to [87](#).

## 32

Through the open doors of the smithy, you can feel the welcoming heat from the forge and you step inside, glad to be out of the rain. The blacksmith is hammering away at his anvil, but sees you enter and straightens up to greet you.

'Either you are some sort of robber, or the hero Alfred was telling us about,' says the blacksmith, a middle-aged man with muscles that look to be made of the very iron he works with. You reply that you are here to help. The blacksmith nods, and then continues 'Well that's good then. I wouldn't want to have to knock you out, the blood gets everywhere.' Not sure whether he is joking or not, you decide to ask him about what is going on in the village. Will you ask him about the beast that visits them each night (turn to [80](#)) or what has happened to the crops (turn to [122](#))?

## 33

Following the light intensely, you have become less alert. You are therefore caught unawares when the ground gives way beneath you, opening up into a stake lined pit. *Make a Reflexes test with a Difficulty Factor of 13.* If you succeed, you manage to avoid the pit and can continue on your way, breathing a sigh of relief as you do so; turn to [49](#). If you fail, you fall into the pit, suffering injury from the fall and from the sharpened stakes. Deduct 3d4 Health Points. If you are wearing armour you can reduce this damage by 2. If you are still alive, you now need to clamber out of the pit. *Make another Reflexes test with a Difficulty Factor of 13.* If you fail, you fall back into the pit, suffering the same damage described above. You can continue trying to climb out of the pit until you are either dead or succeed. If you succeed, you can continue on your way; turn to [49](#).

## 34

The boar is stuck! But to your horror, it continues towards you, skewering itself further on your spear in its desperate bid to attack you. Fortunately, the spear snaps and the jagged end pierces the boar's thick hide, bringing it finally to a halt. Cross the spear off your Character Sheet.

Then you hear hunting horns, horses' hooves and yapping dogs. Suddenly you feel a great movement of air approach that bends the branches of the trees. Then the noise and the wind suddenly stop, as if halting by the dead boar. There is a rustling sound, as if someone were approaching the boar, but you still don't see anything. Then the boar vanishes! Then you hear the call of a horn, and the sound of horses' hooves picks up again, this time moving away from you. Glancing around, you see that where the boar was, there now lies a single tusk, made of silver. You take this with you and set off south once again. Turn to [87](#).



## 35

With the creature dead you turn your attention to the boat. It moves smoothly on its runners and you push it down the ramp into the river. Jumping on board, you set off downstream. The current is gentle, and you allow it to carry you south.

Trees line the banks of the river but presently you come to an opening on the east bank. You could row over and investigate (turn to [82](#)) or ignore this and carry on south (turn to [127](#)).

## 36

Heading north along the main road through the village, you once again hear the snarling of the hound, closer this time. And then a few seconds later, an answering call from the south. Before you have time to consider your options, the hound is there in the road ahead of you. It barks one last time before leaping at you. The fiend is a dangerous opponent:

DEMON HOUND	
Attack 15, fangs (d4+1,5)	AF 0
Defence 6	Movement 15m (30m)
Magical Defence 8	Evasion 3
Health Points 10	Stealth 15
Reflexes 12	Perception 10

If you win, turn to [60](#).

## 37

As you open the door, a hidden mechanism is tripped, revealing a hidden trapdoor above you. The trapdoor opens, and massive stone blocks fall from the ceiling. Instinctively, you leap backwards. *Make an Evasion roll against the falling blocks Speed of 12.* If you are successful, turn to [76](#). If you fail, turn to [94](#).



## 38

You stand there ready for the animal. And then you see it! It is a huge wild boar, frothing at the mouth, its fur bristling and with tusks the size of daggers. If you have a spear, you can try to stick the boar with it (turn to [67](#)). Otherwise, you would be well advised to try to jump clear of the rampaging porcine (turn to [100](#)).

## 39

The dog is a sitting target, and the distance is not too great, so it is not difficult to find your aim. Your attack hits the beast, which howls in pain, and then disappears! If you used a missile weapon, this clatters to the ground. The dog then reappears a few metres away and fixes you with its ice-cold stare. You must now confront the beast outside, but you can collect any missile weapons just used when you do so. Also, if you should fight the dog, you can deduct the damage from your attack from its Health Points due to the injury you have just caused it. Turn to [132](#).

## 40

You leave the church and circle round the building. The trees start only fifty metres or so behind the church and you can see a clear path into them. Following this, you soon find yourself in a dense woodland, the canopy of the trees blocking out much of the daylight. At least much of the rain can't get through here, although water drips constantly from the leaves. Small animals rustle amongst the branches and leaf litter.

Up ahead the path forks and you can either go left (turn to [65](#)) or right (turn to [115](#)).



## 41

Considering that the boar's tusk was effective enough against the Ancient, you wonder if you can fashion a proper weapon with it. Inserting it into the hole in the axe handle, you are delighted that it is almost a perfect fit. You secure it in place with a length of knotted spider silk. As you finish your work, the home-made axe vibrates in your hands. You sense that the axe is imbued with some sort of magic; this now counts as a magic weapon. Although it doesn't confer any bonuses, it will allow you to harm creatures that can only be injured by magic weapons. Make a note of the axe's statistics – one handed, (d6, 5). You now return to the junction and take the tunnel heading south; turn to [91](#).

## 42

You approach the priest and gently tap him on the shoulder to attract his attention. He spins round, his face a mask of surprise.

'Eck! Rink! Irls!' he exclaims. The priest is unkempt, you notice now you are closer, with stains on his robes and scabs around his mouth. Taken aback, you struggle to compose yourself.

'I was wondering if...' you begin before you are interrupted. 'What's that gob doing in my church!' shouts the priest. You start again, only to be shouted at again. You soon realise that you will get no help here and decide to leave the church. Turn to [68](#).

## 43

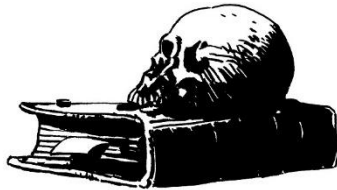
You take a few steps backwards to get a good run up and then launch yourself across the brook. At the last second, however, the muddy path proves treacherous, and you slip. *Make a Reflexes test with a Difficulty Factor of 13.* If you are successful, turn to [77](#). If you fail, turn to [107](#).

## 44

The trees are densely packed and going this way is hard work. It is also darker here, with the leaves and branches blocking out the sunlight entirely. You are not entirely sure that you are heading in the right direction when you see a light through the trees over to your left. If you want to investigate the light, turn to [83](#). If you would rather try to find your own way, turn to [117](#).

## 45

You don't manage to throw yourself out of the boar's way, and it gores your leg with a tusk. Deduct two Health Points. As you pick yourself up, you hear hunting horns, horses' hooves and yapping dogs. Suddenly you feel a great movement of air go past that bends the branches of the trees and knocks you back down, although you don't see what is causing this. The noises fade as the wind dies down. Picking yourself up once again, you continue on your way south. Turn to [87](#).



## 46

As you pull the lever down, you hear a deep rumbling from somewhere in the complex, as if massive stones are grinding against each other. Fearfully, you look around, but then the noise stops and nothing further happens. If you like, you can now pull the other lever, if you haven't already (turn to [114](#)) or you can leave the room and continue south (turn to [81](#)).

## 47

There is no persuading the mad priest, who attacks you with one of the brass candlesticks. You will have to defend yourself:

PRIEST	
Attack 11, candlestick (d3, 3)	AF 0
Defence 5	Movement 10m (20m)
Magical Defence 3	Evasion 3
Health Points 9	Stealth 12
Reflexes 9	Perception 4

You don't actually want to kill the priest, who is obviously deluded, so you strike at him with the flat of your weapon. Deduct one from your Attack score for this fight. If you win, you manage to subdue the priest and can make your escape from the church, taking the silver cross with you if you wish. Make a note of the word 'subtract' on your Character Sheet and turn to [68](#).

## 48

The path continues through the gloom until eventually it opens out into a clearing. In the middle of the clearing is a large circular hole, surrounded by a ring of stones. You cautiously approach and are taken by surprise by a high pitched shriek from behind you. Spinning round, you see a short, stocky creature, covered in brown hair and with long arms that reach almost to the ground. Hopping from foot to foot it screeches 'What? What? What?' at you.

'You've been causing trouble,' you accuse the faery.

'So what?' it replies 'Should've been nicer to me, shouldn't they. Old meanies they are.'

You are just about to persuade the Boggart to stop its mischief and apologise when it launches itself at you, attacking you with a shortsword held in its powerful arms:

<b>BOGGART</b>	
Attack 12, shortsword (d8, 3)	AF 1
Defence 6	Movement 12m (25m)
Magical Defence 9	Evasion 4
Health Points 7	Stealth 23
Reflexes 11	Perception 15

If the Boggart goes first in the first Combat Round, he will try to cast Curse on you (page 82, DW). The Boggart's Magical Attack score is 19 (page 75, DW). This only lasts for as long as the Boggart is alive. In second and subsequent rounds, he will attack you with his shortsword.

If you have not defeated the Boggart in four Attack Rounds, a magically summoned wolf appears to attack you as well:

<b>WOLF</b>	
Attack 15, fangs (d4, 5)	AF 0
Defence 3	Movement 12m (25m)
Magical Defence 1	Evasion 3
Health Points 6	Stealth 16
Reflexes 11	Perception 11

If you win, turn to [20](#).

## 49

Thinking that you can see daylight ahead, you press on. After an exhausting trek (deduct one Health Point), you emerge into a clearing. Turn to [129](#).

## 50

The monastery is a walk of about an hour to the east of Scuraburn. You travel along the country lane with the drizzle as a constant companion. To the north and south are fields of barley, their stalks bent under the pressure of the constant wind. The lane itself is deserted, and you meet no other travellers on your way.

The monastery itself, you see when you arrive, is a walled complex of several stone buildings. Knocking on the great wooden gate summons a monk, who, after ascertaining the reason for your visit, allows you entrance to the monastery.

Inside the gates you enter a courtyard. Around the courtyard are the various buildings of the monastery, including a chapel and what seems to be a brewery. Other monks, all dressed in black habits, walk purposefully between the buildings on errands.

The monk who allowed you admittance introduces himself as Amun and enquires how he can be of assistance. If you wish to ask if the monks have a library, turn to [70](#). If you would like to talk to the abbot, turn to [90](#).

## 51

The room is a bit dingy, but nonetheless the bed is comfortable. As night falls, the rain stops and a hush falls over the village. You check the window is shut and bolt the door and retire to bed.

You are woken from your slumber some time later by the most hideous howling you have ever heard. It is a sound only the most monstrous of canines could produce and sets your teeth on edge. If you want to pull the covers over your head and go back to sleep, turn to [72](#). If you want to open the window to investigate the noise, turn to [22](#). If you would rather dash downstairs and outside to confront the beast, turn to [132](#).

Two inhabitants of the tunnels have come to investigate the noise. They block the passageway in front of you with their axes ready. In the narrow corridor, you can fight them one at a time:

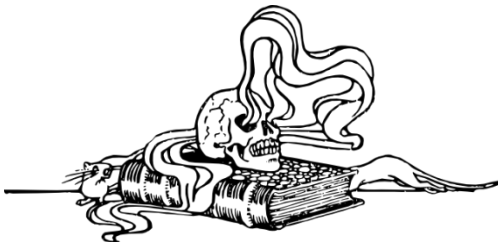
#### FIRST DWARF WARRIOR

Attack 12, axe (d6, 4)	AF 3
Defence 6	Movement 10m (15m)
Magical Defence 3	Evasion 3
Health Points 8	Stealth 12
Reflexes 9	Perception 9

#### SECOND DWARF WARRIOR

Attack 12, axe (d6, 4)	AF 3
Defence 6	Movement 10m (15m)
Magical Defence 3	Evasion 3
Health Points 7	Stealth 12
Reflexes 10	Perception 9

If you win, not wanting to waste any more time, you make your way through the tunnels and come out at the cliff face into the clearing. With no other way onwards, you will have to try to find a way through the trees to the south. Turn to [44](#).



## 53

The path leads south through the trees until you come to another choice of directions. Another path leads west (turn to [79](#)) or you can continue south (turn to [9](#)).

## 54

The current now is much too strong and it carries you and your boat over the edge of the waterfall. With a yell you plummet into the pool at the bottom. Alas, the pool is not deep and you strike your head on a rock, knocking yourself unconscious. You are carried further downstream, where a family of river trolls discover your body and make a fine meal out of you.



## 55

The guards are jolly fellows and so you strike up a conversation with them. You ask them if they have seen anything unusual from the direction of Thorpe.

‘Nuffink really’ answers the first one ‘but din’t ol’ Gaz say e’d seen a ‘huge black dog last night?’

‘Well I must say I don’t know about that’ replies the second guard ‘Gareth is rather fond of a tipples or two, isn’t he?’

Further questioning reveals that the guards themselves haven’t seen or heard anything, so you decide it is time to press on. Turn to [85](#).

Normal weapons are not effective against this undead monstrosity. If you do not possess any items made of silver, or any magic you can use against it, it will batter you down and drain your life. Your adventure ends here.

If you have a silver tusk, you can use this as a dagger.

If you have a silver cross, you can use this as a weapon. The Ancient does not recoil from the sight of a cross, but you can use it held between your fingers and treat it as an unarmed combat.





DWARF ANCIENT	
Attack 14, raking talons (d8, 4)	AF 1 (but see above)
Defence 7	Movement 10m (15m)
Magical Defence 6	Evasion 3
Health Points 11	Stealth 12
Reflexes 9	Perception 11

For every third hit the Ancient inflicts on you, it will also drain one point of Strength until the end of the adventure in addition to the normal Health Point loss. If you win, turn to [101](#).

## 57

Recalling what Renshaw told you, you wonder if he wasn't raving after all and decide there is nothing to lose by looking for his sword beneath the oak archway. You spend some time digging away, and after twenty minutes exertion, you uncover something wrapped in oiled cloth. Climbing out of the hole you have made, you examine your find. Unwrapping the cloth, you discover that the beggar was telling the truth. In your hands is one of the finest swords you have seen. The blade is clean and sharp, with runic inscriptions along its length. The crossguard and grip are bound in thin gold wire and the pommel holds a single large ruby.

This sword is a magical +1 sword. See DW page 137 if you need more information on magical weapons.

After filling the hole in, you leave the clearing and get back in the boat. Turn to [127](#).

With the occupants dealt with, you look around the room. The cupboard contains clothing and spare weapons, but nothing superior to your own. Looking through to the kitchen, which is surprisingly clean and tidy, you find some crockery and cutlery and some rations. The only other thing of interest here is the wooden box on the table. Maybe the dwarves were arguing over this? You take a closer look. The box doesn't open, even though there is a hinged lid, but there is no keyhole. On the top of the box, in writing just big enough to read, there is an inscription:

'At the blacksmiths I bought two warhammers and three crossbows and spent two hundred and eighty-five florins. The next day, I returned one of the crossbows for a full refund, bought three more warhammers and paid seventy florins. How much does it cost altogether to equip one of my soldiers with a warhammer and a crossbow?'

If you know the answer, turn to that reference now. If you don't know the answer, you could try smashing the box open (turn to [13](#)) or you could just leave the room and carry on south down the passageway (turn to [61](#)).



Cautiously you approach the stag in case it becomes violent. However, as you walk closer, it calms and stands still, looking at you steadily with its red eyes. The spiders' web is quite tough, and it takes you a few minutes to cut the stag free. Once free, the stag seems to bow its head towards you before snorting and running out of the clearing. If you like, you can take some of the spider silk with you. You then return to the previous junction and head west (turn to [79](#)).

## 60

With your last blow, the Demon Hound slumps to the ground, defeated. Its body starts to fade away, until there is no sign that it was there at all. You have a feeling that it won't be reappearing again!

Exhausted from your fight, you return to the inn. The innkeeper is there, along with some of the other villagers, and they are eager to thank you for your assistance. However, you just want to return to bed to rest and recover, saying that you will speak to the villagers in the morning.

If you were sleeping in the stables, the innkeeper decides to let you have a room for the rest of the night. You head upstairs and climb into bed for a well-deserved sleep. Turn to [18](#).

## 61

Shortly you come to another wooden door, this time on the east side of the tunnel. There is no noise coming from behind it. Will you open this door (turn to [71](#)), or carry on south down the passage (turn to [81](#))?

## 62

You sit on one of the wooden pews to the right of the church and bow your head, hoping for some divine intervention. You murmur a prayer. Although you are not necessarily expecting a response, your head fills with strange images of coloured lines interjected with streaks of black. Concerned, you open your eyes again. As you do so, you spot something shiny beneath the pew in front of you. If you would like to see what this object is, turn to 92. If you want to speak to the priest, turn to [42](#). If you would rather leave the church, turn to [68](#).

## 63

The flames from the forge are coalescing into the shape of a small humanoid being, composed entirely of fire! You will have to act quickly to defeat this elemental. Looking around the smithy, there are a few options open to you. Will you:

Throw a bucket of water onto it? Turn to [133](#).

Grab a blanket hanging from a stand and smother it? Turn to [113](#).

Attack it with your weapon? Turn to [73](#).

## 64

You retrieve the cross from your backpack and hold it out to Stroud for inspection. Upon seeing the cross, the abbot shrinks back, a look of horror on his face. Waving his arms in front of him, he cries ‘Arghh! No! Keep it away from me!’

Not expecting such a reaction, you glance at Amun, who is giving Stroud a very stern look. The abbot pulls himself together and has the decency to look embarrassed. ‘Vell, hmm, yes’ he says, ‘sorry about that, I don’t know what came over me.’ Amun takes you by the arm and leads you outside, looking over his shoulder at the abbot as he does so.

‘We have been worried about him for a while now’ Amun whispers to you. ‘He sometimes has these outbursts, but otherwise he is very well organised and efficient. Anyway, as an apology, would you like to visit our herb garden? We have some useful plants that may aid you in your quest.’

If you would like to visit the herb garden, turn to [116](#).

If you would like to visit the library, turn to [70](#).

## 65

The path opens out and leads to the banks of a brook. It babbles along serenely enough and shouldn't be too difficult to wade through (turn to [123](#)), or, as it is only a few metres wide, you could take a running jump to clear it (turn to [43](#)).

## 66

The door opens into an enormous cavern, impossibly contained within the boundaries of the house. You are stood about halfway up one of the walls of the cavern, with stairs carved out of rock leading to the floor. The cavern is cylindrical, with the top having fissures open to the sky, giving you adequate light to see by. Before descending, you look around. The walls are daubed with strange symbols in a dark red paint and the floor is littered with bones. Against the wall to your left is a bed that looks more like the nest of a giant bird and to your right you see an old woman in a tatty grey dress shackled to the wall. She appears to be asleep, or unconscious.

You walk carefully down the stairs and almost trip over a black cat as it coils round your legs. You shoo it away and off it goes, looking at you balefully and hissing. It goes towards the old woman and rubs itself against her legs, which causes her to wake up.

'Lawks!' she exclaims when she sees you. 'Have you come to rescue me dearie?'

What will your response be?

Try to undo the shackles binding the woman? Turn to [7](#).

Ask her who she is and how she got captured? Turn to [86](#).

Run the old woman through? Turn to [109](#).

You set your spear, ready for the rampaging boar. *Make a hit roll against the boar's Defence of 3.* If you are successful, you manage to impale the boar and stop it in its tracks (turn to [34](#)). If you fail, you miss and will have to try to throw yourself out of the boar's way (turn to [45](#)).



Leaving the church, the weather has not improved. In fact, there are now flashes of lightning arcing across the sky.

As you walk down the path away from the church, you are horrified to see a hand erupt from one of the graves. It is green, with loose flesh hanging from pale

bones. As you stand there dismayed, the entire creature drags itself from the ground. It used to be human, that much is clear, but now it is a decaying, maggot-ridden thing with a swollen black tongue hanging from its rotten mouth. It grins at you and lumbers closer. What will you do now:

To stand your ground ready to fight, turn to [108](#).

To charge at the creature, turn to [88](#).

To run back towards the church, turn to [28](#).

## 69

Crashing your way through the undergrowth, you have become less alert. You are therefore caught unawares when the ground gives way beneath you, opening up into a stake lined pit. *Make a Reflexes test with a Difficulty Factor of 13*. If you succeed, you manage to avoid the pit and can continue on your way, breathing a sigh of relief as you do so; turn to [49](#). If you fail, you fall into the pit, suffering injury from the fall and from the sharpened stakes. Deduct 3d4 Health Points. If you are wearing armour you can reduce this damage by 2. If you are still alive, you now need to clamber out of the pit. *Make another Reflexes test with a Difficulty Factor of 13*. If you fail, you fall back into the pit, suffering the same damage described above. You can continue trying to climb out of the pit until you are either dead or succeed. If you succeed, you can continue on your way; turn to [49](#).

## 70

The monastery library is a well-lit building. If it were a brighter day, you are sure that the windows would allow in plenty of sunlight for the monks to read by. As it is, torches burn on the walls so that the monks here can continue their work.

Amun directs you to a wooden cubby hole that holds several scrolls. These, he tells you, cover a range of topics that might be interesting to you on your quest.

Pulling the scrolls out and taking them to a table, you settle yourself into a chair and begin reading. It seems that the subject of curses is wide ranging. You read about how witches have hexed places, with wells being poisoned, crops dying,

and animals being born with two heads. Other maledictions have been brought about by faery people, either out of spitefulness or playfulness. To break a curse, it appears that either a ritual must be performed or the creature causing the problems must be destroyed.

After about an hour of reading, you stretch and stand up, thanking Amun for his help. It is now time to leave and so you make your way back to Scuraburn. After the time spent travelling and at the monastery, it is getting late and so you decide you had better head for Thorpe before it gets dark. Turn to [25](#).

## 71

The door opens into an unoccupied stone room, empty of any furnishings. A passageway from the room runs south, at the end of which is a dead end, but with a narrow slit cut into the wall through which you can see the surrounding forest. Returning to the room, there are two levers on the east wall, both in the up position. Will you:

Pull the lever on the right? Turn to [114](#).

Pull the lever on the left? Turn to [46](#).

Leave the room and continue south? Turn to [81](#).

## 72

Eventually the baying stops, and you get back to sleep. When you wake in the morning, you see weak sunlight filtering into where you are sleeping. You stretch and get up, ready for the day.

The inn is quiet and as you go outside, you see a low mist covering the ground. Moving through the village, you encounter no other villagers. And then...what is that? You see a shape in the mist. Going over to investigate, you see the torso of the innkeeper, fragments of bone and bloody muscle all that remains of his arms and legs. His face is contorted into a grimace of agony. And there – another villager, torn in half at the waist, his entrails a vivid gory pink on the ground. Then you hear your name being called. Locating the source of the voice in the mist is difficult and while you are searching, you see the remains of more



villagers, each having suffered a violent death. Most have been attacked in their homes, their dismembered bodies lying on the thresholds of their dwellings.

Feeling hopeless, you eventually find who is calling your name. It is Alfred – or rather, it is Alfred’s head, as that is all that is left of him. He still calls your name, even without the breath to speak.

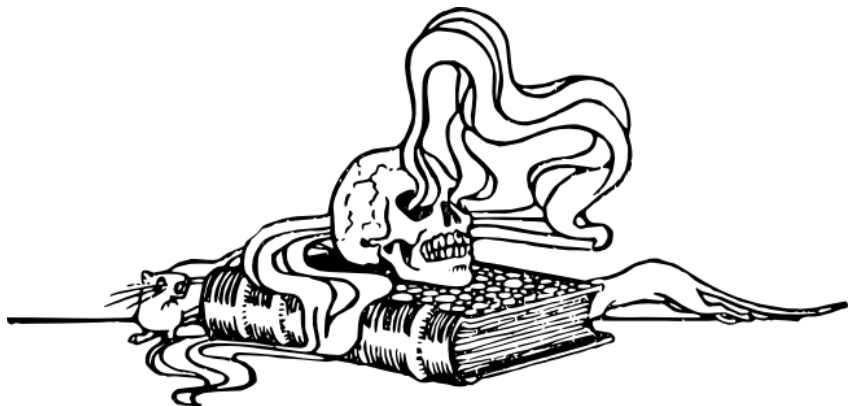
However, it is not his voice that utters your name, but an ancient voice, filled with hate. ‘Failed, you have....’ it croaks. As you fall to your knees in despair, you can only agree.

## 73

Swinging your weapon at the Fire Sprite, you find it meets no resistance and passes straight through, leaving the little terror unharmed. In retaliation, it strikes you with its fiery claws, causing you three health points of damage. What will you do now?

Throw a bucket of water onto it? Turn to [133](#).

Grab a blanket hanging from a stand and smother it? Turn to [113](#).



## 74

The passage ends in another room. Rotting tapestries adorn the walls, and a stone sarcophagus sits open in the middle of the room. Stood next to the sarcophagus is

the room's occupant. It is similar to the Dwarf you have just encountered, but its beard is coarse and matted and its fingernails are jagged talons. It glows with a silver phosphorescence.

'Who disturbs me?' it croaks. 'Nevermind, for you will still die.'

What will you do?

If you want to run from the room, turn to [125](#).

If you want to fight the creature, turn to [56](#).

## 75

Inside the box you find a key, two Florins and some knucklebones. Why these bones are in here when the floor is covered in other bones, you cannot fathom, but you can take the contents of the box with you. What will you do now?

Drink some of the green liquid? Turn to [12](#).

Look at the bucket of paint? Turn to [105](#).

Leave this hut and investigate the second one? Turn to [16](#).

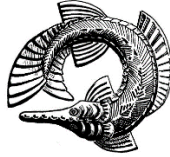
## 76

You jump out of the way just before the stone blocks crush you, but you still sustain some injuries; roll one die and deduct this many health points. If you are still alive, you realise that the exit here is blocked and you will have to traipse through the tunnels and go out the same way you came in.

If you have already defeated the arguing Dwarves, turn to [119](#).

If not, turn to [52](#).

Despite the poor footing, you leap across the brook and land safely on the opposite bank, where you can continue on your way (turn to [48](#)).



The stone narrowly glances the side of your head. Now even more agitated, the creature charges at you and attacks you with its staff:

REDCAP	
Attack 14, staff (d6,3)	AF 1
Defence 6	Movement 10m (20m)
Magical Defence 7	Evasion 3
Health Points 8	Stealth 12
Reflexes 10	Perception 4

If you have a silver cross, you can spend one Combat Round getting it out of your backpack (you automatically lose that Combat Round). However, if you then successfully win a Combat Round, the creature is automatically slain.

If you win, make a note of the word ‘pentagram’ on your Character Sheet and turn to [35](#).



## 79

The path continues west for a while before opening out into a clearing. On the opposite side, facing you, is a great stone cliff face. The forest comes right up to the cliff face and the only exit from here is a cave entrance. If you want to enter the cave, turn to [111](#). Otherwise, you can try to forge a path southward through the forest. To do this, turn to [44](#).

## 80

‘Well. Let me tell you about that’ says the blacksmith, wiping his brow. ‘Each night, there is a vicious black beast comes here, howling and making all sorts of noise. Not seen it myself, but folks do say that it can appear and disappear, like a ghost! I’ve a good mind....’ But the blacksmith trails off as he sees something happening in his forge. Turn to [63](#).

## 81

The tunnel ends after a short distance at an iron door. There is a thick bolt screwed into the door which is currently keeping the door shut. You pull the bolt and open the door opens easily enough.

Have you pulled a lever whilst underground? If so, turn to [37](#).

Otherwise, turn to [2](#).



## 82

Securing the boat to a tree, you get out and look around the clearing. It is about fifty metres in diameter and there are no other exits. All is peaceful here and you even hear birdsong. In the centre of the clearing are two magnificent oak trees; either by design or a happy accident of nature, the branches form a beautiful archway. After spending some time admiring this, you leave the clearing and get back in the boat. Turn to [127](#).

## 83

As you approach the light, it bobs and weaves about. You cannot make out who or what is causing the light, so you call out, but there is no response. The light moves away from you and you follow it. Suddenly, you hear a massive roar from over to your right. Will you run away from the noise (turn to [69](#)) or keep following the light (turn to [33](#))?

## 84

There is no noise coming from the hut, so you open the door and enter. Inside, you find the hut is a single room. It smells horrendous, as if something died in here. The whole place is covered in filth, with rotting vegetables, bits of bones and piles of stones scattered about.

Somebody – or something – must live here, though, as there is a bed made of lice infested straw, a fire over which hangs a pan containing a bubbling green liquid, and a table and chair. Under the table is a wooden box and sitting on the table is a brass candlestick. In the corner sits a bucket of red paint. What will you do now?

Drink some of the green liquid? Turn to [12](#).

Look at the bucket of paint? Turn to [105](#).

Open the box? Turn to [75](#).

The road from Scuraburn leads directly south towards the river. To the west of the road is the dockland area of the town, where you can see a boat being unloaded and crates being taken into wooden warehouses ready for distribution into town.

The bridge crossing the river is a sturdy stone curved arch affair, wide enough to accommodate a cart. The bridge parapets are in good condition, as are the gargoyle statues positioned at either end.

As you approach the bridge, you see a large scaly blue hand, covered in green slimy weeds, appear around the abutment. This is followed by an ugly blue and white head, the monster having a bulbous nose and large blunt yellow teeth. Its cracked claws look sharp enough, however. The creature heaves itself onto the bridge and stands before you. Mainly green in colour, and covered in scales, it has a white belly and face. Although taller than you, it is stooped over so you are face to face with it. Readying yourself for battle, you are surprised when it speaks.

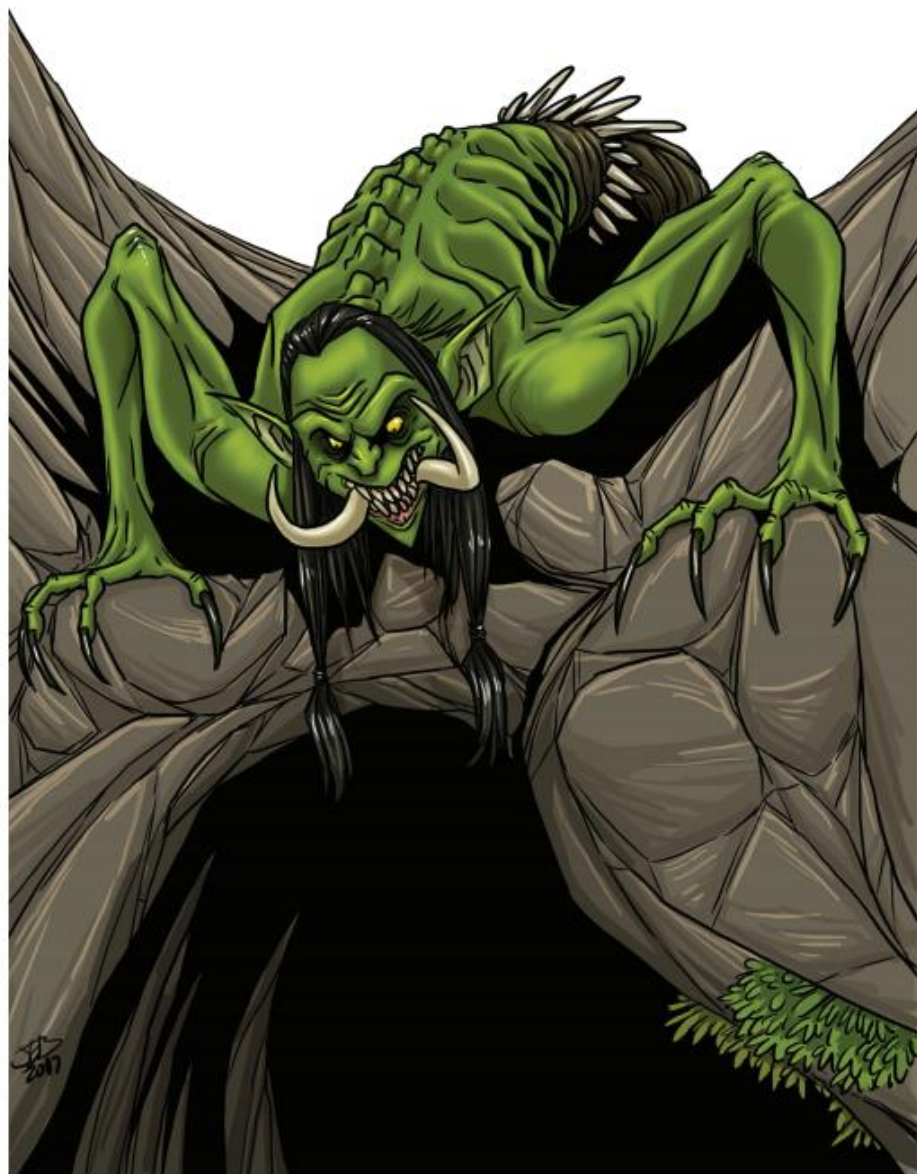
‘Gotta pay da toll’ it says. ‘Five shinies’. No doubt the creature isn’t an official toll collector, but if you have five Florins and want to pay anyway, turn to [10](#). If you don’t have five Florins, or would rather fight the monster, turn to [128](#).

‘I’m just a poor old woman who lives in the forest. I was collecting flowers for my little garden when I was set upon by a monster. Next thing I know I’m here! Oh woe is me!’

What will you do now?

Try to undo the shackles binding the woman? Turn to [7](#).

Run the old woman through? Turn to [109](#)



## 87

The path continues south for a while. It is quite dark under the canopy and the mist certainly isn't helping visibility either. Then you come to a point where you have a choice of directions. A piece of yellow cloth hangs from a tree at the junction, but you can't tell which way the abductor went from here. A narrower path leads south east (turn to [4](#)), or you can continue on the main path south (turn to [53](#)).

## 88

With a cry, you charge at the creature and manage to strike a great blow before it attacks you with its hideous clawed hands:

SHAMBLING CORPSE	
Attack 13, talons (d4, 3)	AF 0
Defence 6	Movement 10m (20m)
Magical Defence 3	Evasion 2
Health Points 8	Stealth 6
Reflexes 7	Perception 4

If the Shambling Corpse hits you four times, roll 3d6 and if this is greater than your Strength, turn to [11](#). If you win, turn to [121](#).

## 89

You soon see why the current is getting stronger – the river is approaching a waterfall! You are going to have to disembark from the boat before you go over the edge. If you have a rope, you can use this to tether the boat to a tree (turn to [27](#)). Otherwise, *make a Reflexes test with a Difficulty Factor of 15*. If you are successful, turn to [27](#). If you fail, turn to [54](#).



## 90

Amun leads you to one of the stone buildings which appears to be the living quarters for the monks. Pushing open a door, Amun leads you along a windowed passageway until he arrives at the entrance to the abbot's chambers. Sitting behind a wooden desk which is covered in scrolls is the abbot himself. He wears a long black cloak and his dark hair is combed back into a widow's peak. Amun introduces you to the abbot, whose name is Stroud.

'Welcome!' the abbot exclaims and holds out his hand. As you shake his hand, you notice his fingernails are unusually long and fashioned into points.

If you wish to ask the abbot if he has any knowledge of curses, turn to [134](#).

If you have a silver cross and wish to ask him about the meanings of the runes inscribed on it, turn to [64](#).

## 91

Further along the passageway you come to a wooden door in the west wall. Through the door you can hear voices; although you don't understand the language, from the tone it appears to be two people arguing. If you would like to open the door, turn to [131](#). If you want to carry on south along the tunnel, turn to [61](#).

## 92

The shiny object turns out to be a silver cross. You pick it up and examine it more closely. It is about the size of your hand, simple but engraved with runes that you vaguely recognise.

As you sit back up, you see the priest looming above you, his face contorted with rage. He is unkempt, with stains on his robes and scabs around his mouth.

'Wha' the 'eck you doin'?' he screeches. He obviously thinks that you have stolen the cross and you can try to persuade him otherwise. *Make a Looks test with a Difficulty Factor of 12*. If you are successful, turn to [6](#). If you fail, turn to [47](#). If you would prefer to just attack him anyway, turn to [47](#).



## 93

The lock is quite solidly made. *Make a Strength test with a Difficulty Factor of 12.* If you are successful, you manage to prise open the lock. If you fail, you still manage to open the lock but also injure yourself doing so; deduct one Health Point.

Inside, you find that the hut is actually a boathouse, with a rowing boat sat on runners. You are just thinking that this would be an excellent way of continuing your journey downstream when you hear a shrieking coming from outside.

Exiting the hut, you see a bizarre creature. It looks like a wizened old goblin, but must be fairly spritely as it is jumping up and down shouting 'Feef! Feef!'. It has protruding teeth, long clotted hair beneath a filthy red cap and in one of its taloned hands it holds a wooden staff. Its other hand holds a large stone, which it hurls at you. Roll 2d6. If this is greater than your Strength score turn to [5](#). Otherwise, turn to [21](#).

## 94

The human body is not made to withstand the weight of a ton of rocks falling on it. Your bones are crushed, and your organs are pulverised. Unfortunately, you are not killed instantly and have to wait in agony while you suffocate to death.

## 95

The village of Thorpe lies directly south from Scuraburn, so you leave the town by the south gate. Standing near the gates are two town guards in chainmail armour and sitting just inside the town gate is a beggar in rags, looking hopefully for a donation. A small rat eyes you beadily from next to a tin cup.

If you would like to talk to the guards, turn to [55](#).

If you would like to give the beggar a Florin, turn to [15](#).

If you would rather set off on the road to Thorpe, turn to [85](#).

Seeing the brass candlestick, an idea starts to form. You have seen many similar items on your travels. Suppose this is the ultimate source of the hex? Some sort of relic that binds the others together? Maybe if you could destroy it, you could end this curse, which seems to extend further than the village of Thorpe?

You take hold of the candlestick and as you do so, a terrible gale blows through the house, nearly knocking you off your feet. You hear hideous screeching that sets your nerves on edge. Taking the candlestick with you into the corridor, you feel the ground trembling under your feet. The walls are heaving as if they will burst at any moment.

And then the door at the end of the corridor bursts open. Through it runs a hideous creature. It is over seven feet tall, with dark blue skin and matted jet-black hair in which small bones have been woven. Its nose is long and crooked, and its teeth are yellow fangs. It comes at you with its hands held over its head, long iron talons ready to attack.

Without thinking, you swing the candlestick at the hag. The hag rakes at you with its talons at the same time, but it just hits the candlestick, which is shorn in half by the sharp claws.

As half of the candlestick falls to the ground, the gale abruptly stops, as does the terrible din. The walls and floor cease their constant movement. In the sudden silence, the hag steps backwards, a look of shock on its face. Then its arms and legs contort, and it goes into a frenzy of movement.

You feel air rushing towards the hag, and quickly crouch and turn around, your hands over your head. An explosion rocks the hut, and you feel a splatter of flesh hitting your back. Turning around, you see the hag is no more. Turn to [135](#).

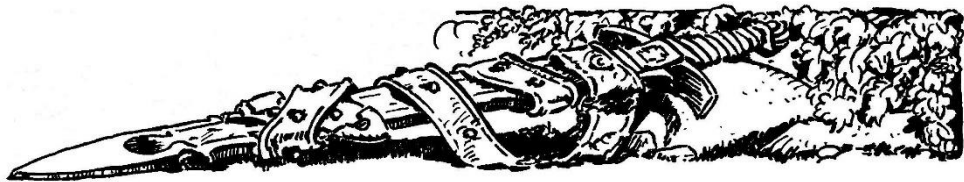
Crossing the bridge, you see that the land slopes gently downwards towards the village of Thorpe, which you can see in the distance. To the east and south of the village the land is forested, with a small branch of the river flowing southwards through the trees. The land to the north and west are cultivated, but even from here you can see that the crops are withered and dying.

As you head south, it begins to rain and the road you are on becomes less paved until you are squelching your way along a muddy path which is bounded on both sides by short hedgerows. As you approach the village, you can see the basic layout. The path leads through the village dwellings, wattle and daub structures with thatched roofs, until it reaches the village square, where you can see a few stone buildings: a church on the east side, a smithy on the west side and an inn on the south side. There are very few villagers out and about and the whole place is quiet and hushed. You reach the village square where you consider your options.

To visit the smithy, turn to [32](#).

To visit the church, turn to [124](#).

To enter the inn, turn to [104](#).



## 98

The Annis grabs you tightly in one of its powerful arms and scratches at you with its iron hard claws with the other. Deduct six Health Points. If you are still alive, you struggle free and must fight!

ANNIS	
Attack 16, iron hard talons (d8, 4)	AF 1 (but see below)
Defence 10	Movement 10m (20m)
Magical Defence 9	Evasion 5
Health Points 10	Stealth 12
Reflexes 13	Perception 9

Unless you have a magic weapon, you will inflict only half damage with a successful hit. If the Annis wins two consecutive Attack Rounds, it has grabbed hold of you and inflicts an extra two Health Points of damage.

If you win, turn to [135](#).

## 99

You steer the boat to the jetty and climb out. Looking around, you see that there is a path leading into the forest heading west, so with little alternative you follow this. Once again, the trees' canopy blocks out much of the sunlight, but at least the mist has cleared.

Eventually the path opens out into a clearing. Turn to [129](#).

## 100

And then the boar is upon you! *Make an Evasion roll against the Boar's Speed of 14.* If you are successful, turn to [31](#). If you fail, turn to [45](#).

## 101

Congratulating yourself on a hard-won victory you excitedly look in the sarcophagus, expecting to see vast riches. You are disappointed to discover that the only thing in there is an old axe handle.

If you possess a boar's tusk and some spider silk, turn to [41](#). Otherwise, you return to the junction and take the tunnel heading south; turn to [91](#).

## 102

As you walk the cobbled streets of Scuraburn, the heavens open. With a crack of thunder, torrential rain pours from the sky. Keeping close to the overhanging buildings to keep yourself out of the worst of it, you make for the church.

The narrow street opens out into a square, with the church across on the other side. Townsfolk are dashing across the square to seek shelter from the rain. The church itself is set in its own grounds, with iron railings separating it from the surrounding buildings. Before the church is a small graveyard, with a flagged path leading up to the church itself, which is a well-built stone structure, with a steeple at the front surmounted by a lightning rod. Perhaps bad weather is the norm for these parts.

You walk along the path and push the doors to the church open. Inside, you shake your cloak into some semblance of dryness and look around. Along each wall are stained glass windows, many showing depictions of Saint Orric, either poring over books or with groups of scholars. Unfortunately, it is too dark to appreciate the workmanship of the windows.

There are two rows of pews in the church, with a central aisle leading up to the shrine at the far end. Here you can see a priest, who appears to be busy arranging candles.

If you would like to talk to the priest, turn to [42](#).

If you would rather sit at a pew and pray, turn to [62](#).

## 103

The more you look at the building, the worse its insane architecture appears, until you can feel your mind starting to unravel. Make a Fright attack (DW, page 122). If you are brave enough you can enter the hut (turn to [19](#)), otherwise you are shaken and must deduct 1 from both Attack and Defence until the end of the adventure before entering the hut. Turn to [19](#).

## 104

The inn is called The Bouncy Frog and as you push open the door you are greeted by the warmth of the fire and murmur of conversation. The taproom consists of a few round tables and a straw covered floor. A bar along the back wall serves drinks and there is a serving hatch to a kitchen. Several heads turn in your direction, as you would expect when a stranger enters a drinking establishment, but then Alfred is there to greet you.

‘Glad you could make it’ he says, leading you to a table. He calls out to the innkeeper for some food and drink and as you eat (restore one Health Point), you ask Alfred if he has any more information to help you.

‘Alas no, my friend. However, if you stay here tonight, you might well see the black beast!’ Agreeing that this is a good idea, you make arrangements. You also ask the innkeeper about the name of his inn, but just get a strange look in reply.

If you have defeated either a Fire Sprite or a Boggart since you have been in the village, the innkeeper lets you stay for free (turn to [51](#)). If you have defeated both, he lets you stay for free and also sends you up with a nightcap (restore one Health Point and turn to [51](#)). Otherwise the cost of a room is four Florins (turn to [51](#) if you can afford this). If none of these conditions apply you will have to sleep in the stables (turn to [8](#)).



## 105

Upon investigation, you discover that the bucket of red paint is in fact a bucket of blood. Disgusted, you decide to look at something different. What will you do now?

Drink some of the green liquid? Turn to [12](#).

Open the box? Turn to [75](#).

## 106

The door is either locked or so warped it can't be opened. You hear more sobbing from behind the door and so give it a determined shove. The door bursts open and you stumble through, barking your shin on some furniture as you do so. Deduct one Health Point and turn to [29](#).

## 107

Arghh! With a splash, you land right in the middle of the brook and plunge underwater. You are about to surface when you notice something shiny on the bed of the stream that your splashing about has uncovered. If you would like to investigate this, turn to [3](#). If you would rather just wade across, turn to [123](#).



## 108

The apparition shuffling towards you is a Shambling Corpse, which attacks you with its hideous clawed hands. You ready your weapon and do battle:

SHAMBLING CORPSE	
Attack 13, talons (d4, 3)	AF 0
Defence 6	Movement 10m (20m)
Magical Defence 3	Evasion 2
Health Points 8	Stealth 6
Reflexes 7	Perception 4

If the Shambling Corpse hits you four times, roll 3d6 and if this is greater than your Strength, turn to [11](#). If you win, turn to [121](#).

## 109

As you draw your weapon ready to attack, the old woman changes as the illusion is broken. Before you stands a monster, seven feet tall, with dark blue skin and matted jet black hair in which small bones have been woven. Its nose is long and crooked, and its teeth are yellow fangs. The monster is an Annis, a shape changing hag. It lunges to attack you and you must fight!

ANNIS	
Attack 16, iron hard talons (d8, 4)	AF 1 (but see below)
Defence 10	Movement 10m (20m)
Magical Defence 9	Evasion 5
Health Points 10	Stealth 12
Reflexes 13	Perception 9

Unless you have a magic weapon, you will inflict only half damage with a successful hit. If the Annis wins two consecutive Combat Rounds, it has grabbed hold of you and inflicts an extra two Health Points of damage. If you win, turn to [135](#).



As you utter the answer, the box opens. Excitedly, you look inside, and are disappointed to see that the only contents of the box are a brass candlestick and a single Florin, which you can take with you if you like.

You leave the room and head south; make a note of the word 'pentagram' on your Character Sheet and turn to [61](#).



Cautiously you enter the cave. It appears to be man-made, hewn out the solid rock of the cliff. Wooden supports and struts are fixed to the walls and ceilings, and you can see the remains of cart rails every so often on the floor. It is dark in here, although white crystals attached to the wall give off a faint luminescence, enough for you to see at least a little. However, unless you have a lantern, you must deduct two from your Attack and four from your Defence until you leave the caves.

A tunnel leads further onwards, and you follow this until it widens out into a small room. Sat at a table in this room are an orc and a dwarf, playing cards. The dwarf is unlike others you have seen, bald, with grey skin and a grey beard. As you enter the room, they push their chairs away, draw their weapons and attack you:

ORC	
Attack 12, mace (d6, 4)	AF 2
Defence 5	Movement 10m (20m)
Magical Defence 3	Evasion 3
Health Points 6	Stealth 12
Reflexes 10	Perception 4

DWARF WARRIOR	
Attack 12, axe (d6, 4)	AF 3
Defence 6	Movement 10m (15m)
Magical Defence 3	Evasion 3
Health Points 8	Stealth 12
Reflexes 9	Perception 9

You back up to the tunnel so they can only fight you one at a time. If you win, turn to [23](#).

## 112

The door opens into a nightmare kitchen. Animals hang, twitching and bleeding, from butchers' hooks and in the corner a cauldron bubbles above a fire, the foul stench from its contents filling the room. In the centre of the room stands a dining table, with an ornate brass candlestick in the middle.

As you enter the room and look around, you notice that the floor has chalk marks on it. You are standing inside a pentagram, a symbol that can be used in witchcraft. Unless you can think of anything else to do, you quickly leave this room to try the door at the end of the corridor. Turn to [66](#).

## 113

Thinking quickly, you grab a worn blanket from its stand next to the fire and cover the Fire Sprite with it. With a howl, the flames die out, and the elemental with it. Carefully you remove the blanket from the forge and see that the fiery creature has disappeared. Breathing a sigh of relief, you turn to the blacksmith.

‘Never seen anything like that’ he says. ‘The sooner the cause of these troubles is dealt with, the better. Here, I have something as a thanks for dealing with the fire gremlin’.

The blacksmith goes over to one of his workbenches and produces a small horseshoe, no bigger than the palm of your hand. ‘Lucky horseshoe’ he says. The horseshoe is indeed lucky; you may re-roll any one dice roll during this adventure. This can only be done once!

Thanking the blacksmith, you leave and decide where to go next.

To visit the church if you have not already done so, turn to [124](#).

To enter the inn, turn to [104](#).

## 114

As you pull the lever, you realise with horror that it is a dummy lever – a sharp blade coated in wax! Deduct three Health Points. What sort of maniac disguises blades as levers? If you like, you can now pull the other lever, if you haven’t already (turn to [46](#)) or you can leave the room and continue south (turn to [81](#)).

## 115

The path opens out and leads to the banks of a brook. It babbles along serenely enough and is only a couple of metres wide. Steppingstones are positioned at convenient intervals across the brook and with the aid of these you are safely across. You follow the path that continues on the opposite bank. Turn to [48](#).

The herb garden is in the middle of a cloistered square around the back of the dormitory. Amun suggests that a herb called Gleave Balm may be of use to you. Originally imported from Algandy and then selectively bred, it has marvellous healing properties without having to be mixed with other ingredients. You thank Amun and he gives you two sprigs of Gleave Balm. Each sprig will restore four Health Points and can be used at any time except when in battle.

Before you leave the monastery, you think you have just enough time to visit the library. Amun is glad to take you there.

The monastery library is a well-lit building. If it were a brighter day, you are sure that the windows would allow in plenty of sunlight for the monks to read by. As it is, torches burn on the walls so that the monks here can continue their work.

Amun directs you to a wooden cubby hole that holds several scrolls. These, he tells you, cover a range of topics that might be interesting to you on your quest.

Pulling the scrolls out and taking them to a table, you settle yourself into a chair and begin reading. It seems that the subject of curses is wide ranging. You read about how witches have hexed places, with wells being poisoned, crops dying and animals being born with two heads. Other maledictions have been brought about by faery people, either out of spitefulness or playfulness. In order to break a curse, it appears that either a ritual must be performed or the creature causing the problems must be destroyed.

After about an hour of reading, you stretch and stand up, thanking Amun for his help. It is now time to leave and so you make your way back to Scuraburn. After the time spent travelling and at the monastery, it is getting late and so you decide you had better head for Thorpe before it gets dark. Turn to [95](#).

## 117

You are definitely lost now, unless you have managed to pass two identical wolf skulls lying at exactly the same angle against a tree. Sighing in frustration, you stab your weapon into the ground and try to get your bearings. *Make an Intelligence test with a Difficulty Factor of 11.* If you are successful, turn to [49](#). If you fail, turn to [69](#).

## 118

You run south and hear whatever animal is causing the noise cross the path behind you before continuing to crash through the undergrowth. Whatever it was, it was certainly big! *Make a Reflexes test with a Difficulty Factor of 6.* If you are successful, you eventually slow down to walking pace and carry on. If you fail, you trip on the root of a tree; deduct one Health Point. Either way, you continue on your journey south. Turn to [87](#).

## 119

Not wanting to waste any more time, you make your way through the tunnels and come out at the cliff face into the clearing. With no other way onwards, you will have to try to find a way through the trees to the south. Turn to [44](#).

## 120

The church is on the side of a cobbled square. However, you will not gain entrance today; the church has been locked up tight, with town guards preventing entrance. A crowd of rubbernecker has gathered around the iron fence to gawk at something happening in the graveyard. There is nothing for you to do here.

To travel to the monastery, turn to [50](#).

To head straight to Thorpe, turn to [25](#).



The ghoul topples to the ground, dead once again. There are five Florins on the ground which might have fallen from the corpses' clothing that you pocket.

At least the rain now seems to be slackening off after the lightning storm. Where will you go next?

To visit the market, turn to [14](#).

To travel to the monastery, turn to [50](#).

To head straight to Thorpe, turn to [25](#).



✱

‘Well. Let me tell you about that’ says the blacksmith, wiping his brow. ‘The crops should be doing well, so they say, on account of the clement weather. But they are all dying, as you seen when you came into the village. Now I’m no farmer....’ But the blacksmith trails off as he sees something happening in his forge. Turn to [63](#).

The water is cold, but doesn't reach much higher than your thigh, and the current isn't strong, so you easily wade through the water. About halfway across, however, you feel something wrapping itself around your leg and realise you are under attack from a Water Snake. You must fight:

WATER SNAKE	
Attack 14, bite (d3, 2)	AF 0
Defence 2	Movement 15m
Magical Defence 0	Evasion 2
Health Points 9	Stealth 18
Reflexes 18	Perception 9

The high Reflexes score of the snake represents that it has already coiled around your leg.

If you win, you can free yourself from the coils of the snake and continue on your way on the opposite bank. Turn to [48](#).

The church looks a sturdy stone-built affair, with a gabled wooden roof. Although not ornate, it is certainly better constructed than the villager's houses. Pushing open the door of the church, you find yourself in the nave, with a straw covered floor and a few rough wooden benches. The priest turns towards you at the sound of the door opening and limps towards you with the aid of a crutch; one of his legs is missing from the knee downwards.

'You must be the person that Alfred told us about' says the priest, an elderly grizzled man who looks more like a retired soldier than a holy man. Without waiting for a response, the priest continues 'The well has been poisoned and I

think I know where the culprit is hiding. Unfortunately, I am in no fit state to go off chasing faeries. If I had both legs I'd sort the problem out myself. That's for damn sure.'

You ask the priest for further details. 'I've seen the creature sneaking back into the woods behind the church. Follow the path and you should come to its hidey hole.'

If you want to track the monster back to its lair, turn to [40](#).

If you would rather go to the inn, turn to [104](#).

If you have not visited the blacksmith yet, and would like to go there, turn to [32](#).

## 125

As you turn to run, the foul creature is there before you! Snarling, the creature lashes out. Deduct two Health Points. There is no escaping the Ancient and you must do battle. Turn to [56](#).

## 126

While you are standing around, you hear more howling, from the north, south and east. This is followed by screams from the terrified villagers. You can't lollygag here all night. What will you do now?

If you would like to head to the north of the village, turn to [36](#).

If you would like to head to the south of the village, turn to [26](#).

## 127

Continuing your journey downstream, you hear a buzzing noise. Looking ahead, you see a giant insect hovering above the river, its wings a blur of movement. Its body is beautifully patterned and coloured, but you have no time to admire this, as the insect ceases hovering and swoops to attack you. You must once again defend yourself.

GIANT DRAGONFLY	
Attack 11, bite (d6, 2)	AF 0
Defence 7	Movement 10m
Magical Defence 3	Evasion 7
Health Points 4	Stealth 2
Reflexes 13	Perception 5

If you win, turn to [17](#).

## 128

The creature pulls out a large stone club to defend itself as you attack it with your weapon.

TOLL COLLECTOR	
Attack 14, club (d6, 4)	AF 1
Defence 7	Movement 10m
Magical Defence 9	Evasion 3
Health Points 12	Stealth 12
Reflexes 9	Perception 6

If you win, turn to [30](#).

The clearing you are in is quite large. The northern perimeter is a cliff face, with trees surrounding you on all other sides. In the centre of the clearing sits a large wooden hut.

The building seems to be a parody of an actual hut. It is constructed of black wood but looking at it hurts your eyes; it is as if a child had coloured a picture of a hut in using charcoal but gone outside the lines. The hut has four walls, but the angles are all wrong; the corners should be perpendicular, but they all seem to be less than right angles. There are windows in each of the walls, although none of them are regular shapes and all of them have been blacked out. Smoke rises from a chimney, until you realise that the smoke is not actually moving. In front of the hut is a small, fenced garden, but the ground there is scorched and nothing grows. Your heart leaps when you see a piece of yellow cloth snagged on a gatepost.

There appears to be only one entrance, a warped door made of the same black wood. Will you go through the door (turn to [19](#)) or will you look around further (turn to [103](#))?

You sit next to the beggar, avoiding getting your cloak muddy as best you can. The beggar smells none too fragrant, but he seems harmless enough. The rat jumps onto the beggar's lap, where he strokes it gently.

'Lots of people think old Renshaw's mad you know' says the beggar, 'and that may be true! Ha, didn't I see a huge black dog appear out of thin air just last night? Course I did, hmm, yes, I did. But that can't be right can it? Dogs don't just appear and then disappear, do they? Hmm, no, no. If I had my old sword, I'd fight it off, wouldn't I? Course I would. But it's been many a year since I held it. Magnificent it was! All shiny and sharp and...well never mind. Buried it though, didn't I? Keep it safe. Right beneath the oak archway I buried it, hmm, yes' The beggar's eyes stare off into the distance as if recalling happier times.

Although the beggar has been rambling, there may be some truth in his words. If you ever find yourself standing below an oak archway, deduct twenty-five from

the reference you are on and turn to that new reference. For now, though, it is time you were on your way. Turn to [85](#).

## 131

The door opens onto what looks like the living quarters of the inhabitants; a large room, with four straw beds, a wooden cupboard in the corner and a table on which sits a wooden box, and four chairs. Another door in the west wall is ajar and leads into what appears to be a kitchen. The occupants of the room are two dwarves, one with a grey beard and one with no facial hair at all. They are standing next to the table and are shouting at each other, pointing fingers and generally being aggressive.

As you enter the room, they stop their arguing and pull axes from their belts. You back up to the doorway so they can only attack you one at a time:

FIRST DWARF WARRIOR	
Attack 12, axe (d6, 4)	AF 3
Defence 6	Movement 10m (15m)
Magical Defence 3	Evasion 3
Health Points 8	Stealth 12
Reflexes 9	Perception 9

SECOND DWARF WARRIOR	
Attack 12, axe (d6, 4)	AF 3
Defence 6	Movement 10m (15m)
Magical Defence 3	Evasion 3
Health Points 7	Stealth 12
Reflexes 10	Perception 9

If you win, turn to [58](#).

## 132

Outside, under the weak light of the gibbous moon, stands the great black dog. Its slavering jaws are terrifying to behold, and it stares at you with eyes that emanate great hatred. Raising its head, the Demon Hound howls once more and then disappears!

Perplexed, you look around. It is then that you hear the dog baying again, from the north of the village. And then an answering growl from the south of the village! Is there more than one of these fiends?

What will you do now?

If you think the beast is to the north of the village and would like to go this way, turn to [36](#).

If you think the beast is to the south of the village and would like to go this way, turn to [26](#).

If you would rather stay where you are, turn to [126](#).

## 133

Heaving the bucket, you try to douse the flames with water. But this just seems to feed the fire, rather than extinguishing it! The enraged Fire Sprite lashes out, causing you three Health Points of damage. What will you do next?

Grab a blanket hanging from a stand and smother it? Turn to [113](#).

Attack it with your weapon? Turn to [73](#).

## 134

‘Are ve not all cursed, hmm?’ Stroud says in response to your question as he fiddles with a brass candlestick. ‘It is in the nature of all humans to eventually fall

under some hex is it not? I myself am cursed, of course. But enough of this! Amun, take our visitor to the library, where he can learn all he needs to.'

Stroud clearly knows nothing and seems a little unhinged as well, so you allow Amun to lead you to the library. Make a note of the word 'four' on your Character Sheet and turn to [70](#).

## 135

With the hag dead, you return to the room where Matilda is being held, to find that the magic that bound the iron cage together has been dispelled. Matilda is free, although looking bewildered.

You crouch down in front of her and explain that the monster that took her is dead and it is time to go home. Tears well up in her eyes and you hold her tightly. You lead her from the hut, ready to begin your return journey through the forest, but Matilda grabs your hand and leads the way instead. You find yourself walking through parts of the forest you have not seen before, but no harm befalls you. Maybe this was the way that the hag brought Matilda from the village; hidden from normal sight.

Soon you are back in Thorpe. Alfred is vigilantly watching the forest and is overjoyed upon seeing you and the missing girl. As you enter the village, Matilda gives you a hug and a kiss on the cheek before running to the Hopkins family home. Her parents are ecstatic and the family crowd together in happiness.

Later that evening, after a bath and a nap, there is a celebration at The Bouncy Frog. Alfred awkwardly brings up the offer of a reward and offers you forty Florins. Together with the hug and the kiss on the cheek, this is plenty.

As you resume adventuring, you wonder from time to time what became of Matilda. Did she recover fully from her ordeal and lead a peaceful life? Or did she seek vengeance on creatures like the Annis, and hunt them down? Whichever, you hope that she, and the other villagers of Thorpe, are now happy and content.

**THE END**