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The Beast is loose!

Rassin Abbey has guarded its arcane treasures for centuries. But when their Black Grimoire is stolen, the land of Ruddlestone is plunged into a crisis of epic proportions. For the ancient book holds the key to the legendary Casket of Shadows – and the Evil imprisoned within it. Should it be opened, the Infernal Beast will be unleashed to wreak its terrible carnage across the Old World.

On the night of Shekka's Moon, scant days away, this will surely come to pass. Unless, that is, one brave hero can retrieve the Black Grimoire in the nick of time – a hero like YOU!

FIGHTING FANTASY—THE WORLD'S MOST POPULAR ADVENTURE GAMEBOOK SERIES

Cover and illustrations by Alan Langford



A PUFFIN BOOK

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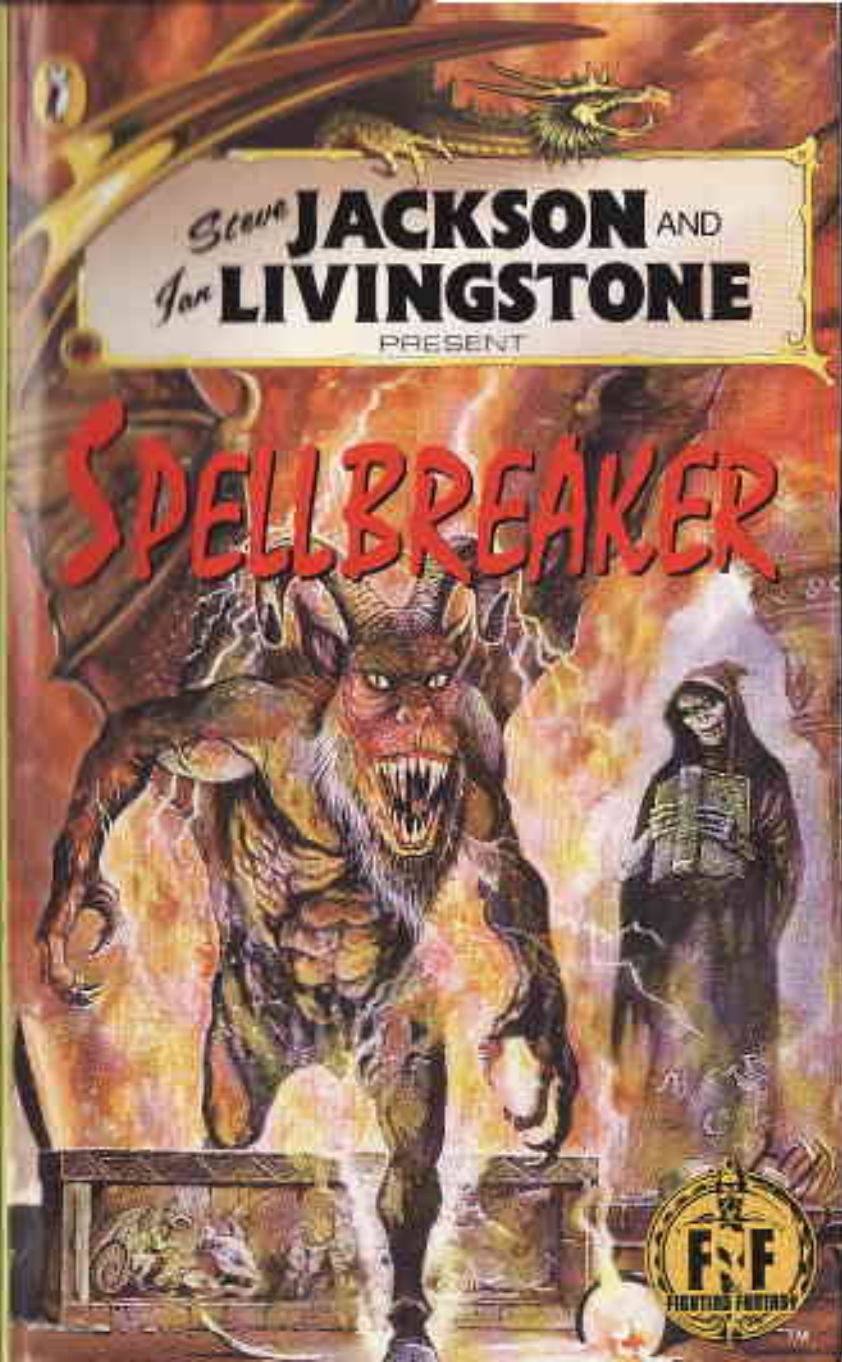


STEVE JACKSON
AND IAN LIVINGSTONE

Spellbreaker

53

FIGHTING FANTASY



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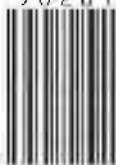
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Steve JACKSON AND
Ian LIVINGSTONE
PRESENT



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SPELLBREAKER

Rassin Abbey has guarded its arcane treasures closely for centuries. But when the *Black Grimoire* is stolen, the land of Ruddlestone is plunged into an epic crisis. For the ancient book holds the key to the legendary Casket of Shadows – and the evil locked away inside it. Should it be opened, the Infernal Beast will be unleashed to wreak its foul carnage across the Old World.

On the night of Shekka's Moon, scant days away, this will come to pass. Unless, that is, one brave hero can retrieve the *Black Grimoire* in the nick of time – a hero like YOU! After all, you had your part to play in the book's disappearance. Ruddlestone is a wild and lawless land, but here and there you may discover hidden allies too. Will they be enough, though, to help you win through to the end of your quest – and victory?

Two dice, a pencil and eraser are all you need to embark on this exciting adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress. Many dangers lie ahead, and your success is anything but certain. It's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. But beware, for time is fast running out!

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SPELLBREAKER

by Jonathan Green

Illustrated by Alan Langford



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To my parents

INTRODUCTION

Before embarking on this adventure, you must first discover your own strengths and weaknesses. You use dice to determine your initial scores. On pages 16–17 there is an *Adventure Sheet*, which you may use to record the details of your adventure. On it you will find boxes for recording your SKILL, STAMINA, LUCK and FAITH scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina, Luck and Faith

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

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

Roll one die. Add 6 to the number and enter this total in the LUCK box.

Don't roll any dice for FAITH: you always start your adventure with 1 FAITH point.

For reasons that will be explained below, all your scores will change constantly during the adventure.

You must keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, their totals may never exceed their *Initial* scores, except on very rare occasions and then the text will specifically tell you so.

Your FAITH score differs from your other attributes because it is not restricted by an *Initial* score. Your FAITH may increase or decrease in certain situations, which will be explained in the relevant paragraphs.

Your SKILL reflects your expertise in combat, your dexterity and agility. Your STAMINA score reflects how healthy and physically fit you are. Your LUCK score indicates how lucky you are. Your FAITH score reflects your inherent Goodness and your belief in the forces of Order. A high FAITH score can enable you to repel certain demons and evil spirits, and it may bring you blessings in other forms.

Battles

During your adventure you will often encounter hostile creatures. In some such situations you may be given special options, allowing you to deal with the encounter in an unusual manner, but in most cases you will have to resolve battles as described below.

Enter your opponent's SKILL and STAMINA scores in

the first empty Encounter box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions which are unique to that particular opponent. Then follow this sequence:

1. Roll two dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll two dice for yourself, then add your current SKILL score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows; start a new Attack Round from step 1, above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below). Proceed to step 6.
5. Your opponent has wounded you, so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see below).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must start all over again by creating a new character.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one person or creature in combat. Sometimes you will treat them as a single opponent; sometimes you will be able to fight each in turn; and at other times you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is again resolved normally – except that once you defeat an enemy, the next steps forward to fight you!

When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents you throw for your Attack Strength in the normal way. If your Attack Strength is greater than your opponent's, in this instance you will not inflict any damage; you can regard it as having parried an incoming blow. If your Attack Strength is lower than your adversary's, however, you will be wounded in the normal way. Of course, you will have to settle the outcome against each additional adversary separately.



Luck

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

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

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

Using Luck in Battles

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

If you have just wounded an opponent, you may *Test your Luck* as described above. If you are Lucky, you

have inflicted a severe wound; deduct an extra 2 points from your opponent's STAMINA score. If you are Unlucky, however, your blow only scratches your opponent, and you must deduct only 1 point from your opponent's STAMINA (so that, instead of scoring the normal 2 points of damage, you now score only 1).

Whenever you yourself are wounded in combat, you may *Test your Luck* to try to minimize the wound. If you are Lucky, your opponent's blow merely grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 extra STAMINA point (i.e. deduct a total of 3 points from your own STAMINA).

Remember: you must subtract 1 point from your LUCK score whenever you *Test your Luck*.



More About Your Attributes

Skill

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

At various times during your adventure, you will be told to *Test your Skill*. The procedure for this is the same as that for *Testing your Luck*: roll two dice. If the number rolled is less than, or equal to, your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, you do not have to subtract 1 point from your SKILL each time you *Test your Skill*.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop, either as a result of wounds gained through combat, or by falling foul of traps and pitfalls, or after you have performed any particularly arduous task. If your STAMINA score ever falls to zero, you have been killed and should stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

You can restore lost STAMINA by eating meals or Provisions. You start the game with Provisions equivalent to 5 meals, and you may obtain more as your adventure progresses. You must keep track of how many meals' worth of Provisions you have left by filling in the details in the Provisions box of your *Adventure Sheet*. Each time you eat a meal you may restore up to 4 points of STAMINA, but you must remember to deduct 1 meal from your Provisions box. You may stop and eat Provisions at any time except when you are engaged in combat.

Luck

Additions to your LUCK score may be awarded when you have been particularly lucky or have created your own luck by some action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may exceed its *Initial* value only in exceptional circumstances, which will be explained when appropriate.

Faith

As you will soon discover, your FAITH will be very important in this adventure. You start the game with 1 FAITH point, granted to you because you have undertaken a holy pilgrimage. Relics of Good and blessings can increase your FAITH, while curses and evil actions, ill-befitting a heroic adventurer, will have the effect of decreasing your FAITH score. Precisely how your FAITH works will be revealed during your adventure: you will be instructed about this in the relevant paragraphs.

Equipment and Gold

You begin your adventure with only the tools of your trade: a sword, a lantern and tinderbox, and a backpack to hold your Provisions and Gold Pieces. To find out how many Gold Pieces you possess, roll one die and add 4 to the number rolled. Note this total down in the Gold Pieces box on your *Adventure Sheet*. Your sword and lantern should be noted in the Equipment box on your *Adventure Sheet*, as must any other useful items you may find on your travels.



ADVENTURE SHEET



SKILL <i>Initial Skill=</i>	STAMINA <i>Initial Stamina=</i>	LUCK <i>Initial Luck=</i>
---------------------------------------	---	-------------------------------------

FAITH	GOLD PIECES	PROVISIONS
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EQUIPMENT & TREASURE

NOTES

ENCOUNTER BOXES

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

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

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

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

BACKGROUND

With a deafening crash another bolt of lightning shears through the boiling night sky. For a moment the blasted heath round you is brilliantly illuminated and through the driving rain you catch sight of shelter at last, but it is not the abbey. Instead, a few trees stand huddled together on the barren moor, stark against the horizon. Through the sounds of the storm behind you, you can make out the howling of wolves, broken occasionally by a banshee wail. With renewed determination you find the strength to start running again over the sodden earth, with the blood pounding in your ears.

As you near the copse, you pick out the glow from a small campfire among the trees. Someone has already taken shelter from the storm here. Cautiously, with one hand on the hilt of your sword, you step towards the fire. The figure seated beside the fire slowly looks up as you approach. 'There is no need for that, I am not armed,' the man says, holding wide his arms so you can see that he is speaking the truth. Thunder rumbles across the moors and the next flash of lightning reveals the man's face. He is young-looking but his face is pale and drawn as if it has seen a lifetime of hardship, while his eyes hold a deeper knowledge than his years suggest. And he is smiling. 'Come, take shelter by my fire,' he says warmly. 'It looks as if you

need it.' Tired and cold, you take up the stranger's offer. 'Such a night as this, evil things stalk the earth, or so people say.' You look up anxiously as you hear a rustling in the branches of the trees. 'What are you doing out on a night such as this?' he asks.

You decide you have nothing to lose by telling this stranger your story, so you explain how you now find yourself lost on these bleak moors at night. All your adult life you have lived as a hired sword, searching for adventure wherever it may be found across the Old World. However, for several years now you have considered taking a rest from the adventuring life in order to return to your homeland of Ruddlestone and undertake a pilgrimage for the good of your soul. So it was that, two months ago, you arrived at the northern port of Harabnab, aboard a merchant ship from Arkleton in distant Analand, just as the month of Watching was coming to a close. From there you began your journey on foot, to the shrine town of Hallow's Well, at the edge of the western hills, renowned for its healing spring, as so many pilgrims have done before you. You were heading for Rassin Abbey where, you heard, you could spend a night away from the wilds on the way to Hallow's Well, when the storm broke, causing you to stray from the road across the heath. You soon became lost on these desolate moors, certainly not the sort of place where you wanted to spend the night, what with a storm raging about you, wild animals roaming free, and possibly worse.

The stranger tells you that he too is a pilgrim caught in a similar predicament, but he was fortunate enough

to reach the copse before the storm grew too bad. However, he is sure he knows which direction Rassin Abbey lies in. The two of you decide to try and reach it together, which would be so much safer than travelling separately. Leaving the cover of the trees, the two of you dash out through the pouring rain.

After running for half an hour with the wind and rain driving into your faces, you come to the top of a rise and see the road leading down to the small, dark, stone buildings of Rassin Abbey, cowering under the terrible force of the storm. Then comes the scream. It chills you to the bone and curdles your blood. Although almost paralysed with fear, you and the stranger look around, to see dozens of foul Demons bearing down on you from the turbulent skies. They are grotesque to look at, with bulging eyes, bloated, misshapen bodies, writhing tentacles, vicious talons and slavering jaws. They scream and gibber with excitement as they speed towards you over the heath. The next thing you know, you are hurtling down the hillside towards the abbey, your legs ready to give way under you at any moment. As you run, you fend off the Demons by waving your sword wildly in the air. The stranger has no weapon and so does the best he can with his bare hands.

When you reach the abbey, you bang on the door with all your might, shouting for sanctuary. A bolt is drawn back and you fall into the space beyond. The stranger stands in the doorway, still trying to ward off the Demons. 'Quick, come inside!' you call to him. As soon as he is over the step, the door is slammed shut

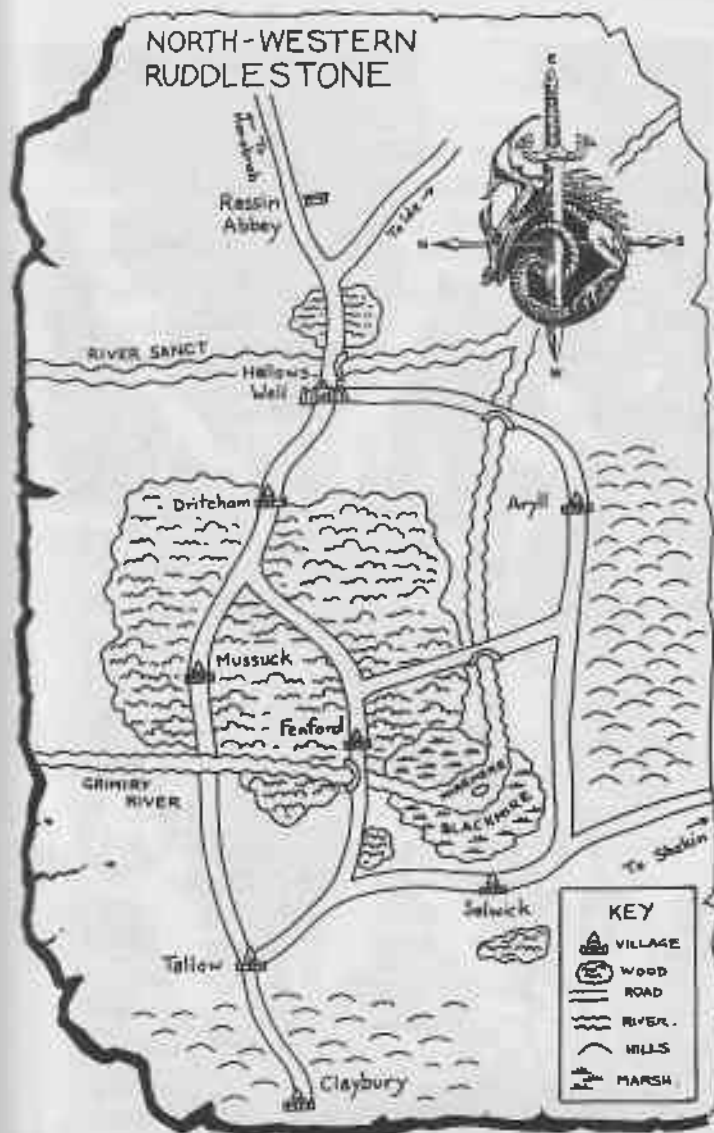
and bolted, one last chill gust of wind all that remains of the gale outside. You pick yourself up and survey the huddle of anxious faces looking back at you. You are standing in a low-ceilinged hall and the people surrounding you are monks, all dressed in plain brown habits. Once you have explained what the two of you are doing here, one of the monks tells you that they are a community of the Priests of Enkala and only a day's walk from Hallow's Well. He adds that you are both welcome to spend the rest of the night in their guest hall and leads you to join the other pilgrims already sleeping there.

You have not been asleep long when you wake from a terrible dream about Demons, to see the stranger creeping furtively out of the hall. Your suspicions aroused, you wait until he has gone then follow him through the darkened passageways of the abbey. At last you come to a room which the stranger enters, closing the door behind him and locking it. Suddenly someone cries out from inside the room and there is a crash. You beat at the door with your fists, to no avail, so you begin to try to break it down. You burst into the room at the same time as a group of monks enter through another door. You are standing in a library and the body of a monk is lying, face down, on the floor beside his upset writing desk. There is no sign of the stranger. 'Down there,' shouts a monk, pointing to a flight of stone steps beyond another open door. You run down the steps, followed by the monks, and burst into a small, dank room lit by a single torch. Against the far wall, the stranger is kneeling beside a large,

open oak chest, and in the flickering torchlight you see that he is holding a huge, black book in his hands. As you enter the chamber he spins around and gets to his feet.

'Thanks, friend,' he laughs mockingly. 'Without your help I couldn't have got in here. I would stay longer, but I have much to do.' With that a dark veil descends over the room. When it lifts again, the stranger and the book are gone, but he has left something in his place. As you watch, a cloud of swirling, noxious, green smoke starts to form in the centre of the room.

Turn to paragraph 1.





1

Quickly the cloud solidifies into a shape that makes you recoil in terror. Standing before you is a monstrous Demon covered in green scales, with fang-filled jaws and reeking of the sharp, acrid smell of brimstone. The foul Demon begins to advance towards you, raking the air with its talons while sulphur-steam rises from its mouth. Although it is a powerful beast, you are fighting the Demon on holy ground so blows from your earthly weapon will affect it. With a roar, the creature lunges at you.

BRIMSTONE DEMON SKILL 8 STAMINA 9

While you are fighting this hellspawn you are affected by the sulphurous stench it emits from its mouth, so for the duration of this battle you must reduce your Attack Strength by 1 point. If you destroy the demon, turn to 322.

2

Your mind clouds over as Nazek's charm takes effect; it is all you can do to stop yourself being brainwashed by it, and you are unable to complete the spell. Dropping the page, you look up to see that the Beast is almost upon you. Turn to 250.

3

It is midday when you enter the village of Mussuck, although the sky is still overcast. Some villagers are talking together in a group in front of a stone cross. They seem to be complaining about worms – or something! Going over to them, you ask them what

the problem is. 'It's the Devilworm, see,' says one man. 'A terrible thing it is and last week it made its 'ome in our well. No one dare draw water from it no more. We 'ave to walk down to the river instead.' You ask where this Devilworm came from.

'Old Tom says 'e saw the Wodewitch castin' a spell over the well last Windsday on 'is way back from the tavern,' pipes up the village busy-body.

'You look like a bit of an adventurin' type,' says one of the villagers. 'Will you 'elp us get rid of the worm?'

Have you got time to help the people of Mussuck? If you think you have, turn to 38; otherwise, turn to 264.

4

The tent is dark inside and smells of mildew. A boy stands just inside the entrance holding out a battered old hat into which you drop your Gold Piece (deduct this from your *Adventure Sheet*). The other patrons of the puppet show are mainly mothers and nurses with their charges. Beyond a few rows of benches stands a wooden booth with a pair of moth-eaten curtains covering the opening. You sit down on a bench at the back of the tent. Almost immediately the sign is brought inside and the boy picks up a small drum and beats out a tattoo. The curtains open and the show begins. Whereas everything else about the set-up seems run-down, the puppets are of exceptional quality. The story related is a typical tale of conflict between a young knight and an evil sorceress. Other characters in the story include a wise fool and a druid

who gives the knight a golden sickle with which to cut mistletoe as a guard against the sorceress. In the end the knight is, of course, victorious and goes on to lead a life of justice and honour. The show over, the members of the audience begin to make their way out of the tent. You are still amazed at the fine workmanship of the puppets and the skill of the puppeteer. Do you want to remain behind in order to speak to the puppeteer (turn to 340), or would you prefer to leave the tent (turn to 157)?

5

Trudging on through the marsh, you enter an overgrown clearing where an ancient stone totem lies, half buried in the mud. This area of the fen was obviously once a place of great magical significance for some marsh-dwelling tribe. However, the residue of magical energy here has attracted a Fetch, a creature that is little more than a crackling ball of energy. Discharging small bolts of lightning into the air, the Fetch has just feasted and measures almost a metre across. Sensing your aura, the scintillating ball flies at you.

FETCH

SKILL 11

STAMINA 6

If you make a successful strike against the Fetch, both you and the creature suffer the usual 2 points of damage to your STAMINA because your metal sword conducts the energy emitted by the Fetch as it shorts out! If you win and you have fought the creature using a magical or blessed weapon, that weapon has lost any special powers it once had since the Fetch fed off its magical energy. The Fetch destroyed, you leave the clearing by the only exit. Turn to 59.

6

You have destroyed the evil source of the plague in Aryll: the Canker is no more. Restore 2 LUCK points. With the Canker dead, the Plague Zombies have become lifeless corpses again. You waste no time in escaping from the crypt. Gerog is surprised but elated to see you and takes you back to the village, where you are given a hero's welcome. The elders invite you to a banquet to be held that evening where you will be guest of honour. Remembering your search for the *Black Grimoire*, you decline their offer and tell them of your quest. They cannot tell you anything as to the whereabouts of the book; however, as a reward for saving Aryll, the elders agree to reveal to you the secret location of the barrow of Gwythain the Protector: it lies high in the hills to the south and is guarded by a druidic sect who worship the Earth-mother. The warrior-priest is said to be buried there with his sword, Deliverer, the Blessed Blade. Manoc tells you that such a weapon would be an invaluable aid against the evil of Nazek and his Demons. Before you leave Aryll, the elders give you a bag containing 6 Gold Pieces, enough Provisions for 3 meals and another lantern (if you have lost yours). Will you now make the long diversion south to Gwythain's barrow (turn to 96) or set off directly westwards out of Aryll (turn to 359)?

7

'That is correct,' says the High Priest. 'You are worthy.' He commands the druids to release you. If you have the Pilgrim's Staff, turn to 196. Otherwise, turn to 271.

8

As you hoped, the gate has been left unguarded. Keeping close to the wall, you run out of the town and away. Turn to 300.



9

After half an hour or so, you catch sight of something against the night sky, flying towards the village over the forest. As the shape gets closer, you can see that it is a robed man sitting astride a pitchfork! This peculiar means of transportation glides down to the ground at the edge of the village and, picking up the pitchfork, the warlock walks over to the wagon. Will you keep watching (turn to 143) or take the group by surprise and engage them in combat (turn to 183)?

10

The pilgrims are having a story-telling competition and at the moment are in fits of laughter as a rather gaunt-looking man is just concluding a lewd tale about a blacksmith. His story over, the group invites you to join in the competition. If you can win it, there are 6 Gold Pieces for the taking. Do you want to enter their competition (turn to 118), or will you retire to your room (turn to 179)?



11

Standing before you is a three-metre-tall humanoid with lank, thick green hair, dripping mud and water. It has ugly, bestial features and strong, muscular arms which end in sharp talons. With an animal growl the monster leaps at you. Drawing your sword, you find yourself fighting for your life against the Fen Beast.

FEN BEAST

SKILL 8

STAMINA 10

If you manage to kill the monster, were you sent into the marsh by a group of farmers? If you were, turn to **86**; if you were not, turn to **152**.

12

The falcon flies out of the window, catching the raven in its talons and tearing it wing from wing before it can escape. Note down the word 'Raven' on your *Adventure Sheet* then turn to **50**.

13

You begin to sweat profusely and are overcome with dizziness, and red weals start to break out all over your skin. The plague is entering its final stages; and if you cannot stop it now, it will prove fatal. If you have a *Heal-ail*, turn to **64**. If you do not, then you will die in torment from the plague.

14

You kneel at the shrine of Enthus with other pilgrims and pray for the departed martyr's soul and the successful completion of your quest. As you leave, you may place as many Gold Pieces as you wish in the coffer

beside the shrine. (Make a note on your *Adventure Sheet* of how great an offering you give.) You leave the temple and go back down the hill to the Market Square. Turn to 131 and choose another option.

15

You rise early and, thanking Talpas again for his hospitality, take your leave of the Molekin. However, before going, Talpas gives you enough Provisions for 2 meals. You rejoin the road and continue on your way. Turn to 57.

16

The topaz glints in the sunlight and, as you place the pendant round your neck, suddenly you feel particularly confident. You are wearing an Amulet of Bravery, which means that before the next two battles you fight, you may increase your Attack Strength by 1 point. Restore 1 LUCK point. Return to 80.

17

Although the wooden floor of the hayloft is rotten with age, it holds up under your weight as you run across the boards and dive out through the opening. You hit the ground, several metres below, just as the barn roof collapses in a flurry of sparks (lose 2 STAMINA points because of the fall). You listen to the dying screeches of the rats until they are drowned by the roaring flames and the barn is just a smoking ruin. Cheering, the villagers take you back to the elders. This time it is the woman, Malva, who addresses you. 'We thank you on behalf of all the village,' she says.

'With the rats gone there is hope again for the people of Aryn's Hill.' What was that Malva said? If you have heard the name 'Aryn's Hill' before, turn to 180. If you have not, turn to 60.

18

Gwythain the Protector was a warrior-priest, follower of the Swordbearer. He acquired his title as a result of his many brave and heroic deeds in defending the people of Ruddlestone from the servants of darkness, vanquishing Demons and evil shades with his Blessed Blade, Deliverer. When he died, Gwythain was laid to rest, dressed in his holy armour, in a barrow not far from Hallow's Well itself. An illustration accompanies the account and depicts a knight in silver armour delivering a fatal blow to a red, winged Demon, with his mighty sword that glows with a blue light. Turn to 68.

19

The people of Selwick know that many evil things stalk the hours of darkness so they have already bolted their doors and settled down for the night. However, a light is still shining in the window of one farmhouse, at the edge of the village, and you decide to ask if they will give you a bed for the night. The young farmer and his wife, whose names you learn are Liam and Isa, invite you in warmly and share their meal of rabbit stew with you (restore 4 STAMINA points). 'It's nice to 'ave someone come visit us,' says Liam. 'You see, people have stayed clear of the farm since it 'appened.' Since what happened, you ask.

'Since we were cursed by Mistress Crowfoot, the local witch. Everyone in the village is frightened of 'er,' he continues. 'Two weeks ago she come to see us, sayin' she wanted to buy our south field; only that's our best bit of land, so we said no. She went off saying if we didn't sell it to 'er in a week, we'd be sorry. We didn't give in – but then last Earthday things started goin' wrong. First my best ploughshare broke, then the milk started to go off, and now some of my cattle are dying.'

Just then, out of the corner of your eye you glimpse something moving in the shadows of the kitchen. As you watch, a tiny humanoid covered in bright red fur runs out from behind a chair. It has two small horns growing out of its forehead, an ugly snout, clawed hands and a tail. It scampers over to a bucket of milk against the wall and dips a claw into it. You jump up, and the creature runs back into the shadows.

'It's a Grimalkin,' says Isa. 'It taints anythin' it touches. Now you see how Mistress Crowfoot torments us!'

True enough, the milk has curdled and now tastes sour. Suddenly the imp leaps out of the shadows at you. *Test your Skill.* If you succeed, turn to **89**. If you fail, turn to **167**.



20

The jester shows you that both his hands are empty; he clenches his left hand into a fist then opens it to display a red-painted wooden ball. He passes the ball quickly between his hands and it is gone! 'Which hand is it in?' Coxcomb asks, both fists tightly clenched before you. Will you choose his right hand (turn to **202**) or his left (turn to **110**)?



21

You cross the stone bridge that spans the Grimiry River, leaving Fenford, and emerge from the forest. The road rises through barren moorland towards the hills, still a day's walk away in the west. Dusk falls and there is a definite chill in the air as you reach a small wood to the left of the road. Through the still of the night you can hear the sound of a fiddle coming from inside the wood. Do you want to investigate the source of the music (turn to **293**) or do you prefer to settle down for the night (turn to **135**)?



22

As you leave the entertainers' square, you pass a man sitting crosslegged on the ground beside the road. He is wearing a cloak, his face hidden by the hood, and perched on one shoulder is a black rat. The man is playing the pipes and some passers-by have thrown coins into a basket in front of him. As you walk past the piper, the tune he is playing suddenly changes and your head begins to spin: the music is having a hypnotic effect on you. *Test your Skill*. If you succeed, turn to **199**. If you fail, turn to **133**.

23

You urge your horse forward into the dense woodland, eager to catch your quarry. *Test your Luck*. If you are Lucky, turn to **208**; if you are Unlucky, turn to **379**.

24

With the Revenant destroyed, the evil spirit animating Enthus's bones is banished from this place. 'Thank you for freeing my earthly remains,' says the Spirit of Enthus. There is a click, and a secret compartment opens at the base of the sarcophagus. Inside you find a silver amulet and an ancient piece of parchment which looks like a page from a book. 'Take my Holy Amulet and that page torn from the *Black Grimoire* itself. On it is the Spell of Locking I used to close the casket, but let us hope you will not need it.' You observe that the page number of the parchment is 376 (note this down). Add **1 FAITH** point and restore **1 LUCK** point for acquiring these items. 'Now I may once again rest in peace, and you must be on your way if the Kurakil is

to be defeated.' With these words the spirit fades and you are alone in the tomb. Quickly you leave the sepulchre. Turn to 112.

25

The door slams shut behind you and you hear several heavy bolts grate ominously into place. The cell beneath the blockhouse is cold and damp. The only illumination comes from a tiny, barred window at street-level, high out of reach. 'At last, someone to talk to.' Startled by the voice, you peer into the gloom at the back of the cell. Sitting in the corner, dressed in old rags, is a filthy old man with long, wild, grey hair. 'Old Gerald 'ere ran out of things to talk about years ago,' says the man, pointing to the wall opposite. There, hanging from rusted manacles, is a skeleton, yellow with age. 'I'm Cynric. They call me the Mad Beggar.' The old man certainly appears to be mad, so you turn your attention to finding a way of escape. Looking through the small grille in the door, you can see that your backpack and sword have been left on a table in the chamber beyond your cell. Other grilled doors open off this main chamber, with a flight of spiral stone steps leading up to the rooms at street-level. The chamber appears to be unattended. 'If yer wanting to leave so soon, I might just be able to 'elp yer,' says Cynric. If you accept the mad beggar's help, turn to 106. If you would rather find a way out yourself, turn to 30.

26

In sheer panic she tells you everything. The Mask is the leader of all the outlaws and brigands who frequent

the forest. Some, like her, act as his lieutenants, patrolling the roads and paths of the forest with their own bands on the lookout for suitable victims to rob. The Mask himself returned from just such an excursion round Hallow's Well last night and is now back in the outlaw camp which she tells you how to reach. After tying up the outlaw, you must decide whether to make the diversion and go after the Mask (turn to 149), or press on in search of the *Black Grimoire* (turn to 158).

27

Shouting out the number, you hear the hags scream and suddenly the gale stops. The witches' bodies seem to dissolve into the air and their screams die away with the wind. Regain 1 LUCK point for defeating the Bedlam Hags. The rest of the night passes peacefully, and at first light you are on your way again; turn to 280.

28

It is late afternoon when you reach Claybury, but the sky over the village is almost black with boiling stormclouds. The Demafrage is supposed to be hidden in the monastery here, so Nazek must be here too, with the *Black Grimoire*. Only a few hours remain until nightfall, when Shekka's Moon will rise once more, so you must meet up with Karad and the Resistance as quickly as possible. But where will you look for them, at a circular tower standing on the outskirts of the village (turn to 336) or somewhere else (turn to 289)?

29

All the stalls you would expect to find in a market are here, but your attention is drawn to one displaying the sign 'Relics for Sale'. If you want to take a closer look at this stall, turn to 80. If you would rather keep looking round the market, turn to 218.

30

The options available to you are to call for the guard then try to overpower him (turn to 115), try to break the door down (turn to 47), or wait for one of the guards to bring you some food and overpower him (turn to 325).



31

You and Sam board his raft and soon you are gliding along the marshy waterways of the fens. It is not long before the tributary you are on runs into a large, mist-covered lake – Miremere. Sam steers the raft out across the still waters towards the middle of the lake. Through the mist a small, wooded island appears. Soon you reach the island and, while Sam waits by the shore, you disembark to look for Enthus's tomb.

At the foot of a wooded hill you find what must be the entrance to the tomb: a moss-covered granite door set into the hill. No one has been here in years. Pushing hard against it, the granite slab eventually swings open with a hollow boom. Lighting your lantern, you step through the stone doorway and proceed down a steep spiral staircase. At the bottom of the steps is a high-ceilinged rectangular chamber. Light enters the cold room by a single tiny window and you can see no other exits. In the centre of the chamber is a stone sarcophagus bearing the life-size effigy of a priest lying with his hands together as if at prayer. Two granite candlesticks stand on either side of the sarcophagus, although the candles have long been extinguished. Carefully you heave the lid to one side. Lying with hands folded, like the statue, and still wearing the martyr's priestly robes, are the earthly remains of Enthus, Servant of Good. There is nothing else to be found in the tomb. Will you leave now (turn to 112), or will you try and invoke the spirit of the priest so that he may aid you in your quest (turn to 105)?



32

You collapse, almost unconscious. The acolytes seem to be pleased by your condition and continue their procession through the town. Although you are not dead, the amount of venom in your body does mean that you are dying. If you have a Heal-all, turn to 182. If you do not, your adventure will end here in the street.

33

While you are fighting the Canker, the Plague Zombies surround you. There is nothing you can do to defend yourself against so many of the Undead, and you perish under their blows. Soon you will rise again as a Plague Zombie and join in the assault on Aryll under your new master's command.

34

You walk up to the bar where the work-hardened landlady is serving. A pint of ale will cost 1 Gold Piece and restore 1 STAMINA point. Looking around, you are searching for someone who may be able to provide you with useful information. Sitting alone by a window is a tubby friar, well past his prime. Also sitting by himself is a mysterious man wearing smart but practical black clothes. In the corner, a group of local farmers are discussing some important matter in a conspiratorial manner. Do you want to talk to:

The landlady?

Turn to 81

The friar?

Turn to 213

The man in black?

Turn to 348

The farmers?

Turn to 188

35

You take the cup containing the Healing Infusion in both hands and quickly gulp it down. You feel warm inside, but then your senses begin to numb. You are overcome by dizziness and cannot prevent yourself from falling to the ground. Just as you slip into unconsciousness you see the faces of Hemlock and Hogweed bending over you, still with sickly smiles . . .

You come round in a smelly, narrow alleyway. A quick search of your belongings reveals the absence of all your gold, any herbs you may have had and the Heal-all if you had one (lose 2 LUCK points for your misfortune, whatever else you lost). You step out of the alley into a street that leads to the West Gate on the edge of town. As you don't want to waste any more time here, you decide against avenging yourself on the thieving apothecaries and set off towards the West Gate. Turn to 98.

36

You hit a barn roof and crash through, your death plunge being halted by the hay beneath (lose 6 STAMINA points). Staggering out of the wrecked barn, you find yourself on the very edge of the village of Selwick. Turn to 19.



37

Dusk is falling when you come in sight of a cluster of buildings at the edge of the forest. You are just thinking hopefully that you may be able to find a bed for the night in the village when you hear a wagon approaching at speed from the direction of Hallow's Well. You throw yourself out of the way just in time as the covered wagon hurtles past and carries on with no sign of stopping. Suddenly one wheel hits a large rock in the road, almost overturning the wagon. As the vehicle rights itself, a crate, loosened by the jolt, tumbles out of the back and, hitting the ground, breaks open. Curious, you walk over to the wreckage of the crate and see that it is full of dried lizards, certainly not a creature native to the northern kingdoms. Something strange is going on here.

Entering the village of Driteham at a run, you see people rushing into their homes until no one is left outside. 'Quick, in here!' a woman shouts to you from one house, 'or the Lurcher will get you!' Will you take the woman's advice and enter her house (turn to 205) or stay outside and find out what is going on (turn to 78)?

38

You learn that the Wodewitch is a mad old hag who lives a few kilometres into the forest; the villagers also tell you how to find the well, which is near a derelict mill. If you want to pay a visit to the Wodewitch, turn to 74. If you prefer to go to the well and tackle the Devilworm, turn to 242.

39

The bear lunges at you as you run to grab a torch, knocking you to the ground (lose 2 STAMINA points). You have no choice but to use your sword against the beast. Turn to 75.



40

You tip the powder over the cat. It spits at you and scratches you with its sharp claws (lose 2 STAMINA points). Turn to 132.

41

'That's right,' laughs Cynric. 'A key! And that's how I'm going to 'elp yer.' The old man walks over to the skeleton and pulls a loose stone out of the wall beside it. He reaches into the hole and takes out a small

bundle of sackcloth. Unwrapping it, he reveals a finely made skeleton key. 'This fell through the window one day. Someone's loss, but your gain, 'eh? Gerald 'ere's bin lookin' after it for me.' Cynric gives you the key and, having first made sure no one is about, you excitedly unlock the cell door. Cynric takes the key back and, surprised, you ask why he himself doesn't escape. 'I'm not as mad as I may seem,' he says. 'Why risk it on the streets when I've got a bed and three meals a day 'ere? Isn't that right, Gerald?'

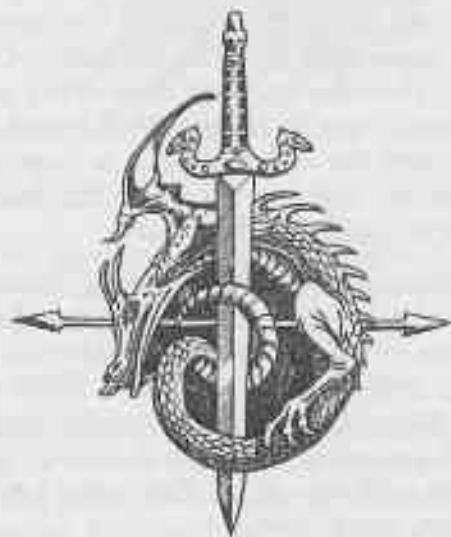
You smile and cautiously collect your backpack and sword from the chamber outside your cell. At that moment a female voice behind you says, 'Stranger, share your good fortune and release me.' You look around and espy a girl's face at another cell door. Remembering that she is a prisoner, you ask her who she is and why she is locked up here. 'My name is Tira and I was apprenticed to the witch, Mistress Crowfoot of Selwick. However, I saw the error of my ways and fled from her. I came to Hallow's Well to seek forgiveness and warn the authorities that a huge coven is forming in the hills to the west. But they didn't believe me and locked me away here.'

You ask Tira about the *Black Grimoire*. Naturally she has heard of it, but she has never seen it and does not know if the coven have it. She pleads with you to release her with the keys to her cell, which are on a hook on the wall. Your decision really depends on how much you can trust a witch, even if she was only an apprentice. If you release Tira, turn to 83; if you prefer not to, turn to 206.

Angry at your surviving their test, the acolytes advance towards you, wielding various implements of torture. Their chief disciple shouts out, 'Brothers and sisters, the unbeliever must be purified!' Two of them close in on you, swinging cruelly spiked whips. You must defend yourself against them both at the same time.

	SKILL	STAMINA
First ACOLYTE	6	7
Second ACOLYTE	7	6

If you win, the other Acolytes of Pain, although they enjoy physical suffering, are not quite so keen on death, and they flee. Turn to 173.



Strange croaking noises and animal cries echo across the fens as you wander along the endless, twisting paths. Suddenly you hear something moving near by. Heart racing, you stop to survey the stagnant pools and clumps of reeds. Roll one die then consult the table below.

Roll Encounter

- 1 The grey, bloated body of a Giant Slug slithers on to the path. Eight metres long and three metres across, the vile creature's boneless body ripples as it raises its repulsive head. Suddenly a huge globule of saliva shoots out of the Slug's mouth. *Test your Skill* to avoid being hit by it. If you fail, the poisonous stuff hits you, burning like acid (lose 5 STAMINA points). You will have to fight the creature before you can carry on along the path.

GIANT SLUG SKILL 7 STAMINA 13

- 2 A group of green-and-brown two-legged amphibians leap out of the reeds and attack you. Although only half a metre tall, the Mudclaws are ravenous and you must fight all four of them at the same time.

MUDCLAWS SKILL 5 STAMINA 4

- 3 You tread on the tail of a Marsh Viper, which is resting in the ooze. It rears up and bites your calf before slithering off deeper into the swamp. Lose 4 STAMINA points.

- 4 Several thick roots suddenly break through the path and wrap themselves round your legs, breaking the skin (lose 2 STAMINA points). You must fight this bizarre carnivorous plant.

ROOTS SKILL 7 STAMINA 8

- 5 Wading through the rank waters of the marsh, several disgusting Swamp Leeches latch on to your legs to feed. Roll one die and deduct that many points from your STAMINA.
- 6 No encounter.

Each encounter can occur only once. If you roll an encounter that has already taken place, roll again. If you survive the encounter, turn to 237.



44

You politely decline Lady Attana's offer and set off alone. The morning is grey with an overcast sky, but the previous night's storm has abated. You pass along a stretch of road sheltered by the canopy of a wood. By late afternoon you are descending out of the wood towards the River Sanct. On the other side, the shrine town of Hallow's Well is clearly visible, a mixture of timber and stone houses competing for space within the confines of the old town wall. Before you can reach the town, however, you must cross a wide stone bridge that spans the Sanct. One of the end-pillars of the bridge incorporates a small altar to Fulkra, patron god of travellers. If you want to make an offering at the altar, turn to 175. Otherwise, you cross the bridge and enter the town by the eastern Pilgrim's Gate; turn to 254.



45

'Dead or alive. Makes no difference to us,' says the woman calmly. 'Now do as I told you!' Will you:

Comply and do as she says?

Turn to 232

Make a run for it?

Turn to 128

Still stand your ground?

Turn to 92



46

Leaving the farmhouse, you trek across country, following Liam's directions, until you reach Paddocks Wood. Creeping through the trees, you come to a moonlit clearing and one of the most unusual sights you have ever seen. In the middle of the clearing stands Mistress Crowfoot's cottage, perched on a single, gigantic bird's foot. The only way in that you can see is through a trapdoor under the cottage. No one seems to be on guard, so you step into the clearing towards the bizarre structure. Suddenly the crow's foot spins around to face you. Frozen with surprise, you watch the cottage hop towards you across the clearing. You shake yourself out of your trance and draw your sword, ready to defend yourself against the talons of the cottage.

CROW'S FOOT

SKILL 8

STAMINA 8

If you win, turn to 228.

47

This is a foolish course of action. You charge the cell door and slam into it with terrific force. However, the door was built to withstand such attacks and does not give at all. Your shoulder did not stand up so well to the charge (lose 1 STAMINA point). Now will you call for the guard (turn to 115), wait for a guard to bring you a meal and ambush him (turn to 325), or turn to the beggar for help (turn to 344)?

48

There are two ways leading west out of Fenford. The most regularly used is the road to Tallow. The other is

the path into the area of marshland, south-west of the village, known as Blackmire, beyond which is the village of Selwick. The road would be the quicker and more direct route to your goal, while Blackmire is a treacherous place, although many rare plants grow in its fetid hollows. Will you follow the road to Tallow (turn to 21) or will you brave the perils of Blackmire (turn to 333)?

49

As the water fills the gourd, the flask begins to glow with a golden light and feels warm in your hands. You have been truly blessed. You now have in your grasp a Heal-all, a universal remedy against all ills. Whenever you want to use it (which you can do only once, but at any time except during combat) unless the text states otherwise, you may restore both your STAMINA and SKILL scores to their *Initial* levels and regain up to 2 LUCK points. Filled with new hope that even the gods are on your side, you leave the temple and return to the Market Square. Turn to 131 and choose another option.

50

With her familiars defeated, Mistress Crowfoot cowers before you, unable to move because of the Shackles. 'Where is the *Black Grimoire*?' you ask, drawing your sword to help the witch remember.

'Nazek has it in Claybury,' Mistress Crowfoot whimpers. 'He's going to use it at the Sabbat tomorrow night.'

'Tell me what the Sabbat is!' you demand.

'It's a meeting of the Cauldron of Midnight, Nazek's coven, and it's going to be held at the ruined monastery.'

You have found out what you wanted to know (regain 1 LUCK point). A swift search of the cottage turns up a rune-carved bone ring which you may take if you wish. Unshackling Mistress Crowfoot's toes, you take her back to Selwick, where Liam and Isa are waiting with the other villagers. They hurriedly secure the evil witch in the village lock-up then celebrate until well past midnight. You are given a Healing Salve by the local wise man which you may use once, at any time, except during combat, to restore up to 6 STAMINA points. You excuse yourself and retire for the night; tomorrow will undoubtedly be a hard day.

At first light you leave Selwick. The road leads to a junction with another from the south; here you take the turning westwards. Turn to 280.

51

The acolytes grab your arms and legs so that you cannot move. Their leader turns to you and says, 'Unbeliever, what will it be? The Test of the Wheel or the Test of Scorpions?' Will you reply, 'The Test of the Wheel' (turn to 192) or 'The Test of Scorpions' (turn to 334)?

52

Seeing that the Devilworm is no more, the people of Mussuck praise you for your bravery and ask what

they can give you in return (regain 1 LUCK point). You tell them of your quest, and the crowd becomes hushed and serious. None of them knows anything about the *Black Grimoire*, but then one of the men speaks up. 'Have this,' he says, handing you two small, hinged wooden panels. 'It's something of a family heirloom, but you need it more than I do.' The panels are painted with scenes from a holy man's life and fill you with encouragement (add 1 FAITH point). You are also given enough Provisions for 4 meals by a woman. Packing the diptych carefully away in your backpack, you leave Mussuck, heading west. Turn to 264.

53

You may have saved yourself once from the plague, but in the end there is nothing you can do to stop it. You die in agony.

54

Your sword cannot harm the insubstantial form of the Wraith Rider. The spectral creature cuts you down where you stand, and the nightmarish horse tramples your broken body into the ground. Your adventure is over.

55

In the rush to get out of the room you trip over and end up being trampled by everyone else fleeing from the bear, leaving you bruised and battered (lose 3 STAMINA points). You pick yourself up, only for the door to be slammed in your face and barred from the outside. You have no choice but to face the angry beast. Turn to 164.

56

Confidently you raise the reliquary containing the sage's bones above your head, but this does nothing to halt the advance of the Beast. Unknown to you, the bones are not human but those of a pig and they have absolutely no power whatsoever. The swindling half-Elf may have doomed you (lose 2 LUCK points). Turn to 250.

57

By mid-morning the road has veered round westwards, leading you further into the hills, and you soon catch sight of the village of Aryll. The village is shrouded by the smoke from several bonfires and a deathly stillness hangs over the whole area. Stumbling along the road towards you is a woman with a huge pack of possessions tied to her back. As you approach, she starts waving you away and shouting, 'Stay away, stranger! Do you not know there is plague in Aryll? Flee while you have the chance!' Will you heed the woman's warning and change course before it is too late (turn to 146), or will you enter the village to see if you can help in any way (turn to 162)?

58

Beyond the archway is an alcove in which lies a stone coffin. On its lid a sword is etched in high relief. This could be the burial casket of the warrior-priest Gwythain, or it could hold another guardian of the tomb. Do you want to open the coffin (turn to 210) or will you leave it and go on down the tunnel (turn to 134)?



59

The haze clears slightly and you find yourself following a stream into the heart of Blackmire. Through the gloom you can just make out what looks like a hut of woven reeds. Moving closer, you see it is covered with mud and grass, and a mossy covering hangs over the entrance. While you are studying this strange dwelling, you hear the water of the stream lapping against its banks as a raft approaches, steered by a cloaked figure wielding a long pole. The raft comes to a halt and the figure steps on to the bank. Seeing you, it comes closer and pulls back its hood. The creature standing in front of you is greenish in colour and is completely hairless, with a swollen belly, bulbous eyes and skin which looks scaly. Its hands end in claws and it has webbed feet. The creature gurgles something incomprehensible, and you see it has sharp, pointed teeth. Distrustful of anyone who chooses to live in Blackmire, will you attack the creature (turn to 76) or try to communicate with it (turn to 307)?

60

The elders invite you to attend a banquet, to be held that evening with yourself as guest of honour, but you decline since less than two days remain in which to find the *Black Grimoire*. You ask the elders about the book, but they know only that it is an infamous tome of evil spells from legend, and they know nothing of its present whereabouts. Before you leave Aryll, however, you are given a bag containing 6 Gold Pieces and enough Provisions for 3 meals, as a reward for your bravery. Turn to 359.

61

At first light you leave the hospitality of the farmer and his wife and set off along the road out of Selwick. This track leads to a junction with another from the south, where you take the turning westwards into the hills. Turn to **280**.



62

The thief takes two items from your backpack (cross any two items off your *Adventure Sheet*). Now turn to **313**.

63

The instant the powder touches the rat, the creature begins to swell and change shape rapidly. Sitting, dazed, on the floor in front of you is a middle-aged woman wearing a hooded robe – Mistress Crowfoot! Do you have a set of shackles? If you have, turn to **350**; if you haven't, turn to **181**.

64

You quickly gulp down the contents of the flask and feel a golden warmth permeate your whole body as the panacea destroys the plague within you. Reduce your INFECTION score to zero and restore up to 6 points of STAMINA, but ignore any other instructions given as to the use of the Heal-all (cross the Heal-all off your *Adventure Sheet*; you may not use it again). Now return to the paragraph you came from and continue your adventure.



65

Roll three dice. If the total is less than, or equal to, your STAMINA score, turn to **177**. If the total is greater than your STAMINA score, turn to **294**.

66

'Greetings, traveller,' says the man. 'I am on my way to Selwick. May I take you there on my horse? You do not want to be out on the road after dusk in these

parts, I can assure you.' Do you wish to accept the rider's offer (turn to 233), or will you politely decline (turn to 385)?

67

As the guard looks in the other barrels, he is suddenly startled by a cat and bumps into your barrel with enough force to knock it over. There is nothing you can do as your barrel rolls down the street, knocking over the other barrels in front of it. You hear shouts of surprise as the militiamen are confronted by the hurtling barrels; many collide with the men, sending them flying. Your barrel picks up speed until at last it crashes into the corner of a house. You drag yourself out of the wreckage, bruised and battered (lose 2 STAMINA points). Finding the gate now unattended, you quickly flee the town. Turn to 300.

68

When you've finished reading, you see that Brother Calamus is anxious that you should not delay any longer in the library. Do you want to leave the abbey



immediately (turn to 277), or will you visit the herb garden first (turn to 366)?

69

The mass of fighting bodies parts and you find yourself confronting a grotesque, goat-headed Demon wielding a heavy spiked mace.

GOAT-HEADED DEMON SKILL 9 STAMINA 10

If you defeat the hellspawn, turn to 397.

70

Using the tinderbox used to light your lantern, you set fire to the hay in the cart. From a safe distance you watch as the haycart becomes a blazing conflagration in seconds and the fire spreads to the stables. Horses break free of their stalls while panic-stricken outlaws run around in the courtyard, trying to douse the flames. With all this confusion going on round you, it is an easy matter to enter the keep undetected. Turn to 125.

71

As you approach, the figure remains perfectly still. You turn the body over and are shocked to see that the man's face is covered in red, inflamed blotches, as are his hands. The man slowly opens his eyes and says, 'Stranger, if you are going to rob me I cannot stop you; but you will be for ever cursed, for I have the plague.' If you still want to help the man by giving him some of your Provisions, turn to 168. Otherwise, turn to 126.



72

You find the Grimalkin, trapped in a corner of the stable. It hisses as you approach and lashes out at you with its claws. You have no choice but to fight the Imp.

GRIMALKIN SKILL 6 STAMINA 3

If you win, turn to 121.

73

You fend off the disease-ridden Undead with your sword as they try to grasp you with clawed hands. Fight them one at a time.

	SKILL	STAMINA
First PLAGUE ZOMBIE	6	7
Second PLAGUE ZOMBIE	7	6

If you win, add 4 to your INFECTION score. Putting all your weight against the doors, you push them open far enough to squeeze through. Turn to 259.

74

Walking through the forest, you feel uneasy, as if hundreds of pairs of eyes are following your every move. Soon you see a rocky knoll appearing between the trees. Leaning precariously against one side of the knoll is a hovel made out of wood and covered with moss and bracken. A thin trail of smoke rises from a hole in the roof. This must be the Wodewitch's abode. Peering in through a grubby window you can see no one inside so, trying the door, you enter the hovel.

The dwelling is dirty and untidy, furnished with a crude table, a chair and a straw-covered bed. Stacked on shelves and tucked away in hollows in the side of the knoll are numerous pots and jars containing prepared ingredients for the Wodewitch's diabolical concoctions. On the table is a pestle and mortar and a collection of strange plants and fungi. You spin around as the door opens behind you.

Standing in the doorway, holding a pile of brown mushrooms in her gathered-up robes, is a stooped old hag. Her hair is dirty and matted, her features are angular and her skin is a sickly green colour. Seeing you, the Wodewitch drops the mushrooms and screeches something incomprehensible at you. Taking a gourd from a pocket in her robes, she pours some of its contents on to the earthen floor. Some of the liquid splashes on to a cockroach and you stare in horror as, with a disgusting, stretching sound, the creature's body expands until it is over two metres in length. Clicking its mandibles, the gigantic insect scuttles towards you. You must fight it. The cockroach's carapace is as hard as plate-mail armour. Each time you hit it, you inflict only 1 point of damage (2 points if you use LUCK in this battle and are Lucky, but no points if you are Unlucky).

GIANT COCKROACH SKILL 7 STAMINA 5

If you win, turn to 316.

75

The animal puts on an aggressive show, rising up on

its hind legs in order to attack you with its razor-sharp claws.

BAITED BEAR SKILL 9 STAMINA 8

If you defeat the creature, turn to 382.

76

'I warn you, stranger,' the creature says in your own language as it sees you draw your sword, 'I am not as defenceless as it may appear.' Will you ignore the creature's threat and press home your attack (turn to 247), or will you take a more friendly attitude (turn to 307)?



77

You leap up on to the haycart and snatch the reins from the farmer, who is roused from his torpor. You urge the horse directly at the gate. In surprise, the horse lumbers forward. However, the gate is closing quickly. *Test your Luck*. If you are Lucky, turn to 127. If you are Unlucky, turn to 282.

78

The village is completely deserted. As you explore the streets of Driteham a heart-rending moan tears through the stillness of the night. However much you dislike the idea, if you are to find the source of this trouble you must go in the direction of the moaning. Cautiously, creeping past the houses, eventually you come to the edge of the village, close to the edge of the forest. There, standing beside an abandoned barn, is the wagon that ran you off the road! Watching from round the corner of a house, you see a short, squat man – and next to him is one of the most ghastly creatures you have ever seen. It is at least two and a half metres tall and is humanoid in appearance, dressed in a long cloak; but it is physically deformed, with one hunched shoulder and one leg shorter than the other. The creature's skin is so pale that it is almost white and its eyes are sunk into dark sockets. As you watch, it opens its large, misshapen mouth and lets out a terrible howl. This must be the Lurcher! Will you attack the horror at once (turn to 163) or will you wait and see what develops (turn to 9)?

79

You and Sam board his raft and are soon gliding along the marshy waterways of the fens. You sail round the edge of the mist-covered lake, Miremere, as far as the western shore. Sam tells you the quickest and safest route out of the marsh and, thanking him again for his help, you wave goodbye to your new friend.

You emerge from Blackmire on the road to Selwick.

Dusk is falling when you catch sight of the village in the distance. You can hear the pounding of hoofs on the road behind you, and a horse appears out of the darkness. The animal is a fine, black stallion, and mounted on its back is a well-dressed man wearing a hooded cape. If you have the potion Clearsee, you may if you wish drink it now by turning to the paragraph with the same number as the page on which the recipe for Clearsee can be found in Sam's book. If you do not have it, or if you do not want to drink it, turn to 66.

80

As you approach the stall, the vendor behind it rubs his hands together greedily and under his hood you see pointed ears. The half-Elf welcomes you and eagerly explains what relics he has for sale. 'In this casket,' he says, pointing to an ornate reliquary, 'rest the bones of a sage from the Cloudcap Mountains. Many sought his advice, and his wisdom may be imparted to you through his remains.' The man holds up a tapestry embroidered with threads of all colours, including silver and gold. It depicts a group of pilgrims undergoing many trials on their journey to a sacred shrine. This was made by a wife and daughter to celebrate the husband's perilous, but ultimately successful, pilgrimage to the shrine of Achilla at the edge of Lake Libra in Analand.' He also points out a bottle containing the blood of a priest, the small, pocket-sized portrait of a bishop, a fragment of the shroud of Aline the Innocent (which looks suspiciously like an old piece of linen) and a yellow topaz pendant. After

you have bought what you want, turn to the appropriate paragraphs to find out what you now possess.

Sage's bones	20 Gold Pieces	Turn to 140
Analand tapestry	15 Gold Pieces	Turn to 244
Priest's blood	8 Gold Pieces	Turn to 398
Bishop's portrait	6 Gold Pieces	Turn to 303
Shroud	3 Gold Pieces	Turn to 197
Topaz pendant	12 Gold Pieces	Turn to 16

When you have finished at this stall, you continue to make your way round the market. Turn to 218.

81

Meg, the landlady, is an amiable woman and she chats freely about trade and the weather. She also tells you about a monster that is living in the area of marshland near Fenford known as Blackmire: it has been terrorizing local farms and carrying off livestock. You decide you can trust her, so you tell her a little about your quest. 'Witchcraft and Demons,' she says with a shiver. 'We don't 'ave much to do with that sort of thing round 'ere. If it's 'elp with witches you want, that man over there in black is a Witch-hunter. He arrived 'ere two days ago but 'e's a miserable one and doesn't talk to anyone much. Barnabas, the friar, is our local 'oly man. 'E's a clever 'un, so 'e might be able to 'elp you.' Now, will you:

Talk to Barnabas, the friar?	Turn to 213
Talk to the Witch-hunter?	Turn to 348
Talk to the farmers?	Turn to 188
Leave the Brindled Cat and Fenford?	Turn to 48

82

The crossbow bolt strikes you between the ribs. The shock makes you release your grip on the wall, and you fall into the street (lose 4 STAMINA points), where the militiamen seize you and take you to the nearest blockhouse. Turn to 25.

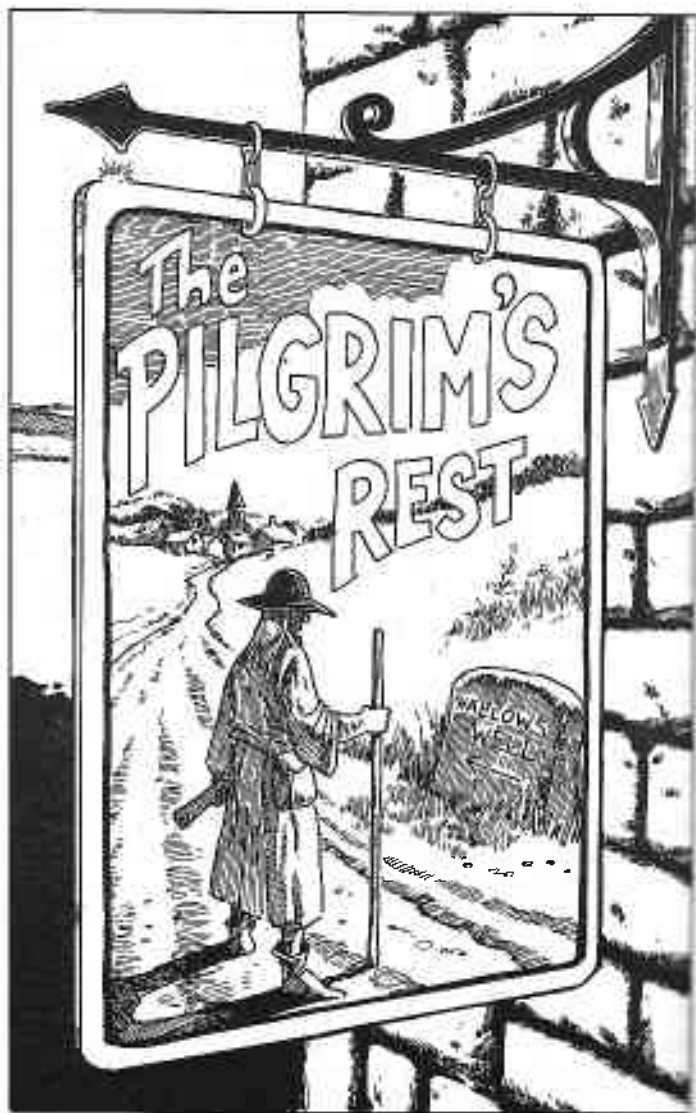
83

You unlock the cell door and Tira runs out happily efore you have a chance to change your mind. 'Thank you, stranger,' she says. 'I owe you my life, as I would surely have been burnt as a witch if you had not granted me my freedom. In return, I'm afraid I can only offer you help against my mistress.' You ask Tira to tell you as much as she can. She puts a hand into her ragged robes and pulls out a small jar. 'If you should ever meet Mistress Crowfoot, she will no doubt try to trick you by changing her shape, for she has powers of transformation. If she does so, you must sprinkle some of the powder from this jar over her to keep her in human form.'

You take the jar and thank Tira. The two of you creep easily past the guards who are not expecting anyone to escape, and you part company outside the town walls. Turn to 132.

84

As you sprinkle the powder over the Grimalkin, the Imp leaps at you and sinks its teeth into your thigh (lose 2 STAMINA points). Turn to 132.



85

Dusk falls and, turning down a crowded back-street, you come to a three-storey stone building with a painted sign hanging outside declaring that this is indeed the Pilgrim's Rest. The sign itself is an excellent work of art: it shows a pilgrim carrying a scrip and leaning on a staff, passing a milestone pointing to Hallow's Well. You pass underneath it into the courtyard of the hostelry. There, ostlers lead your horses to the stables while your party make their way into the inn.

The interior of the inn is one of traditional oak beams and whitewashed walls. Tables are set out round the bar-room, with a large fireplace in the far wall. A few customers are dotted about, sitting by themselves, and a large group of well-to-do pilgrims is huddled together in front of the fireplace. Lady Attana thanks you again and hands you a purse containing your fee of 10 Gold Pieces. She goes over to the group, inviting you to join them, while her entourage go upstairs to prepare her quarters and your room. Do you want to join the group of pilgrims (turn to 10), buy yourself a tankard of ale at the bar (turn to 309), or leave the bar and retire to your room for the night (turn to 179)?

86

Carrying the monster's head back to Fenford, you find the farmers waiting anxiously outside the Brindled Cat. However, when they see you with your grisly trophy, they let out a cheer, praising Kachasta, patron

of farmers, and bustle you into the inn. There they buy you a flagon of ale (restore 1 STAMINA point) and are already beginning to exaggerate the details of your adventure and their involvement in it. As payment, the farmers provide you with enough Provisions for 4 meals, as well as giving you a purse containing 10 Gold Pieces. With their praises still ringing in your ears, you take your leave of the farmers and take the westerly road out of Fenford. Turn to 21.



87

You lift the marvellous helmet from the ancient skull and place it on your own head. Your eyes are suddenly drawn to the hollow eye-sockets of the skull. A chill goes through you and you hear a harsh whisper say, 'Leave my body in peace. You have desecrated my tomb. Sacrilege . . .' As you watch, the skull starts to crumble and the voice in your head becomes a scream. You pull the helmet from your head and fling it away. You have been badly shaken by this experience (lose 3 FAITH points and 1 LUCK point) and prepare to leave the barrow with all haste. Turn to 343.

88

One of the guards saw through your plan, but he stands as the only obstacle between you and freedom. He runs at you, brandishing his sword.

MILITIAMAN

SKILL 9

STAMINA 8

If you win, you escape from the town through the South Gate. Turn to 300.

89

You dodge out of the way just in time. The Grimalkin flies over your shoulder and slips under the kitchen door. You open the door and run out into the yard, just in time to see the Imp wriggle under the stable door. You fling open the door just in time to see the creature sinking its teeth into the rump of the horse standing there. The animal kicks out with its hind legs in pain. *Test your Luck.* If you are Lucky, turn to 291. If you are Unlucky, turn to 399.

90

The bite the piper's rat gave you becomes infected by the contagious plague. Add 2 to your INFECTION score. Turn to 279.

91

Zillah, the book says, was a priestess tending the Scrolls of Cheelah at Shekin, in southern Ruddlestone. There, she spent many hours every day reading the annals of history, kept at the shrine. However, it was while she was reading an obscure manuscript by one Demetra Ven, that she began to doubt the accuracy of

certain religious teachings. Everyone had always believed that when the Trickster created the first human beings, it was Man who was made first. But now, having read the parchment's interpretations of certain holy texts, Zillah believed that it was not Man but Woman who had been created first. Zillah soon built up a large following of priestesses and other women but, when the established religions saw how powerful the sect was becoming, they made their move, Zillah being among the first to be hanged for her heretical views. Turn to **68**.



92

'Your decision.' The woman nods to the other outlaws. You hear the twang of bowstrings – then feel them strike you. You fall to the ground; your adventure is over.

93

Your grip on the stone loosens under the force of the hurricane. You are swept up into the air, higher and higher, while your body is bombarded by flying debris. When the ground is out of sight far below, the wind suddenly stops altogether. The Bedlam Hags on their broomsticks cackle as you plummet to your death.

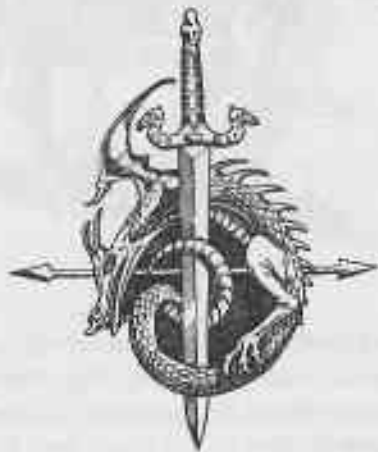


94

The men who attacked you suddenly give up the fight and flee back into the trees, the masked stranger galloping after them. If you want to give chase into the undergrowth, turn to **23**; if not, turn to **191**.

95

Eerie cries echo among the leafless, twisted trees of the Withered Wood. As you, Karad and the Resistance wait, hidden in the undergrowth, the crescent moon rises between the writhing stormclouds, blood-red in colour: Shekka's Moon . . . Half an hour passes and there is still no sign of the coven. Then a tremendous crash occurs and the sky is torn apart by a bolt of lightning that streaks out of the clouds, hitting the ground away to the south-west. A roar echoes across the hills and a dark cloud, blacker than the night sky, rises into the air over Claybury. Soon the whole village is ablaze and the screams of the dying tear at your heart. The Casket of Shadows has been opened and the Infernal Beast released. With the Kurakil at the head of his army of Demons, nothing will prevent Nazek the Warlock and his dark goddess dominating the northern lands. You have failed in your mission.



96

You have been travelling into the hills for only half an hour or so, when you start to sweat heavily. Red blotches appear on your skin and some open into weeping sores. The Canker may still have its revenge, as you are now dying from the plague! If you have a Heal-all, in desperation you gulp down the contents of the flask – and you feel a golden warmth spreading through your whole being. The blessed panacea has destroyed the plague within you. Reduce your INFECTION score to zero and restore up to 6 points of STAMINA, but ignore any other instructions given as to the use of the Heal-all. Cross the Heal-all off your *Adventure Sheet* and turn to 249. If you do not have a Heal-all, the Canker enjoys the ultimate triumph . . . in your own tortured death.

97

Trudging through the swamp makes you very fatigued (lose 1 STAMINA point). You rest beside a stagnant pool where grow an abundance of plants and fungi that are useful to herbalists and physicians: Frostflower with its snowflake-like blooms; Eyebright, a plant with small black leaves and white flowers; Toadwort, a plant with mottled brown-and-green leaves; and Scralus, a notable property of which is that its spores can induce a hypnotic trance. Having gathered as many of the plants as you like, will you go:

Left?

Turn to 174

Right?

Turn to 59

Straight ahead?

Turn to 198



98

You walk through many squares and down winding streets until you finally reach the West Gate, which stands open, leaving the road into the hills unobstructed. Two of the town's militia force, guarding the gate, take no notice of you; you pose no threat. Suddenly you become aware of the sound of gongs and bells, accompanied by chanting and a deep rumbling sound. The closer you get to the gate, the louder the noises become and the militiamen begin to look anxiously at each other. People in the street hurry out of the way as from round a corner comes one of the strangest collections of people you've ever seen. A group of men and women are walking along the road towards you, hitting gongs, cymbals and bells, and chanting in a monotone above the din. Most of the people in the procession are wearing plain, grey robes, although some are clad only in loincloths. All of them, however, are in some way inflicting pain on themselves. A bald man at the front of the group has a metal band round his head, which seems to be spiked on the inside, and another similar artefact round his neck. Another man stares skyward while beating himself with a cat-o'-nine-tails. One woman, almost in a trance with the chanting, grips hot coals in her hands. These are the Acolytes of Pain, religious fanatics who believe that to get closer to their gods they must endure great physical suffering. They are feared by all, including the town militia, because of the atrocities they commit in the name of religion. The rumbling sound is caused by a huge, wooden, spoked wheel, several metres in diameter, with a man stretched out

on the hub as if he were on a rack. The wheel, which is covered with spikes on the outside edge, is rolled along by several other fanatics; it has ropes attached to it, which pull other disciples along the road in a bruised and bloodied state. Caught up in watching this spectacle, too late you realize that you are directly in the path of the procession. The bald man sees you and calls a halt. Immediately the noise and the chanting stop as the wheel creaks to a standstill. 'Brothers and sisters!' he shouts. 'An unbeliever would profane the sacred way to enlightenment. The unbeliever must be tested!' The group of acolytes cheer at this announcement and several run towards you. Will you wait to see what happens next (turn to 51) or make a run for it (turn to 275)?

99

Coxcomb the Clown moves on to the next customer and you retire to your room. The night passes without incident and you wake up, fully refreshed (restore up to 2 STAMINA points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way up the narrow streets to the Market Square. Turn to 131.



100

It has gone midday when you enter the village of Fenford. The sky remains cloudy and grey, and the whole village seems very quiet. You may rest here to eat Provisions if you wish. In the middle of the village is an inn, the Brindled Cat; perhaps someone there can help you in your search for the *Black Grimoire*. Will you enter the Brindled Cat (turn to 34) or will you pass straight through and leave the village (turn to 48)?



101

You pull the belladonna from your pack and quickly chew a sprig. The poison in the plant immediately makes you sick (lose 2 STAMINA points) but at least you are now cured of the terrible disease. You are able to sleep properly for the rest of the night, so with the dawn you are on your way again. Turn to 57.

102

Speaking in a low murmur, you start to read the spell that will prevent the release of the Kurakil. As if in response, Nazek looks up and shouts, 'Brothers and sisters! We are attacked!' Karad and the Resistance do not hesitate. Pouring into the crypt, they engage the coven in battle before spells can be cast. You start to read the spell once more. A stabbing pain sears through your chest and you cry out and double up in agony (lose 3 STAMINA points and 1 SKILL point). Standing a few metres away, a young witch is holding a crudely shaped wax doll, into which she is sticking a long pin. Before she can cripple you further, you run at her with your sword.

WITCH

SKILL 6

STAMINA 7

If you kill the witch, will you try and use the doll against Nazek (turn to 245) or fight your way through the mêlée to reach the Warlock (turn to 319)?



103

Unfortunately, the thief somehow manages to steal all your gold! (Cross off all your gold from your *Adventure Sheet*.) You do not discover this until it is too late to do anything about it. Turn to 313.

104

In the flickering light from your lantern you do not see the narrow pit that cuts across the passageway. *Test your Skill.* If you are successful, at the last moment you manage to fling yourself across to the other side of the pit and carry on along the tunnel (turn to 267). If you fail, you are unable to move quickly enough to prevent yourself tumbling into the hole (lose 1 STAMINA point). Having climbed out of the pit, you carry on along the tunnel (turn to 267).

105

Enthus died centuries ago. How will you summon the spirit of the dead priest? Will you use:

The candles and prayer?

Turn to 360

The blood of a priest?

Turn to 296

A Heal-all?

Turn to 265

106

The old man chuckles to himself. 'If yer want me 'elp,' he says, 'first you must answer me riddle.' Do you want to hear the riddle (turn to 151), or will you ignore such foolish games and try to escape (turn to 30)?

107

With your lantern lit, and making sure the rope is secure at the top, you swing yourself over the parapet and into the well, and you start to lower yourself hand over hand. Your lantern illuminates only a small section of the vertical shaft at a time. As you descend, you can hear a sloshing sound beneath you as something starts moving around in the water below. Although blind, the Devilworm has picked up your scent. The next thing you feel is the creature's jaws round your middle as it prepares to bite you in two. Your adventure is over.



108

An *Astronomer's Almagest* is a textbook that contains information about predicting certain astronomical events. You come across a reference to Shekka's Moon. Most of what you find relates to the calculations necessary for determining when Shekka's Moon will rise. However, you also discover that Shekka is an ancient goddess of witchcraft and that her moon rises every 37 years, the event also being known as Witches' Moon. When this occurs, the goddess's power is strongest in the world. Turn to 68.

109

By strength of will alone, you overcome the mind-clouding charm. With a loud, hollow boom, the chest lid drops shut. You look up, to see that the Beast is almost upon you. Turn to 250.

110

'I said the red ball,' Coxcomb laughs, opening his left hand. 'The blue one's in this hand. But here, take it.' The clown throws you the blue wooden ball (add this to your *Adventure Sheet*) and pulls the red one out from under his hat. Coxcomb dances away from your table, followed by his band of admirers, leaving you to retire to your room. The night passes without incident and you wake up, fully refreshed (restore up to 2 STAMINA points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way up the narrow street to the Market Square. Turn to 131.





111

'Only those who are worthy may enter the burial-place of the Guardian of the Land,' the High Priest announces. 'The means of testing is decreed.' The druids make you kneel before a small stone at the far side of the circle; there are numbers carved into it. Spreading his arms wide, the High Priest speaks again: 'This is the Equinox Stone, with which are calculated the holy cycles of the year. Like all such stones, it has a mystic number of great power and importance. What is the mystic number?' Staring at the carvings on the stone, you frantically try to reason out what the mystic number is (take a look at the illustration on the page facing this paragraph). When you think you know the answer, turn to the paragraph with the same number. If that paragraph does not make any sense, you have chosen wrongly (turn to 305). If you cannot solve the puzzle, you tell the druid you do not know what the number is (turn to 305).

112

On your return, you and Sam board the raft again, which he guides round the island and across the lake, to the western shore. Sam tells you the quickest and safest route out of the marsh and, thanking him again for his help, you wave goodbye to your new friend.

You emerge from Blackmire on the road to Selwick. Dusk is falling when you catch sight of the village in the distance. You suddenly hear the pounding of hoofs on the road behind you, and a horse appears out of the darkness. The animal is a fine, black stallion;

mounted on its back is a well-dressed man wearing a hooded cape. If you have the potion Clearsee, you may drink it now, if you wish, by turning to the paragraph with the same number as the page on which the recipe for Clearsee can be found in Sam's book. If you do not have it or if you do not want to drink it, turn to 66.



113

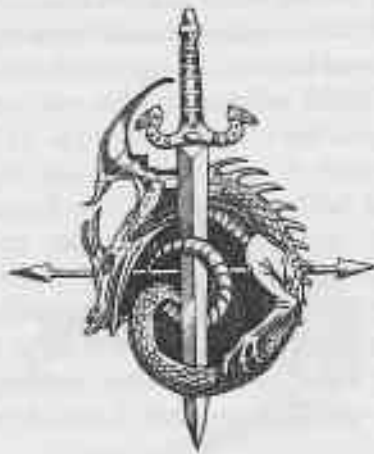
Rarer herbs on offer include Phoenix Grass, a red-and-orange-coloured herb from Far Analand; Tagrin, to ward off contagion; and Sprite Weed, to enhance magical performance. You may buy as many bunches of herbs as you like, at 3 Gold Pieces a bunch, provided you can afford them. When you are ready, turn to 290 to buy some common herbs, or turn to 35 to purchase a lot of Healing Infusion. If you want neither, turn to 389.

114

The road leads you towards the dark, brooding forest but, before entering the forest, you cross the Grimiry River once more. You are not much further along the road when you hear a rustling coming from the trees and a woman's voice calls out: 'Halt!' Looking up, you see a figure, swathed in dark robes, standing on a branch that juts out over the road. Drop your weapon and throw me your gold,' she commands. 'Oh, and don't try anything clever because you're surrounded.' Looking around, you can see an assortment of rogues and outlaws, dressed like the woman and armed with bows and staves. Will you:

Do as the outlaw says but with the
intention of tricking her?
Stand your ground?
Make a run for it?

Turn to 232
Turn to 45
Turn to 128



115

Pressing your face against the grille, you shout for the guard for at least five minutes, to no avail. 'It's no good,' a young woman's voice comes from another cell, 'they won't hear you.' Now what will you do? Will you try to break the door down (turn to 47), wait for a guard to bring you a meal (turn to 325) or accept the beggar's offer of help (turn to 344)?



116

The Salamander potion works perfectly. You reach into the fire, feeling nothing more than a warm glow, and pull out the horseshoe, which has reddened in the heat. The crowd lets out a gasp. 'Trickery!' the Inquisitor yells. 'This is witchcraft!' The man advances towards you, and the crowd backs away as he does so. Under the hood of the cloak you can see the man's eyes burning with insane fury. The Inquisitor opens his mouth to speak again but, rather than his own voice, a rasping growl issues from his throat: 'So . . . You must be the one spoken of, The Spellbreaker.' The crowd does not seem to be aware of what is going on. If you know a Demonic Word of Command, you had better say it now (turn to 327); if you do not, turn to 225.

117

First, Talpas marks out a circle on the sandy floor of the chamber, then he pulls a handful of flat stones, with esoteric symbols etched on them, out of a bag and throws them into the circle. 'Ah, yes,' Talpas mutters, studying the runes. 'I see the Rune of Good and that of a warrior; those refer to you. Here is the Rune of Mystery, your destiny is uncertain, and here is the Rune of Secrecy next to that representing a man, possibly someone you have met before? I also see that you must visit a place of death and a place of worship.' Talpas suddenly freezes in terror. 'No, it cannot be!' he exclaims, staring at one rune that has fallen just outside the circle. The symbol on the rune is three crossed lines, the Witch's Mark. 'Shekka's Rune!' Talpas shouts in panic. 'But there is no such rune in my possession! I fear that dark magic is at work here.' The Molekin hurriedly puts the runes back in their bag, but not before throwing the Witch's Mark into the fire. He ushers you out of the chamber and down the tunnel to a smaller room in which is a rough straw mattress, and here you spend the night peacefully. Turn to 15.



118

Before it is your turn, a grey-haired pilgrim recites his tale. He relates the legend of Gwythain the Warrior-Priest, servant of the Swordbearer, telling how the Protector slew the Demon Akragog with his Blessed Blade, Deliverer, and how he cut out the canker growing in Aryn's Hill. He recounts the legend with such expertise that you will have to draw on all your reserves to surpass him. *Test your Skill*, adding 2 to the dice roll. If you succeed, turn to 357; if you fail, turn to 284.

119

Your blow strikes the worm with such force that you slice it completely in half. The segmented coils writhe around, trying to locate each other. As soon as the two halves make contact, they join back together! How are you ever going to kill a creature that has such powers? If only you could separate the segments long enough to stop them rejoining. Of course – running water! If you fought the Devilworm in running water, the pieces would be washed away before they could grow back together. The nearest source of running water is the fast-flowing mill-race of the derelict mill – perfect! To lead the Devilworm to the water you must keep fighting it as you go downhill towards the mill-race. This will take six Attack Rounds and, while you are fighting like this, you will not be able to injure the creature, only defend yourself. You must also reduce your Attack Strength by 1 point for the duration of the descent because you are walking backwards downhill! When you reach the mill-race, you

wade out into the middle of the stream where the current is strongest. It will be hard keeping your balance in the fast-flowing water. As a result, you must reduce your Attack Strength by another point; however, at least now you will be able to wound the Devilworm.

DEVILWORM

SKILL 10

STAMINA 10

If at any time you roll a double for your own Attack Strength during the battle, turn to 172. If you defeat the monster without rolling any doubles, turn to 52.



120

Looking down at the piper's crumpled body, you notice his pipes lying next to him. Blowing into the pipes, they begin to play a tune all by themselves. You also see that the man is wearing an amulet round his neck in the shape of the Crescent Moon. If you take the Charmed Pipes or the Crescent Moon Amulet, make a note on your *Adventure Sheet*. Hearing a shout coming from the direction of the South Gate, you look up to see three of the town militia running towards you. If they catch you, you will doubtless be tried for murder – although you have saved the whole town

from the plague! Do you want to face the militiamen (turn to 269), or would you rather try and outrun them (turn to 222)?



121

If the Grimalkin hit you three times or more, you must also lose 1 SKILL point, due to the Imp's tainted touch. Beside the creature's rapidly decaying body you glimpse a strange symbol written in the dirt on the stable floor. Clearing the straw away, you find the cause of the farm's curse: drawn on the ground is a hex-mark, a magical sigil which attracts ill to a place, anything from bad luck to disease. You rub out the hex-mark, lifting the curse from the farm (regain 1 LUCK point).

Back in the kitchen of the farmhouse, you tell Liam and Isa of your find. 'That's the work of Mistress Crowfoot all right,' says Liam. 'Her cottage is west of Selwick, in Paddocks Wood. If you could capture her, so she can be brought to trial, all of Selwick will

reward you' Will you help the people of Selwick? If you will, turn to 46; if you won't, turn to 61.

122

White-robed initiates guide the pilgrims to the Hallow's Well itself, where they collect the healing waters in specially prepared gourds and pray to the goddess for her blessing. Eventually it is your turn. The gourd costs you 2 Gold Pieces, as those who can make an offering are expected to pay, to help those who are less fortunate. The spring actually emerges from a large boulder which stands in the middle of the temple, the water collecting in a natural basin in the rock. You uncork the flask and, holding it under the small cascade, fill it. Roll one die and add 4 to the result. If the total is less than or equal to your FAITH score, turn to 49; if it is greater, turn to 352.

123

Astradd's *Holy Lives* is not one book but a series of four large volumes, containing accounts of the lives of many well-known – and some not so well-known – priests and sages from Ruddlestone's past. Scanning the contents pages, you see references to numerous heads of religious orders and miracle-healers, but from the list three names grab your attention. You look up the relevant volumes and page numbers and decide which of the following to read up on. Will it be:

Zillah of Shekin, the Heretic?	Turn to 91
The warrior-priest, Gwythain the Protector?	Turn to 18
Enthus the Martyr?	Turn to 184



124

Even while fighting the force of a hurricane you manage to keep your grip on the stone. Looking up into the sky, you see three wild hags, wearing tattered black cloaks, circling on their broomsticks! Above the gale you can hear them chanting:

*'Thrice around three sisters fly,
Rain and hail, and wind and snow.
Thrice around the stormy sky,
Causing bedlam wher'er they go.'*

It is these witches who have created the hurricane in order to stop you completing your quest. However, a number is hidden in their chant and, if you can work it out, then perhaps you will be able to break their spell. If you know what the number is, turn to the paragraph with the same number. If you do not know what the number is, or if you get it wrong, turn to **390**.

125

Your search at last brings you to a stone spiral staircase that climbs up into the keep. At the top is a short corridor leading left and right, ending in a door both ways. Will you go through the door to the left (turn to **381**) or the door to the right (turn to **215**)?

126

Leaving the man behind you, you follow the street as it opens into a small square, where all manner of entertainers, from jugglers to fire-eaters, are putting on a show for the crowds. At one corner of the square you notice that a rather drab-looking tent, patched in

many places, has been erected. Beside the tent, a faded painted sign informs you that the next puppet show will begin in just a few minutes. The entrance fee is 1 Gold Piece. If you want to watch the performance, turn to 4. If you would rather make your way towards the South Gate, turn to 157.

127

The guards leap out of the way of the speeding haycart as it only just scrapes through the gap between the closing gates. When you are well along the road out of the town, you jump down from the cart, leaving the farmer swearing at his horse. Turn to 300.

128

You hare off in the direction of the trees, knocking one startled rogue over in your break for freedom. As you dash into the undergrowth, arrows rain down on you. Roll one die to determine how many arrows hit you; for each hit, lose 2 STAMINA points. Test your Luck. If you are Lucky, turn to 207. If you are Unlucky, turn to 370.

129

The first barrel the guard chooses to look in is yours. He calls to his friend and in the confines of the barrel there is nothing you can do to defend yourself. You soon find yourself heading for the nearest blockhouse. Turn to 25.

130

What with the terrible wailing of the Lurcher and

the crying of the frightened children, you sleep fitfully and awaken at dawn feeling just as fatigued as the previous night (lose 1 STAMINA point). You decide that there is no point in staying in Driteham, so you follow the road west out of the village, into the forest. Several hours pass without incident before you reach a junction. Will you continue westwards to Mussuck (turn to 3), or head south-west for Fenford (turn to 100)?

131

The Market Square is full of stalls, with traders selling everything from needle and thread to a saddle and harness. It is likely that you will find something useful for sale here. Several ale-houses are also situated at the edges of the square. The healing well is at the top of the hill to the north, and streets lead out of the square to the south and west. Do you want to:

- | | |
|---|-------------|
| Look round the stalls? | Turn to 29 |
| Make your way to the healing well? | Turn to 261 |
| Visit one of the taverns? | Turn to 332 |
| Leave the Market Square by going west? | Turn to 98 |
| Leave the Market Square by going south? | Turn to 272 |

132

The witch's familiars assail you all together, while the tailless rat runs out of the cottage. The rat was Mistress Crowfoot; she had used her powers of

transformation to try to hide from you – and succeeded (lose 1 LUCK point).

	SKILL	STAMINA
BLACK CAT	5	4
TOAD	2	2
GRIMALKIN	5	3
RAVEN	4	3
BAT	3	2

If the Grimalkin hits you more than twice, you must lose 1 SKILL point. If you defeat all the familiars, turn to 314.

133

Desperately you try to break the mesmerizing spell of the music, but it is no good and you black out . . .

When you awaken, you find yourself by the edge of the entertainers' square, with no sign of the piper. Nothing has been stolen from you, but a dull pain draws your attention to your left hand. Turning up the palm, you see that a strange rune of three crossed lines has been branded on to it (lose 1 STAMINA point). In horror, you recognize the symbol as that of the Witch's Mark (deduct 2 points from both your LUCK and FAITH scores). Cursing the black-hearted piper, you hurriedly leave the town; turn to 300.

134

At last you enter the burial chamber of Gwythain the Protector, the warrior-priest Servant of the Sword-bearer. Murals covering the walls show the hero in

battle and at prayer. Lying on a plinth in the middle of the room is a decayed skeleton, encased in tarnished silver armour and wearing a fabulous silver helmet. But where is the Protector's sword? Someone has got here before you. Cursing your misfortune, you now have to decide what to do next. The corpse is holding a shield with a rampant golden lion motif emblazoned on it and a carved inscription runs round the plinth. Will you:

Take the shield?	Turn to 147
Read the inscription?	Turn to 165
Take the silver helmet?	Turn to 87
Leave the burial chamber?	Turn to 343

135

The night is cold and the ground hard. You awaken the next morning only slightly recovered from the previous day's events (regain 1 STAMINA point). You now have only until nightfall to find Nazek and the *Black Grimoire*. Carrying on along the westerly road across the moors, you reach a junction with a road heading south-east. A signpost informs you that this is the road to Selwick, but you decide to ignore it, instead heading west for Tallow. Turn to 280.

136

You try to throw yourself out of the path of the speeding wheel, but unfortunately it is almost as wide as the alley itself. The spikes on the wheel's rim catch your leg and you are pulled under the drum. Your adventure ends here.



137

As you pray, you sense the presence of another in the room. Opening your eyes, you see that a shimmering haze has appeared in the air over the sarcophagus. As you watch, a ghostly figure, looking just like the effigy, materializes in the chamber. It is the Spirit of Enthus. 'Heroic adventurer,' the spirit intones in a sonorous voice, 'Evil is on the rise and the forces of Order are threatened. In one day's time the Infernal Beast is to be unleashed upon the world again. Hundreds of years have passed since I trapped the Kurakil in the Casket of Shadows. I did not possess the power to destroy the Beast and could only send it into limbo, through the Demafrage. Once the gateway is reopened, the Demon will escape and hundreds will die. You are now the only hope for the kingdom.'

The candles suddenly gutter, although there is no breeze in the chamber, and black smoke starts to fill the sepulchre. The dark cloud hovers over the open sarcophagus then pours into it. As you watch, Enthus's bones join together and the skeleton jumps out of the coffin. The skeleton is surrounded by a shadowy body sprouting two small horns, with glowing coals of pure malevolence in the eye-sockets of the skull. 'An evil spirit has invaded this place!' cries Enthus's Spirit. 'It must be very powerful to be able to enter consecrated ground. Destroy it, quickly!' The Revenant steps towards you, claws raised.

REVENANT

SKILL 9

STAMINA 8

If you win, turn to 24.

138

In the presence of disease, the Beggar's Curse takes effect; add 2 to your INFECTION score. Also, from now on, every time you get an addition to your INFECTION score, you must increase that addition by 1 point. Lose 1 LUCK point through your misfortune. If you have a Rat Bite, turn to 90. If you haven't, turn to 279.

139

The lantern illuminates only a small section of the well-shaft at a time, as you lower it carefully into the inky blackness. Eventually the lantern reaches the level of the water in the well, but you can make out nothing unusual: either the monster is not here or it is lurking under the water. Hauling the lantern back up, will you now climb down into the well (turn to 107) or will you drop a stone down first, to see if you can disturb the Devilworm (turn to 176)?

140

You open the reliquary and are pleased to find it contains the bones as the man said. Return to 80.

141

The Blessed Blade glows with a blue light as you defend yourself against the hellish Wraith Rider and his undead steed.

WRAITH RIDER SKILL 10 STAMINA 9

If you defeat the spectral fiend, both the horse and it dissolve into thin air, leaving you to finish your journey to Selwick. Turn to 19.

142

Those wretched humans who are cursed with the disease of lycanthropy can change their shape during the hours of darkness to go hunting, and you have been bitten by one. As a result, you will have been infected with the disease. The only known cure is the belladonna plant. If you have some belladonna, turn to 101; if you do not, turn to 155.



143

The warlock appears to purchase something from the short man then, remounting his pitchfork, he flies off again into the night. Do you want to approach the man under the pretence of buying something (turn to 262), or will you attack him and the Lurcher (turn to 163)?

144

As you sleep, you dream. You are on the road to Hallow's Well again. In front of you stands the pilgrim from the inn-sign. 'Do not worry,' he says. 'I know of your quest and am here to offer you help. The way ahead is a dark road and there are many who would see you fail.' He hands you his staff. 'Take this, it may help protect you from danger.' The image fades, and the rest of the night passes peacefully. In the morning you wake up, refreshed (restore up to 2 STAMINA points), but are surprised to find a staff lying on the end of your bed. Remembering your dream, you pick up the staff and immediately sense the aura of Goodness surrounding it. In your hands is the Pilgrim's Staff (make a note of this on your *Adventure Sheet* and add 2 to your FAITH score). As you leave the inn, you look up at the sign and see the pilgrim with his scrip, on the road to Hallow's Well – but he no longer carries a staff! Turn to 131.



145

For hours you follow the road going west without incident. The hills to the south gradually peter out and you pass the forest which lies across the Grimiry River to the north. The road slowly turns north and is joined by another from the south-east. To the east lies the mist-shrouded area of marshland known to the locals as Blackmire, a dangerous place, inhabited by many terrible creatures. To the west you see the hills that are your goal but above them loom threatening storm-clouds. You pass a signpost pointing north; it has the name 'Selwick' painted on it. Dusk is falling when you catch sight of the village in the distance. You suddenly hear the pounding of hoofs on the road behind you, and a horse appears out of the darkness. The animal is a fine, black stallion and mounted on its back is a well-dressed man, wearing a hooded cape.

'Greetings, traveller,' says the man. 'I am making for Selwick; may I offer to take you there on my horse? You do not want to be out on the road after dusk in these parts, I can assure you.' Do you wish to accept the rider's offer (turn to 233), or will you politely decline (turn to 385)?

146

It will take too long to make the journey back to Hallow's Well and follow the other road going west, so you decide to cut across country and rejoin the road once you are well past Aryll. Once off the road, however, you are at the mercy of the creatures roaming the wilderness that surrounds the small human settlements. It is not long before your scent is picked up by a pack of wolves, and moments later they are upon you. You must fight all these beasts at the same time.

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

If you survive the attack, you continue across the moors until you can rejoin the road, several kilometres west of Aryll; turn to 367



147

The shield feels light on your arm and you are filled with courage (add 1 to your current and *Initial* SKILL score and 1 to your FAITH for this new acquisition). Now will you read the inscription (turn to 165), take the silver helmet (turn to 87) or leave the chamber (turn to 343)?

148

You pay the falconer and he tells you that to send the falcon in pursuit of something you need only say, 'One, two, away.' In this way you can get the bird to help you fight against an opponent. The falcon has the attributes SKILL 7 STAMINA 5. The falcon has only one attack in a battle, but you can decide which opponent it will be against. The bird will fight only if you are doing so too. With a fine hawk perched on your shoulder you proudly move on to the next stall. Turn to 365.

149

Swathing yourself in one of the outlaws' dark robes you set off, following the woman's directions. The overgrown pathways twist and turn, taking you deeper into the dense woodland. Suddenly you hear an owl hooting in the trees near by – but it is still the middle of the day! Will you carry on along the path (turn to 178) or try to imitate the call before proceeding (turn to 281)?





150

Crouching behind a pillared cloister and filled with trepidation, you gaze into the vast chamber beyond. The crypt is crammed with the assembled Cauldron of Midnight. Wherever you look, you can see witches and warlocks and even other, more inhuman creatures such as beast-headed Demons and horned Devils. Running around at the feet of the throng or flapping through the air above them are the coven's familiars: cats, rats, Imps, birds, flying mammals, reptiles and slimy amphibians. Standing on a plinth at the far end of the hall is Nazek the Warlock, now dressed in a plain black cowl, with the *Black Grimoire* open in front of him on a lectern, the dark wood of which is carved to resemble writhing centipedes. In front of Nazek is a huge black chest adorned with reliefs of some of the foul creatures of the Pit – the Demafrage! On either side of the chest stand two brass incense-burners, their smoky vapours filling the chamber with a noxious stench. In the roof of the vaulted crypt is a gaping hole, through which you can see the sinister red crescent of Shekka's Moon amid the boiling storm-clouds. The coven are repeating their esoteric chant over and over while Nazek reads the spell that will open the Casket of Shadows. The Ritual of Unlocking has already begun! What will you do? If you have the Spell of Locking, you may try to read it now, in order to counteract Nazek's magic (turn to 102); alternatively, you can lead the Resistance into battle against the Cauldron of Midnight, using your sword to stop the Warlock (turn to 319).

151

'Right,' says Cynric. 'If yer get me riddle, I'll 'elp yer get out.' He looks at the skeleton. 'Mind, Gerald, you keep quiet. I don't want no cheatin'. Now, 'ere's me riddle.

*I am the jailer's strong right arm,
I set the prisoner free.
I keep fast the treasure hoard,
But all doors will open to me.'*

If you know the answer to Cynric's riddle, take each letter of the answer and add together the numbers corresponding to those letters' places in the alphabet. Then turn to the paragraph with the same number as the total of the letters. If you cannot solve the beggar's riddle, you will have to find another means of escape (turn to 30).

152

The Fen Beast's lair contains nothing more than the remains of previous meals, so you decide to press on through the marsh. Just as you are leaving the clearing you see a clump of mistletoe growing in the branches of a gnarled tree. If you wish to, you may cut some to take with you, but make a note of what you cut it with. You wander on through the swamp and, unable to see the hills because of the murky haze, soon realize you have lost all sense of direction. The twisting path soon splits three ways. Will you go:

Left?	Turn to 396
Right?	Turn to 339
Straight on?	Turn to 237

153

It was wise to stop. There is a sharp twang and a crossbow bolt flies past you into a tree on the other side of the road. Your group is swiftly surrounded by men swathed in dark robes. One of them runs from the trees beside you with his short sword drawn.

BRIGAND SKILL 7 STAMINA 7

If you win, turn to 298.

154

Before you can hide behind the cart, the man spots you. At such close range your disguise is useless. 'I don't know you,' he says, 'and what are you doing in Gex's clothes?' The Rogue Captain raises his iron-shod mace, ready for combat. He is one of the Mask's most trusted men and a skilled fighter.

ROGUE CAPTAIN SKILL 9 STAMINA 10

If your opponent wins two consecutive Attack Rounds, you are knocked off your feet by the second blow from his mace. It takes you one Attack Round to get up again, and meanwhile the Rogue Captain gets in an unopposed strike (lose 2 STAMINA points). If you defeat the Rogue Captain but the battle lasted more than seven Attack Rounds, turn to 310. If the battle lasts seven Attack Rounds or fewer and you defeat your opponent, turn to 70.

155

Within an hour you become feverish, then your body

starts to change. Hair begins to sprout all over your upper body, head and arms, and your face becomes lupine in appearance. Your thoughts are no longer those of a human but of a blood-crazed animal. Your adventure is over.

156

You pour the powder over the toad. The rat bites your ankle and the raven claws your face with its talons (lose 3 STAMINA points). Turn to 132.



157

Have you spoken to the man from Aryll? If you have, turn to 22; if you have not, turn to 187.

158

Searching the bodies of the woman and her companions, you find a total of 7 Gold Pieces and enough Provisions for 3 meals. Setting off along the road again, you eventually reach a junction with a road running east-west through the forest. You turn west and after two hours reach the village of Fenford. Turn to 100.

159

The monastery at Claybury has been a ruin for many years. Entering its crumbling gatehouse, you see that the walls have been defiled with evil runes and graffiti. This sanctuary of Good has been desecrated to serve the purposes of Evil! An unnatural stillness pervades the ruins even while black stormclouds are writhing overhead. Hanging in the night sky over the monastery is the blood-red crescent of Shekka's Moon. There is no sign of the coven, but they must be here because the monastery is the resting place of the Demafrauge – at least you hope it is. You hear an owl hoot and look around to see Karad and the other Resistance members hidden behind some broken columns.

'They are here for sure,' Karad whispers, pointing down a flight of worn stone steps to the heavy double doors of the crypt. 'We can hear them, somewhere beyond those doors.' You and Karad descend the steps and push open the doors. The small room beyond is lit by torches; in the distance, from another part of the crypt, you can hear chanting. Suddenly two ghostly bats fly down from the vaulted ceiling, their bodies and wings covered in dancing wisps of flame. Shrieking, the Demon Bats attack you both; you must fight one each.

DEMON BAT

SKILL 7

STAMINA 8

If the bat hits you successfully twice in a row, it grasps you in its claws, its next successful strike causing 5 extra points of damage to your STAMINA as it delivers a massive blast of fire from its body. If you kill the

Demon Bat, *Test your Luck*. If you are Lucky, turn to 308; if you are Unlucky, turn to 394.

160

You discover that bunches of common herbs cost 1 Gold Piece each, whereas bunches of rarer herbs cost 3 Gold Pieces each. The apothecaries also offer their own Healing Infusion for only 2 Gold Pieces; this, they claim, cures all maladies and agues. 'We also do teeth-pulling and minor amputations,' Hemlock adds cheerfully. If you are interested in the common herbs, turn to 290. To purchase some rarer herbs, turn to 113. If you want to buy a tot of Healing Infusion, turn to 35. If nothing here encourages you to part with your money, turn to 389.

161

Using the barrels as an aid, you scramble up the wall and grasp the parapet just as the militiamen arrive on the scene. One of them levels a crossbow at you and fires. *Test your Luck*. If you are Lucky, turn to 287; if you are Unlucky, turn to 82.

162

As you enter the village of Aryll you notice that many of the buildings have large red crosses painted on their doors, a sure sign of plague in the household. Near by, two men are unloading bodies from a cart and throwing them on one of the bonfires. The smell of the burning turns your stomach but, determined to help these people, you call out to the men and explain to them what your intentions are. With smiles of relief

they take you to see the village elders, who are in a large stone building in the middle of Aryll.

While you are in Aryll, you could catch the plague yourself. Normally several days pass before the disease ends in the victim's death, but increased exposure to it will increase the rate of infection in your body. You must keep a close check on the plague's progress; this is reflected by your INFECTION score (start a record of this on your *Adventure Sheet*). At present, your INFECTION score is 1. If your INFECTION score ever totals 15 or more, immediately make a note of the paragraph you are on and turn to 13, unless you are engaged in combat. For now, if you have any Aramance or Tagrin, turn to 224. Otherwise, turn to 321.





163

With a cry, you charge at the monster. In turn, it lets out a spine-chilling scream and lurches towards you, its strong fists its only weapons.

LURCHER

SKILL 9

STAMINA 9

If the Lurcher wins two Attack Rounds in a row, it grasps you round the neck and throttles you; roll one die and lose that many STAMINA points! If you do not free yourself by winning the next Attack Round, then you suffer the same extra damage. If you win, turn to 302.

164

Several customers are peering through grilles in the wall to watch the fight – and some are even betting on the outcome. With the door shut behind you and no way out, you prepare to defend yourself against the bear. If you want to use your sword, turn to 75. If you want to use something else, turn to 328.

165

By the feeble light of your lantern you are just able to make out the words carved into the plinth. The inscription reads: *Here rests the mortal body of Gwythain the Protector. My weapons of truth shall serve the noble-hearted – but leave my armour intact to defend against the forces of Eternal Night.* What will you do next? Will you take the shield (turn to 147), take the silver helmet (turn to 87) or leave the chamber (turn to 343)?

166

After waiting for an hour, Lady Attana of Ide and her entourage finally emerge from the abbey's guest-hall. Lady Attana herself is a middle-aged woman who has grown plump on years of fine living. She is dressed in clothes of the latest cut, and another sign of her wealth is the numerous, ornate rings she wears on her plump fingers. Lady Attana and her party of ladies-in-waiting and bodyguards are all mounted on fine steeds; her servants follow with her possessions on mules. There is also a horse saddled and ready for you to ride. You mount and are soon on the road again, leaving Rassin Abbey behind you. The morning passes quickly as Lady Attana is talkative, to say the least. As your journey progresses you discover that she has been a widow for six years. She decided to make the pilgrimage from her manor at Ide to see whether the healing waters of Hallow's Well could relieve the discomfort she suffers in aching joints.

Soon the road is joined by another from the south and enters an area of woodland. You pass other travellers heading in the same direction as your group but soon lose sight of them again as you continue westwards. You become aware of a rustling sound in the trees to your left. Do you want to stop (turn to 153) or keep riding, pretending not to have noticed (turn to 194)?

167

The Grimalkin lands on your shoulder and bites through your clothes as deep as the bone (lose a

STAMINA points). The creature then drops to the floor and slips under the kitchen door before anyone can stop it. You open the door and run out into the yard, just in time to see the Imp wriggle under the stable door. You fling open that door and see the creature sink its teeth into the rump of the horse standing there. In pain, the animal kicks out with its hind legs. *Test your Luck.* If you are Lucky, turn to 291. If you are Unlucky, turn to 399.

168

The man manages to eat a single portion of your Provisions (cross this off your *Adventure Sheet*). 'Thank you, my friend,' he croaks, 'but in helping me you have put yourself at great risk.' You assume the man has come to Hallow's Well to be cured of the plague. He confirms this and adds, 'It took me two days to reach here because of my condition, but I fear it may already be too late. Others from my village set out as well but could not get even this far.' You press the man for more information and he explains that five days ago a shadowy stranger arrived at the village of Aryll. However, the villagers were more concerned at what the stranger brought with him – rats! Hundreds of the creatures swarmed into the village, invading cellars and sewers, and with them they brought the plague! Some of those infected set off for Hallow's Well, but this man is probably the sole survivor. 'Leave me now, stranger,' says the man, 'but, if you can, save Aryll.' With these words, the man staggers to his feet and, ever so slowly, continues on his way. Turn to 126.

169

You cannot withstand the power of Shekka herself. Although your faith is strong, it is not strong enough to resist the corrupting evil of the goddess. Your will is broken and your mind no longer remains your own. You will lead Nazek's army in his conquest of the northern lands.

170

In the flickering lantern-light you spot the narrow path that cuts across the passageway just in time to avoid the trap. Turn to 267.

171

At the temple you have the choice of taking the waters of the well (turn to 122), or making an offering at the shrine to Enthus the Martyr, who awoke the healing springs here (turn to 14).

172

As you fight on, you momentarily lose your footing on the rocks below the water and are swept off your feet by the current. The monster seizes its opportunity and is on you in an instant. There is nothing you can do as the Devilworm makes you its next meal.

173

A loud clanging noise starts up; looking in the direction of the West Gate, you see one of the guards there ringing a bell to call for reinforcements to pursue you and the acolytes, while his companion is beginning to pull the gates shut. Coming down the hill towards the

gate is a haycart being drawn by a sturdy cart-horse. The dozy-looking farmer driving it does not seem to have noticed the commotion you are embroiled in. You could take over the cart and charge the gate (turn to 77) or simply flee (turn to 355).

174

The ground is getting very wet underfoot. *Test your Luck*. If you are Lucky, you soon reach a drier stretch of path (turn to 237). If you are Unlucky, you suddenly find yourself in sludge up to your waist. *Test your Luck* again. If you are Lucky this time, you manage to pull yourself out of the muck (turn to 237). If you are Unlucky, then the clinging mud sucks you down into the bog and you drown, the stinking slime filling your lungs.



175

Decide how many Gold Pieces you will place on the altar as an offering then roll one die. If the number rolled is less than, or equal to, the number of Gold Pieces offered, turn to 347. If the number rolled is greater, turn to 226.



176

The stone drops down the well-shaft and hits the water with a plop. At once you hear a terrible roar rise up from inside the well, accompanied by the sound of something large thrashing about in the water. You have disturbed the Devilworm, and now it is angry. You throw yourself away from the well just in time as the monster emerges from it. The creature has a leech-like head but with an oval mouth lined with sharp teeth. From the head down, the monster's grey, segmented body, which descends into the well-shaft and is almost as wide, resembles that of a huge tapeworm, with fleshy feelers running down its length on both sides. Although eyeless, the Devilworm has a greatly heightened sense of smell. Picking up your scent, it moves towards you, its glistening, segmented body undulating as it does so. The creature is a voracious carnivore and you will have to move fast to avoid being its next meal. What will you do?

Throw a gourd marked with a letter
G at it (if you have one)?

Turn to 330

Throw a gourd marked with a letter
S at it (if you have one)?

Turn to 243

Attack it with your sword?

Turn to 361

177

Drawing on great reserves of strength from within, you manage to keep ahead of the wheel. Eventually the alley widens out into a small courtyard and you fling yourself out of the path of the drum, into a pile of bricks (lose 1 STAMINA point). The wheel smashes

into the side of a building, demolishing part of a wall.
Turn to 42.

178

You cannot have gone more than a few paces when a crossbow bolt thuds into your chest, piercing your heart.



179

The landlord gives you the key to your room and following his directions, you make your way upstairs. The room is sparsely furnished, but a roaring fire has already been lit in the grate and on a table in front of it a roast chicken stands ready for consumption, all courtesy of Lady Attana. When you have eaten your fill, you settle down for the night. The inn-sign below your window swings gently in the breeze, its faint creaking lulling you to sleep. Roll one die. If the result is less than, or equal to, your FAITH score, turn to 144. Otherwise, turn to 393.

180

Remembering the pilgrim's story about Gwythain the Protector, you ask the elders if they can explain the reference in the legend to the warrior-priest cutting out the canker that grew in Aryn's Hill. Malva tells you that the name 'Aryll' is a corruption of Aryn's Hill. 'In the rumoured past of this village,' says Manoc, the third elder, 'there is a story about a servant of the Dark God Disease who unleashed plagues of rats and flies on the world. He was killed by the Protector and was buried in a crypt, said to be under the hill on which Aryll stands. A stone marks the spot.' Could this evil be stirring again after all these centuries? Do you want to investigate further (turn to 251) or will you leave the village and waste no more time here (turn to 60)?



181

As you draw your sword, Mistress Crowfoot makes a peculiar gesture with her hands and mutters something under her breath. The world round you grows rapidly larger and four more hairy, black legs burst from your body. The toad, now as big as a house, hops towards you. In order to escape it, you scuttle through a knothole and under the floorboards of the cottage where you begin your new life as a spider.



182

Shaking, you uncork the flask and gulp down its contents. Slowly you feel the healing water take effect. You may restore 5 points of STAMINA but must ignore any other instructions given as to the use of the Heal-all. Having taken a little time to recover, you leave the town of Hallow's Well by the West Gate. Turn to 300.

183

Before he has a chance to cast a spell, you run at the warlock, sword drawn. Wailing horribly, the Lurcher also joins in the fray, fighting with its strong fists while the warlock defends himself with his pitchfork. You must fight them both at the same time.

	SKILL	STAMINA
WARLOCK	7	7
LURCHER	9	9

If the Lurcher scores two consecutive hits against you, it grasps you round the neck and throttles you; roll one die and lose that many STAMINA points. If you do not free yourself by winning the next Attack Round, you suffer the same extra damage. If you win, turn to 302.

184

Several centuries ago, during a time of impiety, the land was plagued by all manner of foul demons and malicious devils. Enthus was a young priest who



travelled the kingdom searching out the creatures of darkness and banishing them. However, all the evils manifested themselves as the shadowy Infernal Beast which began slaughtering hundreds of innocent people. Enthus did not possess the power to defeat the Beast utterly but instead managed to imprison it in the Casket of Shadows. However, he died as a result of the wounds he sustained in his battle with the Demon and has been celebrated as a martyr ever since. It was also Enthus who released the spring at Hallow's Well which flows from the ground at the spot where the priest exorcized a devil from a young boy. Turn to 68.

185

You throw the powder at the raven. It flies at you from its perch and, clawing at your face, manages to scratch your eye (lose 2 STAMINA points and 1 SKILL point). Turn to 132.

186

The diseased mass of flesh lurches towards you, trying to grasp you with its writhing tentacles.

CANKER SKILL 8 STAMINA 12

If you defeat the foul, undead horror in fewer than nine Attack Rounds, add 4 to your INFECTION SCORE and turn to 6. If you do not, turn to 33.

187

Following the road out of the entertainers' square, you soon reach the South Gate and leave the town. Turn to 300.

188

As you approach the farmers' table, you overhear one of them say, 'I says we all go into the marsh now and hunt it down!'

'But that place is dangerous,' his friend points out.

'May I be of any assistance?' you ask, and you explain to the farmers your status as a hired sword.

'Well, it's the Fen Beast, see,' the first man tells you. 'It lives in the marshes known as Blackmire, but it's started killin' our animals for food. If we don't kill it soon, we'll all be ruined.' Do you want to offer to kill the Fen Beast for them? If so, the farmers take you to the edge of Blackmire and, with the men wishing you well, you enter the marshes (turn to 333). Otherwise, will you:

- | | |
|-------------------------------------|-------------|
| Talk to the friar? | Turn to 213 |
| Talk to the man in black? | Turn to 348 |
| Talk to the landlady? | Turn to 81 |
| Leave the Brindled Cat and Fenford? | Turn to 48 |





189

As you approach the door, it is suddenly thrown open by a short, squat figure and a cracked voice calls out, 'Come in, come in. I've been expecting you.' Puzzled by this invitation, you pause at the doorway and watch the figure as it shuffles down a tunnel dug into the side of the hill. 'It's all right,' says the creature, 'I saw your coming in the runes.' You sense that the creature means you no harm, so you follow it into its home, albeit still somewhat confused. You have to bend almost double to make your way down the rough-hewn tunnel, but soon you come to a chamber where you can just stand upright. The cluttered room appears to be the creature's main living area and contains a rocking chair, a table on which the corpse of a snake is being dissected, and shelves crammed with all kinds of pots and jars, all scaled down to an appropriate size for the inhabitant of this unusual dwelling. The light in the chamber comes from several fireflies, trapped in a glass jar, and a fire in an alcove over which hangs a cooking pot. Your host seats himself in the rocking chair beside the fire and stirs the contents of the pot. The creature is dressed in several layers of ragged robes, under which it seems to be covered in short, dark fur. Its hands are shovel-like claws while its face, half-hidden under a hood, is an animal snout. The creature's beady eyes peer at you through a pair of half-moon glasses. The more you look at your host, the more he resembles a humanoid mole. 'Would you like some soup?' the creature asks. You accept the offer and tuck into a bowl of green broth (restore 2 STAMINA points). The creature

introduces himself as Talpas the Burrower, one of the Molekin, a race of underground dwellers. He tells you that he saw your coming by casting runes, a means of divination. Feeling that you can trust Talpas, you tell him of your quest. 'Perhaps you would like me to cast your runes, yes, to see what dangers await you? I must warn you that their messages can, at times, be misleading.' If you want to accept his offer, turn to 117; if not, you retire for the night (turn to 15).

190

As the last familiar falls, you see Mistress Crowfoot whisper something to her raven and it flies towards an open window. If you have a falcon and want to send it after the raven, repeat the command the falconer told you. If you don't have a falcon, or if you don't want to send it after the raven, turn to 50.

191

Fortunately, no one in the party is badly hurt, the worst injuries being a knock on the head and a large sword-gash among the bodyguards. Lady Attana cannot thank you enough: 'We are all indebted to you for saving our lives. You were so brave and dealt with those robbers as they deserved. Sadly, they managed to get away with my jewellery box. They shouldn't be able to open it, as it was carved from wood from the magically protected forest of Lein, but it was given to me by my late husband on our wedding day. If you should ever, by chance, recover it, its contents are yours. It is the least I can give you for saving my life, but if you could return the box I would be most grateful.' Lady Attana takes from round

her neck a chain on which hangs a silver key. She hands both the key and the chain to you and you see that the number '252' is engraved on the key; Lady Attana tells you that this was the year of her wedding. You thank her and, when all is ready, continue your journey.

By late afternoon the road is descending out of the wood towards the River Sanct. On the other side, the shrine town of Hallow's Well is clearly visible, a mixture of timber and stone houses competing for space within the confines of the old town wall. Your party crosses the wide stone bridge that spans the Sanct and enters the town by the eastern Pilgrim's Gate. The narrow street leads into the Market Square, which is packed with people. Lady Attana tells you that she is heading for the Pilgrim's Rest, where she and her entourage are to stay for the night; you are welcome to go with them if you so desire. If you want to do this, turn to 85. If you prefer now to press on again by yourself, turn to 341.



192

The acolytes take you to the top of a steep, narrow alley and the wheel is brought round behind you. They release you and you begin to run as fast as you can; you can hear the wheel picking up speed as it rolls down the hill after you. Do you want to try to leap out of the way of the wheel (turn to 136), or will you keep running (turn to 65)?

193

With the Demon banished, the spell the Inquisitor had the villagers under is broken. They make no move to stop you as you bend over the unconscious man and pull out a pendant from under his robes. The pendant is made of a ring of black metal etched with runes and demonic sigils – a Chaos Talisman! You throw the talisman into the brazier, then help some of the villagers free the girl at the stake. She gives you a look of great relief and her grandmother hurries over to you, thanking you over and over again for saving her grand-daughter. The people of Tallow, realizing now that they had been fooled by the Inquisitor, beg your forgiveness for their harsh actions and offer you the freedom of their village. However, you must be on your way, for tonight Shekka's Moon will rise and the Infernal Beast is to be freed. Before you go, the girl you rescued recovers sufficiently to offer her skills as a healer to you (restore up to 5 STAMINA points). With your wounds tended and your belongings returned, you set off into the hills for the remote village of Claybury. If you have the word 'Raven' noted down on your *Adventure Sheet*, turn to 28. If you haven't, turn to 297.

194

You hear a sharp twang and cry out in pain as a crossbow bolt embeds itself in your arm (lose 2 STAMINA points). In a moment the whole party is surrounded by men swathed in dark robes. You spin around, to see one of the brigands running at you with his short sword drawn.

BRIGAND

SKILL 7

STAMINA 7

If you defeat your attacker, turn to 298.



195

Soon the tunnel broadens out into a small chamber; on the opposite side of the room is a pair of large, stone doors. Above the doors a skull has been carved out of the rock, underneath which you read the legend: *All Good souls, do not ye enter here.* Lying on the floor on

either side of the doors are two decaying human corpses. You could turn back now, but you must put an end to the evil in this place. As you approach the stone doors the eyes of the nearest body flick open. Horrified, you watch as the two Plague Zombies get to their feet and shamble towards you. Roll one die and add 4. If the result is less than, or equal to, your FAITH, turn to 221. If it is greater, turn to 73.

196

Seeing the Pilgrim's Staff in your possession, the High Priest cries out, 'Oh, praise be to the Earth-mother! Can I be seeing the truth?' Wrestling the staff from you, the druid and his followers carry it to a sacred grove of trees not far from the barrow while you watch the proceedings from the edge of the grove. The High Priest plunges one end of the staff into the earth at the centre of the ring of trees, then he heaps soil round the base; next, he offers up a prayer to his goddess. Small green shoots immediately begin to sprout all over the staff. In seconds the shoots have grown into stems, then into branches. Soon the staff has become a thriving bush, with radiant white blooms opening all over it. 'Your servant, Caerod, thanks you, oh Earth-mother.' The druid picks one of the flowers and hands it to you, explaining, 'Your staff was made from the wood of the Ilithorn, a very rare and sacred plant. Now that we initiates of the Goddess have such a plant, we shall tend it with all due reverence.' (Add the Ilithorn Rose to your *Adventure Sheet*.) Leaving the grove, you make your way to the barrow. Turn to 271.

197

Without realizing it, the man really has sold you part of the shroud of the priestess Aline the Innocent, and already you can feel its power working (add 2 points to your FAITH score). Now return to 80.

198

Vile-smelling marsh gas bursts from the fetid swamp that surrounds you. At a junction in the path will you go:

Left?

Right?

Straight on?

Turn to 301

Turn to 174

Turn to 396

199

By pure strength of will you break the mesmerizing power of the music. You approach the piper but the man jumps to his feet and the rat leaps from his shoulder, straight at you. *Test your Luck*. If you are Lucky, the rat sinks its teeth harmlessly into your leather armour; turn to 377. If you are Unlucky, turn to 257.





200

The door opens and you are pulled inside. The room is dark and musty; Karad stands in the middle and all round him, sitting on chairs and tables or leaning against the walls, are some fifty men and women, armed ready for battle and all doughty-looking warriors. Karad once more apologizes for his caution then introduces you to the band of Resistance fighters. You briefly exchange details of your adventures since your meeting in Fenford. 'The Resistance has been busy too,' Karad explains, 'and has discovered two important facts. First, the Cauldron of Midnight is holding its Sabbat meeting tonight, somewhere in Claybury, where Nazek will open the Casket of Shadows. There are several possible locations for the Sabbat, but rumour has it that it will be either at the stone circle to the north of the village or in the Withered Wood to the south. The second fact is that the coven has spies everywhere – that is why I had to be so careful letting you in. I just hope you were not seen on your ...'

At that moment, the light in the room fades and the temperature drops. Materializing in the centre of the room is a shadowy, cowed figure. The manifestation complete, you find yourself facing little more than a dark shroud which is floating, half a metre above the ground. Through holes in the shroud you can see the remains of a ribcage while under the hood there is nothing but utter darkness. The Dread Demon, which sometimes appears to evil wizards at the moment of their death, holds out its taloned hands to you and hisses, 'Your sssoul ...' Roll one die and add 4. If the

total is less than, or equal to, your **FAITH**, turn to **255**. If the total is greater than your **FAITH**, turn to **323**.

201

It is going to be very difficult to remain perfectly still while the scorpions are crawling over you. *Test your Skill* three times, adding 2 to the dice roll each time. If you fail this roll even once, turn to **391**. If you are successful all three times, restore 1 **LUCK** point and turn to **42**.

202

'No,' he says, opening his empty right hand, then taking the red ball out from under his hat. Coxcomb dances away from your table, leaving you to retire to your room. The night passes without incident and you wake up, fully refreshed (restore up to 2 **STAMINA** points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way up the narrow street to the Market Square. Turn to **131**.

**203**

Walking into the hills, you soon come upon what at first appears to be a small cave obscured by bushes. Looking closer, you see that the cave entrance is blocked by a sturdy, round door. Will you investigate further in the hope of finding shelter for the night (turn to **189**) or camp here in the wilderness among the hills (turn to **387**)?

204

You return to the library with Prior Alwyn, where you are introduced to a young monk, thin and scholarly in appearance. This is Brother Calamus, Prior Alwyn says. He is one of our best illuminators and worked under Brother Hieronymous. He will help you with anything you need. Brother Calamus ushers you to a reading-alcove and brings you some volumes which may be of use to you. You do not have much time to spare in the library, so will you study:

Astradd's Holy Lives?

Turn to **123**

An Astronomer's Almagest?

Turn to **108**

A Demonological Dissertation?

Turn to **317**

205

Once you are safely indoors, the woman shuts and bolts the door. In the kitchen of the small house with you and the woman are her five children, the youngest no more than a year old. You thank the woman for her hospitality and discover that her name is Lidia and that she is a widow. She hands you a bowl of steaming broth which you eat (restore 2 **STAMINA** points) while

she explains what is going on. 'It comes to Driteham once every month on the same night,' she says. 'During that night the Lurcher stalks the streets of the village, looking for mortal souls to drag down to hell. Anyone left outside after nightfall is damned.' At that moment you hear a dreadful moaning, of such wretchedness that it sends a shiver up your spine, and the children start crying in fear. 'That's it. That's the Lurcher,' says Lida, with a harrowed expression. 'None of us'll get much sleep tonight.' That's true - unless you do something to put a stop to this bogeyman. Do you want to persuade Lida to let you leave in order to find an answer to this 'haunting' (turn to 78) or do you prefer to stay where you are and try to get some rest (turn to 130)?

206

As you creep up the steps out of the chamber, you hear Tira hiss under her breath, 'With salamanders' tongues and scorpions' stings I curse you.' It suddenly feels as though your body has received a crippling blow from a cruel blade (lose 4 STAMINA points, 2 SKILL points, 2 FAITH points and 1 LUCK point). In panic you flee the blockhouse, more in fear of the witch than of the guards. It is only when you are clear of the town that you stop to rest. Turn to 300.

207

You run through the forest until you are sure that the outlaws have given up the chase. You emerge from the trees, exhausted, a few hundred metres from the village of Fenford. Turn to 100.

208

Just in time you hear the swish of a branch springing back into position across your path. You duck and the branch harmlessly flies over your head. You press on into the thicket, but soon you have lost all trace of the brigands' escape through the wood. Too late you discover that you have ridden into a thornbush. Your horse's flanks are bleeding from many small scratches, as are your own legs (lose 1 STAMINA point), so you turn back to the road. Turn to 191.

209

No one could survive having so much poison injected into their body. Nazek's spiders bite you again and again. You quickly lose consciousness, never to recover. Although you have defeated the Infernal Beast, the Warlock still possesses the *Black Grimoire* and, with such a book in his hands, no one will be able to stop him.



210

Lifting the lid, you find that the sarcophagus is empty except for a pile of mouldering grave clothes. Rummaging through the rags, you discover a sickle with a golden blade and a bunch of dried herbs which you recognize as Skullsgrig – often used as part of the embalming process. You can take the Golden Sickle or the herbs, or both, before continuing on your way. Turn to 134.

211

The gamblers are very excited because Old Growler, as the bear is called, killed a Brician war-hound here last night. As a result, the odds on Old Growler winning are 2-1, whereas the odds on the mastiffs, Ripper and Slasher, winning are 3-1. This means that it is more likely that the bear will be victorious but, if the dogs win, you will receive more money for your stake. You can bet up to 10 Gold Pieces. Decide which side you will back then turn to 337.

212

As the silver touches the Wraith Rider, the metal burns into the spectral fiend's undead flesh. The creature lets out a chilling scream and releases its grip on your arm. The horse rears and you lose your balance, toppling backwards off the hellish steed. *Test your Luck.* If you are Lucky, turn to 36. If you are Unlucky, turn to 229.

213

Introducing yourself to the friar, you risk all and tell him about your quest. 'Well,' he grunts, taken aback,

'the times are wild indeed. I have heard of the *Black Grimoire* but know nothing of its whereabouts. However, I may be able to help you concerning the Demafrauge – the Casket of Shadows. Centuries ago, Enthus the Martyr trapped the Kurakil, the Infernal Beast, in the casket, locking the chest with magic. If it is to be opened again, then you will need the spell to keep it locked. You will have to ask the spirits of the dead for guidance. Enthus's tomb is in the heart of Blackmire, the area of marshland near Fenford. You should leave now, as Shekka's Moon is only one day away and it is still a fair distance to Claybury.' Thanking Barnabas the friar, will you leave as he suggests (turn to 48) or will you talk to the man in black first (turn to 348)?

214

While you are receiving everyone's congratulations, you do not notice that your pocket is being picked. Roll one die. If you roll 1-2, turn to 369; 3-4, turn to 103; 5-6, turn to 62.





215

Bursting into the lavishly furnished tower room, you catch its occupant off guard; he is counting his ill-gotten booty at a large oak table. The man looks up at your rude interruption. He is wearing a long black cloak and under his hood is an iron face-plate – the Mask! ‘So, we have an intruder in our midst, or perhaps you are a spy!’ he says, drawing a sword which glows with a faint blue light from its scabbard with a gauntlet-clad hand. ‘Fool, you shall pay for your audacity with your life!’

THE MASK

SKILL 11

STAMINA 12

If you defeat the devious outlaw, turn to 351.

216

Running through the maggot pit, you slip on the slime underfoot and lose your balance. As you lie, helpless, in the fetid sludge, the Carrier Flies sting you repeatedly before you can get to your feet. Roll one die, halve the result (round halves up) and add 1 to the total, to give a number between 2 and 4. Add this total to your INFECTION score. On your feet once more, you make a dash for the door. Turn to 354.

217

Cries of surprise and horror go up from the assembled Resistance as, with your killing blow, Nazek’s assassin is revealed to them. The cowled shroud falls to the ground and crumbles to dust, and the taloned hands shrivel away. Your wounds tended to, Karad speaks to the Resistance. ‘It is time,’ he says. ‘Dusk is falling and

the Cauldron will be gathering at the site of the Sabbat. We shall leave in small groups and meet again at the site. May Cheelah go with you.' Karad turns to you. 'We do not have time to make mistakes in finding the site. Where do you advise us to look? With the knowledge you have gathered, will it be:

- The stone circle?
- The Withered Wood?
- The monastery?

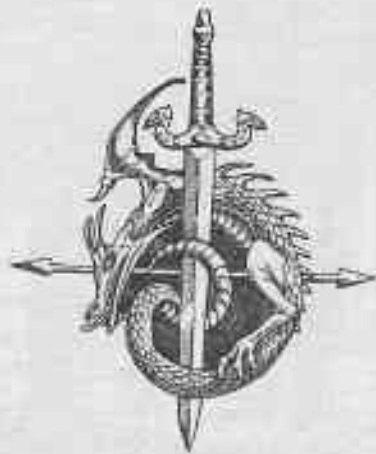
Turn to 326

Turn to 95

Turn to 159

218

The next stall is owned by a falconer, who at present is involved in selling an eagle to a visiting noble. If you are interested in purchasing a hawk, turn to 235. If not, you move on to see what the next vendor has to offer (turn to 365).



219

Coxcomb pulls an exaggeratedly thoughtful face then jumps on to the table, putting his hands on his knees. 'What did the first tree say to the second tree?' He pauses for dramatic effect. The crowd now gathered round your table waits in tense anticipation. 'Nothing! Trees can't talk! There is a moment of silence, then Coxcomb bursts into hysterical laughter, followed by the crowd. He stops just as suddenly as he started, looks at you and adds, 'Although I know a few druids who'd tell you otherwise. Remember, a fool can be a valuable friend.' Coxcomb dances away from your table, followed by his band of admirers, leaving you to retire to your room.

The night passes without incident and you wake up, fully refreshed (restore up to 2 STAMINA points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way along the narrow street to the Market Square. Turn to 151.

220

'The stranger carries no symbol of the dark goddess,' one villager calls back to the Inquisitor.

'Then they must face the second Ordeal!'

You are carried to a stinking pond at the edge of the village and your wrists and ankles are bound. If the accused floats, then Shekka is looking after her own and they must be a witch. If they do not surface for

three minutes, then they have passed the second Ordeal and must face the last,' the Inquisitor pronounces. Several men pick you up and hurl you into the pond. You hit the water and sink beneath it. Before you float back up to the surface, you clutch at a clump of weed and hold yourself under – you are not going to be found guilty of witchcraft by such an unjust trial, especially after all you have been through! Roll one die. If you roll 1-3, turn to 338. If you roll 4-6, turn to 368.

221

The Zombies freeze as they get close to you, sensing your inherent Goodness. They can do nothing but hiss as you push the doors open enough to squeeze through. Turn to 259.

222

Dashing down a side-alley, you plan to lose the militiamen in the labyrinthine network of streets, then make your way back to the unguarded South Gate. You soon emerge close to the town wall and run back towards the gate. *Test your Luck*. If you are Lucky, turn to 8. If you are Unlucky, turn to 88.

223

You prepare to deliver the final blow when the outlaw blurts out, 'The Mask will hear about this! You'll never get out of the forest alive!' Who was that she mentioned? If you want to press the woman for more information about the Mask, turn to 26. If you do not, ignoring her threats you dispatch the outlaw; turn to 158.

224

The herbs Aramance and Tagrin both have properties which help ward off disease. By eating either of the plants you will reduce any additions to your INFECTION score by 1 point, even if this reduces them to zero. Eating both plants will have the same effect as eating just one. Now turn to 321.

225

The Inquisitor has been taken over by a power of great evil, making him incredibly strong. You have no choice but to fight this man possessed – the Demoniac.

DEMONIAC

SKILL 11

STAMINA 12

If you reduce the Demoniac's STAMINA to 2 points or less, turn to 345.

226

Having made your offering, you cross the bridge and enter the town through the eastern Pilgrim's Gate. Turn to 254.

227

Dressed as one of the outlaws, no one gives you a second glance as you stride across the courtyard towards the keep. You have almost reached your goal when one of the brigands calls out to you, 'All right, Gex?' Obviously he must think that you are someone else. You nod in reply and hurry on, trying to keep your head down. *Test your Luck*. If you are Lucky, turn to 378. If you are Unlucky, turn to 358.



228

Now that any element of surprise you may have had has gone, you clamber up the now immobile crow's foot to the trapdoor and enter the cottage. The interior of the cottage is just what you would expect of a witch: rickety shelves are packed with jars and bottles, herbs hang from the rafters, a small cauldron bubbles over a fire in the hearth and several musty books lie on a table. The room is also full of Mistress Crowfoot's familiars! A black cat is sitting on the table watching you with its green eyes, while a large, warty toad squats on the wooden floor croaking. A Grimalkin sits above the hearth, while a rat without a tail scampers round the room. Perched on the back of a chair is a large raven, and a bat flits from one side of the room to the other. If you have a Jar of Powder, turn to 388. If you haven't, turn to 132.

229

There is nothing to break your fall from such a tremendous height – until you hit the ground. Your adventure ends here.

230

You manage to grab a torch from the wall and thrust it in the bear's face. It growls and backs away. Using the blazing torch to guide it, you succeed in forcing the beast back into its cage and throw home the bolt. Turn to 382.

231

Drawing on all your powers of concentration, you

block out the hypnotic tune long enough to draw your sword and strike the fiddler, knocking its instrument from its bony grasp. At once the Dance of Death stops, then the skeletons are upon you. Keeping your back to the tombstone, you fight them one at a time.

	SKILL	STAMINA
First DANCING DEAD	6	5
Second DANCING DEAD	5	5
Third DANCING DEAD	6	4
Fourth DANCING DEAD	5	4
Fifth DANCING DEAD	7	5

If you win, you flee from the abandoned graveyard. Turn to 135.

232

You lay down your sword and, pulling the purse containing your gold (or lack of it) from your backpack, toss it in front of you on to the road. Just as you hoped, the leader of the outlaws jumps down from the branch to pick up the purse. Now is your chance to secure your freedom. With lightning speed, you pick up your sword and dash at the woman in hopes of taking her hostage. *Test your Skill.* If you are successful, turn to 253. If you fail, turn to 363.

233

You climb up on the horse behind its rider, and with a shout the man urges his steed towards Selwick. The horse gallops along the road at great speed - then suddenly rises into the air! It continues to run although

its hoofs are no longer in contact with the ground, and it climbs upwards into the night sky. The earth is falling away rapidly beneath you. As if you were not startled enough already, the man turns around, laughing at you insanely, and a terrible transformation takes place. The rider's skin contracts, becoming taut over his bones, then pales to a deathly grey. His fine clothes change into tattered rags and, with his disguise shed, you see that his mount is a hellish, undead horse. The Wraith Rider grabs your arm with unearthly strength so that you cannot escape! You must act fast. Will you strike the Wraith Rider with your sword (turn to 342) or hit it with something silver, if you possess such an object (turn to 212)?

234

As you point the ring at the Demon, you become aware of Nazek's cruel laughter over the sounds of battle behind you. 'My friend,' he calls out to you in that oh-so-familiar mocking tone, 'you should not wear such dangerous trinkets.' With a few mystical words Nazek triggers one of the spells woven into the hag-cursed ring and at once your body begins to decay, crumbling to dust as a century passes in seconds. Soon you are no more than a skeleton, ready to be raised by the Warlock to fight in his army of Evil.

235

When the falconer has finished dealing with the noble, he explains to you that you can buy a trained falcon, and a protective leather gauntlet, for 15 Gold Pieces. If you can afford this price and want to buy the bird,

turn to **148**. If you do not, you go on round the market (turn to **365**).

236

The marshman presents you with wild duck, roasted over an open fire, which you devour hungrily (restore up to 4 STAMINA points). When you have eaten your fill, Sam offers to show you the way out of Blackmire. 'However, if you wish, I could first take you to the tomb of Enthus the Martyr, if you think it will help you. It is located on an island in Miremere, the lake in the heart of the swamp.' Do you want to visit Enthus's tomb (turn to **31**), or do you want to leave Blackmire as quickly as possible (turn to **79**)?

237

Blackmire is like a maze. Paths cross and re-cross and you cannot know for sure where you are. You choose a path and follow it. Roll one die. If you roll:

1	Turn to 285
2	Turn to 97
3	Turn to 301
4	Turn to 174
5 or 6	Turn to 43

238

You manage to get a little more rest before dawn, but at daybreak you prepare to leave the abbey. The storm has passed but the sky remains overcast and ominous. The Abbot tells you that the library is open to your use and you may visit the herb garden in case

there are any plants growing there which you think may be of use. 'However,' he says, 'I cannot impress on you too greatly the need for haste in this matter. You have but four days to find Nazek and the book.' Bearing the Abbot's words in mind, you decide what your first move will be. Do you want to:

- Study some of the books in the library?
- Visit the herb garden?
- Leave the abbey straight away?

Turn to **204**
Turn to **366**
Turn to **277**

239

As you shower the leathery-winged bat with the powder, the Grimalkin bites your leg and the cat scratches you (lose 4 STAMINA points). Turn to **132**.

240

Pulling the lid over the top of the barrel, you crouch in silence, awaiting the arrival of the guards. You do not have to wait long. The first militiamen arrive and puzzle over where you could have gone. One of them then has the sense to start looking in the barrels. Roll one die. On a roll of 1-2, turn to **129**; on a roll of 3-6, turn to **67**.





241

You walk out into the centre of the village and, putting the pipes to your lips, you begin to blow. At once a beautiful tune rises from them, slow and mysterious. You are suddenly aware of hundreds of pairs of eyes watching you. Crawling out of the cellars and sewers of Aryll, in their hordes, come the rats. Some are thin and scrawny, while others are as large as dogs and are covered in coarse black hair. You can see their sharp, yellow teeth and in every red eye there is a look of sheer malevolence. The tune played by the pipes increases in pace and the rats swarm towards you in a river of furry bodies. You lead the way out of the village to the barn and find yourself skipping along to the dancing rhythms of the melody. Every last rat follows you into the barn and, once they are all inside, the villagers slam the doors shut and bar them. Then the people of Aryll set fire to the dry straw heaped round the barn with blazing torches. If the plan is to work, you must keep playing until the last possible moment or the rats will escape. Smoke billows into the barn and flames start to lick up the walls. The rats, as if in a trance, ignore the imminent danger until you can see that the roof of the barn is ablaze and you stop playing. All at once the barn is filled with the terrified squeaking of the rats trying to flee but finding themselves surrounded by walls of flame. As the doors are barred, your only means of escape is via the hayloft. As you dash across the barn to the ladder which leads up to the hayloft, the plague-rats try to bite you. Roll one die and add 1 to the result. Increase your INFECTION score by this total and also lose that

many points from your STAMINA score. You scramble up the ladder and run towards the opening in the wall at the end of the hayloft. *Test your Luck.* If you are Lucky, turn to 17. If you are Unlucky, turn to 329.



242

The village well is located at the edge of Mussuck where the ground begins to descend steeply towards an abandoned watermill; its great wheel has been still for many years, although a small stream still feeds the mill race. Peering down the stone-lined shaft, you can see nothing in the darkness. The rope with the bucket, used to draw water from the well, lies coiled on the ground. Do you want to climb down into the well using the rope (turn to 107), tie your lantern to the rope and lower it down into the darkness (turn to 139) or drop a stone down the well first to see how deep it is (turn to 176)?

243

The gourd hits the Devilworm's head, spilling its contents over the creature. The monster immediately begins to shrink until it is no longer than your finger.

The spiteful Wodewitch had used her growth potion on an ordinary waterworm, turning it into the monster that has been terrorizing Mussuck. Putting the worm in the empty gourd, you take it to show the villagers. Turn to 52.

244

The tapestry is a very fine piece of work and is worth every gold piece you paid for it. The trials faced by the pilgrims shown include the party being attacked by a band of inhuman creatures, crossing a fiery pit by a narrow stone bridge and having to overcome an ugly Hill Giant. Finally the group reach Achilla's shrine and are all shown, surrounded by a green light. However, one scene in particular catches your attention. One of the pilgrims, having apparently been killed by a Werebear, is being resurrected by his companions who are pouring water on his wounds from a golden-glowing flask. Having studied the tapestry in some detail, you carefully stow it away in your backpack. Return to 80.



245

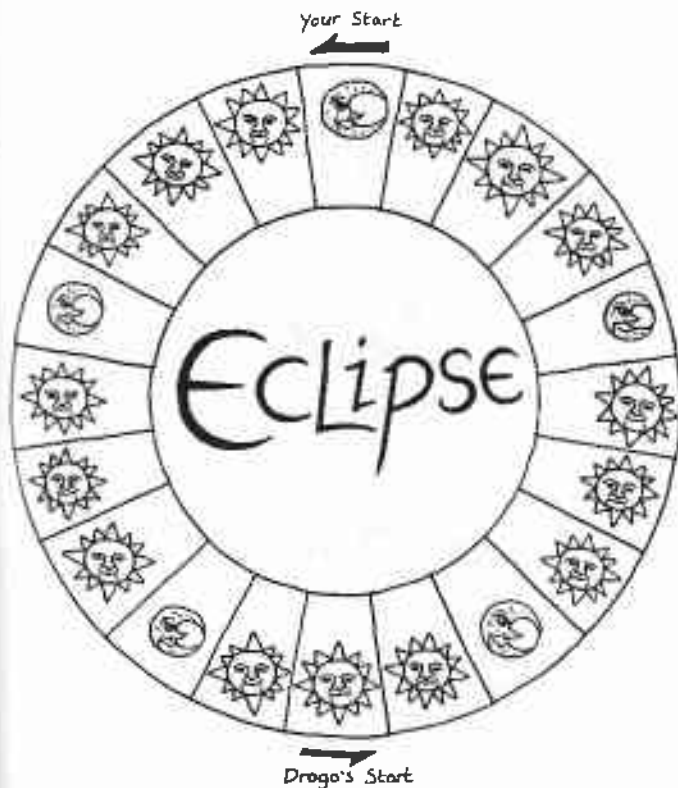
Concentrating on the Warlock, you jab the pin into the doll's stomach. At the other end of the room Nazek stumbles back from the lectern, holding his midriff. Your plan worked, but in using black magic you have shaken your own faith in the powers of Good (lose 2 FAITH points). Regretting your action, you charge into the fray. Turn to 319.

246

The Dwarf introduces himself as Drogo and explains the rules of Eclipse. To play the game you are required to place a stake of between 5 and 10 Gold Pieces, which Drogo will then match. If you cannot, or do not want to, lay down this stake, you will have to leave the tavern instead (turn to 313).

Eclipse is played on a circular wooden board, with 20 counters placed on a ring divided into 20 sections. Fifteen of the counters are shaped like suns and the remaining five are of a moon design. The players begin on opposite sides of the board and take turns to roll the die, moving their token round the ring in an anti-clockwise direction. Any counter a player lands on he keeps. If a player lands on a square already occupied by his opponent, then the opponent must give him a sun counter, if the opponent possesses any. Once all the counters have been removed from the board, the scores are totalled up. Sun counters count towards the total, whereas moon counters 'eclipse' the suns and so are subtracted from the total. (For example, if you had won 8 sun counters but had also picked up

3 moon counters, then your total score would be 5.) Ignoring the counter you start on, you begin the game on the positions marked. Of course you will have to roll the die for both yourself and Drogo and cross the counters off as they are landed on by you or your opponent.



Whoever has the higher total of suns at the end of the game wins back his own stake-money and that of the

other player. In the event of a draw, you may either play the game again or pick up your own stake-money and leave. When you have finished playing, you leave the tavern. Turn to 313.



247

As you run at the creature, it throws the liquid from a gourd over you. The Potion of Transformation takes effect immediately. A large toad crawls out of the pile of clothes which is lying where you were standing and looks around at its new, swampy home. Your adventure is over.

248

As you walk past the beggar he calls out, 'You're all the same, you selfish misers. A curse on you, stranger!' You are filled with a sense of dread at the old man's words (lose 1 FAITH point and make a note of the Beggar's Curse on your *Adventure Sheet*). Following the line of pilgrims, you enter the temple. Turn to 171.

249

Having rested after your terrible ordeal, you continue your trek through the barren hills with renewed determination. Grey clouds scud across the overcast sky. You are filled with a strong sense of the past as you walk through the highlands; the very earth under your feet feels ancient. Then you see it. Rising up ahead of you on the horizon is the mound of earth that is Gwythain's Barrow. Before you can reach the barrow you have to pass through a circle of tall stones. As soon as you enter the circle, you are surrounded by a



group of people clad in white robes. The druids take hold of you and drag you before their High Priest, who is wearing a ceremonial horse-skull mask and mane. 'This is sacred ground,' says the High Priest. 'What is your purpose here?' Will you reply that you wish to enter Gwythain's Barrow (turn to 111) or try to bluff your way out by saying that you found yourself here by accident (turn to 305)?



250

Is the Demafrage still open? If it is, turn to 356. If it has been locked, turn to 263.

251

You ask the elders if you can be taken to the place where the crypt is said to be. The village tanner, Gerog, leads you to the spot at the bottom of the hill. At the point where the stone used to rest, part of the

hillside has caved in, opening a way into the earth. You are determined to deal with this terror once and for all. Lighting your lantern, you enter the tunnel, watched by an anxious Gerog. Your lantern casts flickering shadows over the walls of the tunnel as you follow its twists and turns through the darkness. Turning a corner, you hear a snarl, then you see the gigantic rat running towards you down the tunnel. The beast is at least one and a half metres in length and the diseased yellow of its eyes tells you that it too is a plague carrier.

PLAGUE RAT

SKILL 6

STAMINA 5

If you kill the rat, add 2 to your INFECTION score and turn to 195.

252

Remembering Lady Attana of Ide's request, you pick up the jewellery box and, turning the key in the lock, find it opens easily. Inside is a necklace of Elven prayer-beads. You take the necklace, as Lady Attana said you could, and feel their power (add 1 to your FAITH). Turn to 373.

253

Before she can even reach the money, you grab the outlaw and twist her arm behind her back while you press your sword against her neck. You tell the rogues to drop their weapons, but you spin around as you hear another of the brigands trying to creep up on you. You do not react in time, however, to stop the club making contact with your shoulder (lose 2 STAMINA points). Turn to 312.



254

The darkening sky tells you that night is coming on, so your thoughts turn to looking for a place to sleep. Following other visitors to the town along the narrow street leading into Hallow's Well, you are soon attracted by the enticing lights of the Ragged Clown. Inside, a jovial mood holds sway over the bar as a group of Dwarfs are competing to see which of them can down the most Crun Cider, while the resident jester entertains the guests at their tables. You approach the landlord and purchase a hot meal and room for the night for 3 Gold Pieces (deduct these from your *Adventure Sheet*). You sit down at a table while a serving wench brings you your meal, and you are soon relaxed and laughing with the clientele of the inn. While you are watching the display put on by the Dwarfs, the jester, wearing his motley costume and ridiculous hat, skips up to your table and shakes his bauble – a stick with a carved head – in your face. 'For one Gold Piece, Coxcomb the Clown will grant your wish,' the jester says in a squeaky voice, trying not to move his lips. Will you toss Coxcomb a coin (turn to 286) or just ignore him (turn to 99)?

255

By the power of your faith you resist the strength of the Demon. Unsheathing Deliverer, you prepare to do battle against the hellspawn. It is only then that you realize: no one else in the room can see the fiend! This is a battle you must fight alone.

DREAD DEMON

SKILL 9

STAMINA 8

If you kill the Demon, turn to 217.

256

'So, the stranger is a servant of Shekka! Then the witch must die!' orders the Inquisitor. They move towards you, swords at the ready. Your adventure is over.

257

The rat sinks its teeth into your arm (lose 2 STAMINA points and record the Rat Bite on your *Adventure Sheet*). Turn to 377. .

258

Nazek stumbles, falling backwards to the ground. You raise Deliverer above your head to deal the death-blow when a thunderclap reverberates round the crypt. You are frozen to the spot in fear as a terrible, evil sentience, millennia old, tries to force its way into your mind. The night of Shekka's Moon is the time when the dark goddess's influence is at its greatest in the world, and at this moment she is using her own powers directly against you. Roll one die and add 7. If the total rolled is less than, or equal to, your FAITH, turn to 400. If it is greater, turn to 169.

259

Beyond the doors you find yourself in a large cavern, your lantern barely illuminating the roof of the cave. As you begin to walk across the chamber, the ground becomes softer underfoot and ... What was that? Something cold and clammy just squirmed against your legs. Looking down, you are filled with revulsion

at the sight that meets your eyes: the cavern seems to be full of huge, bloated, green maggots which are writhing around in the slime that covers the cave floor. Disgusted, you hastily run towards the other side of the cave where you can make out another stone door. All at once a terrible buzzing fills the air. You look up and see a mass of winged bodies, covered in stiff green hairs and at least half a metre in length, flying straight at you. The multi-faceted eyes of the Carrier Flies reflect the light from your lantern while long, sharp mouth-parts dart in and out in anticipation. *Test your Luck*. If you are Lucky, turn to 354. If you are Unlucky, turn to 216.

260

It is with great courage that you plunge your hand into the brazier. The pain is unbearable and when you pull out your blackened hand, it is reeking of burnt flesh. 'The accused is guilty,' says the Inquisitor calmly, leaving you to the crowd. Your adventure ends here.

261

As you climb up the hill, you pass others of all classes, some being carried in sedan chairs, others on crutches, all in search of a miracle cure for their aches and pains. At the top of the hill is the temple to the goddess. It is an unassuming stone building and the approach to its pillared entrance is lined with beggars, some blind, some with missing limbs, others suffering from terrible wasting diseases. One old man, whose skin is almost completely covered in ulcers and open sores, calls out weakly to you, 'Spare a dying man a piece of gold,

stranger.' Will you throw him a Gold Piece (turn to 372) or will you ignore him and enter the temple (turn to 248)?

262

Trying to look as sorcerous as possible, you stride boldly over to the wagon. At your approach the man looks up and in a gruff voice says, 'What can I do for you?'

'I wish to purchase some of your wares,' you say. 'May I see them?' The man pulls aside the canvas awning at the back of the wagon, revealing its contents. The wagon is crammed full of bottles, crates and sacks which, the man explains, contain everything from Sting Worm slime and shrunken heads to Giant Spider venom and rare spices. The man tells you that every month he makes the journey to Hallow's Well, where he stays for a week selling more usual wares in the markets. He then goes to Driteham for one night to sell ingredients and equipment that they cannot find easily in the local area to the witches and sorcerers of these remote parts. 'The Lurcher keeps suspicious villagers away, although I don't know how much longer I'll keep this up because trading with necromancers makes me nervous. Oh . . . no offence intended,' he apologizes. If you want to buy anything from the merchant, the articles that interest you most are listed below. However, if you now change your mind and decide to attack the man, turn to 163.

Mummified Hand – a withered hand, taken from an embalmed corpse. Cost: 5 Gold Pieces.

Sleeping Grass Pollen – with a successful *Test for Skill*, a pouch of Sleeping Grass pollen can be thrown, releasing the sleep-inducing pollen and knocking the opponent out, and allowing you to finish him off. It will not affect the Undead, Demons or evil spirits. You may buy up to three pouches. Cost: 3 Gold Pieces per pouch.

Driggen – Driggen is a herb from the southern part of the Old World, renowned for its ability to grow in even the driest conditions. There is only one bunch for sale. Cost: 2 Gold Pieces.

Silver Sickle – a finely made sickle with a blade of purest silver. Cost: 6 Gold Pieces.

Having made your purchases, the merchant and the Lurcher climb back up on the wagon and leave the village in the direction of Hallow's Well. Turn to 383.

263

The Demon roars and swings a taloned hand in your direction; it misses your throat by a whisker. Deliverer is ablaze with blue light as you wield the Blessed Blade against the Infernal Beast.

KURAKIL

SKILL 12

STAMINA 18

After every Attack Round, roll one die. If you roll 5-6, the Beast's tail lashes around, striking you for an additional 2 points of damage to your STAMINA. If you are triumphant at the end of this titanic battle, turn to 283.

264

Evening is drawing on as you leave the brooding forest. You cross the Grimiry River at a point where a rope is secured to both banks, allowing you to pull yourself across on a raft. Leaving the ferry, you press on across a barren moorland which rises gradually away from the forest. Dark storm clouds are building over the highlands, still a long way away in the west. Night falls with no shelter in sight. You make camp not far from the road beneath a solitary standing stone which has an eye inside a circle carved on to its surface. It is not long before sleep overcomes you . . .

You are standing in the centre of a village which is being put to the torch by a crowd of witches and ugly, horned Demons. Villagers run, screaming, past you as they are pursued by foul creatures from the Pit. Above the screams of the dying and the crackling of flames you can hear a roar. Looking up, you see a huge demonic beast rampaging towards you through the carnage . . . What can this mean? Is it a glimpse of what is yet to come, for that is the power of the prophecy stone?

You wake up in the middle of the night, to feel the wind picking up round you. At first it is no more than a breeze, but soon it has increased to gale strength. All kinds of debris, including small rocks, gets lifted into the air and is blown round and round, spiralling upwards into the night sky. Above the howling of the wind you are sure you can hear a distant cackling. The gale is now a devastating hurricane. You fling your arms round the prophecy stone in order to stop

yourself being blown off your feet. Your body is lifted into the air and it is all you can do to hang on to the stone. Roll three dice. If the total rolled is less than, or equal to, your current STAMINA, turn to 124. If the total is greater than your STAMINA, turn to 93.

265

Uncorking the flask, you pour the contents over Enthus's corpse. You wait, but nothing happens. The Heal-all is effective only on living things and cannot raise the dead (lose 1 LUCK point for wasting the Heal-all). Now will you try using the candles and prayer (turn to 360) or the blood of a priest (turn to 296)?

266

The Brass Farthing is a pleasant little ale-house and it is almost empty at this time of day. A Dwarf sits by a window with a circular wooden board in front of him, covered in counters, while a fat ginger cat sits dozing on the bar. If you want a drink, it will cost 1 Gold Piece and will restore 1 STAMINA point. As you are preparing to leave the tavern, the Dwarf calls out, 'Would you care for a game of Eclipse?' and he points at the board. If you want to take the Dwarf up on his offer, turn to 246. If you would rather be on your way, turn to 313.





267

The corridor ends in a circular room, the walls of which are decorated with scenes from the Protector's life. On the opposite side of the room is an open archway. Standing here is a warrior wearing the ancient armour of a tribal chief and carrying a double-headed battle-axe. You see that under the armour the warrior's flesh is rotting and is covered in savage sword cuts. If you are to proceed any further, you must fight the Barrow Guard.

BARROW GUARD SKILL 9 STAMINA 8

Each time you are hit by the warrior, roll one die. If you roll a 6, the huge battle-axe does 3 STAMINA points of damage rather than the usual 2. If you defeat the Barrow Guard, turn to 58.

268

Although you concentrate hard, your prayers are not answered. There is nothing more you can do here, so you leave the tomb. Turn to 112.

269

The militiamen, not expecting you to run directly at them, are somewhat taken by surprise. You charge into one of the guards and send him flying. The other two draw their swords and attack. Fight them both at the same time.

	SKILL	STAMINA
First MILITIAMAN	8	7
Second MILITIAMAN	7	8

While you are locked in combat with his two companions, the guard you knocked over runs off to find reinforcements. If you defeat the militiamen in ten or fewer Attack Rounds, turn to 311. If the battle takes longer than ten Attack Rounds, turn to 374.

270

The Kurakil growls and stalks towards you across the plinth. What will you use against this denizen of the Demonic Plane? Will you use:

- | | |
|----------------------------|-------------|
| A holy amulet? | Turn to 304 |
| A Rune-carved bone ring? | Turn to 234 |
| A sage's bones? | Turn to 56 |
| A Demonic Word of Command? | Turn to 364 |

If you cannot, or do not want to, use any of the above, turn to 250.



271

Filled with foreboding, you enter the mound under the grey sky. Having passed between the two stones that mark the way into the barrow, you light your lantern and follow the tunnel into the mound. *Test your Luck.* If you are Lucky, turn to 170; if you are Unlucky, turn to 104.

272

Leaving the bustling market, you walk past all kinds of shops and houses. Passing by an alleyway, you notice a figure, covered from head to foot in rags, lying face down in the shadows. It could either be just a drunk or someone in genuine distress who has possibly been robbed. Do you want to help the person (turn to 71), or will you hurry past (turn to 126)?

273

Inspecting the body of the Ogre, you find a necklace of animal teeth, a maggot-ridden loaf of bread and a crude flint knife – none of any use to you. You could try to find the Ogre's lair, but this would be a diversion that you do not have time for. Leaving the scene of your battle, you soon reach the road going westwards. It is not long, however, before you come to a fork in the road. You can either carry on towards the west (turn to 145) or take the new branch north-westwards (turn to 114).

274

As you travel further into the marsh you lose sight of the hills because of the permanent murky haze here.

The path you are on gradually gets softer underfoot and finally runs into the swamp. You jump across the mire to a drier patch of ground, but soon this path also disappears under the marsh and you have to change course again. It is not long before you have lost all sense of direction. Eventually you come to a clearing. Will you continue:

Left?

Right?

Straight ahead?

Turn to 198

Turn to 237

Turn to 301



275

In an attempt to lose your pursuers you run through the maze of back-streets leading, you hope, in the direction of the Market Square. *Test your Luck*. If you are Lucky, you get away but find yourself closer to the South Gate than the Market Square (turn to 157). If you are Unlucky, the acolytes catch up with you; you are overwhelmed and dragged back to their leader (turn to 51).

276

'I had to make sure you weren't one of the Cauldron,' says the man, 'but I still don't know if I can trust you. You could be a spy for them!' Do you have any token with which you can prove your Goodness to this suspicious and mistrustful man? If you have the Ilithorn Rose, turn to 324. If you do not have the rose but do have any of the following: pilgrim's staff, bishop's portrait, Aline's shroud, Gwythain's shield, Elven prayer beads, *Test your Luck*. If you are Lucky, turn to 324. If you are Unlucky, the man will have nothing more to do with you and storms out of the inn. You decide that there is no point in your hanging around here either, so you also leave. Turn to 48.

277

The Abbot, Prior Alwyn and a small group of brothers assemble in the yard of the abbey to bid you farewell. 'May Cheelah smile on your wanderings,' says Abbot Dunstan. 'And remember, all our blessings go with you.' As he speaks these words, you are filled with feelings of hope and security (add 2 points to your FAITH score). The other pilgrims are already taking their leave of the brothers and continuing the pilgrimage to Hallow's Well. With a fresh stock of Provisions and your sword at your side, you prepare to do the same.



Just as you are stepping through the gates of Rassin Abbey and leaving the hospitality of the Priests of Enkala behind you, a servant, wearing the livery of some noble house, rushes up to you. 'Excuse me,' he pants, 'but my mistress, Lady Attana of Ide, heard that you were staying here and wondered if such a skilled swordsman as yourself would consider accompanying her to Hallow's Well. My lady is all too well aware of the dangers of travelling, what with wild beasts and bandits on the road, and she feels the need of extra protection after last night's terrible storm, which she feels was not of natural origin.' Your reputation goes before you. You have only been here a night but already word of your presence has spread round the abbey visitors. 'My mistress is prepared to pay for your services,' the servant adds with a look of hopeful expectation. The money may certainly prove useful later, and there is something to be said about safety in numbers, but you do not want your progress to be slowed in any way. If you want to accompany Lady Attana to Hallow's Well, turn to 166. If you would rather travel alone, turn to 44.



278

Blows from a weapon forged on earth have no effect on the Wraith Rider. There is nothing you can do as

the spectral fiend carries you high above the hills, before dropping you hundreds of metres on to the rocky crags below.

279

The elders, two men and a woman, listen as you tell them that you want to help free the village of the plague. 'Aryll is overrun with rats,' says Edgar, one of the elders, 'and it is clearly these vile creatures which are carrying the plague. We ourselves have a plan to rid the village of them. If we could trap the rats in an old barn on the outskirts of Aryll, then we could destroy them, but we can think of no way of luring them all into the same place at the same time.' If you have a set of Charmed Pipes, you may be able to help the villagers (turn to 241). If you do not, there is little you can do, so you leave Aryll; turn to 359.





280

It is midday when you reach Tallow, at the foot of the western hills. Entering the village, the place seems to be deserted. However, walking between the empty houses, you can hear shouting coming from the heart of the village. Tallow's market-place is full of a jostling crowd. On the far side of the square a large stake has been erected. Tied to the stake is a haggard-looking young woman and round her feet faggots of wood have been heaped. A hush descends over the crowd as the people strain to listen to a figure standing in front of them. The man is wearing heavy travelling clothes and a thick, hooded cloak which hides his face completely. The man faces the crowd and speaks: 'The times are troubled. Crops wither and die, animals and people sicken, the sun has been hidden for days, dark stormclouds gather over the hills – and why? These things are all omens of bewitchment. All manner of devilry is abroad. Did not the wells of Graman dry up after the people shunned the Nighthag, while last Stormsday it rained blood in Addersfield! I tell you, these are portents of damnation to come, brought on you by creatures like her!' he shouts, pointing at the girl.

'Burn the witch!' shouts a man, and soon the whole crowd has taken up the cry: '*Burn the witch!* BURN THE WITCH!'

An old woman at the edge of the square turns, hearing you approach, and you see she is almost hysterical, in floods of tears. Recovering herself for a moment she sobs, 'Oh, stranger, you looks like an honest person.

Please help my grand-daughter. She is a healer by trade, but she has been falsely accused of witchcraft and found guilty by the Inquisitor. She is innocent! Please help her.'

You cannot stand by and see such injustice pass unchallenged. (If you want to, and if you have one, you may drink a potion now.) 'Stop!' you shout over the top of the crowd; in an instant there is silence. 'This girl has done no wrong. You cannot allow her to be killed.'

'So,' says the Inquisitor, 'one stands there, defending the witch. Why, they must be a witch too! They must face the Ordeals!' You are grabbed from all sides, your sword is taken from you and you are hurriedly searched. If you have the Witch's Mark or a Crescent Moon Amulet, turn to 256. Otherwise, turn to 220.

281

You manage a fair impression of an owl hooting by cupping a hand round your mouth. The bird-call you heard was made by one of the Mask's lookouts. The outlaws know they must reply to the signal, since anyone who does not hoot back must be a trespasser and all trespassers are killed on sight. Restore 1 LUCK point.

At last the trees thin out and you enter a large clearing. Before you is the Mask's camp, built inside the ruins of a walled outpost. You reach the wall without being noticed and, using creepers growing between the stones to help you, easily climb up to the battlements. Making sure that no one can see you,

you survey the area. To your right is the main gate, flanked by guard towers. Beyond that, inside the wall, are the stables and standing beside them is a cart full of hay. In the middle of the camp is a well and to your left are the remains of a small keep. The only other people visible are a group of brigands, sharpening their swords and knives, on the other side of the courtyard. Most of the outlaws must be out patrolling the forest. You drop down silently from the wall and consider your next move. Will you make directly for the keep (turn to 227) or first try to cause a distraction in order to divert attention away from your actions (turn to 315)?

282

It is too late. The gates slam shut in front of the horse, which whinnies and rears, overturning the haycart and throwing you and the bewildered farmer on to the road. You are immediately held by several militiamen and frogmarched to a nearby blockhouse. Turn to 25.

283

With all the force you can muster, you drive Deliverer between the scales of the Demon's chest and into its diabolical heart. Blue flames race along the length of the sword, bathing you and the Demon in their cool light. At once the body of the Kurakil starts to burn with the fires of Hell as its spirit is banished to the Outer Planes.

With the Infernal Beast destroyed, you can turn your attention to Nazek. He is holding the *Black Grimoire* in

front of him. Too late you realize that he is casting yet another spell! Materializing all over your body are dozens of small, hairy, black bodies. Desperately you try to brush the spiders off, but some manage to crawl inside your clothes and bite you with their venomous fangs. If you have the potion called *Venom's Bane*, turn to the paragraph with the same number as that of the page containing the recipe for this potion in Sam's book. If you do not have this potion, turn to **209**.



284

It is the best you can do, but your rather mundane tale of sword and sorcery does not have what it takes to win against the stories of the other contestants. Everyone agrees that the grey-haired man's tale was the best, so he receives the prize-money. Disgruntled, you retire to your room (turn to **179**).

285

You rest for a moment on a log in a small clearing. Growing on the rotten bark is a dull grey fungus known as *Death's Shroud* because of its shape and colour. You cannot remember whether it is poisonous or beneficial, but if you wish to you may take some. Leaving the clearing, will you go:

Left?	Turn to 43
Right?	Turn to 59
Straight ahead?	Turn to 5

286

You throw the clown a *Gold Piece*; he deftly catches it in his hat, which he then puts back on his head back-to-front. 'Now then,' *Coxcomb* says in his own voice, 'what'll it be: a joke, a song, or a trick?' What will you reply?

A joke?	Turn to 219
A song?	Turn to 318
A trick?	Turn to 20

287

You heave yourself over the wall just as the crossbow bolt hits the spot where you were a moment ago. You drop down on the other side into a bush, then run as fast as possible away from the town and out of arrow range. Turn to **300**.

288

Taken by surprise, you slip in the mud. The monster traps you in a bear-hug and jumps back into the water.

Your assailant is trying to drown you in the foul mire. With your arms pinned to your sides you are unable to draw your sword, so you must try to wrestle yourself free. You have six Attack Rounds before you will run out of air. Conduct the following battle as normal but if either you or your assailant loses an Attack Round, do not deduct any STAMINA points.

MARSH ASSAILANT SKILL 8

If you win two consecutive Attack Rounds before six Attack Rounds have passed, you break free and scramble out of the mire; turn to 11. If you do not, then the stinking waters of Blackmire claim another victim . . .

289

Searching the streets of Claybury, everything seems to be normal except that the villagers watch you suspiciously and avoid you as they go about their business. At last, down an alleyway you find what you are looking for. Above a sturdy door, the outline of a tower has been carved into the lintel. You knock on the door and immediately a panel slides back at eye-level. Karad's face appears at the opening: 'What do you want?'

'But it's me,' you say, taken aback.

'How do I know you're who you say you are? You could be a Demonic Shape-shifter,' he says. 'What's the password?' If Karad is to believe you, you must repeat the password. If you can remember what it is, multiply the number in the password by 50 and turn

to the paragraph which is the same as the total. If you cannot remember the password or if you get it wrong, turn to 371.

290

The common herbs for sale are the following: Madder, used in potions known to physicians as 'wound drinks' because it stops bleeding and prevents inflammation; Belladonna, a tried and tested protection against the bite of were-creatures; Scarlet Lady, often burnt as an incense; and Drake Nettle, used in some fire protections. You may buy as many bunches of herbs as you like, at 1 Gold Piece per bunch, as long as you can afford them. When you are ready, you can also buy some rarer herbs (turn to 113) or a tot of Healing Infusion (turn to 35), or leave the apothecaries' stall (turn to 389).

291

The flailing hoofs miss your chest by a hair's breadth. Dashing round the stall, you see a flash of red disappear into the shadows. Turn to 72.

292

The oil from your lantern splashes over the hellish creature and bursts into flames. It screams in pain and lurches towards you.

CANKER

SKILL 6

STAMINA 8

If you defeat this spawn of evil in fewer than nine Attack Rounds, add 4 to your INFECTION score and turn to 6. If you do not, turn to 33.



293

Creeping between the trees, guided by the eerie music, you enter a wide clearing in the wood. Lying among tall weeds and grasses are moss-covered tombstones, some toppled and broken. There is a disturbing atmosphere about this place. The sound of the fiddle is joined by that of a pipe, accompanied by a tattoo beaten out on a drum. You feel drawn to the music and, walking through the deserted graveyard, come upon a chilling sight. Dancing round the opening of a freshly dug grave are a group of skeletons; remnants of clothes still hang from their bones. The one leading the dance is playing the fiddle, while two others, wearing what were once military uniforms, are the piper and the drummer. The fiddler turns and starts to lead the dancers towards you, bones rattling as the skeletons skip and jump over the tombstones. You recognize the tune the deathly musicians are playing: it is a tune that has gone down in folklore as the Dance of Death. The music increases in speed and you feel it drawing you towards the dancers. For a moment your eyes fall on the tombstone and you see that it is your own name that is carved into the stone. You must stop the evil music before its hypnotic power lures you into your grave. Roll one die and add 8. If the total is less than, or equal to, your FAITH, turn to 231; if it is greater than your FAITH, turn to 353.

294

You try to keep ahead of the wheel, but the effort is too great. Your legs give way and the great drum crushes the life out of your body.

295

You are facing a thin, horned Devil with cloven hoofs and long, razor-like claws. However, the Hob is not particularly powerful and will be affected by your FAITH. Roll one die and add 3. If the total is less than, or equal to, your FAITH, the Hob backs away from you, letting you pass through the crowd (turn to 69). If the total is greater than your FAITH, you must fight the thing.

HOB SKILL 7 STAMINA 6

If you win, turn to 69.

296

The blood in the bottle *still* feels warm! Unnerved, you pour the thick red fluid over the priest's bones. The jaw of the skull drops open and a hideous, soul-rending scream rises from the corpse. Blood is normally used in necromantic, black magic rituals. The blood you have just used is that of a priest, but an evil one who served the Dark Lords of Chaos (lose 2 FAITH points). With the deafening scream still ringing in your ears, you rush out of the tomb, shocked by what you have done. Turn to 112.

297

You have not travelled far from Tallow when a terrible scream rends the air round you. It is a scream you have heard before, that night of the storm when all your troubles began. Looking up, silhouetted against the dark stormclouds you see dozens of foul Demons bearing down on you. Your progress has been watched

and the Cauldron of Midnight warned of your approach. You try to defend yourself, cutting down several of Nazek's creatures before you yourself fall, under the sheer force of numbers. Your adventure ends here.

298

Having dispatched your opponent, you are confronted by a tall man on horseback wearing a long, black cloak. You are startled to see that under his hood his face is covered by an iron mask. A gauntlet-clad hand pulls a fine sword from its scabbard. The sword glows with a faint blue light as it cuts through the air towards you.

MASKED BRIGAND SKILL 11 STAMINA 12

After two Attack Rounds, turn to 94.

299

'Witch!' the man shouts, jumping to his feet and knocking the table over. 'I have sworn to purge the land of evil scum such as you. Prepare to die, hell-spawn!' The Witch-hunter draws his sword and leaps at you like a crazed animal.

WITCH-HUNTER SKILL 12 STAMINA 10

If you win, the other people in the bar-room of the Brindled Cat start to arm themselves and advance upon you, shouting curses (lose 1 FAITH point and 1 LUCK point). You run out of the inn and leave Fenford as quickly as possible. Turn to 48.

300

Once you are away from the town, you rest for a while to consider your next course of action. (You may eat Provisions here.) There are only a few hours of daylight remaining; the sky is still overcast and storm clouds are gathering far away to the west. Two roads lead away from Hallow's Well. The road south is signposted to the village of Aryll and leads to a range of low hills. The other takes a route westwards to the edge of a brooding forest. You cannot delay any longer. Will you go south towards Aryll (turn to 349) or west in your search for the *Black Grimoire* (turn to 37)?

301

Faintly glowing lights dance over the marsh ahead of you. The path splits here; will you go:

Left?	Turn to 59
Right?	Turn to 339
Straight ahead?	Turn to 237

302

The merchant tries to get away in his wagon, but you grab him before he can escape. Having told him what you would like to do to him for all the trouble and fear he has caused, the man breaks down in tears, apologizing over and over again for his actions. You can tell that he means what he says and you agree to let him go if he promises never to bother the people of Driteham again. He accepts your ultimatum and

thanks you for your mercy (add 1 FAITH point for this noble and just act). Before he leaves, he hands you a bunch of herbs. It is Driggen, a herb from the south famed for its ability to grow in even the driest conditions. If you have killed a warlock, you see that he is wearing a Crescent Moon Amulet which you may remove. Turn to 383.

303

The portrait is of a bishop, who lived an exceptionally holy life and blessed this picture himself (add 1 FAITH point). Return to 80.

304

You brandish Enthus's amulet before the Beast. The Demon snarls as vague memories of its imprisonment, and the priest responsible for it, flood back into its ages-old brain. The dragon's tail sweeps around, lashing the amulet from your hand (lose 1 FAITH point). Now the only defence you have against the Kurakil is Deliverer. Turn to 250.

305

Dissatisfied with your answer, the High Priest instructs the druids to take you to the sacrificial altar-stone. There is nothing you can do as you are placed, spread-eagled, on the altar and held there by the druids. Raising his sacrificial knife above his head, the High Priest declaims, 'You must be returned to the Earth-mother so that your blood can nourish the land.' His hand drops; your adventure is over.



306

Being careful to avoid the pit, you hurry out of the barrow, discouraged at not finding the Protector's sword. There is no sign of the druids and, as time is pressing, you decide not to return to Aryll but to set off north-westwards through the hills, in the hope of joining the road again, west of the village. Your mind begins to wander as you stride over the rugged terrain, so it is with some surprise that you round a rocky outcrop and come face to face with a huge, grotesque humanoid dressed in animal skins. Dropping the deer carcass it was carrying across its shoulders, the brutish Ogre steps towards you, swinging its hefty club and grunting: 'Ah, now that's more what I 'ad in mind for me supper! Yooman!'

OGRE

SKILL 8

STAMINA 10

If you win, turn to 273.

307

Speaking slowly and clearly, you offer the creature greetings and introduce yourself. 'And I am Sam Boggart, one of the Fen Folk,' the creature replies in your own tongue. 'I apologize for failing to use your language, but I have little need of it here. Have you come to beg my assistance?' Following Sam into the hut, you ask him what he means. He explains that he is a herbalist and one reason for living in Blackmire is that all the ingredients necessary for his work grow within its marshy reaches. 'I must admit, most people have forgotten that I am still here and so do not come asking for my help very often.' You have nothing to

lose in telling this kind marshman of your mission; as you do so, he listens intently, watching you with his great saucer eyes. When you are finished, Sam offers his help: 'If you wish, and if you have any plants, herbs or fungi, I could make you a potion that may aid you in your quest.' If you have any plants, herbs or fungi and want to accept Sam's kind offer, turn to **380**. If you lack these ingredients, or if you do not want to entrust the success of your adventure to herbal remedies, turn to **236**.

308

The creature dies in an explosion of flame, before its spirit returns to its supernatural home, the Elemental Plane of Fire, but you manage to avoid being hit by the resulting fireball. Karad has also destroyed his opponent, so you hurry into the crypt, followed by the Resistance. Turn to **150**.



309

The ale costs you 1 Gold Piece and restores 1 point of lost STAMINA. The landlord is a friendly fellow, and you are soon telling him about your adventures on the road to Hallow's Well. 'Oh, that'll be the Mask,' the landlord tells you. 'Im an' 'is bandits 'ave bin attackin' pious folk on their way 'ere and robbin' 'em of all their valuables – but sounds like you put the wind up 'im!' Having finished your ale, you can retire for the night (turn to **179**) or go over and sit with the group of pilgrims (turn to **10**).

310

The commotion caused by your fighting alerts the other guards round the outpost. Soon you are overwhelmed by sheer force of numbers. The outlaws deal with you swiftly and mercilessly. Your adventure is over.

311

The third militiaman has still not returned with reinforcements, so you make the most of the opportunity and flee the town. Turn to **300**.

312

In an instant you are surrounded by the band of outlaws. If you have their leader as a hostage, you manage to dispatch two of your attackers using the woman as a shield, before she frees herself from your grasp. Roll one die. If you roll 1-2, you trip up one rogue, sending him flying into his companion, leaving the two stunned. If you roll 3-4, you knock out one opponent with your sword hilt. Any outlaws you deal

with come from the top of the list below. You must fight the remaining outlaws, two at a time.

	SKILL	STAMINA
VETERAN BRIGAND	8	6
SCARRED RUFFIAN	6	7
DWARF ROGUE	6	5
STAFF-WIELDING OUTLAW	8	7
BLACKGUARD	7	5
OUTLAW LEADER	7	7

If you defeat the other outlaws and reduce the Outlaw Leader's STAMINA to 3 points or less, turn to **223**.

313

Outside the tavern again, you decide on your next move. Will you:

Look round the stalls in the Market Square?

Turn to **29**

Visit the healing well?

Turn to **261**

Leave the square by heading west?

Turn to **98**

Leave the square by heading south?

Turn to **272**



314

A search of the witch's cottage turns up a Crescent Moon Amulet, a bunch of the plant Wolfsbane – known for its highly poisonous nature, and a bone ring carved with runes. You take whatever you like, before leaving Mistress Crowfoot's cottage to report your failure to the villagers of Selwick.

At first light, still somewhat disheartened, you set off again. The road out of Selwick leads to a junction with another from the south; here you take the turning westwards into the hills. Turn to **280**.



315

That cartload of hay next to the stables should be ideal – if only you can set fire to it! No one at the gate takes any notice of you as you stroll towards the stables, dressed as one of their own. Just as you reach the cart, a large, bearded man steps out of the stables. *Test your Luck*. If you are Lucky, turn to **70**. If you are Unlucky, turn to **154**.

316

Before the Wodewitch can conjure up another enormous insect to defend her, you leap at her, your sword still coated with the cockroach's blood. The Wodewitch screeches at you and tries to rake your flesh with her long fingernails.

WODEWITCH SKILL 6 STAMINA 4

If you win, you can either search the Wodewitch's hovel (turn to 386) or return to Mussuck immediately (turn to 242).

317

A Demonological Dissertation was written by one Melkor Rankaar, an eminent demonologist of recent years. In it are detailed many of the foul inhabitants of the Pit and memorable servants of theirs on this plane. The book also describes several Demonifuges – charms or amulets designed to drive Demons away. Hidden among the pages you find a mention of a Demonic Word of Command. When this word is spoken in the presence of certain Demons, they are compelled to do the speaker's bidding. Turn to 68.



318

Coxcomb adopts a ridiculous, theatrical pose and starts to sing a humorous song about a miser who lost his fortune to a crafty fox and a wily stoat, thanks to a pearl and three cups. When he has finished, the clown dances away from your table, followed by his band of admirers, leaving you to retire to your room. The night passes without incident and you wake up, fully refreshed (restore up to 2 STAMINA points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way up the narrow street to the Market Square. Turn to 131.



319

Shouting a battle-cry, you leap into the throng of the assembled coven. All round you members of the Resistance are engaging witches – and worse things – in combat. You turn on your nearest foe. Roll one die. If you roll 1-3, turn to 295; 4-5, turn to 384; 6, turn to 69.



320

You are standing at one end of a pillared crypt. Patches of phosphorescent algae grow on the walls and ceiling, giving off a dim light – but it is the smell that strikes you most forcibly. The stench of disease and putrefaction is sickening and you gag at the smell. While you are in the crypt you must reduce your SKILL by 2 points because of the vile stench. At the other end of the crypt is a large sarcophagus and rising out of it is a disgusting mass of pseudopods and seething, rotting flesh. This living embodiment of decay and corruption was once human, a servant of the Dark Gods; over the centuries it has become the Canker, the festering source of the plague that has been threatening Aryll. Between you and the sarcophagus, however, there are at least a dozen Plague Zombies, resurrected from the dead victims of the plague. Roll one die: this is the number of Zombies you must get past in order to reach the sarcophagus. For each Zombie faced, roll one die and add 4. If the result is less than or equal to your FAITH, the undead creature is repelled by your aura of Goodness and you can go on to face the next one. If the result is greater than your FAITH, you must fight the Zombie. Each Plague Zombie has SKILL 6 and STAMINA 6. For each Zombie you have to fight, add 2 to your INFECTION, regardless of the outcome. If you survive all your opponents, turn to 395.

321

If you have the Beggar's Curse, turn to 138. If you haven't but you do have a Rat Bite, turn to 90. If you have neither of these afflictions, turn to 279.

Having banished the Demon, you are taken by the monks to the infirmary where Brother Hugo does his best to heal your wounds (restore up to 6 STAMINA points). When you have had a little time to recover, the monks take you to see their abbot. In his private chambers you meet Abbot Dunstan and the stern-faced Prior Alwyn. 'We all thank you for destroying that abomination,' says the Abbot, 'but I am afraid that it will prove to have been just the beginning of our problems. The man who murdered Brother Hieronymous also stole a book, a very precious and very dangerous book. It is the *Black Grimoire*, a book of dark magic,' he says. 'Its pages contain the darkest and most evil spells known to witchcraft; as the book is virtually indestructible, it was kept here at the abbey, on holy ground, so that it could never again be used to cause ill. And now it has been stolen.'

'The thief knew exactly where to find the book, so he must have been here before,' you point out. 'Do you have any idea who he was?'

'We do,' replies Prior Alwyn, 'although it took us some time to remember. It is many years since we have seen him. His name is Nazek. He was a foundling at the abbey here long ago and so remained under our guardianship. However, he was always causing trouble and was more interested in studying the dark ways than the path of Goodness. Despite our best efforts to correct his behaviour, by the age of twelve Nazek was experimenting with dark magic. It was not long after this that he disappeared on a night such as this. We

were not sorry to see him go. Everyone assumed that he had perished in the storm.'

'But tonight he came back, thanks to you,' Abbot Dunstan says, concerned. You look at him in puzzlement. 'Evil such as Nazek's cannot enter holy ground without invitation, and you invited him.' You remember the incident. The Abbot is right. 'You must help us recover the book, and we know where you should look for the thief,' says the Abbot. 'For in the *Grimoire* there is one spell more powerful and life-threatening than all the rest. This spell is one of unlocking. What it unlocks is the Demafrage.' You have heard of this. Seeing your recognition, the Abbot continues. 'Yes, the legendary Casket of Shadows, the prison of the Infernal Beast. Last time this monster walked on Titan, hundreds died. Centuries ago, the Casket was locked away in the monastery at Claybury, a village lying in the hills to the west. This was thought to be a safe place, but it may not be any more, as we thought the book was out of harm's way until tonight.'

'We believe,' Prior Alwyn says, 'that Nazek must intend to use the *Grimoire* to open the Demafrage. However, this ritual can only take place on the night of Shekka's Moon - in four nights' time. The *Grimoire* must be going westwards to find the Casket, so that is the way you must go too.'

'You will help us?' the Abbot asks pleadingly. Of course you will! You are responsible for the theft of the *Grimoire* so you must recover it. Besides, you have a score to settle with Nazek. Turn to 238.

323

You cannot resist the power of the Dread Demon. One of the fiend's taloned hands passes right through your jerkin into your chest, and you feel an agonizing pain as it crushes your heart.

324

You show the man your token of Goodness and he immediately apologizes for his abruptness. You waste no more time and tell him briefly that you are on a quest. 'I am Karad,' he says. 'Ten years ago, I swore an oath that I would hunt out all those who practise witchcraft and rid the world of them, for my own dear sister died as the result of an old hag's curse. I came to Fenford after hearing that a coven was forming in the hills to the west. I have since discovered that the coven, the Cauldron of Midnight, led by the Warlock Nazek, are centring their activities round the village of Claybury. I have started to assemble a band of resistance fighters to stop these foul spell-casters.' You and the Witch-hunter decide to combine your efforts against Nazek and the coven, and you tell him all about your quest to recover the *Black Grimoire*. 'Shekka's Moon is just one day away, so we must act fast. I shall not be able to travel with you to Claybury.' Karad adds, 'as I have to reconnoitre with the Resistance. I shall meet you in Claybury tomorrow, at the sign of the tower. The password is "The four phases of the moon".' He hands you a metal plate with a small manacle attached to each corner. 'Take these Shackles; if you should meet any witches, try to secure their toes and thumbs with them to prevent any spells

being cast. Time is short, we must leave immediately.' You leave the Brindled Cat and, while Karad leaves the village and goes northwards, you press on to the west. Turn to 48.

325

At dusk a guard arrives, carrying a tray of bread and water. He opens a small flap in the bottom of the door and slides the tray through, before leaving you for the night. Tomorrow you will be brought before the Reeve of the town and your future will be decided. Even if you manage to escape, by then it will be too late to find the *Black Grimoire* before the night of Shekka's Moon. You have failed in your mission.

326

As you, Karad and the Resistance lie in wait, hidden among the ring of stones in a dip in the hills, the crescent moon rises in the midst of writhing stormclouds, blood-red in colour - Shekka's Moon. Half an hour passes, and still no sign of the coven. Then there is a tremendous crash and the sky is torn apart by a bolt of lightning that streaks out of the clouds, hitting the ground away to the south-west. A roar echoes across the hills and a dark cloud, blacker than the night sky, rises into the air over Claybury. Soon the whole village is ablaze. The Casket of Shadows has been opened and the Infernal Beast released. You have failed in your mission.

327

You shout the Demonic Word of Command then say, 'Begone, Demon!' The Inquisitor puts his hands to his

head as if he is wrestling with something in his mind. He suddenly lets out a terrible scream and falls to the ground, unconscious. As you watch, a trail of mist rises from his mouth and forms into the shape of a nightmarish creature, before it is carried away on the breeze. You have released the man from possession by a Demon. However, the Demonic Word of Command was not a holy incantation but black magic (lose 1 FAITH point). Turn to 193.

328

You decide to try to fend off the bear with one of the flaming torches hanging on the walls. But first you must get hold of one of them. *Test your Skill*. If you succeed, turn to 230. If you fail, turn to 39.



329

The barn is old and the wooden floor of the hayloft is rotten with age. As you dash across it, the boards give way under your weight and you fall into the mass of writhing bodies and are nipped and bitten repeatedly by the rats. With a blazing roar, the roof of the barn collapses and you plunge into the raging inferno. Your adventure ends here.

330

The gourd breaks open on the Devilworm's head, spilling its contents over the creature. To your horror, the monster, already four metres long, begins to grow at a terrifying rate. Soon it measures ten metres from head to tail. You hack at it with your sword, but whenever you manage to slice right through the worm's body the separated segments simply join back together. Striking blow after blow, you do your best to defend yourself until the monster traps you in its coils and begins to feast.

331

With shaking hands you take the potion from your pack and gulp it down. The antidote takes immediate effect and the spiders drop from you, repelled by the Venom's Bane. As Nazek begins another incantation you rush at him, knocking the book from his hands. The Warlock pulls a long, sacrificial knife from under his robes and prepares to finish you off. At last you have a chance to exact your revenge on the evil Warlock.

NAZEK

SKILL 10

STAMINA 9

If you reduce Nazek's STAMINA to 2 points or less, turn at once to 258.

332

Of all the drinking establishments that surround the square, two really draw your attention. One has a brass coin painted on the sign and the other depicts a bear chained to a post. Will you visit the Brass Farthing (turn to 266), or the Baited Bear (turn to 362)?

333

Trying to keep the hills to the west in sight, you tread warily along the winding paths into the gloomy depths of Blackmire. The marshes lie under a murky haze through which a dim half-light filters. Watching out for hazardous bogs, you come upon a trail that leads from the direction of Fenford into the swamp. This path is soaked with blood and looks as if something has been dragged, dying, into the fens. Do you want to follow this gruesome trail (turn to 375) or would you rather stay on your present path (turn to 274)?

334

The acolytes hold you down on the ground while their leader opens a wooden box and tips the contents – live scorpions – all over you! Will you jump up and try to shake them off (turn to 391) or lie perfectly still (turn to 201)?



335

Hurriedly you gulp down the contents of the flask and are overcome with relief when a golden warmth begins to flow through your whole body. The holy panacea has destroyed the plague within you. Reduce your

INFECTION score to zero and restore up to 6 points of STAMINA, but ignore any other instructions given as to the use of the Heal-all (cross the Heal-all off your *Adventure Sheet*). Safe once more, you take a little time to recover before continuing westwards on the road out of Aryll. Turn to 367.

336

The only way into the tower is through a door, at the top of a flight of steps, that has been built into the round wall. The door is unlocked, so you open it and step into the tower. The building is completely hollow and a staircase leads upwards round the inside of the tower to the floor above. The atmosphere in the tower feels oppressive and you can sense the presence of evil. Suddenly the door slams shut behind you. There is a splintering crash and a huge block of masonry smashes through the floor above into the room where you stand, showering you with dust and rubble. The whole tower starts to shake and the walls collapse inwards. The ground opens up, swallowing Nazek's recently abandoned stronghold and burying you with it.





337

The dogs are put into the pit and immediately leap on the bear, which does its best to defend itself with its huge front paws. However, someone has been careless: the post is old and rotten and can no longer take the strain of the bear pulling against it. To everyone's surprise and horror, with a terrible splintering sound the enraged bear pulls its chain free of the stake. With two blows from its great paws the mastiffs lie dead in the pit. Screaming in panic, the crowd runs for the door. Will you stand your ground and try to stop the bear (turn to 164) or flee (turn to 55)?

338

You hold your breath for as long as you can, but at long last you are forced to release your hold on the weed and you float up to the surface of the pond. You gulp in the fresh air – but unfortunately the three minutes is not up. Rocks, pitchforks and other farm implements are showered upon you, until your lifeless body floats, face down, in the pond. Your adventure is over.

339

Growing among the reeds at a point where your path crosses another is a single Malague – a toadstool used to help sweat out fevers. You may pick it before going on. At the junction, will you go:

Left?

Right?

Straight on?

Turn to 237

Turn to 174

Turn to 396

340

You ask the boy if you could have a word with the puppeteer. He leads you around behind the booth, where a bespectacled old man is adjusting the costume on the wooden figure of the Wise Fool. 'Grandfather, there's someone to see you,' says the boy. The old man looks up and nods a greeting. You tell him how much you enjoyed the performance and how you admired his puppets.

'If you're interested,' says the puppeteer, 'you could buy this one if you like.' If you are willing, you may buy the puppet of the Wise Fool for 10 Gold Pieces. Whatever you decide, the old man shows you how he operates his puppets and, when he has finished, you thank him for his demonstration and bid him farewell. Turn to 157.

341

Passing the reins of your mount to one of the servants, you bid Lady Attana and her group farewell. She hands you a purse, containing your fee of 10 Gold Pieces. You watch as her party is swallowed up in the crowded back-street down which they ride. Turn to 254.



342

Are you wielding the Blessed Blade, Deliverer? If you are, turn to 392. Otherwise, turn to 278.

343

Passing back through the alcove, you reach the archway just as the crumpled body of the undead guardian rises to its feet. You must engage the warrior in combat once again.

BARROW GUARD

SKILL 8

STAMINA 7

If the warrior wins an Attack Round against you, roll one die. If you roll a 6, the battle-axe strikes you, causing 3 STAMINA points of damage rather than the usual 2. If you defeat the Barrow Guard for a second time, turn to 306.

344

You ask the beggar if he will help you. 'If my 'elp wasn't good enough for yer last time, I don't see why it should be now,' Cynric complains moodily. You plead with him, blurting out one apology after another. *Test your Luck.* If you are Lucky, turn to 151. If you are Unlucky, turn to 325.

345

The Inquisitor lets out a terrible scream and falls to the ground, unconscious. As you watch, a trail of mist rises from his mouth into the air and forms the shape of a nightmarish creature. The apparition is there only for a moment before the mist is carried away on the breeze. Turn to 193.

346

The flask hits the edge of the sarcophagus and shatters, spilling its contents over the diseased Canker. Immediately, the Heal-all starts to eat away the putrefying flesh as if it were acid. Soon all that is left of the vile, undead horror is a pool of black slime. Turn to 6.

347

As you leave the altar a feeling of well-being floods through your body (add 1 to your FAITH score). You stride across the bridge with renewed confidence and through the eastern Pilgrim's Gate. Turn to 254.

348

You sit down opposite the man and greet him with the usual pleasantries. 'Look, don't waste my time,' he interrupts rudely, 'tell me what it is you want, or leave me in peace.' Surprised by his bluntness, you ask the man what he knows concerning the *Black Grimoire*. 'It is the most evil and unholy book in the kingdom, and now the Cauldron of Midnight has it! What's it to you?' he hisses. You tell the man that you are looking for it. 'Why, are you a witch?' he replies. Then he grabs your left hand and turns it over so that he can see the palm, at the same time checking to see whether you are wearing any amulets. If you have the Witch's Mark or a Crescent Moon Amulet, turn to 299. If you do not, turn to 276.

349

Your journey south is uneventful and, having crossed the Grimiry River, you reach the edge of the hills.

Dusk falls and you are still a long way from the village of Aryll. After the day's events you are in need of a good night's rest, so you decide to find a suitable place to make camp. Do you want to spend the night just off the road (turn to 387) or look for a place further into the hills (turn to 203)?

350

Heeding the Witch-hunter's advice, you chain the old woman's thumbs and toes together in order to stop her casting any spells. Before you can do anything else, you are assailed by the witch's familiars. You must fight them all at the same time.

	SKILL	STAMINA
BLACK CAT	5	4
TOAD	2	2
GRIMALKIN	5	3
BAT	3	2

If the Grimalkin hits you more than twice, you must lose 1 SKILL point. If you win, turn to 190.

351

Your victory will bring peace to many of the villages in the area and make the roads at least a little safer for travellers and pilgrims. You take a moment to look more closely at the Mask's incredible sword. The weapon has been finely crafted and the blade is engraved with strange runes. You pick up the sword and once more it starts to glow with a faint blue light. Reading the runes, you see that they spell out a name: Deliverer! The magical weapon you now hold in your

hands is the legendary Blessed Blade of the warrior-priest, Gwythain the Protector. Add 2 FAITH points and restore 1 LUCK point for your find. You may also add 1 SKILL point to your current and *Initial* SKILL scores while you are using Deliverer. Curiosity finally gets the better of you and you lift the iron mask from the dead man's face. What you see beneath makes you recoil in revulsion. The Mask's face is terribly disfigured by scars and burns, and its left side is skull-like in appearance. Not wishing to stay in the outlaws' camp any longer, you prepare to leave, but not before pocketing some of the Mask's booty for your trouble. Roll one die and add 6. This is the number of Gold Pieces you are able to pick up. Lying among the treasure on the table is an ornately carved, dark wooden box with a silver lock. If you have a silver key on a chain, turn to the number engraved on it. If you do not have the key, no matter how hard you try, the box seems to be protected in some way and cannot be forced open (turn to 373)



352

The water from the spring has a high content of minerals suspended in it. Although you have not been particularly blessed, when you drink the water (which you may do at any time except during combat) you may restore up to 5 points of STAMINA. You leave the temple and go back down the hill to the Market Square. Turn to 131.



353

You cannot resist the pull of the evil music. Joining the skeletons' dance, you forget all about your quest.

354

As you run across the cavern, the flies are angrily trying to sting you and pass on the dreadful disease they are carrying. Fight the flies as if they were one creature. Every time you lose an Attack Round, you do not lose any STAMINA points; instead, you must add 2 to your INFECTION.

CARRIER FLIES

SKILL 7

STAMINA 11

Once you have fought three Attack Rounds, you reach the door and escape the flies by running through it and slamming it shut behind you. Turn to 320.

355

You can hear the sound of several pairs of hob-nailed boots chasing you up the side-street which runs along the edge of the town wall. The militiamen are not in sight yet, but you do not think you could take on all of them. Exhausted, you stop and look around desperately. Ahead of you, some barrels are standing outside a boarded-up building. Will you hide in one of the barrels (turn to 240), or will you use them to climb over the town wall (turn to 161)?

356

The infernal beast was not the only prisoner of the Casket of Shadows. While you are doing battle against the Kurakil, all manner of creatures, thought to exist only in nightmares, creep, crawl and slither out of the chest through the portal between the planes. The monsters swarm across the crypt, overpowering the Resistance by sheer force of numbers. Eventually you too fall under their onslaught.



357

You narrate a tale of heroic knights and a quest for honour and kingly treasures. You have your audience enthralled and, when you finish, you are given a great round of applause. Everyone agrees that your story was the best and the prize-money is handed to you (add the 6 Gold Pieces to your *Adventure Sheet*). In a jovial mood you retire to your room (turn to 179).

358

'Hang on, you're not Gex!' shouts the brigand. 'What 'ave you done with 'im?' In a moment the outlaws are upon you. Outnumbered, you don't have a chance. You are dealt with swiftly and mercilessly. Your adventure is over.

359

You have not gone far from the village when you begin to sweat heavily. Your skin becomes irritated and, as you scratch it, red blotches erupt all over your body. The virulent plague is killing you. If you have a Heal-all, turn to 335. If you do not, turn to 53.

360

You light the candles and begin to pray. If you have some of the herb Scarlet Lady, you can burn it as incense to aid your praying. Roll one die and add 8 (subtract 2 from this total if you are burning Scarlet Lady). If the total is less than, or equal to, your FAITH, turn to 137. If the total is greater than your FAITH, turn to 268.

361

The four-metre-long monstrosity slides towards you, its head swaying menacingly from side to side.

DEVILWORM SKILL 10 STAMINA 10

As soon as you win an Attack Round, turn to 119.

362

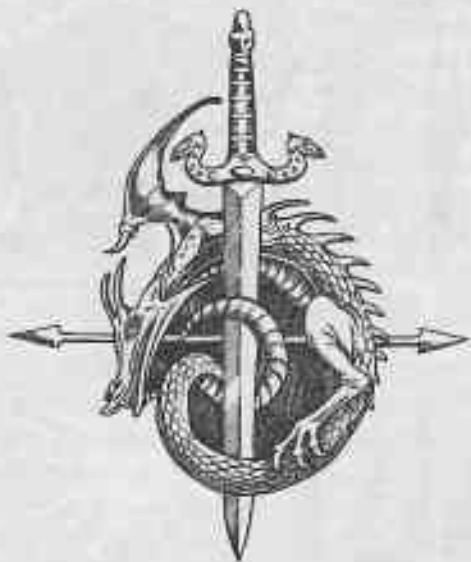
The crowded bar-room of the Baited Bear lies under a smoky haze rising from the pipes of the tavern's customers, while serving wenches walk between the tables with trays of drinks. By the looks of some of the clientele, you can well imagine that many devious plots are hatched here. Being careful to steer well clear of any weaselly-looking characters, you make your way to the bar. A tankard of ale costs 1 Gold Piece and restores 1 point of STAMINA. The atmosphere in the tavern, apart from being smoky, is tense with expectation – and you soon discover why. The landlord rings a bell and almost everyone in the bar gets up and hurries through a door at the far end of the room. You feel compelled to follow and elbow your way to the front of the crowd to see what all the commotion is about. The back room is lit by torches on the walls and in its centre a pit has been dug out. Chained to a post in the pit is a large, muzzled bear. On the edge of the ring stand two men; they are holding back two mastiffs wearing vicious, spiked collars. Many of the spectators are placing bets on the outcome of the imminent fight. If you want to place a bet, turn to 211; if you do not, turn to 337.

363

You leap at the woman, but at the last moment she lashes out at you, striking you on the jaw (lose 2 STAMINA points). Turn to 312.

364

You speak the Demonic Word of Command once more (lose 1 FAITH point) and order the infernal beast to 'Begone!' The creature stops in its approach as if it has hit an invisible barrier. It snarls, clawing the air, then begins to move forward again. The Demonic Word of Command is powerful magic but not strong enough to banish the Kurakil. At least it has slowed the Demon long enough for you to draw your sword. Turn to 250.





365

A gaudily painted sign over the next stall reads 'Hemlock & Hogweed - Apothecaries'. The stall itself is crammed with bunches of herbs, jars and bottles, and a set of brass weighing scales. Two men are standing behind their wares with sickly smiles on their faces. The first is piggy-looking with beady little eyes. His companion is tall and thin and with a deathly appearance. 'Hogweed, my dear chap, I do believe we have a customer,' says the tall man, who you assume is Hemlock. If you want to see what Hemlock and Hogweed have to offer, turn to **160**; otherwise, turn to **389**.

366

You are led by Prior Alwyn through the abbey buildings and out to the monks' herb garden. Already busily tending the plants under his care is a thickset, bearded monk. 'This is Brother Trefor,' says the Prior. 'I'm sure he will help you select anything you consider necessary for your journey.' Brother Trefor is a jolly man and soon puts you at your ease. Between you both, you come up with three plants that it might be wise to take with you: Garlic, a guaranteed protection against Vampires; Aramance, a pungent, sweet-smelling herb used to guard against disease; and Glebe Balm, the leaves of the plant being used in many healing preparations. Unfortunately, Brother Trefor can spare only one of these plants as the herb garden was badly damaged in the storm last night and many valuable plants were destroyed, making those that remain all the more precious. (Make a note of which

one you take on your *Adventure Sheet*.) You decide that the urgency of your mission means you cannot delay here any longer, so you prepare to leave the abbey. Turn to 277.

367

You follow the road going west in the shadow of the grim-looking hills. It must be almost midday when you come to a fork in the road, although you cannot see the sun at its zenith behind the forbidding clouds. You can either carry on westwards (turn to 145) or take the new branch north-west (turn to 114).

368

You hold your breath until your lungs feel as if they will burst, then you surface, gasping for air. Fortunately, the three minutes is up and many of the villagers actually thought you had drowned. 'The third Ordeal,' commands the Inquisitor. You are dragged from the pond and led back to the Market Square. The Inquisitor is standing beside a burning brazier, holding an iron horseshoe in one hand. 'This fire has been blessed and so shall not harm the pure-hearted,' he says and, to prove the point, plunges the horseshoe and his hand into the flames. The crowd gasp, first in horror then in amazement, as the Inquisitor withdraws his hand from the brazier, unmarked. 'If the accused is not a witch, then they shall be able to retrieve the horseshoe.' You are surrounded. You have no choice but to put your hand into the fire. If you have drunk the Salamander potion, turn to the paragraph with the same number as the recipe for that potion. If you have not, turn to 260.

369

The thief manages to extract two portions of your Provisions from your backpack (cross them from your *Adventure Sheet*). None the wiser, you leave the Baited Bear; turn to 313.



370

Dashing through the forest, you run straight into one of the outlaws' traps. You are jerked off your feet and hoisted several metres off the ground inside a huge net. The outlaws soon catch up with you and quickly dispatch you before helping themselves to your belongings.

371

The door opens just far enough for a crossbow bolt to be fired through the crack with deadly accuracy. Your adventure is over.

372

You toss a coin to the beggar and he manages a

toothless smile. 'Thanks, stranger. May Alishanka look more kindly on you than she did on me.' The old man's words fill you with a sense of well-being (regain 1 LUCK point and add 1 point to your FAITH score). You attach yourself to the line of pilgrims making their way into the temple and follow them inside. Turn to 171.

373

You decide it would be too dangerous to make your way back through the keep, since the outlaws will doubtless have been alerted to your presence, so you look for an alternative exit. The only one you can find is the window. There are no trees growing within jumping distance so, carefully trying to assess how far above the ground you are, you drop from the window. *Test your Skill.* If you succeed, you land fairly safely, suffering only minor bruising (lose 2 STAMINA points). If you fail, unable to control your fall you hit the ground painfully, hurting your shoulder and your back (lose 4 STAMINA points and 1 SKILL point). If you are still alive, you follow the outlaw's directions again, this time away from the camp. Back on the road, and having discarded your disguise, after two hours you reach the village of Fenford. Turn to 100.

374

As you deal the killing-blow to the last guard, you find yourself surrounded by the whole of the town militia. There is nothing you can do to stop them dragging you off to a nearby blockhouse. Turn to 25.

375

The bloodied trail crosses other tracks and rivulets running through the marsh until it reaches a clearing littered with the bones of animals, large and small. On the edge of the clearing is the carcass of an ox and, from what you can tell, it has been killed only recently. There is a ripple in the water beside the clearing, but it must be a fish or a swamp snake, you tell yourself. Suddenly something rears up out of the water at your feet. *Test your Luck.* If you are Lucky, turn to 11. If you are Unlucky, turn to 288.

376

Unfolding the page from the *Black Grimoire*, you begin to read. As your lips form the words that will lock the chest, you see Nazek, still a short distance from you, mouthing something. Your concentration starts to waver and you almost lose your place in the spell. The Warlock is using a Charm of Confusion against you. *Test your Skill.* If you succeed, turn to 109. If you fail, turn to 2.

377

You drag the piper's pet off you and crush it underfoot. The man hisses with anger and, dropping the charmed pipes, pulls out a dagger from a sheath on his belt. As he runs at you, you can see the fury in his eyes, glaring from under the hood, and his rat-like features! You draw your sword to defend yourself.

PIPER

SKILL 8

STAMINA 7

If you win, turn to 120.

378

The brigands seem satisfied that you are in fact Gex, and without further challenges you enter the keep. Entering a room, you are confronted by a guard and his companion, a wolfhound. At such close quarters, the guard sees you are not really one of the outlaws and orders the animal to attack you. If you kill the dog, you must then face the guard.

	SKILL	STAMINA
WOLFHOUND	7	6
GUARD	8	8

If after ten Attack Rounds you have won, you continue your search through the keep (turn to 125). If after ten Attack Rounds you are still fighting, turn to 310.

379

Thwack! A low branch springs back into position, hitting you across the face. You are flung from your horse, dazed (lose 2 STAMINA points). There is now no sign of the brigands, so you remount and your horse trots back to the road. Turn to 191.

380

Sam opens a battered old book and thumbs through its dog-eared pages, finding several concoctions that may be of use to you. Of course, if you do not have the correct ingredients for a potion, Sam cannot make it for you. He also explains that, if mistletoe is to be used in a mixture, it must have been cut with a Golden Sickle for it to keep its magical properties. There is only time for Sam to make up a maximum of two

potions before you will have to be on your way. The mixtures you may choose from are listed below, with their ingredients and page numbers in Sam's book, but each ingredient can be used only once.

Boggart's Brew – if taken after a battle, it will restore half the STAMINA points lost in the fight. Page 74. Ingredients: Madder, Glebe Balm, Mudcap.

Salamander – this concoction protects the user from fire, just as the salamander is unaffected by burning. Page 116. Ingredients: Skullsgrig, Drake Nettle, Phoenix Grass.

Chillwarm – anyone taking this potion will be able to resist cold. Page 167. Ingredients: Frostflower, Toadwort, Driggen.

Aylmer's Elixir – this powerful preparation helps the user commune with his or her gods by inducing a trance-like state for a few moments. The effect is to increase their FAITH by 2 points. Page 239. Ingredients: Mistletoe, Spriteweed, Scraillus.

Venom's Bane – this is an antidote to the poison of the venomous bites of creatures such as snakes and spiders. Page 331. Ingredients: Malague, Death's Shroud, Mistletoe.

Clearsee – this potion allows the user to see through any magically created illusions. Page 385. Ingredients: Phoenix Grass, Eyebright, Spriteweed.

Make a note of the potions you have chosen on your *Adventure Sheet*, with their page numbers from Sam's book, then turn to 236.

381

Sword in hand, you kick open the door. You enter a small room but, instead of finding the Mask, you have found his second-in-command. The Master Brigand picks up two curved swords from a table and whirles them dextrously round his head, one in each hand. Because this opponent uses two swords, he has two attacks each Attack Round to your one, as if you were fighting two opponents.

MASTER BRIGAND SKILL 10 STAMINA 9

If you win, back in the corridor you try the other door. Turn to 215.

382

The bar is drawn back and you are allowed out of the bear-pit. The tavern's customers cheer as you walk across the bar-room. Any stake-money you put down is lost, since the fight was forfeited by your intervention. Some people crowd round you to pat you on the back. *Test your Luck*. If you are Lucky, turn to 313. If you are Unlucky, turn to 214.

383

Banging on the door of the woman's house, you announce that the Lurcher has gone, and you are welcomed inside. The next morning, after a refreshing sleep (restore 2 STAMINA points), you follow the road going west out of Driteham into the forest. Several hours pass without incident until you reach a junction. Will you continue west to Mussuck (turn to 3) or head south-west for Fenford (turn to 100)?

384

The coven is made up of witches from the whole kingdom and you are opposed by an enchantress from the ghost-haunted isle of Horn.

ENCHANTRESS SKILL 8 STAMINA 7

If the enchantress wins an Attack Round, roll one die. On a roll of 5-6, she manages to catch your glance and spellbinds you, automatically winning the next Attack Round. If you win, turn to 69.





385

The man and his steed begin to transform before your very eyes. Their skin contracts, becoming taut over their bones, then pales to a deathly grey. Gone are the man's fine clothes, to be replaced by tattered rags, and in his eyes is a look of pure hatred. 'Fool!' he rasps. 'You shall pay for your impudence with your soul!' Do you have Gwythain's sword, Deliverer? If you have, turn to **141**; if you haven't, turn to **54**.

386

As soon as she is dead, the Wodewitch dissolves into a puddle of green slime. In her robes you find not one but two gourds and both still contain some liquid. One has the letter 'G' scratched on it, the other the letter 'S'. You may take either or both of these. You notice that the mushrooms the Wodewitch had been collecting are Mudcaps, used in the brewing of strength potions. You may take some if you wish. Still wondering whether the mad old hag was responsible for the Devilworm, you make your way back to Mussuck in order to find out. Turn to **242**.

387

Having made camp, it is not long before you are asleep . . . What was that noise? Quickly you rouse yourself and stand ready, sword in hand. Then you hear the growling again. A shadowy shape suddenly springs at you out of the night. The long fangs, thick brown hair and bestial features betray that you are now fighting for your life against a ravening Werewolf.

WEREWOLF

SKILL 8

STAMINA 9

If you win, but suffer any wounds in this battle, turn to **142**. If you win without suffering any wounds, with the dawn you are on your way again (turn to **57**).

388

Remembering the words of Tira, Mistress Crowfoot's apprentice, you assume that one of these creatures could be the transformed witch. If so, then sprinkling the powder on her will make her resume her human form — that is, if Tira was telling the truth. Which familiar will you sprinkle the powder on? Will it be:

The black cat?

Turn to **40**

The warty toad?

Turn to **156**

The impish Grimalkin?

Turn to **84**

The tailless rat?

Turn to **63**

The raven?

Turn to **185**

The bat?

Turn to **239**

389

There is nothing else of interest to you in the Market Square, so you decide to leave. Will you now set off to the west (turn to **98**) or the south (turn to **272**)?



390

The hags suddenly dive out of the sky straight at you. You must defend yourself while continuing to hang on to the stone with one hand. Because of your awkward fighting position, you must reduce your Attack Strength by 3 points for the duration of this battle. Fight them one at a time.

	SKILL	STAMINA
First BEDLAM HAG	4	4
Second BEDLAM HAG	5	3
Third BEDLAM HAG	4	5

If you lose an Attack Round, roll one die. If you roll 5-6, turn to **93**. If you defeat all three hags, their bodies seem to dissolve into the air (regain 1 LUCK point for your victory). The rest of the night passes peacefully, and at first light you are on your way again (turn to **280**).

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Turn to 156

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391

The slightest movement and one of the scorpions stings you. Racked with pain, you find it impossible to remain motionless; as you flail about, trying to crush the creatures, they all sting you in order to protect themselves. Roll one die and add 2. Deduct this number of points from your STAMINA. If you are still alive but your STAMINA score is now less than 4 points, turn to 32. Otherwise, turn to 42.

392

The holy weapon cuts deep into the Wraith which lets out a chilling scream. At the same moment it releases its grip on your arm and, losing your balance, you topple backwards off the horse. Plummeting earthwards, you can do nothing to prevent fate taking its course. *Test your Luck*. If you are Lucky, turn to 36. If you are Unlucky, turn to 229.

393

The night passes peacefully and you wake up, refreshed (restore up to 2 STAMINA points). Leaving the inn, you proceed on your way. Turn to 131.



394

The creature expires in a ball of flame, before its spirit returns to the Elemental Plane of Fire, its supernatural home. This fireball hits you, scorching your clothes and leaving you badly burned (lose 4 STAMINA points). If you are still alive, seeing that Karad has managed to destroy his opponent you hurry into the crypt, followed by the Resistance. Turn to 150.

395

The evil Canker reaches for you with foul tentacles. Will you:

- | | |
|---|-------------|
| Attack the Canker with your sword? | Turn to 186 |
| Throw your lantern at the monstrosity? | Turn to 292 |
| Throw a Heal-all at it (if you have one)? | Turn to 346 |

396

The sodden path twists and turns, changing direction every few hundred metres. The path reaches a T-junction in front of a dead elm. Will you go:

- | | |
|--------|-------------|
| Left? | Turn to 285 |
| Right? | Turn to 198 |





397

Your opponent falls and you break through the coven's ranks and find yourself at the foot of the plinth. You arrive just in time to hear Nazek shout, 'Oh Kurakil, great Infernal Beast! Oh Miphreas, the Soul Destroyer! Be free of your prison!' The spell is complete! A rumble of thunder reverberates round the crypt and the night sky is torn apart by a bolt of lightning that streaks down out of the clouds, through the hole in the vaulted ceiling and into the crypt, striking the Demafrauge. There is a dazzling explosion of light and the lid of the chest flies open. Stepping out of the thick smoke that is rising from the casket is a foul monstrosity at least five metres tall. The creature's torso is humanoid and covered with shimmering bronze scales. Sprouting from its shoulders are a pair of enormous, leathery, bat-like wings; vicious spikes protrude from its spine, which ends in a dragon's long tail. The demonic beast's head is like that of a wolf, but on a larger scale, with fangs as long as knives and two horns growing from the top of its skull. The Kurakil throws back its head and lets out an animal roar. At last it is free after many centuries trapped in limbo. Although you were too late to prevent its release, you may still be able to defeat the Infernal Beast. Will you attack the Demon with Deliverer (turn to 250) or use something else against it (turn to 270); or will you first read the Spell of Locking, if you have it, by turning to the number on the page from the *Grimoire* on which the spell is written?

398

Unnervingly, you find that the bottle is slightly warm, and you wonder how fresh the blood it contains is. Return to 80.

399

You take the full force of the kick in your chest; it throws you back into the yard and leaves you bruised and winded (lose 3 STAMINA points). Picking yourself up, you run back into the stable (turn to 72).

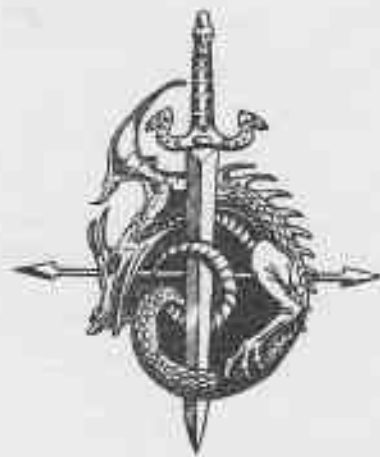


400

The evil of Shekka is strong, but your faith is stronger. You feel the dark goddess's grip as your mind begins to fail. With every fibre of your being you force yourself to move again. With one hand you manage to trace the Rune of Good in the air. Suddenly your mind and body are free of all tension and restraint. Yelling, you bring the Blessed Blade down with such force that it goes straight through Nazek's body into the plinth beneath. The Warlock's body suddenly goes

limp. Nazek is dead. The rest of the fighting is soon over and the Cauldron of Midnight is no more.

Dawn comes and you see that the heavy, grey clouds of the last week have given way to clear skies. The month of Close is almost upon the land and there is a sharp chill in the air, but the oppressive atmosphere of evil has lifted. Lying beside Nazek's immobile body is the object of your whole quest: the *Black Grimoire*. When you have rested for a few days at Claybury, you will return the evil book to Rassin Abbey, and never again will it threaten the safety of your homeland. As you think of the abbey, you can just imagine the scene: Brother Calamus is illuminating a text narrating the story of a truly heroic adventurer who overcame the forces of evil to bring peace to the land. The story of the Spellbreaker. Your story.



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THE TROLLTOOTH WARS

Steve Jackson

It started with an ambush. When Balthus Dire's bloodlusting Hill Goblins mount their raid on the Strongarm caravan, little do they realize what dramatic consequences their actions will have. For that caravan carries Cunnelwort, a mystical herb from Eastern Allansia, destined for none other than the evil sorcerer, Zharradan Marr! War – between two forces well-matched for evil – is soon to ensue . . . Will Balthus Dire's chaotics or Zharradan Marr's undead prove victorious? The answer is here, in the first Fighting Fantasy novel.

DEMONSTEALER

Marc Gascoigne

It started with a burglary. Borne aloft on the back of an immense bat, a sinister thief breaks into the tower of the sorcerer Yaztromo. Guided by long-dead voices, he manages to make off with an ancient scroll whose secrets could spell doom and destruction for all Allansia!

Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task, Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

398

Unnervingly, you find that the bottle is slightly warm, and you wonder how fresh the blood it contains is. Return to 80.

399

You take the full force of the kick in your chest, it throws you back into the yard and leaves you bruised and winded (lose 3 STAMINA points). Picking yourself up, you run back into the stable (turn to 72).



400

The evil of Shekka is strong, but your faith is stronger. You feel the dark goddess's grip as your mind begins to fail. With every fibre of your being you manage yourself to move again. With one hand you manage to trace the Rune of Good in the air. Suddenly your mind and body are free of all tension and resistance. Yelling, you bring the Blessed Blade down with such force that it goes straight through Nazek's body into the plinth beneath. The Warlock's body suddenly

limp. Nazek is dead. The rest of the fighting is soon over and the Cauldron of Midnight is no more.

Dawn comes and you see that the heavy, grey clouds of the last week have given way to clear skies. The month of Close is almost upon the land and there is a sharp chill in the air, but the oppressive atmosphere of evil has lifted. Lying beside Nazek's immobile body is the object of your whole quest: the *Black Grimoire*. When you have rested for a few days at Claybury, you will return the evil book to Rassin Abbey, and never again will it threaten the safety of your homeland. As you think of the abbey, you can just imagine the scene: Brother Calamus is illuminating a text narrating the story of a truly heroic adventurer who overcame the forces of evil to bring peace to the land. The story of the Spellbreaker. Your story.



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