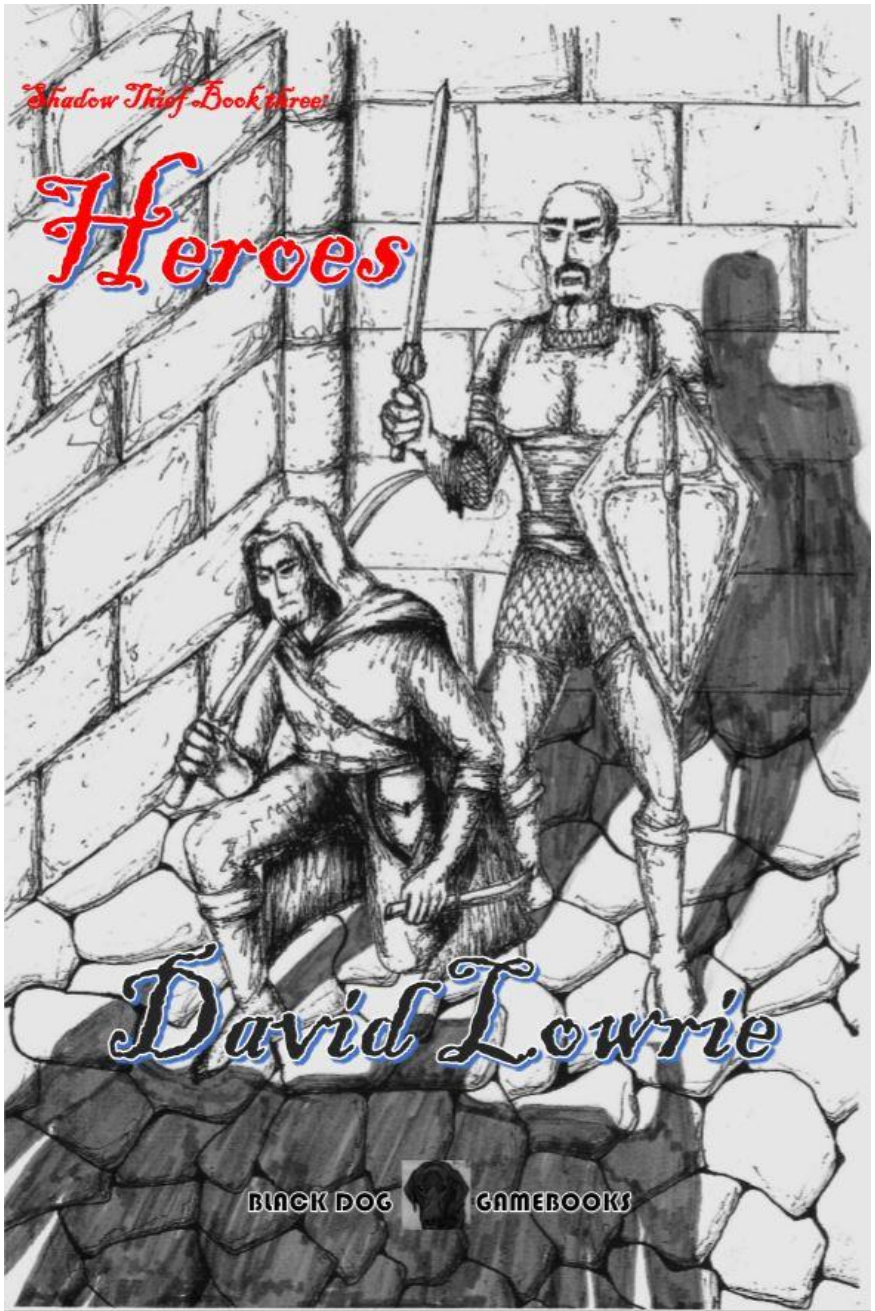


Shadow Thief Book Three

Heroes



David Lowrie

BLACK DOG



GAMEBOOKS

SHADOW THIEF: HEROES

BY

DAVID LOWRIE

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Shadow Thief

Book Three

Heroes

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BLACK DOG

GAMEBOOKS

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And, finally thanks to my family for supporting me, as I endlessly doodle, draw, print, type, read, cross-out, swear and stick pieces of A4 paper together (should've used A3)

Playing a gamebook

The chances are that if you have bought this book, then you will probably know what a gamebook is. If so, then please feel free to move on straight away to the next section.

If by some chance you haven't played a gamebook before, then it's basically interactive fiction. Most books are sequential. You start at page 1 and read page 2, 3 etc. until you get to the final page and the end and each time you read it, the book is the same and the story is the same.

In a gamebook, however, you make choices which indicate which way the story goes. The book is divided up into numbered sections. You start at section 1. You read the text, and you are given the option of, for example, turning left, or turning right.

If you turn left you will be told to turn to a new section, let's say **142**. If you decide to turn right, then you are told to go to section **34**. Therefore, the choices you make determine which route you take through the book. I would say that you are the hero in your own story, but let's see, shall we?

As well as that, you also create a character, with different attributes. In this book there are things like fighting skill, **ENDURANCE** and agility. Your fighting skill helps you when you meet beings you may have to fight. Your **ENDURANCE** is how healthy or close to death you are, as you can easily die in this book - probably many times in many different but equally gruesome ways. If your **ENDURANCE** gets to zero, then unless told otherwise, you are dead and your adventure will end. This means you will have to start the book again – and maybe try a different route, or just be luckier.

Things like fights and tests are determined by rolling dice and adding them to different attributes. For this book you will need two 6 sided dice (called d6). So if you are told to roll 2d6 – you roll two six sided dice and add the numbers together. If you are told to roll 1d6 – roll one 6 sided die.

As well as dice, you will also need a pencil (not a pen!), a rubber and paper. To keep track of your attributes, which will change over time, there is an **ADVENTURE SHEET** in this book which you can write on, or ideally photocopy so you can use them again and again.

I would also recommend using blank paper to draw a map, or a route through the book, as there may be times when the path is not clear and mapping where you have already been will help you immensely.

Of course, this being your gamebook now (as hopefully you have bought it from me) then you can ignore the dice rolling etc., and just read it and try to find your way through without worrying about dying. It's entirely up to you.

So, whichever way you choose, then I hope you enjoy your time playing this book. This is my fifth published gamebook, and so there may be errors, typos or mistakes. If you do find any then please let me know by joining and commenting on my Facebook page:

THE HELLSCAPE GAMEBOOK SERIES

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Twitter: **Black_dog_gamesbooks @ BGamebooks**

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Email: **blackdoggamebooks@gmail.com**

Any feedback would be much appreciated. If you get stuck, drop me a line and I will give you a hand (if you deserve it!).

The Facebook page will also keep you informed of upcoming gamebooks that I am in the process of writing.

Your character's statistics

Throughout your adventure you have a series of stats that will determine how good you are at fighting, how fortunate you are, how long you can keep going for and how quick you are. Each of these need to be generated by rolling dice and recording them on the **ADVENTURE SHEET** in the book. These attributes will change over time – normally for the worst!

If you are playing this book after completing Hunted (which is recommended) then you will use the same character statistics, same skills and have the same possessions as you did at the end of Hunted.

Fighting Skill

Roll 1d6 and add 6. This is mainly used in combat. It is how proficient you are with arms and in hand to hand combat. There may be weapons or other items that will enhance (or decrease) your **FIGHTING SKILL (FS)**. Your **FIGHTING SKILL**, can go above its original value with some additions.

Agility

Roll 1d6 and add 6. **AGILITY** is useful in lots of ways. In combat it helps you defend against attacks. In pursuits, or other times, then it can help you escape from enemies. It can also help you dodge traps due to your speed of movement. It can never exceed its original value, unless you are told otherwise.

Endurance

This is the ability of your human form to carry on and take wounds. To find out your **ENDURANCE**, roll 2d6 and add 12. If your **ENDURANCE** gets to 0 during a game, your physical form is dead, and your adventure is (most likely) over. You will have to start the book again.

Fitness

To find out your **FITNESS**, roll 1d6 and add 6 to the score. Fitness is your ability to keep on running, moving or fighting despite your all too human body getting tired. If you are in a fight, the longer it goes on, then the more fitness has to do with it – as you get tired and so are less able to attack and defend effectively. Fitness will go down by a point after each round of a fight or pursuit. However, this is only temporary, and it will return back to full levels by one point each subsequent paragraph. So if you go into a second fight soon after a first, you will be less able to fight.

Intelligence

This is the ability to think and reason. The higher your **INTELLIGENCE**, the more likely that you may be able to escape traps, outwit enemies and work out the logical puzzles. Roll 1d6 and add 6.

Fortune

This is the most random of characteristics. Sometimes pure chance will decide your fate. Some items you find may help (or hinder) your fortune so be careful when deciding what you want to take with you. Each time you test your fortune, subtract one from your **FORTUNE** score – as luck is fickle, and good fortune does not last. When you test your **FORTUNE** you need to roll below or equal to your current score. To find out your initial **FORTUNE**, roll 1d6 and add 6.

Shadow Thief: Heroes

Adventure Sheet

Fighting Skill	$1d6 + 6$	
Agility	$1d6 + 6$	
Fitness	$1d6 + 6$	
Intelligence	$1d6 + 6$	
Fortune	$1d6 + 6$	If you fail a FORTUNE roll, reduce your fortune by 1
Endurance	$2d6 + 12$	

Skills (pick 5)	Items	Notes

Combat

OPPONENT	FS	END				
<i>Name</i>						
					Shadow	
					END	FS

OPPONENT	FS	END				
<i>Name</i>						
					Shadow	
					END	FS

OPPONENT	FS	END				
<i>Name</i>						
					Shadow	
					END	FS

OPPONENT	FS	END				
<i>Name</i>						
					Shadow	
					END	FS

OPPONENT	FS	END				
<i>Name</i>						
					Shadow	
					END	FS

OPPONENT	FS	END				
<i>Name</i>						
					Shadow	
					END	FS

Combat

OPPONENT	FS	END		
<i>Name</i>				
				Shadow
				END
				FS

OPPONENT	FS	END		
<i>Name</i>				
				Shadow
				END
				FS

OPPONENT	FS	END		
<i>Name</i>				
				Shadow
				END
				FS

OPPONENT	FS	END		
<i>Name</i>				
				Shadow
				END
				FS

OPPONENT	FS	END		
<i>Name</i>				
				Shadow
				END
				FS

OPPONENT	FS	END		
<i>Name</i>				
				Shadow
				END
				FS

Random Encounters

In certain sections of the book, there is a table that has random encounters. If, after rolling either 1d6 or 2d6 and you roll a number with a reference under it, you will need to visit that reference.

Once you have been there, you can put an X underneath it, so if you roll it again, you don't have to revisit it.

For example, in Section 273, you roll 4. You visit section 269 and complete whatever challenge is there. Not put an X under 4 – so if you roll that number again, you don't have to go to 269.

The charts are printed in the book, but are here in case you want to photocopy if and mark underneath for ease.

Section 273

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

Section 303

1	2	3	4	5	6
357	375	334	376	388	361

Ruby	Diamond	Emerald	Obsidian	Sapphire

Making "Test your..." rolls

There will be (possibly) many times when you are told to test an attribute. Unless told otherwise, the normal thing to do is roll 2d6 and compare this to the attribute you are testing.

If you roll less than or equal to your current score in that attribute, you pass. If you roll higher, you fail and have to face the consequences. The act of rolling 2d6 may be the difference between life and death!

For example, if you **TEST YOUR FORTUNE**, roll 2d6 and compare that to your current **FORTUNE** score. If it is less than or equal to your current score, then you pass.

Combat

Combat is often avoidable, but sometimes inevitable. To get through this ordeal, there will be times when strength of arms or an iron fist are the only way you can proceed.

This type of combat is aimed at those who either haven't played many game books, or just want to have a quick play through. This is the same as a lot of game books, in that you and your enemy both have a **FIGHTING SKILL (FS)**.

You roll 2d6 for your character and add the result to your **FIGHTING SKILL**. Now roll 2d6 and add the resulting number to your opponents **FIGHTING SKILL**.

The one with the higher total has hurt the other who loses 2 **ENDURANCE** points. You continue until you or your opponent has 0 **ENDURANCE (END)** – and so is dead or defeated.

Skills

It's been three years since you were indoctrinated into the Guild of Thieves. In that time your rise through the ranks has been nothing short of remarkable. Still just out of your teens, you have a reputation as being one of the best thieves in the illustrious 800-year history of the Guild. You have pulled off some of the most infamous heists and theft in recent guild history and are one of the Guild Masters most trusted lieutenants.

Due to your promise and proven abilities, you have been given additional training in the Skills of the Masters.

During this time, you have initially mastered 5 of the Skills of the Master Thief. You choose these Skills in Jailbreak.

However due to your experiences of the last couple of days, you can now choose two new Skills – one Physical, one Mental

Some may help you in this adventure, some may not but will do in further adventures. So choose wisely.

Physical Skills

Speed and Agility: All thieves are agile and quick, but you have been given additional training to give you the agility of a trained gymnast. It also means that your body is supple and limber, and you are able to often fall and land on your feet, or roll to reduce injury.

You are also able to move much faster than most people, both in reflexes and physical speed. This means you can often outrun opponents, or react quicker to allow you to get the first strike in.

Move silently and hide in shadows: Stealth is a vital part of a thief's skill set, and working predominantly after night you are at home in the shadows. You are able to easily slip into the shadows and seemingly disappear from view as if by magic.

Your training and clothing also allow you to move almost silently on most surfaces and to pass without leaving a trace – except in the most extreme conditions. Having lived mainly in the dark, you also have exceptional night vision. However, due to your overly sensitive vision, bright lights or environments can sometimes dazzle you.

Lock picking: One of the first things you were taught was to pick a lock. You are able to open all but the most complicated locks in a matter of moments, and also know how to jam a lock to make it un-openable – even to someone with a key.

You are also trained in the use of corrosive potions that can help to dissolve the largest and sturdiest locks or barricades. Your trusty lock picks are sewn into the soles of your soft leather boots. Do not lose them, as your ability without them is limited.

Climbing: You are just at home on the rooftops as you are on the streets. Having lived on these rooftops for several hours a day most nights since you were a child, you have become an expert in climbing onto roofs and scaling almost vertical walls.

Sewn into the sleeves of your clothes are also “cat's claws” that you can quickly put over your hands to give you extra grip. However, given the

majority of this experience was gained in the town, you are less at home climbing in the wild – although you will still have an advantage over most others.

Unarmed combat: Fighting is not the greatest attribute of a thief, who would rather use stealth, guile and distraction. You also have little love for blood, preferring not to kill, not for moral reasons so much as the attention it draws.

However, at times you may be cornered and fighting is your only option. You have been trained in various martial arts that give you an advantage whilst fighting most unarmed foes. However, there are limitations, and this skill will be of little use against an experienced and armed opponent. So try to avoid fighting. Unless it's the last resort.

Mental Skills

Charm and guile: As a thief, you may find yourself in a situation whereby the options are either to fight your way out, or talk your way out. Against armed guards, fighting is inadvisable. However due to your promise, you have been given training in the manners and ways of courtiers, and educated to a much higher level than a common cutpurse. This charm allows you to extricate yourself from many a perilous situation, and also the ability to con and persuade others to do what you want.

“Sixth Sense”: Your additional training in paying close attention to your environment has given you the ability to sense or know when something is not as it seems. This can be useful for a number of reasons. You can often tell when a person is lying, or not who they appear to be. Similarly, you can often sense when a situation is just “wrong”, such as a potential trap – physical or mystical. This sixth sense has alone saved your life on 7 occasions. However, this ability is limited when moving fast or using your agility as the environment moves too quickly for even your enhanced senses.

Chakra: You have almost complete control over your sympathetic and parasympathetic nervous system. You can slow your breathing and pulse to appear almost dead, you can enter a trance to reduce your need for

oxygen, food and water, and you can use the natural energies of your own body to speed up the healing of minor wounds and sprains. However, when you are using this ability, it negates all your other skills – and so make sure that you only use it when it's safe to do so – or you have no choice!

Forbearance: This may not seem like a skill, but many a thief has ended up dancing at the end of a gibbet due to alacrity. There is a well-known saying in the Guild that “A hasty thief is often a dead thief”. Regular mental training has given you the strength of mind to ignore potentially dangerous impulses, and you think nothing of waiting for hour upon hour for the right moment to strike. You have also trained yourself to keep your body supple and responsive during times of inactivity, to avoid stiffness and cramping. You can also, despite being exhausted, often resist the temptation to sleep.

Divvy: As a thief you handle a lot of valuables – mostly stolen! However, you must always be aware that there are a lot of fakes around. A combination of experience, education and training has given you the ability to spot a fake.

Equipment

You start your night's work in your normal thief's outfit. You are wearing plain and unremarkable clothing in black and grey. All black looks suspicious whilst moving through the town. Your jerkin is of the softest and supplest leather, and adds protection of a light suit of leather armour. A hood is hidden in the neck of the jerkin. Cat's claws are also sewn into the arms of the jerkin that can be used to aide climbing.

Your boots are also the softest leather, with added grip to the very soft soles to allow purchase when climbing whilst still allowing you to move with great stealth. Sewn into a false sole of your left boot is your set of lock picks. In the top of the right boot, there are a couple of small phials of corrosive potions.

You are armed only with a two long thin sharp stilettos, well-hidden in a scabbard along your back. They are perfectly balanced and can also be thrown. You also have a small length of wire with a hook, a 20m coil of lightweight slim rope, a collapsible bag for your loot, and a handful of poisoned caltrops.

You are carrying no provisions as you are not expecting a journey, but have some snacks to give you energy enough to give you a boost of 2 **ENDURANCE** points.

Tonight started just as practically every other night has done for the last three years – on the roof tops.

Eating food

If your **ENDURANCE** is getting low, you can get food to recover 2 **ENDURANCE** points. You cannot do this during a fight and you can only eat one meal per section.

Your character

This is the third book in the Shadow Thief series. You are Shadow, a young thief of exceptional promise and talent.

If you can survive to the end of this book, your character will be used in future books in the series. Over time, you will learn new skills, grow in ability, and become more adept at your profession.

Therefore, some objects you may find in this adventure, or skills you may choose, may not have relevance in this book, but they may in the future.

Now you are ready to start your adventure.

Turn the page to the Prologue

Prologue

Feeling uneasy, you walk towards the shimmering portal and pass through it. Time and space seem to meld into one. Then you appear in a hexagonal chamber. Everything is black but accented with silver. Black wax candles stand all around you, flickering seemingly with an arcane silver flame.

In the centre is an altar and Devero kneels before it. Atop the altar is a pentacular Sigel that you are familiar with. Behind the altar is a black statue of a beautiful young man. Possibly the most beautiful being you have ever seen. On the breast of his robe is the mark of the 5 pointed star.

Devero finishes his devotions at the altar and stands and drinks from a basalt cup. He turns, a dark liquid dribbling down the corner of his mouth. Blood! It looks almost black in the silver light. You shudder.

Devero smiles at you and takes the Coin of the Mark the Kaptain gave him and walks to the beautiful statue. He places the Coin of the Mark into the statue and lowers himself prostrate to the ground. He mumbles some prayers in a language that appears ungodly to your ears.

The statue shimmers and in place of it appears the physical embodiment of the beautiful youth. Instead of black, the figure wears the finest white robes, and seems to shine with a holy light. The face of the youth is perfect, with a high forehead, high cheekbones, and a wide sensuous mouth. His almost colourless hair falls in curls to his shoulders. On his right arm is a tattoo of a snake, wrapped around his wrist, but as you stare you seen the snake moves.

“Why hast thou summoned us, Devero” says a voice as rich as the finest wine, and as old as the universe.

“I apologise, my lord, but we have found him” Devero says, pointing at you. “He has the key. He can free the Great Lord”

“Ah, then thou hast done well, Devero. Doth he knowest who we are?”

Devero turns to you and says *“Boy, meet your new master.....”*

“The Lord Astaroth of the Tenth Circle, Duke of Hell”



Turn to **1**

1

You stagger backwards and trip. Falling to the floor, you scramble backwards away from the beautiful figure. Your mind whirls. You feel betrayed. But how can this be?

Devero is one of the highest ranking churchmen in Laeveni – and so therefore the civilized world. He is third in power, and answers only to Most Holy herself.

If Devero is in league with a Lord of the Hellscape, then surely evil forces have overtaken the whole of the church from within.

The figure walks forward, although it seems more to glide effortlessly, its feet not even brushing the cold stone of the floor. The figure looks down at you and smiles beatifically. Its eyes seem to glow with love and compassion

“Come, child, take our hand, and we shall calm thy mind”

The impossibly beautiful figure holds out both his hands, empty, and palm up. Around the wrist to your left is a tattoo of a snake, but the tattoo seems to writhe and move, its forked tongue flicking out from behind razor sharp pointed teeth.

Will you:

Draw your sword and try to fight off this affront to God and the One True Church, turn to **140**;

Take the hand that is empty, turn to **14**

Take the hand with the snake tattoo, turn to **38**

2

You can hear a horse approaching fast and you risk a glance over your shoulder. Even in the half-light it's obvious who's pursuing you – it's the hulking Elrad. He is riding a huge charger that is almost foaming at the mouth with effort – as is Elrad in anticipation.

In one hand he holds a giant battle axe above his head, seemingly immune to the weight of the weapon as he brandishes it like you would a small dagger. You cannot escape him and will have to try to fight him on horseback. He is a formidable opponent and you will need all your luck and skill to defeat him.

If you have a bow and any arrows left, note down this reference and turn to **451**.

For the rules for **HORSE TO HORSE COMBAT**, turn to **275** and then return here for the fight

Remember to use Elrad's horse current **ENDURANCE**, as well as your horses current **ENDURANCE**.

Elrad **FIGHTING SKILL 10 ENDURANCE 17**

Horse **AGGRESSION 19**

Starting **ENDURANCE 17** Current **ENDURANCE ?**

If your horse's **ENDURANCE** reaches 0, turn to **106**

If Elrad's horse's **ENDURANCE** reaches 0, then you have killed his horse and you can quickly evade pursuit. Turn to **192**

If your **ENDURANCE** reaches 0, turn to **108**

If you win then you have killed Elrad and can continue on your way. Turn to **84**

3

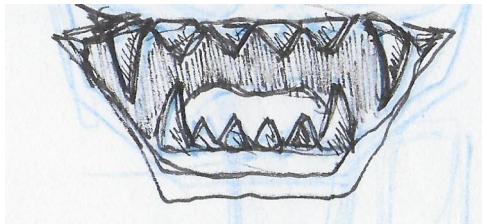
He stands, having evidentially decided something and looks up at the wall, where items of war gleam down.

"Well I had wished that I would get to live out my retirement quietly, running this tavern, joking with my locals, but it seems fate has walked in the door"

He looks down at you, and for the first time you can remember, smiles.

"Still, I was getting a bit flabby, perhaps a bit of action would stir my blood again. Yes, it is decided, I will take up arms again and aid you. Most folk around here just know me as Rudi, and that I run the tavern for a retired soldier. But I am that soldier, once known as Vostede Mesmo, the Hero of Goldthorn".

Turn to **122**



4

The Corporal's eyes narrow. He's not quite doubting you, but you have yet to convince him

"Vostede, you say?" the Corporal questions **"Never heard of him. He could be anyone"**

You say that he was a great hero, and he is needed to fight a great evil.

"Ha, of course he is, lad. And the Church sends a ragamuffin like you to bring him back. I'm not sure I trust you, lad. I think you had best come with me"

You try to plead with him. **TEST YOUR FORTUNE.** If you have the **SKILL OF CHARM AND GUILLE**, then you can take 2 off the roll.

If you are fortunate, turn to **246**

If you are not, turn to **293**

5

You take out the pendant. The ruby glows like a flame in the ruddy firelight. You pass it over to the bar man, who takes it in one huge, calloused hand. He examines it closely.

"Hmmm, I, I can remember. Just" he grunts **"I know what this is, although I must confess to never having seen this particular one. It's a key stone, of which only 5 exist. I was trusted with one many years ago and hid it on the other side of the world. There is power trapped in this pendant. To have one of these by chance would be highly unlikely".**

He hands it back to you **"Keep it safe, keep it secret"** he says.

He sits deep in thought. **TEST YOUR FORTUNE.** If you have the **SKILL OF CHARM AND GUILLE**, you can subtract 2 from your roll. If you are **LUCKY**, turn to **3**. If you are unlucky, turn to **186**

6

You and Vostede ride swiftly across the dark land. You find the lack of light, sound and general stillness unnerving, but Vostede is an experienced campaigner and seems unconcerned. After a few hours, you



reach the edge of the Emerald Heart. Vostede wastes no time entering, but you stop briefly, still your nerves and enter.

You have been riding only a few minutes through the rough forest track when all of a sudden you are both hurled out of your saddles. You both land with a bone shaking impact on the ground behind. Lose 2 **ENDURANCE** points. You both roll quickly to your feet, you slightly faster than the your larger and older companion, and both draw your swords. Your horses carry on without you.

You look up and see that you have both been caught by one of the oldest tricks - a thin almost invisible line tied at the height of a mounted man's chest between two opposing trees. You curse.

Two shapes emerge from the trees in front of you. One is a hulking giant, who moves with massive steps, his hands holding a giant battle axe. The other is a non-descript man carrying a sword.

"Well boy" says the non-descript man **"you've led us a merry dance, but finally we have you. You won't run away from this"**

And with that they leap towards you brandishing their weapons. Vostede moves quickly to intercept Elrad, but even the large Vostede is a half head shorter than the giant blonde warrior.

Now you must fight

Vostede fights Elrad,

Vostede	FIGHTING SKILL 11	ENDURANCE 14
	FORTUNE 8	
Elrad	FIGHTING SKILL 10	ENDURANCE 17

You have to face Spearo

Spearo	FIGHTING SKILL 9	ENDURANCE 11
---------------	-------------------------	---------------------

Conduct the fights in the same rounds – so roll for Vostede v Elrad, and then you v Spearo

When the first combatant dies, then the two on the other side will fight that one person simultaneously. This means one attack round against an adversary, and then a defence round against the other.

If both you and Vostede survive, turn to **229**

If you alone survive, turn to **100**

If you die but Vostede survives, turn to **88**

7

You kneel down in the doorway of the closest shop, and check the lock. Its very rudimentary. Obviously crime is not an issue in Goldthorn, as a shop protected with such a lock would be burgled within hours in Laeveni.

You reach to your boot and remove your picks from the false heel, and insert them into the lock

TEST YOUR AGILITY. If you have the **SKILL OF LOCK PICKING**, then you can subtract 2 from the roll.

If you pass, turn to **255**.

If you fail, turn to **119**

8

You HORSED vs opponent on FOOT

Fighting when mounted against an opponent on foot gives you a serious advantage.

Fighting a mounted opponent is a contest of the riders **FIGHTING SKILL** plus the **ENDURANCE** and **AGGRESSION** of the horse, versus the **FIGHTING SKILL** and **ENDURANCE** of the opponent on foot. The more tired or injured either party is, the worse they will fight.

Each round you must add you **FIGHTING SKILL** together with your horses **AGGRESSION** and **ENDURANCE** to find your **ATTACK** total.

Then add your opponents **FIGHTING SKILL** and **ENDURANCE** together and work out the difference.

Then roll 2d6 for each. Whoever has the highest score wins the round.

For example, if the rider has a **FIGHTING SKILL** of 10 and the horse has **AGGRESSION** of 19, the **ATTACK** total will be 29. If the man on foot has a **FIGHTING SKILL** of 10 and an **ENDURANCE** of 14, he has an **ATTACK** total of 24. Therefore, he will need to roll 6 more than you.

If you hit the man on foot, you do 3 **ENDURANCE** damage. If you are hit by the man on foot, you have to determine if it's you or the horse (or both) who is hurt. To do so roll 1d6.

Roll	Result
------	--------

1-3	the blow glances off you weapon and is deflected down into the horse -2 ENDURANCE horse only
-----	---

- 4-5 the blow is deflected by you are still caught and the blow causes damage to the horse -2 **ENDURANCE** to horse and -1 **ENDURANCE** to the rider
- 6 your opponent times his blow perfectly and manages to strike up through your guard to hurt you. -2 **ENDURANCE** to rider

Turn back to the previous section for the fight.



You walk behind the altar. It is probably the grandest piece of furniture you have ever seen. You marvel at the size and workmanship, but also feel anger at how much it must have cost – and all for one man to worship. In a city where poverty and death is frequent, this decadence strikes to your heart.

You walk to the centre and look out over the opulence of the room. You sneer to yourself.

But then streams of bright light fall on you from the ceiling. They catch you and holds you immobile. You are unable to move, paralysed. A few short minutes pass that seem like an eternity. Then a guard enters the chapel to search it. He sees you and laughs.

“Ha, just shows, a street rat like you has been caught in a trap. You should know that no one cept the Arch Cardinal or his deputy can stand there.”

Then he turns and shouts ***“LADS, We’ve got him. Done up like a turkey he is”***

Your adventure ends here



10

You stop, uncertain whether you should follow Rudi. You stay at the bar, staring deep into your beer. Rudi returns, and his demeanour has worsened noticeably.

You realise you have made a mistake. His eyes narrow dangerously, and he says in a low, menacing voice,

"Look, young sir, first you ask far too many questions for my liking, and then when I offer to help, you don't trust me. I think it's about time you left."

And with that he nods his head in your direction. Two men sitting at the table nearest the bar get up and grab you firmly. They escort you to the door and wait until the Night Watch passes by.

One of the men stops the leader, a Corporal, and talks to him. The Corporal nods and before you know it, you are clapped in irons and being taken to the guardhouse.

Turn to **206**

11

Your mind is screaming at you - somethings not right but you ignore it. You half open your eyes, glance down lazily, and see that small thin tendrils from the tree have already started to wrap around your arms and torso. Where they touch bare skin, small barbs hook into the skin and have pierced it and you can see red liquid flowing up the tendrils from your arms. Your blood! The tree is feeding on you.

It's a Night Lover, a rare carnivorous tree that feeds of animals. Its scent only becomes active at night to attract animals to come and sleep in its leafy boughs. Then the scent puts them into a stupor and the tree feeds on their blood all night, until all that is left is a dehydrated carcass. Some rich merchants have found that having a Night Lover outside their properties is as good as having armed guards - as they are harmless in the day, but overnight they protect your property better than a pack of dogs.

The tendrils also have an anaesthetic property and make you increasingly drowsy and your willpower fades away. You lean back with a deep consented sigh, and drift into a deep, hypnotic sleep with dreams of wealth and power. The tree continues to extract your precious lifeblood as you sleep.



In the morning, the owner of the gardens walks out to take his morning tea in the early morning sun. He glances around and sees your desiccated remains, with skin like paper over your skull, and chuckles to himself. This tree may have cost him a small fortune, but this is the third would be intruder it has caught this month. He rings a small bell and two servants appear immediately.

"Dispose of that first in the usual place." he says curtly, pointing with his chin. ***"And then I will breakfast out here. Figs, honey and black tea"***

Then he leans back to enjoy the sun rising. It's going to be a beautiful day, but your adventure ends here.

12

The corridor is straight for about 10 yards, and then turns right. You peer around the corner and see there is no one waiting for you. As the corridor turns, you are faced with a green door at the end. It is closed and from here, you can see no lock, but it looks very sturdy. To the left are two doors.

You can either:

Walk up and try the green door at the end of the corridor, turn to **187**

Try the first door on the left, which is painted red, turn to **263**

Try the second door on the left, which is painted blue, turn to **225**

13

You stop dead in your tracks, trembling. The figures ahead of you are all too familiar. One is tall and broad with braided blonde hair, with a large axe slung over his shoulder. Elrad.

The other is small and slender, with greasy black hair that sticks to his brow, and partly covers his pockmarked face. Celdron. DeVilliers most trusted, and ruthless, agents. And also agents of the Dark Lord Bael. They must have heard of the events at Devero's apartments, and linked it to you. You are being hunted again.

You are so shaken you almost forget to hide. You wait until they are both looking away from your direction and then dart towards a doorway.

TEST YOUR AGILITY. If you have the **SKILL of HIDING IN SHADOWS**, take 1 off your roll

If you pass, turn to **113**

If you fail, turn to **175**

14

“Ah, good, child. Thou hast faith, bravery and belief”

You place your dirty hand in the alabaster palm of the seemingly ageless youth. His fingers are long and slender, like a harpsichord players. But as they close on your hand you realise the nails are more like talons, long and black and sharp.

You flinch back as they enclose your small, grubby hand. The smile on the beautiful face broadens in amusement.

“Indeed child, We are of the Fell, the Fallen, the Deceitful Ones. We have a thousand names, each more dreadful than the last. But on occasion, thy best friend can be thy enemy”

His hand now envelops yours, and his talons dig into the back of your hand, piercing the skin. But there is no initial pain. The talons do not bite. Instead, after a few moments, you feel an energy filling you, a feeling of agony and ecstasy combined. You raise your head towards the Silver City in the skies above and scream.

But then the feeling stops and you feel greatly refreshed. Your **ENDURANCE** is now back to its original level and you have never felt so alive and well.

Now roll 1d6 and refer to your **ADVENTURE SHEET**. Pick the attribute that is in the place of the number you rolled. So if you rolled 1, it would be **FIGHTING SKILL**; if you rolled 6, it would be **ENDURANCE**.

This attribute has been increased by arcane means. Add 1 to its original level, except if you rolled **ENDURANCE** then you can add 2. This change is permanent and even if the attribute you roll has decreased during your adventures, it will now be at +1 / +2 of its original level.

“Now child, We expect that thou hast a number of questions for us. Come, let us talk”

Turn to **217**

15

You start to walk towards the North Gate of the Holy City so that you can try to sneak past the guards down Priestgate to the lower city and the harbor – your home.

Trying not to hurry, you still walk as briskly as you dare. People mill around in the streets up here, talking and gossiping, secure that they are safe due to the number of Church Soldiers on the streets, and on the many tall walls and guard towers. People in the lower city tend to hurry across open space so that they are not targeted for theft or worse. As you turn a corner towards the North Gate, you spy two men in black.

Did you fight and kill a man called Celdron in your previous adventures, if so then turn to **201**

If you haven't killed him, turn to **13**

16

Relieved to have escaped from the plaza with not just your life, but also some faint hope, you stop in a nearby doorway to consider your options. If you have food, you can eat to regain some lost **ENDURANCE**.

The suns are rising, bathing the rich opulence of the upper city with light. Early risers are walking the street, many in the employ of the Church and wearing robes of translucent greens, vibrant reds or vivid yellows. In your clothes of black, you realise you look out of place.

Thinking back to what Devero said before his end, you realise you have to go to Goldthorn and find Vostede. Did he say any more?

The issue is that you have spent all your life on and above the streets of Laeveni, and mainly the lower city. You have never set foot outside of the city walls, and the thought of travelling across open ground terrifies you.

To leave the city, you can either

Leave via the West Gate, turn to **210**

Leave via the North Gate and return to the lower city and leave there, turn to **15**

If you have a map to show the location of Goldthorn, turn to **39**

The Corporal holds out his hand, and shows you the coins in his hand ***“Is this the money you left, lad?”***

You nod

“Hmm, that seems a fair price to me, but I don’t like gold being left unattended, even in Goldthorn. Wendo will be in that tavern, son. Take him his cash. I’ll be watching to make sure you do”

You follow the way the Corporal is pointing, walk over, and enter the tavern on Clove Street. The sign above the door says The Reluctant Warrior.





Steeling yourself, you enter the tavern.

Turn to **279**

18

You decide to try the nearest tavern to see if you can get any information about the hero of Goldthorn. Just over the road is a small, tidy looking public house and you cross over and enter.

Above the door is a sign showing a man in armour, on a horse, riding rather reluctantly up to a castle. Curiously, the knight is holding a finger to his lips.

Turn to **279**

19

You fight resolutely on but this is an opponent out of your league. He seems immune to any wound you can give him, and seems to get stronger with every blow. Your sword arm is aching from trying to stop his giant axe, and you realise you must do something risky. As he, pulls back to raise his axe once more, you lean in close and try to plunge your sword into his vast torso.

However, his horse is battle trained and skips aside amazingly light-footed for such a large horse. Elrad's eyes light up as you have overextended.

His axe is at the top of his backswing, over his head, and if he brings it down then there's no way you will be able to stop that blow. Instead, you dive forward and under the body of the horse. With nothing to meet that blow, then the momentum from it causes Elrad to be pulled forward and out of his saddle

He lands heavily. By now, you are back onto your feet. In one fluid movement, you dive forward and roll, again under the belly of the horse, and as you stand up out of the roll into a lunge, your sword in front of you. Elrad is just starting to rise, his terrible axe over his head for another stroke, but first your blade skewers his neck.

Elrad's blue eyes widen in surprise, and blood starts to pump from the wound. He drops his axe as it is over his head as the strength leaves his arms, and it drops down blade first and buries its keen edge into Elrad's head. More blood pours from the evil wound, and then Elrad, still holding his throat to try to stem the blood pouring out of him, falls sideways, and lies convulsing on the floor. Then he lies still. His horse settles down and starts to nibble on some grass.

Somehow, you have prevailed against this brute.

You search his body and find 15 gold pieces. There is also enough provisions for 2 meals and a potion of **ENDURANCE** that will replenish your **ENDURANCE** to its original level. On his horse, there are 4 provisions for the horse, which you can take.

You now have a horse again. Make sure you note down its attributes in case you get into another chase. You decide to cut through the trees rather than stick to the road, hoping that you can stay hidden from Spearo.

Turn to **84**

20

You make a couple of feints towards Spearo, but the wily old professional simply steps back. Then you engage in a few parries and ripostes that he easily deals with.

He smiles. It's almost a friendly smile and then says, ***"Not bad technique son, a bit rudimentary, but you are not using that sword to cut purses now. And you will find that cutting me is a lot harder than a bit of thievery"***.

He smiles graciously again, and then launches a sudden attack.

He leads with the long dagger, which you catch on the crosspiece of your sword and tries to bring the axe whistling around into your side. The still warm corpse of your horse lies steaming behind him, blood still flowing onto the hard packed earth. Your previous fight with Elrad has churned up the mud with blood, creating a treacherous surface.

As he tries to bring around the axe, his back foot slips in a puddle of muddy blood, and he staggers backwards, momentarily off balance. You take your chance and leap forward, slashing across his belly. A deep wound opens and his guts fall onto the ground in front of him and he doubles over in pain. Then he collapses to the floor. You decide not to search the body due to the mess.

Somehow you have defeated both Elrad and Spearo and your ride to Goldthorn should be simple from hereon in.

Turn to **86**

21

Worthy Sareth tells you that your black pony is called Samwise. He is nearly 8, and what he lacks in speed he makes up for in intelligence and endurance. For a small horse, Samwise is also very aggressive and more than stands up for himself.

Turn to **232**

22

Spearo's horse has given all it can, and pulls up lame and exhausted. It starts to sway and eventually its back legs buckle first. Spearo leaps from the saddle and lands with a crash on the floor. His sword falls to the ground under his stricken horse. Throw 1D6. If the result is positive, then Spearo loses that much in **ENDURANCE** due to a heavy fall.

You think you have a significant advantage, as you are mounted and Spearo is now on foot, but it's not going to be that easy.

He rolls over and gets back to his feet. One hand draws an axe from his belt, whilst the other draws a wicked looking dagger from the small of his back.

Spearo is armed with two weapons and so each attack round he will get two attacks. The first will be a test of **SKILL** using his axe against you as the rules state.

The second is a strike against the horse with his dagger. For this you must roll 2d6 and add this to Spearo's **SKILL**. If this is higher than your horse's **AGGRESSION**, then Spearo does that much damage to your horse. If it is lower or equal, then your horse defends itself and injures Spearo by the difference.

Do you want to fight this man on foot? It's often better not to leave an enemy behind. If so, turn to **8** and then return here to fight Spearo:

Spearo **FIGHTING SKILL 9 ENDURANCE 11**

If he kills your horse before you can kill him, turn to **167**

If you kill him, turn to **138**

23

Just in time, you manage to make your way to a nearby doorway and hide. You pull your cloak around you and try to crouch down into the space, making yourself as small as possible. Minutes pass like hours, but then you see the two familiar figures draw level to your location and stop. They both look around, eyes keen but slightly dazzled by the early morning suns. Celdron's eyes look straight at the doorway, but you are well hidden. Then he whispers something to Elrad and they both turn and walk the way they came.

Your mind is made up. You dare not encounter them again. You must leave by the West Gate. You check outside and see they are walking back towards the North Gate. You move and head back towards the West Gate.

Record the codeword **RESURRECT** and turn to **210**

24

Kicked in the corner is a flask. You pick it up and inspect it. It's a **POTION OF ENDURANCE**. If you drink it, it will recover 1d6+2 worth of **ENDURANCE** points.

Turn back to the previous section you were on, and if you roll **5** again count it as an "X" roll.

Return to the previous section.

25

The Corporal seems to have warmed to you, and is prepared to give you the benefit of the doubt.

You explain that the door was open and you assumed the shop was still open, as where you come from that is the custom – just to walk in if the

door is unlocked. You say that you left some money to pay for the robe as the owner was nowhere to be found.

“Hahaha, that’ll be right. Wendo will be deep into his second jug of wine by now, if I know him” laughs the Corporal.

“Wait there, son, I’ll go and check to see if there is any credence to your tale”

The Corporal opens the door and enters.

Did you leave any money behind in the store? If so, turn to **73**

If not, turn to **228**

26

You gasp in surprise as the face is unmistakable. It is long, thin and covered in pock marks. The greasy dark hair is plastered to the low forehead. The dark eyes gleam with malice

It’s Celdron! But you killed him, saw his life spill from him after you fought him.

Then as you stare at each other, two other horseman trot out of the darkness. Did you kill any horsemen on the way to Goldthorn?

If you did, turn to **223**

If you didn’t turn to **90**

27

Your horse jumps into life and you speed though the dark forest, lit only in places by shafts of light irregularly piercing the branches. All you can hear is the thud of hooves behind you, and your horse breathing noisily below you.

Throw three rounds of pursuit. If no one has caught you by the end of round three, turn to **207**

If you are caught by one rider, remember this reference and then turn to **176**

If you are caught by more than one rider, turn to **152**

You thank Vostede for his help, and try once more to persuade him to join you. However, he is adamant that his fighting days are done. Feeling disappointed, you leave the tavern via the back door. All you can do now is head back to Laeveni and hope the aide Vostede has given you is sufficient.

You quickly make your way to the East Gate, and wait for a moment when the guards have passed, and run up to the battlements. You quickly find a rope, hung on an iron hook on the walls, and secure it and throw it over. You hear the end hit the ground, and you hear a whinny from your horse – as it has obviously disturbed him.

You check the rope is secure, and then slide over the battlements, and slip hand over hand down the rope. You find your horse is where you left him, and mount quickly. You dread the journey back through the night to Laeveni, but you dare not wait.

You ride for several hours, until you reach the edge of the Emerald Heart. The forest looks even more unsettling in the dark. Steeling yourself, you enter.

Turn to **147**

Steivenov drops to the ground, bleeding. You catch your breath and consider your options.

As you do, you hear a moaning behind you. Spinning around, you see that Devero still alive, albeit just. You run over and kneel down at his side. He is mumbling. You bend in close and listen intently.

“You must.... Find Vostede.....in Goldthorn.....last I knew... he ran a tavern in the city. He will help you.....now go”

“But Your Eminence....”

“It is too late for me now.....my son. Soon Iwill be in the arms of..... My Lord. Now go, trust..... no”

You nod sadly and stand up to go, and make your way to the doorway. On the floor behind you, all alone, Devero spends his final moments. He closes his eyes, his face peaceful, as he expects the Blessing of His Lord. But instead, he senses something else. That a dark power is coming to claim his soul. He finds a reserve of strength.



“No, no, you cannot, I only did it to save the Church. I did not willingly consort with Daemons. No, please, please. Not there. Not the Hellscape”

But a crevice opens in the earth and flames bellow out. Many hands, some impossibly long, with dark talons reach up and take hold of Devero's soul and drag it down into the earth and mud. Down seemingly forever. Devero's mortal form shrieks in terror once, his back arching, and his face in torment. And then he is still, but his everlasting torment is about to begin.

Such is the price for making a deal with a Daemon, not matter the reason.

Turn to **115**

30

Having been transported by a portal to Devero's office, then you have no idea of the layout of the building you are in. You are faced with a short corridor, which has a door off to the right, or the corridor dog legs to the right if you carry straight on. You can hear the sound of running feet in the distance, but the sounds echo off the hard stone wall and make it impossible to determine which direction the sound is coming from.

One thing you know – guards are on their way, and if you are caught, it will either be a quick death by sword, or a dance at the end of a hessian rope.

Are you going to:

Try the door to the right, turn to **282**

If you are going to continue straight on, turn to **12**

31

You pull your purse out, and empty the contents onto your hand. The barman's demeanour worsens noticeably.

“So you come in here, order an ale, and then don't have enough to pay. And you ask far too many questions for my liking. I think it's about time you left.”

And with that he nods his head in your direction. Two men sitting at the table nearest the bar get up and grab you firmly. They escort you to the door and wait until the Night Watch passes by.

One of the men stops the leader, a Corporal, and talks to him. The Corporal nods and before you know it, you are clapped in irons and being taken to the guardhouse.

Turn to **206**

32

Night is creeping in when you finally arrive at the walled town of Goldthorn. The East Gate is the main entrance, but already the portcullis has been lowered and so there is no conventional way into the city. There may be another gate, but if the main gate is closed, you cannot see any point in trying to find one that is open.

You will have to try to sneak inside the town using your skills.

In the meantime, on your journey, did you fight and kill:

Elrad, then turn to **46**

Spearo, turn to **82**

Both of them, turn to **86**

Neither, turn to **104**

33

You have chosen wisely. This ebony arrow can be used to return a creature from the Hellscape back to their own realm, if they break through into the mortal world. However, the only bow Vostede has still got has a broken string. You can only use the arrow if you already have a bow of your own. If you don't, it's too late to choose a new weapon.

If you get an opportunity to use it, you will be told how it works.

Turn back to your previous reference

34

Angry at the callous murder of Devero, you draw your blade and jump out, swinging it.

TEST YOUR AGILITY. If you pass, you manage to land a blow on Steivenov before he can defend himself. Take 2 from his **ENDURANCE** when you turn to the next section. If you fail, you are too slow and Steivenov manages to draw his sword and parries your blow. Turn to **143**

35

You run down the street, the Watch still not far behind, but then you see that it's a cul-du-sac, with a tall wall at the end of it. You stop and turn. The Watch are not far behind you, and stop running and fan out, so that you cannot try to dash past them.

The Corporal smiles

“Well, that was a merry dance for the lads, but now I think we need to take you in for a chat, young fella”

He signals to two of his guards who walk forward and soon have you in chains.

“Take him to the Guardhouse, lads. The magistrate will see him in the morning”

Turn to **206**

36

Exhilaration fills you. You are sure that you have the key to the main door that will allow you to escape, free of the guards and certain death.

You walk over to the large, ornate door. You take the key, and slip it into the lock and turn. The several cogs on the door turn in combination, and levers switch and click, then the door springs open.

You are at the exit.

Turn to **216**

37

You reach the end of the forest and see open land. Ahead of you, you can see the walls of a large town rising out of the earth on the horizon. This must be Goldthorn

The afternoon is starting to move into evening. You must eat now or lose 2 **ENDURANCE** points and also you will need to feed your mount, or it will lose 4 **ENDURANCE** points

Turn to **32**

“Ah good, child. Thou hast curiosity, nerve and need”

You place your dirty hand in the alabaster palm of the seemingly ageless youth. His fingers are long and slender, but as they close on your hand you realise the nails are more like talons, long and black and sharp.

You flinch back as they enclose your small grubby hand. The face above you smiles wider at you in amusement.

“Indeed, child, we are of the fell, the fallen, the deceitful ones. But upon occasion, thy best friend is thy enemy”

His hand now envelops your hand, but there is no initial pain. The talons do not bite. Instead, after a few moments, you feel an energy filling you, a feeling of agony and ecstasy. You raise your head towards heaven, and scream.

But then the feeling stops and you feel refreshed. Your **ENDURANCE** is now back to its original level. You have never felt so alive or so well.

In addition, as the hand that holds yours relaxes and opens, the snake tattoo slithers towards your and then in horror you watch as it slithers onto your hand. You try not to flinch.

“It seems our servant has taken a liking to thee. Very good, maybe it will aide thee in thy coming travails”

The figure releases your hand and you hold it up in front of you. The snake seems to slip around your wrist and then coil up, staring at you through one amber eye. Then the eye closes and the creature seems to sleep. You look down and see that it is under your skin, like a tattoo that has been there for years.

Write **CHARMER** on your **ADVENTURE SHEET**, and if you ever get the opportunity to use it, turn to **219**. Make a note of this reference as well.

You blink, unbelievably, but then the figure speaks again.

“Now, child, we expect that thou has questions for us. Come, let us talk”

Turn to **217**

You get the map out of your bag and open it and check, orientating it so that it matches up to the north of the city. It seems that Goldthorn lies to

the west of Laeveni, about 40 leagues away. You cannot even comprehend how long a league is, let alone 40. It's inland from the top of the cliffs, and so the most direct route is to leave by the West Gate of the Holy City.

Turn to **210**

40

The most shaded area is near the south west tower. To get there you will have to creep around about 50 yards to your left, heading west along the south wall.

You watch the sentries on top of the wall to see if you can ascertain a pattern in their patrols.

Do you have the **SKILL** of **FORBEARANCE**. If so, turn to **251**.

If you do not, turn to **270**

41

Carefully you reach down and slowly open the book. Then you hear a "twang" like a string breaking on a lute. **TEST YOUR AGILITY**. If you pass, turn to **133**. If you fail, turn to **297**

42

You manage to grab hold of the horse's reigns and bring it under control. You calm it with a quiet voice, stroking its withers. Then you reach into your bag and produce an apple. You extend your hand with the apple resting on it, and the horse nickers and then takes the apple and eats it noisily. The horse's eyes seem to calm and he settles down. You have found yourself a new mount. Make note of its **ENDURANCE** etc. in case you meet up with any more pursuers.

Turn to **84**

43

You stammer ***“Good sir, I am the Verga’s apprentice. I only arrived in Laeveni last week, and only started working for His Grace two days ago”***

“Hmmm” says the curious guard ***“I’ve been off for the last three days that explains it. Go to the gate-tower and get yourself a stiff drink lad, you look pale as a ghost. Leave this to us. A skinny lad like you wouldn’t be much use against a trained assassin”*** he laughs to his fellows.

They all smile and then rush off towards Devero’s apartments. You walk slowly towards the main gates, although every fibre of you wants to run. Then you are through the gates and back in the main upper city.

Turn to **16**

44

As you walk around the corner, in front of you is a guard, who looks barely 18. He is young and inexperienced and should be easier for you to defeat than older veterans.

Otto sees you and eager to prove his worth he immediately draws his sword and attacks. In his eagerness to catch you, his **FIGHTING SKILL** increases by 1 for the first two attack rounds.

MAN AT ARMS OTTO

FIGHTING SKILL 5 ENDURANCE 9

If your combat takes more than 6 rounds, then roll 2d6 and consult the table on **273** again. If you roll a number that still has a reference leading to a guard you have yet to fight, then that guard has heard the noise and come and found you fighting your current opponent.

You must now fight both guards. To do this, roll 2d6 for each combatant and add it to their **FIGHTING SKILLS**. Then do the same for yourself. The one with the highest total causes damage. If you win, then you hurt the guard who had the lowest total.

If you win, turn back to the previous section you were on, and if you roll **10** again count it as an **“X”** roll.

45

The dandy, although a bit worse for wear, feels your gentle tug at his belt. He spins round. Roll 1d6 – and consult the below table.

Roll to see the outcome

1 The dandy turns and shouts out in alarm. As (bad) luck would have it, a detachment of City Watch are in the area, and you try to run, but the dandy trips you up. As you try to rise to defend yourself and draw your weapon, you are hacked to death by the watch. Your adventure ends here.

2 The dandy turns round too quickly and overbalances. He falls to the floor and you help him up and as you do so, pocket his money pouch. Roll 3d6 - this is how many gold pieces are in the pouch.

3 The dandy punches you ineffectively in the face, but it still costs 1 **ENDURANCE** in damage.

4 For a courtier, the dandy throws a surprisingly good straight punch at you and hits you full in the face. You fall to the floor, and scramble away and run. Lose 2 **ENDURANCE**.

5 The dandy turns round too quickly and overbalances. He falls to the floor and you make your escape.

6 You are able to turn away and hide in the shadows before the dandy confronts you.

If you are still alive, turn to the previous reference you were on prior to thieving.

If you still do not have enough money to buy a horse, then turn to **259**

46

It takes Spearo some time, but he finds Elrad's body. He crouches down by the side of it and opens Elrad's tunic to bare his huge, muscular chest. Spearo's places his right hand on the chest, over the heart. On his middle finger is a large, obsidian signet ring. He starts to chant, a low, compelling dirge.

As he chants, the ring seems to glow and waves of darkness creep out like tendrils from it, until the body is almost shrouded in night.

Then the figure starts to twitch.

Turn to **94**



47

You look closely at the icon at the other side of the room.

However even from across the room, it appears that the icon is unusually pronounced from the wall.

You decide to check it carefully.

Turn to **267**

48

Devero's Temple

Roll 2d6 as you enter and refer to the table below

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an "X" below it, then carry on reading this section.

If you roll a number with a reference under it, turn to that reference and then return and when you have completed any action in that section, return here and read this section from here:

The chapel is rich and opulent, as expected for a man of Deveros position. Its tall vaulted ceilings reach up, with curved ribs covered with gold leaf and a dome of marble. In front of you is a large altar carved out of a single piece of marble, with gold candlesticks standing on it. Behind that is a giant ornate stained glass fresco, showing images of the One True God.

There is a single pulpit, and a single bench in front of the altar. You look around but cannot see an exit, except from the passageway you came in through. But as you walk into the room, the door behind you slams shut. You run to it, but there is no visible locking mechanism and clearly can only be opened from the other side. You are stuck in this room and must find another way out.

Do you want to:

Check the pulpit, turn to **188**

Search the altar, turn to **71**

Sit down on the bench, turn to **63**

If you have the **SKILL** of **SIXTH SENSE**, then turn to **222**

49

You stagger back, shattered, physically, mentally and emotionally. Now that your work is done, the elemental power leaves your body and you start to shrink back to your normal size. As soon as you do, you collapse to the ground in exhaustion. Light dances around the cavern from the elemental power released, until it eventually dissipates. You are left alone, battered and bruised, in the cavern. You take a few moments to recover.

No one will ever know what happened here, nor would any believe it. You gather your possessions and leave the cavern. You find no opposition as you leave as the battle has caused all the unpleasant residents of the old city into hiding. You find your way back to the palace and out into the light outside. You blink in the bright sunlight. It's going to be a lovely day in Laeveni - but you can only think of the coming night. You may have had to be Laeveni's hero involuntarily, but you know you are in reality nothing more than a thief, albeit an exceptional thief. You head to get some food and rest and wait for the twilight when you can start work.

You have a Guild to rebuild

But first, maybe, a pint in the One Eyed Rat, to toast your friend Vostede Mesmo, who died as the Hero of Goldthorn and all of Elenisha – not that anyone will ever know.

For the Epilogue, which may contain spoilers for the Hellscape series, turn to **460**

Otherwise, turn to **440**

50

The guards nod along as you relay your story in quick, breathless sentences. They consult and decide that they need to rush to Devero's quarters. You start to relax. They have believed you.

But they are about to set off, when one of them asks you

“And just who are you again, sir? I know all that work here, and all of the Arch Cardinals servants”

Surprised as you thought you had convinced them, you start to stammer.

TEST YOUR FORTUNE again. If you are fortunate, turn to **116**

If you are not, turn to **238**.

The **SKILL** of **CHARM** and **GUILE** will not help you this time, as you are too rattled.

51

You try to keep your distance from the soldier on the horse, but he cuts you off every way you move.

He smiles pleasantly at you, and says ***“We will see who tires first, my young lad, you or the horse. I’ll wager it’s not the horse”*** and then he swings his sword at you and you don’t have time to react.

It catches you in your face full on, and lifts you off the ground. You land with a thud but you don’t know it as you are already dead, as the whole of your face has been sliced open, and the nasal bone has been driven up into the base of your brain. Not even your good old mother, whoever she was, would recognise you now.

Your adventure ends here.

52

You make it to the west wall, below the tall south-western guard tower. You stop and start to get your cats claws from your backpack. But then you hear a shout above you. Glancing up, you see two faces staring down at you from the top of the wall. They have seen you.

You go to run, but then you hear a whooshing noise above you, like a large amount of water being poured out of a vessel. Looking up again, you see a bright liquid heading towards you. It seems to be steaming as it falls. You try to jump out of the way, but the boiling hot oil strikes you full in the face. You skin blisters and peels, and you try to scream, but the searing liquid floods into your open mouth, stripping the lining from your throat.

You drop to the floor, twitching, as your brain quickly boils.

Your adventure ends here.

Steivenov drops to the ground, bleeding. You catch your breath and consider your options.

As you do, you hear a moaning behind you. Spinning around, you see that Devero is still alive, albeit just. You run over and kneel down at his side. He is mumbling. You bend in close and listen intently.

“You must.... Find Vostede.....in Goldthorn.....”

But then he slumps forward, strength leaving him

“But Your Eminence....”

“It is too late for me now.....my son. Soon Iwill be in the arms of..... My Lord. Now go, trust..... no one”

You nod sadly and stand up to go, and make your way to the doorway. On the floor behind you, all alone, Devero spends his final moments. He closes his eyes, his face peaceful, as he expects the Blessing of His Lord. But instead, he senses something else. That a dark power is coming to claim his soul. He finds a reserve of strength.

“No, no, you cannot, I only did it to save the Church. I did not willingly consort with Daemons. No, please, PLEASE. Not there. Not THE HELLSCAPE”

But unseen forces take hold of Devero’s soul and drag it down into the earth and mud. Down seemingly forever. Devero’s mortal form shrieks in terror once, his back arching, his face in torment. And then he is still, but his everlasting torment is about to begin.

Such is the price for making a deal with a Daemon – not matter how good your intentions are.

Turn to **115**

You stagger around the corner and purposefully try to walk into the merchant, but he sees you and dodges out of the way and continues walking. You have failed in your attempt. You swear under your breath.

Turn to **214**

Worthy Sareth shows you his range of horses. Each costs a different amount and have different strengths and weaknesses. Each comes with all the equipment you need to ride the horse: saddle, saddle bags, reigns etc.

Colour	Type	Strengths	Cost	Speed	Endurance	Jumping / Agility	Aggression
White	Light horse	Speed and endurance	35GP	20	16	16	14
Grey	Warm blood	Jumping and Agility	25GP	16	12	20	14
Pained	Draft	Freight and Fighting	20GP	10	16	14	20
Black	Pony	Intelligence and Hardiness	15GP	14	20	12	18

Choose what horse you can afford to buy and think is the best option and write this on your **ADVENTURE SHEET**. If you can afford to buy a horse, you must do so.

If you don't have enough GP to buy a horse, write down this reference and turn to **252**

In addition, it would be advisable to buy food for the horse.

This is 5 GP for 5 full meals. Each meal adds 4 **ENDURANCE** points to your horse (you cannot exceed the original **ENDURANCE** score though).

You can try to find food en-route but this may not be as good a quality and your mount's **ENDURANCE** may suffer

Worthy Sareth also has a number of other items you can choose to buy, if you have any funds left. You can choose to buy:

Recurved horse bow and 5 arrows (8GP)

Extra arrows (1GP for 2)

Lance (4GP)

Leather shoes to silence your horses hooves (3GP)

Choose what you want to buy and note it down, especially your mounts attributes.

Turn to **226**

56

Before each race roll, you can try to shoot at an opponent using your horse bow and broad head arrows. You cannot shoot at an enemy that is 5 or less seconds behind you – as they are too close. If you have two riders pursuing you, you can decide which to target.

To determine if you hit your target it will be a battle of your **FIGHTING SKILL** and **FORTUNE** versus their horse's **AGILITY** and how far behind you they are – the **DISTANCE**.

In each case you aim at the horse, and any damage will be done to the horse as you are trying to slow it down or stop it. You know this is a heartless tactic as you wish the horse no ill will, but it's the best chance you have to stop your enemy.

Look at the horse's **AGILITY** score and the **DISTANCE** – as the further back, the harder the shot. This is the minimum score you need to get to hit your targets horse.

So if the horse has an **AGILITY** of 13 and a **DISTANCE** of 20 seconds, you would need to score at least 33 to hit it. If the horse is too far back it will be impossible to hit and you will waste an arrow.

Now, roll 2d6 and add it to your **FIGHTING SKILL** and **FORTUNE**. If this score equals or exceeds your target's horse combined **AGILITY** and **DISTANCE** score, you score a hit and do 2 **ENDURANCE** damage to the horse. This damage also causes the horse to lose 1 **SPEED** permanently as it has been injured and cannot run as fast.

If when you throw your 2d6, you happen to throw a double 6, turn to **299**, regardless of whether your **FIGHTING SKILL** and **FORTUNE** score is higher or lower than the targets score.

Once you have fired your arrow, turn back to the previous reference you were on and remember to deduct one arrow from your **ADVENTURE SHEET**.

It's an older guard, who looks like he has been pensioned off to this unit. He looks a bit unsteady on his feet. You think to yourself this should be easy, even for you.

You draw your blade and advance on him confidently. A smile creases the face of Renark, as he has been feigning his frailty. He assuredly draws his sword, and cackles.

“Heh, heh, you think I am past it do you? I’ve still got a few tricks to teach you, young pup”

This is going to be harder than you thought, although due to his age, Renark, doesn't have the **ENDURANCE** he used to.

MAN AT ARMS RENARK FIGHTING SKILL 9 ENDURANCE 6

If your combat takes more than 6 rounds, then roll 2d6 and consult the table on **273** again. If you roll a number that still has a reference leading to a guard you have yet to fight, then that guard has heard the noise and has found you fighting your current opponent.

You must now fight both guards. To do this, roll 2d6 for each combatant and add it to their **FIGHTING SKILLS**. Then do the same for yourself. The one with the highest total causes damage. If you win, then you hurt the guard who had the lowest total.

If you win, turn back to the previous section you were on, and if you roll **7** again count it as an **“X”** roll.



Devero's Office

Roll 2d6 as you enter and refer to the table below

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an "X" below it, then carry on reading this section

If you roll a number with a reference under it, turn to that reference and then return and read this section from here:

The office is like a slaughterhouse. The corpses of Devero and Steivenov lie on the floor, blood pooling in the rich carpet. Blood spray covers the walls, ruining ancient paintings and splattering alabaster statues. The smell is rich, heady with a metallic tint. It's cloying.

You look around, seeking another exit. There is no obvious door, but in the left hand corner there is a long, heavy curtain. You walk over and pull it aside. A passageway is revealed and you creep into it. After a few feet it opens out into a chapel with a tall, arched ceiling.

Turn to **48**

As you push the door open and walk though, you feel the air move and hear a swishing noise but you are too slow. A sword blade whistles towards you and takes you in the throat. You drop to the floor, blood spurting from the wound in time to your heart rate.

"Hmm, maybe you are right, maybe you are wrong, but why anyone should send a boy with this dread news? That I can't believe - a boy who could be so easily fooled. I think maybe I was right after all - and that you are just gutter trash from that foul city. Any proper soldier would not have been taken so easily."

The flood continues to pulse out of your body and your head goes light and you finally close your eyes. Your adventure ends here.

60

Without hesitating, you turn tail and flee as fast as you can. The guards are shocked, obviously not used to this sort of behaviour, but the Corporal orders them to follow you.

Ahead of you are three streets.

They are Mace Road, Angelica Lane and Caraway Avenue.

Pick which one you want to run down. Now turn to **190**

61

You kick him again, and this time his eyes fly open and he tries to jump up off his seat, but instead overbalances and falls to the floor with a crash, knocking over his table and sending the remaining geniva flying across the room. He curses in an unknown tongue (at least you assume it's a curse from the tone) and slowly hauls his bulk to his feet.

"Whatdoyawant" he asks in a gurgling voice that seems to join all his words together **"lookatwhatyouvegoneanddone"**

You explain that you need to purchase a mount and other goods and his little eyes light up in the folds of his face.

"Excellentgood, goodexcellent. You've cometo the rightplacemyboy"

He puts his arm around your shoulder in a friendly fashion, a bit too overfriendly in fact, and steers you towards the back of the store

"Thefinest mounts in Elenisha I have. Ask anyone. They all know that WorthySareth has the best mounts"

You walk through into a stable area and see a number of horses, mules and donkeys.

Turn to **158**

Roll 2d6 as you enter and refer to the table below

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an “X” below it, then carry on reading this section

You emerge from the library into a corridor. To your left is a green door. The door that you could not open from the other side. You are very close to the exit.

You turn right into the corridor. Ahead of you is a large metal door. The way out. To your left is a plain oak door, closed.

Do you have a large iron key? If so, turn to **36**

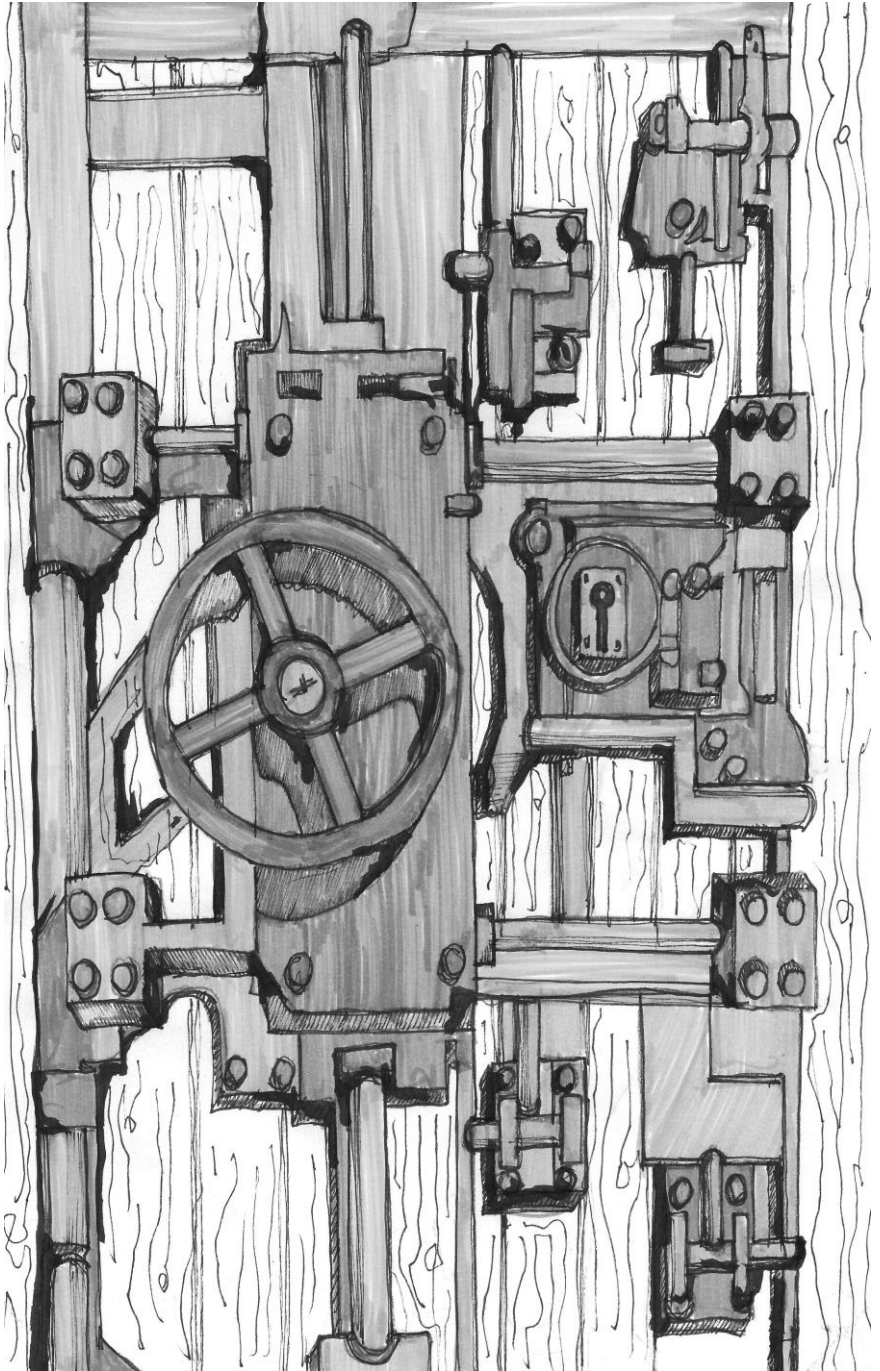
If not you approach the door, and your heart sinks. It is by far the most complex locking mechanism you have ever seen. Iron locking bars and levers interlock on the face of the door. Even with your knowledge of lock picking, this is way beyond your ability.

You weigh up your options, aware that at any moment guards could arrive. You need to find the key.

You can either:

Try the door to the left of the doorway, turn to **142**

Return back to the library in case you have missed anything, turn to **74**



63

You take a seat on the bench and look around. You can see nothing of interest. You stay seated for a few minutes.

Roll 1d6. If you roll an even number (and you haven't already turned to section **269** that's listed in the table on **48**), then turn to **277**

If you roll an odd number, then you have to decide what do you. If you haven't already, you can either

Check the pulpit, turn to **188**

Search the altar, turn to **71**

64

Worthy Sareth tells you that your painted draft horse is called Colossus. This horse was bred for war and fighting. Not fast over open ground, he is a considerable advantage in battle due to his size, strength and aggression.

Turn to **232**

65

As a thief, you frequently handle stolen goods and you are used to identifying clever fakes from the real item. You look closely at the book without touching it. Something screams "fake" to you. The gold leaf shines a bit too much, and the spine of the book is un-creased – as it's rarely been open. As a book of prayer, you would expect it to be well used.

You resolve to leave the book alone and instead search under the lecterns shelf. Turn to **254**



66

You do not have the **SKILL** and so you cannot hide your path. In the dark your pursuers may stumble across your trail and catch up with you. If you are being pursued by more than one rider, they will have split up to try to find your trail.

For the next 4 turns, you must **TEST YOUR INTELLIGENCE** against that of your pursuers.

For each pursuer who is still currently following you, they have the below **INTELLIGENCE**

Elrad INTELLIGENCE 8

Spearo INTELLIGENCE 7

As with combat, roll d26 for each rider and yourself and then add each score to your **INTELLIGENCE** score.

If at any time, the score of any rider is higher than yours, then that rider has found your trail. If their score is less than or equal to yours, you have evaded capture.

If you have a set of soft leather shoes for your horse, then you can use them now. They will muffle the sound of the horse's hooves on hard ground, and lessening the impact of the horse shoe on soft ground – and so leave less of a trail. If you have them, then you can add 1 to each **INTELLIGENCE** roll.

If you get through 4 rounds without being caught, turn to **32**

If you get caught by one of the riders, turn to **67**

67

Who has found you?

Elrad? Turn to **2**

Spearo? Turn to **80**

68

Sick and tired of trying to wake the slumbering owner, you decide to help yourself. You start to look around for goods to steal, before you go out back to find a horse. You find what you think you need to saddle and

harness a horse – you have rarely ridden a horse, and never saddled one.

You are about to head out back and then you hear the shopkeeper stir. He looks around and sees you. **“Whatyadoing”** the shopkeeper shouts in a gurgling voice that seems to join all his words together **“whatyoutryingtodo?”**

“Sir” you say trying to placate him **“I was just examining your fine leatherwork. I am in need of a horse”**

His little eyes light up in the folds of his face, but still you can tell that he doesn't entirely trust you. You may find it hard to get a good bargain.

“Excellentgood, goodexcellent. You've cometo the rightplacemyboy”

He puts his arm around your shoulder in a firm fashion, as though he thinks you will try to steal something if left by yourself, and steers you towards the back of the store

“Thefinest mounts in Elenisha I have. Ask anyone. They all know that WorthySareth has the best mounts”

You walk through into a stable area and see a number of horses, mules and donkeys.

Turn to **55**

69

You almost have him convinced to talk to you but it hangs in the balance. **TEST YOUR FORTUNE** – but you can subtract 1 from the roll, if you are dressed like a local, as the barman is still partly convinced you are from Goldthorn.

If you pass, turn to **265**

If you fail, turn to **189**

70

As soon as you enter the passageway and pass the section of altar, it starts to move back into its original position. The dim light fades quickly, until it's extinguished completely.

Although you are at home in the darkness of streets and rooftops at night, this is different. The sense of confinement grows, and so you're your panic. The panic rises almost like a living thing, from your stomach.

Do you have the **SKILL of CHAKRA**?

If you do, turn to **168**

If you do not, turn to **75**

71

Do you have the **SKILL of SIXTH SENSE** or **DIVVY**?

If yes, turn to **127**

If no, turn to **9**

72

You almost have him convinced to talk to you but it hangs in the balance. **TEST YOUR FORTUNE** – but you can subtract 2 from the roll as you have the **SKILL OF CHARM AND GUILF**. If you are dressed like a local, you can subtract a further 1 from the roll.

If you pass, turn to **265**

If you fail, turn to **189**

73

You explain that the door was open and you assumed the shop was still open, as where you come from that is the custom – just to walk in if the door is unlocked.

You tell the Corporal that you left some money for the store owner, as you could not find him

“Hahaha, that’ll be right. Wendo will be deep into his second jug of wine by now, if I know him” laughs the Corporal.

“Wait there, son, I’ll go and check to see if there is any credence to your tale”

The Corporal opens the door and walks in. His soldiers keep a steady eye on you all the time. It doesn’t take him long before he comes back out, holding some coins in his hand.

How much did you leave for the clothes?

If it was 3 GP or less, turn to **281**

If it was more than 3 GP, turn to **17**

74

You return to the dark library to see if there is anything you have missed.

Roll 2d6 as you enter and refer to the table below

If you turn to a section and end up in combat, you must lose 1 **FIGHTING SKILL** for the first 3 rounds until your eyesight recovers.

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an “X” below it, then carry on reading this section.

In the centre of the room are several tables. Each has an oil lamp on it, and inkwells and quills on the green leather desktops. There are two exits.

One is straight ahead from you, a closed door. The other is to the right, an archway into another room.

You can either:

Quickly search the library for anything useful, turn to **165**

Go to the door ahead of you, turn to **62**

Go through the archway to the right, turn to **97**

75

The panic overtakes you and you start to run along the corridor, hopelessly out of control. You run straight into a wall, as the corridor turns 90 degrees to the left. You fall backwards with the impact. Lose 2 **ENDURANCE** points.

At least the fall has knocked some sense into you. You get back up and close your eyes to maximize your other senses to feel your way along. You follow the wall, using your hands, until you find what is seemingly a solid wall. You push at it, and it swings open. The room ahead smells of leather, parchment and oil lamps.

Light hits your eyelids, and so you slowly open your eyes to try not to be dazzled.

Turn to **195**

76

You stagger back, shattered, physically, mentally and emotionally. Now that your work is done, the elemental power leaves your body and you start to shrink back to your normal size. As soon as you do, you collapse to the ground in exhaustion. Light dances around the cavern from the elemental power released, until it eventually dissipates. You are left alone, battered and bruised, in the cavern. You take a few moments to recover.

No one will know what ever happened here, more would any believe it. You gather your possessions and leave the cavern. You find no opposition as you leave as the battle has caused all the unpleasant residents of the old city into hiding. You find your way back to the palace and out into the light outside. You blink in the bright sunlight. It's going to be a lovely day in Laeveni.

You may have had to be a hero again, but you feel sad for that other hero who is no longer at your side – young Shadow. He may have seemed nothing more than a thief, albeit an exceptional thief. But he was also a hero.

You consider finding a tavern in the city to toast your late comrade – but you have never liked Laeveni. The thin veneer of civilization does not last long outside the marble church walls. Instead, you decide to return back to Goldthorn, and save your thirst for a drink in your own tavern, the Reluctant Warrior. That is if Meg has not stolen all the takings and ran off with the cook. Again.

You sling your sword over your shoulder, and head towards the gate. If you never see Laeveni again, it will be too soon.

For the Epilogue, which may contain spoilers for the Hellscape series, turn to **460**

Otherwise, turn to **440**



77

He looks down, frowning, then his eyes adjust to the darkness.

“Well well, seems like I’m in for promotion, or a bonus at least” he says, grinning as he looks down at you.

With his sword at your throat, you dare not move. He raises his head and shouts

“Sergeant, got him. Got the scum”

You have been caught, and your fate is sealed.

78

You land heavily onto the battlements. Lose 2 **ENDURANCE** points. You look around, wondering if you have been seen.

Fortunately, the guards are otherwise entertained. A twin sunrise is a magical thing, and the astronomy of Elenisha is such that it’s rare that both suns rise at the same exact time. Most of the time there is a delay, anywhere from minutes to hours.

But today is an auspicious day and both suns rise together. The larger red sun, and the smaller yellow sun creep up over the horizon, bathing the land in hues of red and green. The rays bounce off the clouds in the sky, and shine off the marble. Where the rays of the suns intersect, beautiful shades of orange fill the sky. The spectacle is breathtaking.

But you don’t have time to bathe in its glory. Instead, you look around and find a coiled rope hanging from a hook on the inside of the battlements. You secure it to a sturdy looking iron ring, and then throw it over and down the outside wall. You slither down it like a snake. You have escaped and are back in the main upper city.

Turn to **16**

79

Your reasoning was sound, as the sound of the fight with Elrad, plus the smell of blood, may eventually attract Spearo or his horse, you wait. Your patience pays off. You hear the sound of hooves on the road. Turn to **289**



You can hear a horse approaching fast and you risk a glance over your shoulder. The rider appears to be normal size, possibly slightly taller than you, and you reckon it must be Spearo. He rides with an easy gait. He closes on you and you realise that to run your horse further may lead to it pulling up lame. His face remains emotionless as he closes on you and he reaches to his saddle and arms himself with a curved sword, ideal for fighting with on horse. You decide you must fight. He is a good soldier, used to fighting on horseback, but you still fancy your chances against him.

If you have a bow and some arrows, then you can try to shoot at him before he reaches you. Note down this reference and turn to **452**

Remember to use Spearo's horse's current **ENDURANCE**, as well as your horse's current **ENDURANCE**.

Spearo	FIGHTING SKILL 9 ENDURANCE 11
Horse	AGGRESSION 14
	Starting ENDURANCE 14
	Current ENDURANCE...

If your horse's **ENDURANCE** reaches 0, turn to **105**.

If Spearo's horse's **ENDURANCE** reaches 0, then you have killed his horse and you can quickly evade pursuit. Turn to **22**

If your **ENDURANCE** reaches 0, turn to **134**

If you win then you have killed Spearo and can continue on your way. Turn to **98**



Having been transported by a portal to Deveros office, then you have no idea of the layout of the building you are in.

However, you remember that you found a map when you escaped from the blockhouse, what seems like weeks ago, but was only a couple of nights ago.

Quickly you open your pack and reach in and find it. It's more a booklet than a map, giving layouts of each residence. You find the page for the Arch Cardinal's residence and check the plans.

You are faced with a short corridor, which has a door off to the right, or the corridor dog legs to the right if you carry straight on. You can hear the sound of running feet in the distance, but the sounds echo off the hard stone wall and make it impossible to determine which direction the sound is coming from.

One thing you know – guards are on their way, and if you are caught, it will either be a quick death by sword, or a dance at the end of a hessian rope.

Taking precious time to check the map, you see that around the corner is a locked door, which some notation indicates can only be opened from the other side.

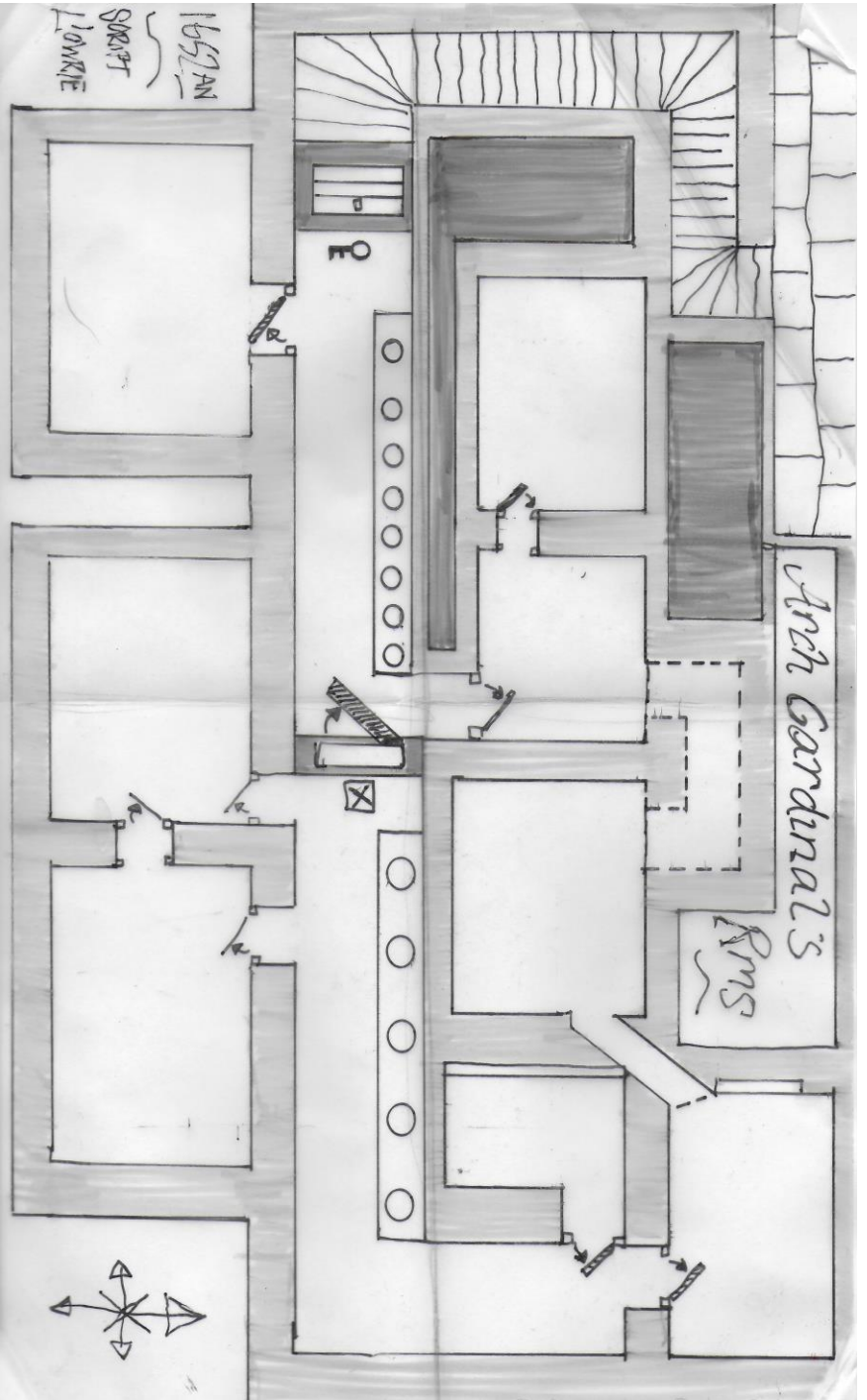
To escape, there are stairs through that door, and at the end of the corridor. However, the guard room is also next to the stairs, which are protected by a locked door.

Slowly, you realise that Devero has been imprisoned in this place. A very comfortable prison – but he was obviously not able to leave his own rooms. Or was he? There seems to be a passageway in a dotted line notation from between two rooms on either side of the first locked door.

You will need to find your way to the stairs and then open the door to escape, without being caught by the guards. The first door it seems unlikely you will be able to pick it, as there is no locking mechanism on this side. Unfortunately the map is old and creased and the writing labelling each room is unreadable and so you will have to work out which rooms to check.

You hear voices ahead. The time you have taken checking the map has meant the Arch Cardinals guard are nearly upon you. With no choice, you try the door on the right, which has the sign "**Office of the Virga**", Devero's personal assistant.

Turn to **282**



82

It takes Elrad some time, but he finds Spearo's body. He kneels down by the side of it and opens Spearo's tunic to bare his slim chest. Elrad places his shovel like right hand on the chest, over the heart. On his middle finger is a large, obsidian signet ring. He starts to chant, a low, compelling chant.

As he chants, the ring seems to glow and waves of darkness creep out like tendrils from it, until the body is almost shrouded in night.

Then the figure starts to twitch.

Turn to **94**

83

The barman looks at you, and says rather coldly,

"Who are you to come in here and ask questions? You are not from around here - from the look of you, you've come from that Cess Pit Laeveni - and I don't know two men from that filth hole that I would trust with telling my name. If you're not buying, leave".

Do you try to make amends and buy a beer, then turn to **121**, or are you just going to ask again? turn to **189**

84

If you are no longer being pursued turn to **32**

For any remaining pursuers, you must now **TEST YOUR INTELLIGENCE**

For each pursuer who is still currently following you, they have the below **INTELLIGENCE**

Elrad **INTELLIGENCE 9**

Spearo **INTELLIGENCE 8**

As with combat, roll d26 for each rider and yourself and then add each score to your **INTELLIGENCE** score.

If at any time, the combined score of any rider is higher than yours, then that rider has found your trail. If their score is less than or equal to yours, you have evaded capture.

If you have a set of soft leather shoes for your horse, then you can use them now. They will muffle the sound of the horse's hooves on hard ground, and lessening the impact of the horse shoe on soft ground – and so leave less of a trail. If you have them, then you can add 1 to each **INTELLIGENCE** roll.

If you get through to 3 further rounds without being caught, turn to **32**

If you get caught by one of the riders, turn to **67**

85

You shake your head, and spread your hands out in frustration. Rudi nods sadly. ***"Then, that's all this is, a colourful story. You'd better get your stuff and leave. I have no time for blaggers and liars. If I wasn't in such a good mood, I'd pull your gizzards out"***.

You hastily stand and protest once more, saying that if no one acts now, the whole of Elenisha could be at risk.

"Ha, Ha Ha" is Rudi's response. "I think that unlikely. More likely Most Holy has got old and someone is taking over. There will be turmoil for a few short months, but things will turn back to how they have always been. Laeveni will remain a hell hole, and we of Goldthorn will remain separate. If some darkness does come of it, then I will take up arms again and fight it, for I am Vostede Mesmo, the hero of Goldthorn!"

He says proudly.

"Now begone. If I see you again, I will likely slay you where you stand".

You skulk out of the door as quick as you can, and leave the tavern. You have failed to get aide from the one man who could help you. There is no way that you can now defeat the darkness.

Your adventure ends here. The world will fall soon after.

86

A horseman, shrouded in black, finds Elrad's dead body

He dismounts and tethers his horse to a nearby bush. He crouches down by the side of it and opens Elrad's tunic to bare his huge, muscular chest. He places his right hand on the chest, over the heart. On his middle finger is a large, obsidian signet ring. He starts to sing, a low, compelling chant.

As he does, the ring seems to glow and waves of darkness creep out like tendrils from it, until the body is almost shrouded in night.

Then the figure starts to twitch. The horseman rides off, searching for Spearo's nearby body.

Turn to **94**

87

Against all odds you have won.

You can search the body.

If it's Elrad that's dead, you find 15 gold pieces. There is also enough provisions for 2 meals and a potion of **ENDURANCE** that will replenish your **ENDURANCE** to its original level. On his horse there are 4 provisions for the horse, which you can take.

If it's Spearo that is dead, you find little except 10 gold pieces.

You manage to find your horse and re-mount. If you still have a pursuer, you decide to leave the road and ride through the woods – hoping that they will lose your trail in dark trees.

Turn to **84**

88

The fight is frantic and fierce and sadly you are cut down and lie on the ground bleeding your life's blood into the muddy path. You look up through eyes watering with pain, and see Vostede has survived. Vostede looks down at you sadly but sees there is nothing he can do for you.

You frantically relay everything you know to Vostede, and what he needs to do when he returns to Laeveni. Sadly, it isn't much – except that Vostede needs to return to the catacombs that you only just escaped from with your life, a few scant days ago. You manage to remove the chain from around your neck, and press the red ruby into his hand. He nods, and places it around his neck.

Your breathing becomes increasingly laboured. Vostede bends down and to ease the pain, puts you in a choke hold until you are unconscious. He stays with you until you breathe your last, and then, having retrieved his horse, finds a small shovel in a side bag and buries you just off the road. Shadows adventure ends here.

However you have a choice.

You can either admit defeat and try again, or you can continue on as Vostede.

If you decide to continue, then turn to **135**

Otherwise, your adventure ends here.

89

You have managed to put enough distance between you and your pursuers so that they cannot see you in the dark woods. You reason that they will now try to follow your trail. You need to try to hide your passage or, even better, misdirect them.

If you have the **SKILL** of **HIDING IN SHADOWS**, turn to **278**

If you do not, turn to **66**

90

One of the horseman is huge, his legs dangling almost to the floor. The other is average size. But you know both of their faces. Elrad and Spearo.

The Dark Lords agents know that you are in Goldthorn, and as it's a much smaller town, and one that you are not familiar with, you are in even greater danger.

You run down the stairs from the battlements, three at a time.

Turn to **240**



Even with the advantage of a horse, Elrad seems to be an opponent out of your league. He seems immune to any wound you can give him, and seems to get stronger with every blow. His great height, plus the reach of his axe, makes it seem like he is almost level with you.

Your sword arm is aching from trying to stop his giant axe, and you realise you must do something risky. As he pulls back to raise his axe once more, you steer your horse in close and try to plunge your sword into his vast torso.

However, he skips aside amazingly light-footed for such a large man. Elrad's eyes light up as you have overextended and are leaning half off your horse. His axe is at the top of his backswing, over his head, and if he brings it down then there's no way you will be able to stop that blow. But instead you pinch your knees together, directing your horse to move in closely to Elrad. Your horse dances in, and you are able to recover enough to bring your blade up directly into his neck.

Elrad's eyes widen in surprise, and blood starts to pump from the wound. He drops his axe as it's over his head as the strength leaves his arms, and it drops down blade first and buries its keen edge into Elrad's head. More blood pours from the evil wound, and then Elrad, still holding his throat to try to stem the blood pouring out of him, falls sideway and lies convulsing on the floor. Then he lies still.

Somehow you have prevailed against this brute.

You search his body and find 15 gold pieces. There is also enough provisions for 2 meals and a potion of **ENDURANCE** that will replenish your **ENDURANCE** to its original level. On his horse's body, there are 4 provisions for the horse, which you can take.

Turn to **84**

Your shoulders are burning with the effort of pulling yourself up the wall, but eventually your left hand finds the battlements. Knowing you cannot hold on for much longer, you risk that there are no guards nearby, and slip over and drop down into a crouch.

Fortunately, the guards are otherwise entertained. A twin sunrise is a magical thing, and the astronomy of Elenisha is such that it's rare that both suns rise at the same exact time. Most of the time there is a delay, anywhere from minutes to hours.



But today is an auspicious day and both suns rise together. The larger red sun, and the smaller yellow sun creep up over the horizon, bathing the land in hues of red and green. The rays bounce off the clouds in the sky, and shine off the marble. Where the rays of the suns intersect, beautiful shades of orange fill the sky. The spectacle is breathtaking.

But you don't have time to bathe in its glory. Instead, you look around and find a coiled rope hanging from a hook on the inside of the battlements. You secure it to a sturdy looking iron ring, and then throw it over and down the outside wall. You slither down it like a snake. You have escaped and are back in the main upper city.

Turn to **16**

93

Try as you might you are unable to calm the horse. It backs away from you and rears up, its front hoofs flailing in front of it. You try to close in to grab the reigns but are unable to, and one of the horse's hooves strikes you in the temple. You fall to the floor, half dazed. Lose 4 **ENDURANCE** points.

You get up and try again, and this time manage to placate it. You climb on and set off. Note down its attributes.

Are you still being pursued by anyone? If yes turn to **84**. If no, turn to **32**

94

Goldthorn is nowhere near the size of Laeveni and so the walls are not particularly intimidating. They are more to deter small groups of raiders, or to stop merchants bypassing the tax office. You walk round, leading your horse, and find a good spot. You look up and smile to yourself, and wordlessly thank the architect of the walls.

The guard tower to the right of the East Gate has a short gap before there is a tall buttress to strengthen the wall. But they form almost an open chimney, no more than 4 foot wide. You should be able scale it with little difficulty.

You tether your horse at the base of the wall, in the bottom of the chimney, where he should be hidden from casual passers-by - of who there should be few. You rub him down to get the excess sweat of his skin to stop him cramping, and feed him some grain and water. Subtract one provision for your horse. You may need to leave in a hurry.

You look up and plan your route and start your climb. **TEST YOUR AGILITY**. If your **ENDURANCE** is currently less than 10, then you are tired and so you must add 1 onto the dice roll.

If you have the **SKILL OF CLIMBING**, you can subtract 1 from the roll.

If you succeed in your climb, turn to **150**. If you fail the **AGILITY** test, turn to **159**.



95

The Corporal leading the Watch looks at you but is not fooled by your new clothes

“Right, son, I’ve not seen you before around these parts. Care to tell me what you are doing leaving old Wendo’s shop, after its closed, in what looks like brand new clothes as well. Can you explain this, lad?”

Did you leave any money behind in the store. If so, turn to **73**

If not, turn to **228**

The stairs come out at a large arched passage. There is only one way to go, straight on, which leads you out into the plaza. You sneak along, keeping to the shadows. By now it is once again early morning, but the suns are still low, and so there is still some shadow to lurk in.

You slip along against the wall, shaded from the suns, until you reach the end.

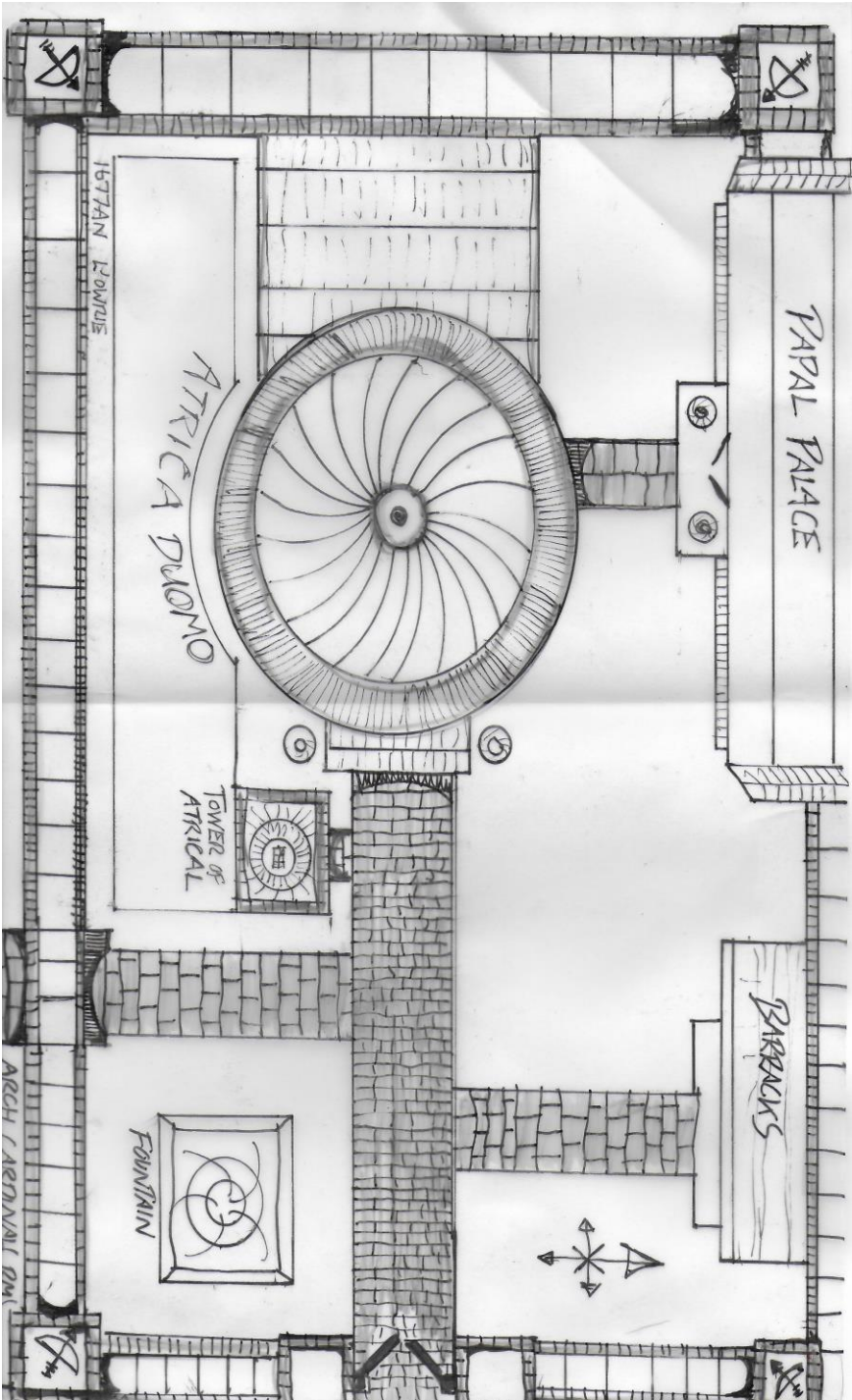
The plaza is immense. Every single brick seems to be either solid marble or faced in marble. You peer around the corner.

To your left is a massive open garden that leads up to the Duomo, a huge domed building that rises up above the surrounding walls. As well as being made of marble, the Duomo has intricate designs of filigreed gold, tracing out scenes from the One True Church's long history. A wide, tiled path, leads from your right to the left, up to the huge, arched doors that are covered in beaten gold. At the other end of the path, to your right, are huge oak doors in the high walls. Next to the Duomo is the Atrical Tower, which rises a full 200 yards from the ground.

On the other side from you is a large, tall palatial building – the home of Most Holy herself, when she is in residence. To the right of the palace, as you look at it, are what appears to be barracks for the Papal Guard.

To your right and closest to the archway you peer from are some ornamental gardens, with a large fountain in the centre, spouting a large column of water a full hundred foot into the air.

All around the perimeter are tall walls, at least 50 yards high. Even in the dawn light, small figures with 10 foot halberds patrol the wall tops. In each corner is a high tower, and mounted on each tower is a large ballista. Your thief's eyes can make out guards manning these huge crossbows, armed with large bolts fully 8 foot long, with broad tips heads.



The grandiose buildings disgust you. When thousands live in near poverty in the Harbour region, here everything is opulence and, in your view, a waste.

Putting aside your personal views, you assess your options. You need to get out of the plaza. You need to move quickly as the twin suns start to rise in the west and the south and will soon bathe the plaza with bright early morning rays

Your options are:

Try to sneak to a shaded corner and climb the walls, turn to **191**

Brazen it out, and walk to the gates and try to bluff your way through, turn to **284**

Think a bit more laterally, turn to **243**

97

Crossing the library, you walk through the archway. There are a set of double swing doors that are about chest high, and you push through them.

Roll 2d6 as you enter and refer to the table below

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an “X” below it, then carry on reading this section

The room is small and cramped. There are several rows of desks, each narrow, only a yard wide. Small chairs are behind each desk. They all face towards the archway. At the front of the desks, by the archway, is a single desk facing the main room. Behind that desk are a series of cubby holes, stuffed with parchments. Each cubby hole has an address of a specific location on it. On the wall at the far end of the room, facing the single desk, is a large gilt framed icon of Zaceteras, The Most Holy.

It appears to be a scriptorium, where clerks write and send out letters, deal with the daily post, and copy important manuscripts. The smell is overwhelmingly of ink and dust.

Moving quickly you search the desks but can find nothing of note, except hand written invoices and requests for payment, or orders for silage.

You can now either:

Search the main desk, turn to **257**

Search the cubby holes, turn to **253**

Inspect the icon, turn to **267**

If you have the **SKILL** of **SIXTH SENSE**, turn to **47**

98

The fight is fast and brutal, with your sword and his doing their damage. However as your horse's have moved back and forth in combat, you have edged near a single solitary tree. Spearo sees an opportunity and stands in his stirrups, and swings a massive over head blow at you and the sword whistles back through the air, but he wasn't aware of one of the tree branches as his back is to the tree.

The sword reaches its zenith and then as its coming down, the branch comes to your rescue and the sword gets tangled in the tree. The sword is stuck. Spearo looks up unbelievably and tries to shake it free but to no avail. You have all the time you need to raise your sword and put a single thrust through his heart.

He slumps with his hand still holding fast onto the sword's handle and so appears to be almost strung up in the tree.

You have time to search him and his horse. You find 10 GP which may be useful, and enough provisions for 4 meals for your horse and 2 for you.

Turn to **84**

99

As you place the cloak around you, something strange happens. It seems to shimmer and then the material changes, just as the guard walks behind the desk.

He looks down, frowning, as the cloak continues to shimmer. He reaches down with one hand, the other holding a short sword, and grabs the cloak and pulls it away.

"Well well, seems like I'm in for promotion, or a bonus at least" he says, grinning as he looks down at you.

With his sword at your throat, you dare not move. He raises his head and shouts

“Sergeant, got him. Got the scum”

The magik of the Cloak of Night has failed, just when you need it most. It's now just a tattered old cloak.

You have been caught, and your fate is sealed.

Your adventure ends here.

100

The fight is frantic and fierce and both Elrad and Spearo go down. You stand there panting, struggling for breath, and then sadly you see Vostede lying on the ground bleeding. He looks up at you through eyes watering with pain, mouthing silent words.

His breathing becomes laboured. You stay with him until he breathes his last. His body lies crumpled in a heap, a mass of cuts, with blood oozing all around. You manage to retrieve Vostede's horse, but yours is nowhere to be seen. In a saddlebag you find a small shovel in a side bag and you bury him just off the road, saying a brief prayer to the Heathen God of soldiers.

The Hero of Goldthorn will ride no more.

His final adventure ends here.

However, if there is an item that may help you, that you didn't take back in the tavern, then you can choose one of Vostede's possessions. Decide which ones, and turn to that reference and then turn back here.

A silver shield, turn to **258**,

A golden broadsword, turn to **266**,

An ebony arrow, turn to **33**,

A bronze spear, turn to **288**

Turn to **411**

101

FIGHTING ON FOOT AGAINST A MOUNTED OPPONENT

Fighting on foot against a mounted opponent leaves you at a very serious disadvantage.

Fighting a mounted opponent is a contest of the **ENDURANCE** and **AGGRESSION** of the horse, versus your **FIGHTING SKILL** and **ENDURANCE** at the time. The more tired or injured either party is, the worse they will fight.

Each round you must add the riders **FIGHTING SKILL** together with his horses **AGGRESSION** and **ENDURANCE** to find the mounted riders **ATTACK** total.

Then add your **FIGHTING SKILL** and **ENDURANCE** together and work out the difference.

Then roll 2d6. If you roll the same as the difference or more, you win that round.

For example, if the rider has a **FIGHTING SKILL** of 10, horse has a current **ENDURANCE** of 10 and an **AGGRESSION** of 19, the **ATTACK** total will be 29. You have a **FIGHTING SKILL** of 10 and an **ENDURANCE** of 14, you have an **ATTACK** total of 25 and so you will need to roll 6 or more.

Now to determine damage you must roll 1d6 and consult the below table. As you are on foot it is much harder for you to hit the rider than his horse. However, if you do injure the horse this will decrease its **ATTACK** total for the next round – but if you are injured, your **ATTACK** score will decrease next round.

If you have a lance, you can add 1 to your **ATTACK** total, as the longer weapon gives you a chance against a mounted opponent. If the lance happens to be made of bronze, then you can add 2 to your **ATTACK**, as it's an exceptionally well-balanced weapon.

Roll

1-3 the blow glances off the weapon of the opposition and is deflected down into the horse -1 **ENDURANCE** Horse only

4-5 the blow is deflected by the rider but still causes damage to the horse -2 **ENDURANCE** to Horse

6 You time your blow perfectly and manage to strike up through the riders guard and hurt him. -2 **ENDURANCE** to Rider

Therefore if you are caught quickly by a rider on a fresh horse, you will find it harder to beat the mounted foe as their horse will be fresh – and therefore have more **ENDURANCE** and a greater attack total.

If your opponent's horses **ENDURANCE** reaches 0, then you have killed the horse but still need to dispatch the rider.

102

You manage to avoid the guards and run off down the road. The Corporal rushes out of the shop at the sounds of shouting.

Turn to **60**

103

Fortune favours you, and you are at the base of the south west tower. You look up, and can see no sign of guards checking over the wall. Knowing that the suns rising will dazzle them, then you need to start your climb as quick as you can.

You quickly find your cats claws from your bag, and slip them over your hands. You start to climb.

Turn to **227**

104

It's after dusk. Elrad and Spearo watch from a distance as you arrive at the walls of Goldthorn as you try to find a way in. They turn and Spearo says a few short words. Elrad nods in agreement, and then they turn away and seem to melt into the darkness.

Turn to **94**

105

Spearo's sword whistles down and smashes into the head of your mount. The horse starts to collapse and you jump clear. You have to now fight him on foot, whilst he still is mounted.

If you need to check the rules on **FIGHTING A MOUNTED OPPONENT**, turn to **101**, and then return here.

Spearo **FIGHTING SKILL 9 ENDURANCE 11**

Horse **AGGRESSION 14**

Starting **ENDURANCE 14**

Current **ENDURANCE?**

If Spearo's horse's **ENDURANCE** reaches 0, then you have killed his horse and you have to fight him mano e mano. Turn to **156**

If your **ENDURANCE** reaches 0, turn to **51**

If you win then you have killed Spearo, turn to **185**

106

Your horse falls to the ground, its head split by a blow from Elrad's huge axe. You leap from your horse as it falls, and manage to land on your feet, blade ready.

Turn to **101** and read the rules on **FIGHTING A MOUNTED OPPONENT** and then return here to fight

Elrad **FIGHTING SKILL 10 ENDURANCE 17**

Horse **AGGRESSION 19**

Starting **ENDURANCE 17** Current **ENDURANCE ?**

If Elrad's horse's **ENDURANCE** reaches 0, then you have killed his horse. Turn to **202**

If your **ENDURANCE** reaches 0, turn to **108**

If you win then you have killed Elrad and can continue on your way. Turn to **19**

107

Your mastery of your involuntary nervous system allows you to stop yourself from coughing, and so involuntarily inhaling. You lie there still on the floor. The gas expands as a cloud, enveloping you. But you lie there, not breathing.

Slowly the gas starts to dissipate, as it's lighter than air and floats up the high ceiling, where it hovers like a ghostly cloud. But it is safe to stand up. You slowly haul yourself to your feet.

The key must be here! Do you want to:

Search the cubby holes, turn to **253**

Inspect the icon, turn to **267**

You fight manfully on but this is an opponent out of your league. He seems immune to any wound you can give him, and seems to get stronger with every blow. Your sword arm is aching from trying to stop his giant axe, and you realise you must do something risky. As he pulls back to raise his axe once more, you lean in close and try to plunge your sword into his vast torso.

However, his horse is battle trained and skips aside amazingly light-footed for such a large horse. Elrad's eyes light up as you have overextended and are leaning half off your horse. His axe is at the top of his backswing, over his head, and he brings it down with terrific force, and it catches you at the angle between neck and shoulder. The heavy blade, coupled with Elrad's incredible strength, drive it through your slight body with seemingly little effort. It shears through your torso, exiting at your waist and the blow carries on and cuts into the back of your horse, breaking its back.

The sound of the horse in pain is horrific and it falls to the ground. However you don't hear it as you are dead long before this. Your body has been split in two by the power of Elrad's blow. Your adventure ends here.

You stop at the side of the road and dismount. If you have provisions you first feed your horse. You look around. The road ahead seems to go on forever, to the horizon, with no towns in view. You begin to wonder if you have chosen the right route.

Then you notice a sign. This one is actually in the ground, but it seems to be half covered by weeds. You walk over the clear it and sigh. The sign clearly says "the Great Scarlet Road" pointing the way you are travelling, and "Laeveni" and under that "Goldthorn" pointing back the way you came. Swearing under your breath, you re-mount and turn around and head back the way you came.

It takes you another couple of hours to arrive at the crossroads, and your horse has lost another 1d6 in **ENDURANCE**. You will either need to feed him again or risk him going lame.

At the crossroads, you bend down and pick up the sign. Now you know which way the Great Scarlet Road is, then you should be able to figure out which route to take to Goldthorn.

Do you now want to turn right, then turn to **148**

If you want to go what is now straight on for you, turn to **292**



110

You spur your horse onto even greater efforts and as you reach the tree, you stand up in your saddle and urge your mount over the tree. Roll 4d6.

If you roll less than or equal to your horse's **JUMPING** capability, turn to **126**

If you roll higher than your horse's **JUMPING** score, turn to **179**

111

You reach down and take your lock picks from the sole of your boot, where they are hidden in a false heel.

TEST YOUR SKILL

If you have the **SKILL OF LOCKPICKING**, you can take 2 from the roll.

If you pass, turn to **129**

If you fail, turn to **271**

112

The Corporal holds out his hand, and shows you it is empty

“So where’s this the money you left, lad?”

You bluster away but the Corporal just speaks over you.

“You trying to cheat an old man? That robes’ worth at least 4 GP. You’ll be coming with us, son, until Wendo sobers up and decides whether he wants to press charges in the morning. A night in the cells for you. Clap him in irons, lads”

Turn to **206**

113

Just in time, you manage to make your way to a nearby doorway and hide. You pull your cloak around you and try to crouch down into the space, making yourself as small as possible. Minutes pass like hours, but then you see the two familiar figures draw level to your location and stop. They both look around, eyes keen but slightly dazzled by the early morning suns. Celdron’s eyes look straight at the doorway, but you are well hidden. Then he whispers something to Elrad and they both turn and walk the way they came.

Your mind is made up. You dare not encounter them again. You must leave by the West Gate. You check outside and see they are walking back towards the North Gate. You move and head back towards the West Gate. Turn to **210**

114

You don’t have long until the suns will rise completely and so you move quickly. You head out of the archway and run quickly diagonally across the plaza towards the Duomo. From there you will skirt around the south west side until you are close to the North West corner.

However, as fast as you are, the guards on the wall are the cream of the Papal Guard. They are alert, even at this most difficult time of the day when drowsiness affects most. Atop the south east tower, a battistuta pivots and aims. There is a loud “**twang**” as the steel cable that acts as the string flexes forward at great speed. A huge iron bolt arches through the air, accelerating as it flies.

You hear the “**twang**” but too late, as the bolt takes you square in the back as you try to make it to the Duomo. The razor sharp point shears through your body and emerges glistening from your chest, all whilst you are thrown forward.

You fly a good 40 yards, spitted on the iron bolt, and then the arc of the bolt descends, and you impact on the immaculate green lawn with tremendous force. Not that you realise, as you are long dead. Your adventure ends here.

115

Whilst Devero is meeting his terrible end, you are making your way carefully through the corridors outside. You can hear the sound of footsteps and the clink of armour echoing through the bleak stone corridors. Men are racing towards Devero's office.

Realising that if you are caught near the sight of two bloody deaths, then it will end badly for you, you move quickly through the corridors of the tower. You try to find your bearings and to work out the quickest way out.

Do you have a map of the Holy City that you found in a previous adventure?

If you do, turn to **81**

If you do not, turn to **30**

116

You start to stammer ***"Perhaps I am mistaken...."***

But then one of the other guards comes to your rescue

"Look at this little fella. He's covered in blood and battered, and there's no way he could have escaped Steivenov's men. Leave him be. Your eyes are as old as the rest of you"

The other two guards, and the curious guard reddens, but then says

"Hmmm" says the curious guard ***"Maybe. Right lad, I'll trust you. Go to the gate-tower and get yourself a stiff drink lad, you look pale as a ghost. Leave this to us. A skinny lad like you wouldn't be much use against a trained assassin"*** he laughs to his fellows

They all smile and then rush off towards Devero's apartments. You walk slowly towards the main gates, although every fibre of you wants to run. Then you are through the gates and back in the main upper city.

Turn to **16**

117

Quickly, in case the passage closes, you climb down from the pulpit and run to the altar. The space behind is dark, but checking the floor you can

see that the stone floor is smooth, well worn, and not covered in dust. It seems like a well-used passage.

You walk into the darkness. Turn to **70**

118

You grasp firmly onto the rails and bring your knees to your chest and your feet onto the thin brickwork outside the railings. You push quickly but smoothly with your legs and at the same time grasp the top of the spiked rails with both hands and vault over. You drop to the floor on the other side in a crouch, making about as much noise as a cat. You glance around to check no one has seen you and retreat to the back of the spacious roof garden.

Even in the night sky the garden is beautiful and fragrant and lots of small birds and insects move from flower to shrub to tree. Then a scent hits your nose. It's the most intoxicating thing you have ever smelt and it lifts your spirits into euphoria. You are drawn to a beautiful tree in the far corner of the garden. Its leaves are almost a golden colour in the light of the street torches. You walk over to it and see that between the leaves are the smallest most delicate flowers you have ever seen.

They are so perfect they almost break your heart. The scent is overpowering now and your mind starts to become numb, feeling nothing except joy and happiness and your will starts to slip away. You sit down at the base of the tree, lean against its smooth silken bark and close your eyes to concentrate the scent, breathing deeply through your nose. You start to drift into your unconscious mind.

Do you have the **SKILL OF CHAKRA**. If so turn to **260**. If not, turn to **11**

119

You slip out into the street, and as luck would have it, a detachment of the Night Watch are just disappearing around the corner, heading away from you. You say a quick prayer to the Heathen God of Thieves.

Feeling as if you blend in, you hope you won't be stopped by the Watch as you try to find Vostede.

As chance would have it, you see a tavern straight ahead. It's been a long and dusty ride, and you could do with a cold drink – but also taverns tend to be the heart of gossip and information in a town or city.

You enter the tavern on Clove Street. The sign above the door says The Reluctant Warrior. Turn to **279**



Despite seeing nothing, you carry on searching. You know that, if you can escape the Holy City, you have to leave Laeveni. You have never left the city in your life, and the thought terrifies you – the idea of open countryside. Darkness, silence, nothingness. You are street born, and are used to the hubbub of the city. If only you can find a route to your next destination.

Your patience pays off. In the maps section, you find a local map that shows you the route to Goldthorn. You also find a lodestone, which you know will show direction even in the darkness when there are no moon and stars to follow.

Add these to your **ADVENTURE SHEET**.

Pleased with your finds, you decide not to waste any more time in this room. You are close to the exit.

You can now:

Go to the door ahead of you, turn to **62**

Go through the archway to the right, turn to **97**

You ask politely for a pint of ale. The barman grunts and fetches up a clean pewter ale jack and fills it. The barman asks for **4GP**, an exorbitant price in Laeveni

If you don't have **4GP**, turn to **31** straight away.

You have a sip. The beer is excellent. It's light and bitter, but it's got a hint of spice that adds to a rather exotic taste but it's refreshing and reviving. Add 2 **ENDURANCE** points. You compliment the barman on the beer, and he almost smiles, and his demeanour improves dramatically.

He replies *"Why thank you good sir, I brew it myself here. My own recipe using a couple of herbs and spices to liven it up."*

You chat for a while and the barman becomes quite friendly, especially when you buy a second pint and offer him one. You decide to ask him if he knows Vostede.

Turn to **215**

Your heart leaps with excitement. You thought this man was just a typical mercenary who had returned and invested his money in running a tavern. To find out that you have found the Hero of Goldthorn himself gives you a new hope.

Vostede tells you to wait and he goes out the room for a few long minutes. When he returns he is dressed in leather trousers and a padded undershirt.

"Right that's sorted. Meg will mind the tavern whilst I am gone. She runs it better than I do anyway. Ha!"

And he claps you on the back with one of his giant hands. The blow almost knocks you over.

Clearly the Hero hasn't let himself go to fat too much! He reaches up and almost lovingly takes down the breastplate and buckles it on - it still fits – just about. He then picks up a bag and loads it with various articles from the room.

He stands, fully equipped in such a short time, but many items still hang on the walls.

Vostede looks up at the walls, where these items of war gleam down, and seems to come to a decision.

"Well, I am ready. I have my favoured gear, except my arms, but mayhap you need a bit of help more than I. Before I arm myself, look at the walls, lad, and pick an item that you think may help you."

You thank him, which he just waves aside as ***"Nonsense, we are comrades in arms now, lad"***

Turn to **174**

Exhilaration fills you. You are sure that this is the key to the main door that will allow you to escape, free of the guards and certain death.

You quickly leave the room, going through the archway into the library. God (or the Gods) are with you, or else luck is. The library is empty.

You leave the library and enter a corridor. Opposite and to the right is a room with a plain door. To your right is the main door, with its complex lock.

You creep over to the plain door and listen in. It appears to be the guard's room, as you can hear what you assume are new guards coming on duty to help with the search. They may leave the room at any time, but using your skill with a lock pick, you are able to jam the lock. That should give you a few minutes.

However, there are still other guards searching for you. Roll 1d6 and review the table below. If you have already been to the reference underneath your roll, then you are indeed lucky – no guards walk into the corridor.

If you have not, then turn to that reference and see what fate awaits. If you survive, turn back to this section and read on after the table

1	2	3	4	5	6
269	157	57	248	44	131

You walk over to the large, ornate door. You take the key, and slip it into the lock and turn. The several cogs on the door turn in combination, and levers switch and click, then the door springs open.

You are at the exit. Turn to **216**

124

Reigning your horse in, you stop and reach into your pack and find the map. Opening it up, you realise you haven't a clue which way north is, and so which way the map should face. Thinking about it, you realise that the city is behind you, and so you line it up and look.

It seems that the right road goes up to the north east coast, and is one of the main trade routes to the warmer northern cities in Elenisha. It's called the Great Scarlet Road, as it follows the coastline of the Scarlet Ocean. The ocean itself is not red, but is so named as in early battles to establish Laeveni, the sea fights between ships were so vicious that the water was said to be turned the colour of blood.

The left route takes you south, to the borders of Elenisha. You can turn off northward to get to Goldthorn, but it's not the most direct route.

But straight on, the route takes you to Goldthorn. But you have to go via the Emerald Heart, a large forest that has an unsavoury reputation.

To get to Goldthorn, you can either go the indirect, longer route, turn to **292**.

Or you can risk the Emerald Heart, then turn to **148**

125

You continue racing through the woods. Elrad and Spearo have split up to try to catch you and you see glimpses of them through the trees as you race through the dark woods.

Carry on rolling, to see if either of them catch you.

If Elrad catches you, turn to **2**

If Spearo catches you, turn to **80**

If both catch you, you are soon defeated and your adventure ends here.

126

You clear the log easily and land smoothly on the other side. Your horse digs into the ground and accelerates off again. Now you must roll for the **JUMPING** capability of each pursuer. Again roll 4d6.

Each rider that rolls less than or equal to their horse's **JUMPING** score succeeds and complete the jump and loses no time. For any that fail, their horse rears up and throws them, and they lose 10 seconds on you. If this makes them more than 30 seconds behind you, you have lost them.

If you are still being chased, turn to **146**

If you lose both, turn to **139**

127

As you approach the altar something strikes you as wrong. You cannot say what, just that it feels wrong. You decide against going behind the altar.

Your options now are, if you haven't already done so, to:

Check the pulpit, turn to **188**

Sit down on the bench, turn to **63**

“Then, Great Lord, take the Stone. I am but a thief. I am no hero to stop dark powers. Surely one such as yourself can hide it away from the Evil Lord’s reach?”

Your hands go to your neck and you pull the necklace over your head, and hold the amulet in front of you by the thin gold chain.

Astaroth smiles sadly. He walks, or rather glides, the few steps towards you until he is right in front of you. He raises his hand and goes to grasp the fiery stone. But in amazement, his hand closes on nothing, and the amulet still hangs there in front of you

“Ah, but We cannot. We are not here, except in spirit, and there are limits. Even to let thee take our hand momentarily was a vast effort. To take and hold the Stone is impossible here”

In desperation you turn to Devero, who shakes his head

“Boy, there are few I can trust at present in the Church. I fear the only option is that you keep it. But the Lord Astaroth and I have a plan to thwart Bael and his minions”

“Our time grows short, Devero. We cannot maintain our presence in this realm. Thou must explain to the child. But know this, Shadow, thou hast our support and if We can aide thee in a small way, summon us using this”

He holds out his hand, palm up. The air shimmers and then a small glowing silver ring appears in Astraroth’s hand. Runes in some fey language are engraved on the band of the ring, and burn with a silver fire.

“Take it quickly. Worry not, it will not burn thee, it is quite cool”

You take the ring, and the silver flames start to subside. It feels unnaturally heavy. You place it on the middle finger of your left hand, but it seems too loose. But then it seems to shrink to snugly fit your thin finger.

“Thou hast a Ring of Communion. It will allow thee to call on our aide three times in thy coming travails. Simply turn the band around on thy finger and think of our name. If We can come and assist, We will. But We may not always be able to help. But now, We must go. This reality is taxing”



And with no further word, Astaroth turns his back and walks back to the podium. He stands and shimmers, and once again a black basalt statue sits atop the podium.



Devero beckons you and turns and walks back towards the shimmering portal that brought you to this dark temple. He steps into the iridescent darkness and you follow. The world seems to blur and shift, and then you step out, back in Devero's office. He presses a hidden catch under the architraving, and the portrait slides back in place to hide the portal.

Turn to **239**

129

Just as the handle starts to turn, you manage to jam your picks into the locking mechanism. It locks with a click, but fortunately the noise is covered by the sound of the guard rattling the handle.

"It's locked, Sarge. Doya want me to put the boot in?"

"Nah, it's a dead end anyway, and it'll just come out of my budget if you damage Church property. Leave it"

You sigh, and then wait until you can hear them move away. When it's safe, you open the door and leave, finding yourself back in the corridor outside of Devero's office.

If you want to go back into Devero's office, turn to **58**

Otherwise, if you want to head the other way down the corridor, turn to **12**

130

Fortunately, your natural gifts, supplemented by years of training on the cities' rooftops, have left you as sure footed as a mountain goat. You instantly recover but decide to slow your pace.

Turn to **96**

131

Carefully on cat feet you check ahead of you. However, almost blocking the way is a huge guard. He is almost as wide as he is tall, and in his two hands he holds a massive bastard sword – fully a length and a half the size of a normal broadsword.

Clovis is fearfully strong, but relies on his strength, and so has a low **FIGHTING SKILL**, but he will still take some killing. In addition, if he hits

you, due to his strength and his vicious sword, then he will do 3 **ENDURANCE** damage.

MAN AT ARMS CLOVIS FIGHTING SKILL 6 ENDURANCE 12

EXTRA +1 DAMAGE DUE TO STRENGTH AND BASTARD SWORD

If your combat takes more than 8 rounds, then roll 2d6 and consult the table on **273** again. If you roll a number that still has a reference leading to a guard you have yet to fight, then that guard has heard the noise and come and found you fighting your current opponent.

You must now fight both guards. To do this, roll 2d6 for each combatant and add it to their **FIGHTING SKILLS**. Then do the same for yourself. The one with the highest total causes damage. If you win, then you hurt the guard who had the lowest total.

If you win, turn back to the previous section you were on, and if you roll **12** again count it as an “**X**” roll.

132

Feeling nervous, your thieving instincts kick in. You move quickly from the chair and hide behind the fireplace, some few yards from the door and out of line of sight.

Devero turns the lock back with a click and opens the door. A soldier stands waiting. He wears the insignia of a Kaptain, but it is not the same Kaptain who brought you to this room.

“What is it Steivenov? I ordered not to be disturbed. Where is Kaptain Dano?”

“He went off duty and hour past, your eminence. Please may I enter? I have pressing news”

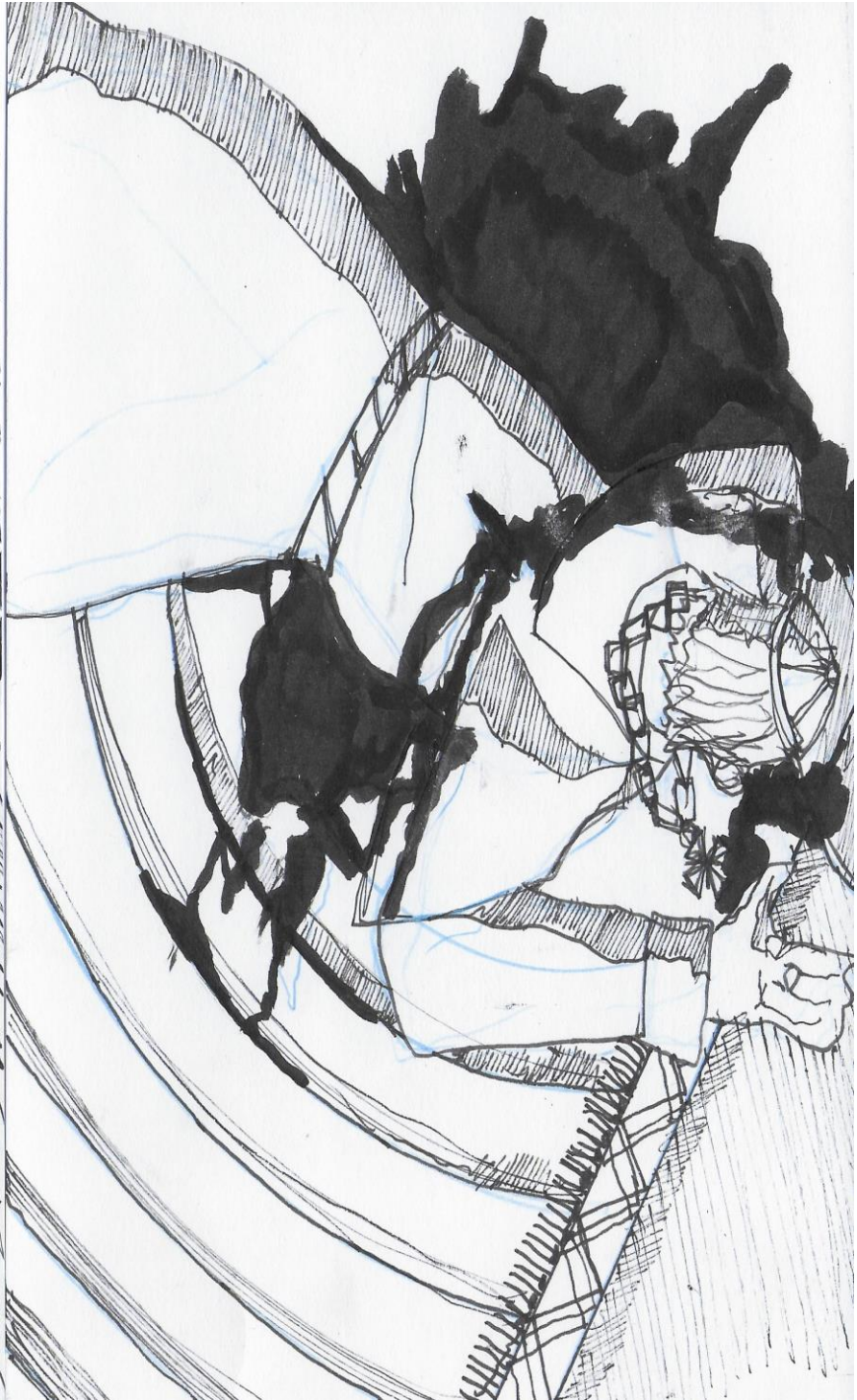
Devero nods, and turns back. He looks concerned. Steivenov enters, unaware of your presence.

“Well, then, what is it, Steivenov?”

“Apologies your eminence, but there have been sightings of a well-known thief in the area. I feared for your safety”

“Nonsense, I am safe in here, alone, contemplating the Word of our Lord.”

Devero turns away to walk back to his chair. As soon as his back is turned, Steivenov draws his belt knife and steps quickly towards Devero, from behind. You run from your hiding place, seeing murderous intent in the Kaptain’s eyes, and try to warn Devero. But too late.



Steivenov sees you and smiles, as he wraps his free hand around Devero's face, covering his mouth. With his other hand, he plunges the blade into Devero's back.

Devero cannot even cry out, but slumps to the floor. Then he tosses the bloody knife at you. It lands on the floor by your feet with a clatter. He cries out,

"MURDER, FOUL MURDER! AN INTRUDER HAS MURDERED THE ARCH CARDINAL. BUT I HAVE HIM"

Then he leaps at you with his sword aloft.

Are you going to:

Jump out and attack him, turn to **34**

Try to dodge past him, turn to **164**

133

With natural reflexes enhanced by years of working as a thief, you jump backwards, and tumble down the stairs. Lose 3 **ENDURANCE** points. However, you hear a "**thud**" and when you get up, you see a small dart high up in the wall. If you had still been in the pulpit it would have hit you in the chest.

If you think there's something hidden in the lectern, then you can climb back up the steps, and search underneath it, turn to **254**

Of if you think you have been fortunate to escape with your life, then you can either:

Search the altar, turn to **71**

Sit down on the bench, turn to **63**

134

Spearo is not much bigger than you and you fancy your chances. However your overconfidence betrays you. You overextend yourself with one riposte and Spearo's seizes his chance. His sword whips through the air and crashes into your face with amazing force. The keen blade rips into your skin and shatters your jaw and cheekbone. As the sword leaves you, it tears away half the skin from your face, leaving your face like a bloody mask. You fall to the ground dead.

Your adventure ends here



135

From now on you are playing as the Hero of Goldthorn, Vostede Mesmo.

You have all the possessions that were on Shadows **ADVENTURE SHEET**, including the ruby pendent, but not including the Ring of Communion.

You now have Vostede's attributes of

FIGHTING SKILL 11 ENDURANCE 14 FORTUNE 8.

Vostede cannot use any of Shadows special skills but you can choose 3 out of the 6 specialist skills for Vostede from this list:

HEROIC HIT: Once per combat, you can try to use this. If successful it will do twice the normal damage to your opponent. To use it, **TEST YOUR FORTUNE**. If you roll less than or equal to your current **FORTUNE** score, you are successful. If you roll more, the damage done is just 2 points. Please note: your **FORTUNE** score does not reduce when you use this.

MIGHTY KICK if you are faced with a door that is locked, you do not have the skill to pick the lock and so you can try to kick the door down instead. So if there is a time where you are asked if you have the **SKILL OF PICKING LOCKS**, you can use this instead.

LEGENDARY STRENGTH you can concentrate and use all your energy to perform a feat of superhuman strength. However if you do this, it's very hard on your body and so you must lose 2 **ENDURANCE** points.

INTIMIDATE you are not one for charm and guile, but instead can use your prestigious size and stern demeanour to try to intimidate others to do what you want.

EXPERIENCE having been victorious in numerous battles and campaigns, you are also used to determining when something does not seem as it is.

STRATEGY AND TACTICS. You are well used to trying to work out your opponents strengths and weaknesses and this can give you a major advantage in combat.

If you are fighting an opponent with a higher **FIGHTING SKILL** than you, then you can use this by **TESTING YOUR FORTUNE**. If you are fortunate, then you can add 1 to your **FIGHTING SKILL** for that fight only, as you are able to work out the best strategy to beat them. Your **FORTUNE** does not decrease when you make this test.

Now turn to **161**

136

You dart across the room and slip behind the desk. The door opens and light spills into the room. You cower down as low as you can.

From under the desk, you can see through a crack between the solid desk front and the floor. You can see a pair of boots enter the room.

TEST YOUR FORTUNE.

If you have the **SKILL OF HIDING IN SHADOWS**, then you can take 2 off the roll.

If you are fortunate, turn to **276**

If you are unfortunate, turn to **77**

If you have a tattered old black cloak in your pack, you can try to use this instead. If so, turn to **193**

137

With no horse you will struggle to escape this forest before dark falls. It's already later afternoon and you can see the light dying in the sky when you glimpse it through the rooftop of trees.

Your only hope is to ambush Elrad – a fearsome prospect...

You wait, hoping that the sounds of your conflict will draw him.

TEST YOUR FORTUNE. If you are **FORTUNATE**, turn to **169**

If you are not, turn to **283**

138

You decide not to chance it in combat even against a man on foot.

You spur your horse on, and carry on through the forest

Turn to 32

139

You seem to be free of pursuit. You carry on through the forest without further incident. Turn to 32

140

You have never been the most fervent of believers. In fact, as a thief, you regularly break most of the key doctrines of the faith, but the influence of a Lord of the Hellscape over the Church sends you into a rage.

You scramble back to your feet and draw your blade and swing it at the beautiful figure, who just stands there, looking slightly amused.

The blade meets no resistance and slips through the figure as if it wasn't there. You spin around with the momentum, and once again tumble to the floor. Lose 2 **ENDURANCE**. The figure stares down at you, openly smiling

“Child, did thou think We were really on this plane. Thou hast forgotten thy scripture. That is forbidden. We are in here in spirit only. But We see that you are shocked and thy mortal mind struggles to comprehend. So We will hold thee no ill will.

This time.”

The figure beckons you to stand. Embarrassed beyond fear, you realise the futility of a direct attack against this being. All you can do is listen, and hope to try to escape later.

Turn to 217



141

You are stuck in the middle of the forest with a lame horse and the afternoon is starting to give way into the evening. You settle down, hoping the horse will recover given time.

As a city boy, you have no woodcraft, or no knowledge of astronomy, and so have no way of working out which way to travel by occasionally glimpsing the movement of the suns through the thick foliage.

Dusk arrives and the temperature drops. You start to shiver and the suns soon move close to the horizon. The prospect of being in the dark in these woods terrifies you, and so you stop and decide to build a fire. You find a small clearing, ringed with tall graceful trees that offer some shelter.

Soon you have a merry little blaze going, and you feel better as you warm some stale bread by the side of the fire, and nibble on some cured pork. You try to care for your horse, but he does not seem any better.

The warmth and light makes you feel happier, but unfortunately it has also attracted others.

Dark shapes move silently through the trees, circling you, although you are completely unaware. Then you hear a branch snap, and you jump to your feet. Your hand flies to your sword hilt and you look around. Shadowy figures start to emerge from the trees. They are four legged, shaggy and the height of ponies at their withers. Their amber eyes gaze at you, unblinkingly. The flames of the fire dance in their eyes, making them seem even more daemonic.



Then the leader, a full foot taller than the others, raises its nose to the sky and howls, a long almost mournful sound that sends shivers down your spine.

Your horse whinnies in fear, and then three of the dark shapes leap on him and start to tear him to pieces. Then the remaining shapes, including the large leader, pounce on you.

Your adventure ends here.

142

The doorway is plain. It's nowhere as near as grand as the other doors in the building. You open the door slowly, hoping that it's a storeroom or an office, and that maybe a set of keys may be hung on the wall. You hear surges as you open the door a crack. It's hinged on the right, and so the first thing you can see is the left wall. And on it you see hung exactly what you had hoped – a set of iron keys on a hook.

If you want to reach through and grab the keys, turn to **280**

If you think this is too good to be true, turn to **166**



143

Steivenov is a seasoned fighter and will be a tough enemy to defeat. Plus, he has called for aide and so time is not on your side.

KAPTAIN REICHALD STEIVENOV

FIGHTING SKILL 10 ENDURANCE 12

If you win within 8 rounds, turn to **29**

If it takes longer than 8 rounds to defeat him, turn to **53**



144

You stagger around the corner and purposefully walk into him, slurring your words and apologising and thrusting the flagon in his face, asking if he wants a drink. He wrinkles his nose at the smell of the foul wine, and tells you to get off him in no uncertain terms. Whilst you are shoving the wine in his face, your spare hand successfully reaches inside his robe and lifts his heavy money purse.

You stow away the purse, and then act all incensed at the way he has treated you, and accuse him of being too hoity toity to have a drink with an off-duty soldier. He in turn is equally as indignant and walks off quickly muttering to himself. You quickly turn the corner, and leave, just as you hear a howl of outrage as the merchant realises his money had been taken.

The purse feels good and heavy.

Roll 3d6+5 – and that how many GP are in the purse. If you have enough money to buy a horse, any horse, turn back to the previous reference for Sarath's shop.

If you still don't have enough money, turn to **214**

145

You see a dandy leaving the winehouse. Despite the fact most people will just have broken their fast, the man is staggering along. You follow him. You approach from behind and reach out to take the money purse from his belt.

TEST YOUR AGILITY. To successfully steal the dandy's money pouch, you will need to throw 14 or more.

Roll 2d6 and add this to your **AGILITY**. If you roll more than or equal to 14, turn to **155**.

If your roll is less than 14, then turn to **45**

146

You cannot shake your pursuers and you are worried about the **ENDURANCE** of your horse. The flat out dash through the near dark must be stressing as well as tiring out your mount. If you lose your horse, you are done for.

You decide to take drastic action. Instead of continuing to run through the forest path, you decide to run into the forest. With very limited visibility this could lead to your horse tripping over an exposed root, or running you head first into a branch. But these are desperate times.

You wait until the path takes a turn and then as soon as you are out of sight temporarily, you veer off the road and into the forest. The trees whistle past you at unbelievable speed. However you need to reply upon your horses **AGILITY** to see if you get through the woods.

For the next 3 rounds continue to roll for **SPEED** to see if you are ahead of your pursuers. However after each roll, you must now roll 4d6.

If you roll less than or equal to your horses agility then your horse is surefooted and sound and navigates through the trees successfully. You must also do the same for any pursuer. If they roll less than or equal to their horses **AGILITY**, then they are still on your trail. However if any pursuer fails, then they get caught up in the woods and lose your track.

If at any time you fail an **AGILITY** roll, turn to **256**

If at any stage you lose your pursuers, turn to **89**

If at the end of 3 rounds you are still being pursued turn to **197**

147

The road soon narrows and the trees seem to lean into you, cutting out what little light there is from the moon. You travel on carefully, picking your way through the woods, careful for loose roots or branches that could hamper you.

Then you hear a sound behind you. A twig snapping. You turn around and look, and see blocking the road back is the large, unmistakable outline of Elrad. He kicks his horse, which starts to close in on you. He holds his axe loosely in his right hand.

Then you hear a rustle of leaves in front of you. You turn again, fearing the worst. In front of you are two figures on horseback. A normal sized male and a slight, shorter rider. Spearo and Celdron.

Celdron smiles thinly, and says

“Well, good Shadow, we seem to keep bumping into each other. But this time, I think, will be the last”

Then the three horsemen converge on you, one from the back, and two in front of you. You have no chance to flee, and so you draw your sword and hope to fight your way out.

Celdron just laughs. He draws his blade. It slips out of its scabbard with a steely slither.

Then they are on you. You fight valiantly, but they soon overwhelm you.

Your adventure ends here.

148

Having chosen your road, you start to ride down it. Everything is uneventful for the first couple of hours, but you stop as you approach what appears to be a forest.

Being a child born of bricks and stone the thought of the forest terrifies you. But you must go on. But first, you must see how much

ENDURANCE your horse has lost. Throw 1d6 and subtract this from your horse's **ENDURANCE**. You can decide to feed him or not, but remember, if you horse's **ENDURANCE** gets to 0, he will be lame, and you must turn to 400.

Turn to 211

149

The guard glances down under the table and sees nothing but darkness. He shrugs and turns and makes his way to the door.

"Bloody waste of time" he mutters to himself as he leaves the room.

"Clear, Sergeant"

You realise you have been holding your breath in the tension. You breathe out quietly and crawl out from beneath the desk and go to roll up the Cloak of Night. As you do, it seems to shimmer, and the blackness drains from it. You have used up the last of its magik. It's now just a plain old cloak. You throw it to one side, as it's not worth the weight to carry it.

You listen at the doorway until you are as sure as you can be that the guard has moved on. You open the door and head back towards Devero's office

Turn to 58

150

You are nearly up to the top of the walls when all of a sudden you hear a noise above you. A sentry is patrolling overhead. You stay still and blend

into the shadows. Do you have the **SKILL OF HIDING IN SHADOWS**? If you do the sentry passes on without noticing you. Turn to **172**.

If you do not have this **SKILL**, turn to **184**

151

You are stuck in the middle of the forest with no horse and the afternoon is starting to give way into the evening. You wander around, trying to find a route out of the forest, but with all the fighting you have lost all sense of direction.

As a city boy, you have no woodcraft, or no knowledge of astronomy, and so have no way of working out which way to travel by occasionally glimpsing the movement of the suns through the thick foliage.

Dusk arrives and the temperature drops. You start to shiver and the suns soon move close to the horizon. The prospect of being in the dark in these woods terrifies you, and so you stop and decide to build a fire. You find a small clearing, ringed with tall graceful trees that offer some shelter.

Soon you have a merry little blaze going, and you feel better as you warm some stale bread by the side of the fire, and nibble on some cured pork. The warmth and light makes you feel happier, but unfortunately it has also attracted others.

Dark shapes move silently unseen through the trees, circling you, although you are completely unaware. Then you hear a branch snap, and you jump to your feet. Your hand flies to your sword hilt and you look around. Shadowy figures start to emerge from the trees. They are all four legged, shaggy and the height of ponies at their withers. Their amber eyes gaze at you, unblinkingly. The flames of the fire dance in their eyes, making them seem even more demonic.

Then the leader, a full foot taller than the others, raises its nose to the sky and howls, a long almost mournful sound that sends shivers down your spine.

Then, as one at the signal, the creatures pounce on you.

Your adventure ends here.

152

Try as you might you cannot shake both riders. Soon they draw level with you. You try to draw your sword, but they close in on you, one on either side. You try to aim a blow at Elrad, but he swats it aside with a heavy

metal armguard. Meanwhile, Spearo takes advantage of you being distracted and leaps from his horse.

He lands behind you and seizes the reins and pulls. Your horse, well trained as it is, skids to a halt.

You are pushed roughly from the saddle and Elrad and Spearo dismount

“Well, boy” says the more talkative Spearo, with a polite smile on his face **“It seems you left Laeveni a bit early. There are a few folk who would like to talk to you and we’ve been asked to escort you back”**

Then Elrad, who is out of your view, swings his axe butt into the base of your skull, dropping you. You land unconscious. They strip you of all your possessions, except for your hose and undershirt, and hog tie you across the saddle of your horse.

Then they climb into their saddles and start to lead you back to Laeveni, and an audience with their master.

Your adventure ends here.

153

Ahead of you are two streets.

They are Fennel Avenue to the left, and Saffron Row straight on

Choose one, and turn to **194**

154

You fail and the guards grab you and hold you fast.

The Corporal emerges out of the shop, and sees you struggling to escape.

“You trying to cheat and old man? And trying to run from the Watch? That robes worth at least 4 GP. You’ll be coming with us, son, until Wendo sobers up and decides whether he wants to press charges in the morning. A night in the cells for you. Clap him in irons, lads”

Turn to **206**

155

You successfully manage to take the money pouch from your quarry without him realising. You quickly turn and head the opposite direction and check the contents. Roll 4d6+3. That is how many gold pieces are in the pouch.

Turn back to the previous reference you were on prior to thieving, unless you still don't have enough money to buy a horse. If that's the case, then turn to **259**

156

Eventually Spearo's poor horse has had enough. Its legs start to shake and then its knees buckle and it drops head first to the ground. Spearo frees his legs and leaps to the ground, still able to keep hold of his sword. You have done well to remove his advantage and now you sense you have a good chance of beating him. You must fight him to the death.

Spearo **FIGHTING SKILL 9 ENDURANCE – Current Level**

If you kill Spearo, turn to **286**

If Spearo instead kills you, turn to **199**

157

As you enter the new area, with his back turned to you is a guard. He is wearing a Corporal's insignia on his arms. He is intently searching the room.

CORPORAL GRAF **FIGHTING SKILL 8 ENDURANCE 9**

You can try to attack him with his backed turned. To do so, **TEST YOUR AGILITY**. If you have the **SKILL of HIDING IN SHADOWS**, then you can take 2 from the roll. If your success, take 2 **ENDURANCE** off Graf. If you fail, he dodges to one side with no effect. Now you must fight him.

If your combat takes more than 12 rounds, then roll 2d6 and consult the table on **273** again. If you roll a number that still has a reference leading to a guard you have yet to fight, then that guard has heard the noise and come and found you fighting your current opponent.

You must now fight both guards. To do this, roll 2d6 for each combatant and add it to their **FIGHTING SKILLS**. Then do the same for yourself.

The one with the highest total causes damage. If you win, then you hurt the guard who had the lowest total.

If you win, turn back to the previous section you were on, and if you roll 6 again count it as an "X" roll.

158

Worthy Sareth shows you his range of horses. Each costs a different amount and have different strengths and weaknesses. Each comes with all the equipment you need to ride the horse: saddle, saddle bags, reigns etc.

Colour	Type	Strengths	Cost	Speed	Endurance	Jumping / Agility	Aggression
White	Light horse	Speed and Endurance	30GP	20	16	16	14
Grey	Warm blood	Jumping and Agility	20GP	16	12	20	14
Pained	Draft	Freight and Fighting	15GP	10	16	14	20
Black	Pony	Intelligence and Hardiness	10GP	14	20	12	18

Choose what horse you can afford to buy and think is the best option and write this on your **ADVENTURE SHEET**. If you can afford to buy a horse, you must do so.

If you don't have enough GP to buy a horse, write down this reference and turn to **252**

In addition, it would be advisable to buy food for the horse.

This is 5 GP for 5 full meals. Each meal adds 4 **ENDURANCE** points to your horse (you cannot exceed the original **ENDURANCE** score though).

You can try to find food end route but this may not be as good a quality and your mounts **ENDURANCE** may suffer

Worthy Sareth also has a number of other items you can choose to buy, if you have any funds left. You can choose to buy:

Recurved horse bow and 5 arrows (8GP)

Extra arrows (1GP for 2)

Lance (4GP)

Leather shoes to silence your horses hooves (3GP)

Choose what you want to buy and note it down, especially your mounts attributes.

Turn to **226**

159

You are half way up the walls when all of a sudden your hand cramps slightly due to the cold night air and your exertions so far. This causes you to slip and fall. You are able to slow your descent by pushing out your arms and legs against the chimney wall, but still you continue to drop down. You land face down on the compact earth, the breath exploding from your lungs.

Roll 1d6. This is how much **ENDURANCE** you have lost.

Your hand is also badly scraped and as luck would have it, it's your left hand, your sword hand. From now on until it recovers (when you leave Goldthorn) you must fight right handed - and so in any fights your **FIGHTING SKILL** is reduced by 1. Turn to **203**

160

You rummage through your backpack and find the sheaf of papers and leaf through them. You find a signed import / export license. You almost sigh in relief but stop yourself.

You pass the license to the Corporal, who inspects it thoroughly.

“Hmmm” he says, almost disappointedly ***“all appears to be in order, Master Malombr. Go about your business. But I don't want to see you roaming the streets again tonight. Try Rudi's place on Clove Street. As an ex Church Solider, he keeps an orderly house”***

You thank the Corporal, rather obsequiously, and carry along on your way

You decide that you stand out far too much in this town and so decide it's worth taking the time to find some clothing more in keeping with the local fashion, before you go anywhere else. To:

Try a shop, turn to **261**;

Try and steal some clothes, turn to **285**

161

You have ridden through the night onto Laeveni and arrive at the West Gate just as dawn breaks and the rising sun gives the city a scarlet hue, and makes it seem like it's drenched in blood. How apt. The gate is open and as you ride through, unchallenged. The streets of the upper city are already busy with workers heading towards a mostly honest day's labour, merchants trading and bartering goods.

You know that in order to defeat De-Villiers and ensure the Bael does not escape his prison, you will need to go to the catacombs below the city – the very catacombs that you only just escaped with your life, just a few scant days ago.

It will be a waste of time to travel to the lower city, and try to get into the catacombs via De-Villiers rooms. The other easier option is to climb down from the tower you escaped from. That will take you straight to the lair of De-Villiers and you may learn more.

You head towards the Tower of Atricial. It's only a few streets over from the West Gate. The tower is within the walls of the Atrica Duomo, the largest church in Amaldi, in the holy compound.

But first both you and Vostede have to get through the gates. Vostede does not look like he will easily be able to sneak into the grounds. You will have to be more brazen. You walk up to the gates, but a pair of halberds cross in front of you. The guards look at you suspiciously.

TEST YOUR FORTUNE

Or, if you have chosen it, Vostede can use his **SKILL OF INTIMIDATION**, if so then you can subtract 2 from the roll. If you pass, turn to **346**

If you fail, turn to **343**

162

You are not surprised when the face looking up at you is Celdrons. However you still curse under your breath.

Then as you stare at each other, two other horseman trot out of the darkness. Did you kill any horsemen on the way to Goldthorn?

If you did, turn to **223**

If you didn't, turn to **90**

163

Your natural gifts, supplemented by years of training on the cities rooftops, have left you normally as sure footed as a mountain goat. However, the travails of the last day have taken their toll. Your foot slips completely from under you, backwards, forcing you forward. You overbalance and start to fall.

You tumble down the stairs, head over heels.

Roll 1d6. This is the floor that you are on when you slip. Turn to **242**

164

You try to dodge past him and through the door. **TEST YOUR AGILITY**

If you fail, then as you try to run past him, he swings his sword and catches you along the side. Lose 2 **ENDURANCE** points.

If you pass, you still cannot make it to the door to escape, but you manage to dodge his blow.

But you must now fight him. Turn to **143**

165

Looking around, you see any number of books relating to theology and philosophy. There are a series of books with green spines, describing mythical worlds and heroic adventures. A set of atlas' showing the known world. Black bound books describing the Hellscape, majik and Daemonology. Books with pale yellow spines detailing bizarre and horrific experiments. Scrolls on history. Cartology. Science. Endless works.

If you have the **SKILL** of **FORBEARANCE**, turn to **120**. If not, you see nothing of interest. You can now either:

Go to the door ahead of you, turn to **62**

Go through the archway to the right, turn to **97**

166

Every fibre in your body screams that there is something wrong here. No one would hang a set of keys right by the door with the most secure lock you have ever seen.

You will search elsewhere. You return to the library.

Turn to **74**

167

You have the advantage of height and being mounted, but Spearo is a seasoned professional. A man hasn't got to his age as a fighter without knowing a few tricks. As the fight goes back and forth, he feints with his hand axe, and you turn this away with the edge of your sword. But the lunge is only half committed, as he then strikes quickly towards your horse's neck with his long knife.

The razor sharp point pierces the beast's neck and Spearo ruthlessly pulls the blade across, severing the horse's windpipes and carotid artery. The smell of iron fills the air as blood pumps furiously from the awful wound.

Spearo dances back as the horse starts to panic, rearing up despite the strength leaving its mighty body. You jump clear and roll, coming back to your feet with sword ready. The horse falls to the floor with a great thud and twitches a few times.

You circle each other warily. You keep your sword ready but relaxed, whilst Spearo's arms are constantly moving. His left holds the bloodied knife and he keeps this twirling in almost figures of eight. His right holds the short hand axe, which moves backwards and forwards. He is waiting for his moment. The fight begins in earnest.

Spearo gets two attacks per round – and so roll twice and add to his **FIGHTING SKILL** and then do the same for yourself. Whoever has the highest total wins the round.

If you win, turn to **286**

If you lose, turn to **199**

You use your training to calm the rising panic. You slow your breathing and use an old trick of closing your eyes. You extend your other senses.

Edging your way down the passage, you move very carefully, allowing the unseen darkness to envelop you. You can feel the stone floor through the thin leather soles of your boots. Your hands reach out and touch the walls, feeling for turns.

You shuffle slowly down the left side of the passageway, your left arm outstretched. Then you feel the edge of the wall and a 90 degree turn to the left. You follow the wall, feeling your way, until you find what is seemingly a solid wall. You push at it, and it swings open. The room ahead smells of leather, parchment and oil lamps.

Light hits your eyelids, and so you slowly open your eyes to try not to be dazzled. Turn to **195**

You can hear a horse approaching fast and you risk a glance. The rider is on a huge horse and yet his feet dangle almost to the ground. It must be Elrad. He rides awkwardly. As he comes into view, you see his face is emotionless and yet aware, searching from side to side.

However you are well hidden and when he rides past you, you charge out. With no finesse you duck underneath his horse and cut the cinch strap with your sharp stiletto.

The result is exactly as you had hoped. He starts to topple from the saddle, arms flailing. His horse, spooked by the attack, trots off.

But Elrad is surprisingly nimble for his size. He dives off his horse and lands, rolling to his feet. His hand goes straight to the axe slung over his shoulder.

Elrad FIGHTING SKILL 10 ENDURANCE current level

In the unlikely event you win, turn to **250**

If you lose, turn to **247**

170

“A merchant, eh? Well if that’s the case, then you wouldn’t mind showing me your import and export license. You are licensed? The Duke does not like unlicensed traders. You know what he calls them? Smugglers. And do you know what he does with smugglers?”

You shake your head

“He likes to decorate the city walls with their heads, doesn’t he lads?”

With this the guards all laugh out loud, a harsh and cruel sound.

Did you pick up a sheaf of papers including warrants when you broke out of the jailhouse, seemingly years ago?

If you did, turn to **160**

If you didn’t, turn to **422**

171

You walk over and gently nudge the man with your foot. He stirs and snorts and splutters but then goes back to sleep. Do you want to:

Try to rouse him again. Turn to **61**

Try to take what you can. Turn to **234**

172

You stay still and hide as close to the wall as possible. Fortunately, the wall leans outwards so there is little chance the sentry will see your horse below. You wait for crucial minutes whilst he goes about his patrol, listening intently for when you think he's out of the area. Your hands are starting to cramp, but you pull yourself up in one smooth movement of muscle onto the top of the wall, and drop down soundlessly onto the walkway.

You drop down low, and look both ways. There are no signs of further sentries and there are stairs down from the battlements to the city street. As you go to take the stairs down from the walls, you happen to glance over the battlements. There are a couple of torches illuminating the East Gate, and you see a rider clothed in black sat still on his horse in front of the closed gate.



Something seems so familiar about this rider even though the travellers cloak covers their head and shrouds their face in shadow.

Then the rider throws back his hood, and stares straight up at you.

Do you have the codeword **RESURRECT**

If you do, turn to **162**

If not, have you previously fought and killed Celdron

If you have, turn to **26**

If you haven't, turn to **272**

173

You seemingly wait forever but no sign of Spearo. You wonder if you should give up and just try to find your way out of the forest on foot.

Do you have the **SKILL OF FORBEARANCE**, then turn to **79**

If you don't, you decide to try to find your way out of the forest, turn to **151**

174

As you look around you see various items of interest. Is there something you can see in the room that would be useful to your quest?

Would you like to ask for:

A silver shield, turn to **258**,

A golden broadsword, turn to **266**,

An ebony arrow, turn to **33**,

A bronze spear, turn to **288**

Note down this reference and then turn to the section above.

Once you have decided and returned here, then if Vostede is coming with you, turn to **198**

If he has still decided to stay behind, turn to **28**

The shock has frozen you to the spot. You are so overwhelmed by fear to see the man you killed walking the street again. Then you realise you are in the open and so you move.

But too slow. As you run towards a nearby door, behind you Celdron has seen you. His eyes narrow and he smiles thinly. His hand flies to his belt. Then he raise his hand and throws, twice in quick succession. Two silver darts of light head towards your exposed back. The knives thud into your torso. You keel forward, coughing blood, and then fall to the floor.

One knife has pierced your lung, and so you lie their breathing in mud and blood. Then you see two sets of dark boots standing in front of your turned head. One small, pointed pair, the other giant boots with thick soles.

You have been caught by your enemy.

Your adventure ends here.



Before you know it another rider is right beside you and you try to hold him off.

You must test the **AGGRESSION** of your horse and it's **ENDURANCE**. Roll 2d6. Add both your horse's current **ENDURANCE** and their **AGGRESSION** to the number. Do the same for the horse that caught you.

The **AGGRESSION** is whether the horse is trained to fight off another horse, and their **ENDURANCE** is how tired they are which affects their strength to do so.

If you score more, then you have held off the pursuer's horse, and their horse is bitten causing it to lose 1d6 in time on the pursuit. That horse also loses 2 **ENDURANCE** points from the bite.

If your pursuer's horse scores more, then their horse barges into and bites your horse, causing it to rear and throw you to the floor. Your horse loses 2 **ENDURANCE**. If this happens turn to **179**

Otherwise turn to **125**

177

The Corporal leading the Watch looks at you, but is not fooled by your new clothes.

"You again. I gave you the benefit of the doubt last time, but now I find you leaving old Wendo's shop, after it's closed, in new clothes as well. Can you explain this, lad?"

TEST YOUR FORTUNE. If you have the **SKILL** of **CHARM AND GUILF**, you can take 2 from the roll.

If you pass, turn to **25**

If you fail, turn to **262**

178

"Ha, put up your weapons, young man" standing in front of you is the barman, sword in hand, a bloody nose covered in with the remains of the contents of your beer jack. You take a step back in apprehension, hoping this giant of a man hasn't taken exception to your throw.

Instead he laughs, puts down his sword and says ***"Well done, well done, good reflexes there, and you managed to draw first blood! Ha!"***

He grabs a rag from the table nearby and wipes his face clean of blood and beer.

"Put those toad stickers away and sit".

You look around. You are in a well-furnished room with a roaring open fire and plush leather armchairs either side of it. You sheath your weapons and sit in the one closest. The barman sits down opposite, his eyes stare at the fire, deep in thought. You take in more of the room. On the walls are a shiny breastplate of steel, a bright shield and a fine broadsword. All around the room are trophies and mementos of a life

spend under arms - faded banners, broken weapons, a brass spear on the wall opposite the fire, an ebony arrow in a case above the hearth.

"So you have my interest but I am no man's fool, and won't trust a wanderer into my tavern without knowing more. So why are you here? What do you seek?"

You decide to continue with the honest approach, and tell him the whole story. All the time he remains quiet, deep in thought, his eyes still lost in the fire. It's only when you say the name Devero that he looks up at you.

"That grumpy old fool, is he still alive? Ha! I might have guessed his hand was in this".

You don't tell him straight away about Devero's fate. Then he sighs.

"An interesting story, boy, but still all words. How can you prove any of this?"

Do you have anything to corroborate your story? If you want to show him the ruby pendant, turn to **5**

If you don't trust him yet, turn to **85**

179

You are thrown from your horse.

Roll 1d6. Check the result of the die roll below.

1 - As the horse rears, it throws you off its back but your foot gets caught in the stirrup and you fall and are left dangling from the horse and being dragged along. Then your opponent's horse charges once more into your horse and as it's unbalanced knocks it off its feet. You look up and see this giant body falling towards you but cannot get out of the way. The horse's torso lands across your torso, and crushes your ribs and pelvis with ease. Your adventure ends here.

2 - As the horse rears, it throws you off its back but your foot gets caught in the stirrup and you fall and are left dangling from the horse and being dragged along. You eventually manage to free your foot but you have been dragged for some distance. Lose 4 **ENDURANCE** points.

3 or 4 - You land roughly but away from your horse. Lose 2 **ENDURANCE** points.

5 - You are lucky – you are able to leap from your horses back before it throws you. You are able to roll on the ground and come back up in one movement into a fighting stance with your weapons drawn.

6 - You are very lucky! You are able to leap from your horses back before it throws you. You are able to roll on the ground and come back up in one movement into a fighting stance with your weapons drawn. As you are

ready and waiting, you get a free strike against one of your opponents. **TEST YOUR FIGHTING SKILL.** If you are successful you hit your opponent's horse and it loses 4 **ENDURANCE** points.

Whoever is still following you is now upon you.

Turn to **101** and read the rules on **FIGHTING A MOUNTED OPPONENT** and then return here to fight.

Fight whichever rider has caught you.

Elrad **FIGHTING SKILL 10** **ENDURANCE 17**

Horse **AGGRESSION 19**

Starting ENDURANCE 17 Current ENDURANCE ...

Spearo **FIGHTING SKILL 9** **ENDURANCE 11**

Horse **AGGRESSION 14**

Starting ENDURANCE 14 Current ENDURANCE...

If you kill your opponent's horse before you kill him, then fight the rider in the conventional way.

Each round takes 1 second. If you still have another rider pursuing you, less than 30 seconds behind you, then note down how far behind they are.

If your fight lasts as long as the distance the other rider is behind you, then the second rider arrives before you can win. Together they quickly overwhelm you and your adventure ends here.

If you win, and the other rider is more than 5 seconds away, then you just have chance to re-mount your horse and you will now have to fight the new rider – but at least you are on horseback. If he is less than 5 seconds away you do not have time to find and re-mount your horse and so once again you must fight on foot.

If you lose, your adventure ends here

If you win, and any other rider is more than 5 seconds from you, then you manage to find your horse, which has just trotted off and is grazing at the side of the road. Your horse gains 2 **ENDURANCE** points from the rest and food.

Turn to **87**

You head out the back of the tavern through the kitchen into an enclosed yard, with outhouses and stables. A thin faced man, presumably Walt, is

standing by a large ebony horse. The horse has a rich bridle and is already loaded with Vostede's kit. The horse snorts enthusiastically when it sees its master and starts to paw the ground with its front iron clad hooves.

Vostede swings effortlessly up into the saddle with a grace surprising for his size. He signals for you to follow him, and you have to walk briskly to keep up with the prancing horse.

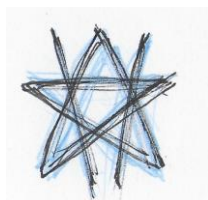
You arrive at the gate, and Vostede rings a bell, and shouts **"Ho, Bill, I need to leave at great haste. Elenisha once more has great need and they need the Hero of Goldthorn"**.

The gatekeeper walks out sleepily from his tower, stops and thinks about complaining about his broken sleep, but just decided to cut his losses and he slides back the giant wood beam the holds the gate closed. The gate swings out with a slight creak of its hinges.

Bill walks back to his tower, muttering to himself **"Hero of Goldthorn? Sounds like old Rudi is his own best customer. Must have drunk too much. Hero of Goldthorn indeed"**

Outside you soon find your horse where you left him, standing by the wall, and you mount up and you both gallop off towards Laeveni. You left your horse with some food and water and so it's back to it's full
ENDURANCE.

Turn to **391**



181

You hesitate for a moment, and then pick up the ale jack and walk through the door down a corridor. There's another door at the far end, half open, with a mellow golden light streaming down the dark corridor. You walk towards it and open the door fully.

TEST YOUR FIGHTING SKILL. You cannot use any weapons bonuses here. If you pass, turn to **237**. If you fail, turn to **59**

182

Your patience pays off. You hear the sound of hooves on the road. Turn to **169**

183

Manfred falls to the ground, dead. You run to check the door to the chapel, but it closed behind the Sergeant. You are still stuck in the room.

You return back and lean down and check his body. You find a flask on his waist – you pick it up and check. It's a **POTION OF FIGHTING SKILL** – it will increase your **FIGHTING SKILL** by either 1 for the next 2 fights, or by 2 for the next fight only.

You can decide to drink it when you encounter your next opponent, or keep it if you don't need it.

If in another area, when asked to roll 2d6, if you roll 4, count it as an "X" roll.

If you haven't already then you can either:

Check the pulpit, turn to **188**

Search the altar, turn to **71**

184

You stay still and hide as close to the wall as possible. Fortunately the wall leans outwards so there is little chance the sentry will see your horse below. You wait for crucial minutes whilst he goes about his patrol, listening intently for when you think he's out of the area. Your hands are starting to cramp and you slip slightly, and the sentry hears a slight scuffing noise.

TEST YOUR FORTUNE. If you pass the test turn to **172**. If you fail, turn to **218**.

185

You try to keep your distance from the soldier on the horse, but he cuts you off every way you move. He smiles pleasantly at you, and says "***We will see who tires first, my young lad, you or the horse. I'll wager it's***

not the horse" and then he swings his sword at you but you are ready for this - it was obvious the talk was just to try to distract you.

You dodge to one side and the blade flies past your ear and hits nothing but empty space.

The lack of resistance pulls Spearo forward and you see an opening. You slash upwards with your sword, and it slices through his chin up into his mouth. His eyes widen and he tries to talk with a mouth full of steel, but all he makes is thick gargling noises as the blood fills his mouth. The point is angled up towards his skull, and you push up with all your strength and the keen point moves up through the nasal cavity into his brain. He dies instantly.

Turn to **249**

186

He stands, having evidentially decided something and looks up at the wall, where items of war gleam down.

"Well, I will help you, but I am not willing to give up my retirement. I am too old and fat to fight again. But name one thing that you need, and if I can, it is yours. I have collected many items of war in my previous life, as I was once Vostede Mesmo, the Hero of Goldthorn. Whereas here, I am just known by most as Rudi".

Your heart leaps with excitement. You thought this man was just a typical mercenary who had returned and invested his money in running a tavern. To find out that you have found the Hero of Goldthorn himself gives you new hope. But then your heart sinks again, as he will not travel with you – but at least he is offering aid.

Turn to **174**

187

You walk quickly to the green door, and examine it. There is no handle, no lock, no visible hinges. You press against it and it doesn't even move. It must be nearly a foot thick solid oak. There must be a mechanism to open it on the other side. You see that there is a bell, and a small porthole in the door, currently closed and opened from the other side.

You surmise that to exit, you must ring the bell and then be seen by a guard at the other side. This will obviously not work for you.

However the time you have taken investigating the door may have been fatal.

Roll 2d6 and refer to the table below

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an “X” below it, then carry on reading this section

If you roll a number with a reference under it, turn to that reference and then return and read this section from here:

Frustrated, you look down the corridor. There are the two other doors, or you can return to Devero’s office.

To:

Try the door which is painted red, turn to **263**

Try the door which is painted blue, turn to **225**

To return to Devero’s office, turn to **230**

188

Reasoning that things often look different from another perspective, you decide to climb up into the pulpit. Carefully, you take the dozen steps up. Then you stand in the narrow platform, with a lectern in front of you. On the slanted surface is a heavy book of prayer.

If you have the **SKILL** of **DIVVY**, then turn to **65**

If you don’t, then you can:

Open the book, then turn to **41**

Or you can check underneath the lectern, turn to **254**

189

The barman's demeanour worsens noticeably, and you realise you have made a mistake. His eyes narrow dangerously, and he says in a low, menacing voice,

"Look, young sir, you ask far too many questions for my liking. I think it's about time you left."

And with that he nods his head in your direction. Two men sitting at the table nearest the bar get up and grab you firmly. They escort you to the door and wait until the Night Watch passes by.

One of the men stops the leader, a Corporal, and talks to him. The Corporal nods and before you know it, you are clapped in irons and being taken to the guardhouse.

Turn to **206**

190

Roll 1d6

If you roll 1-2, then the Night Watch run down Mace Road

If you roll 3-4, then they run down Angelica Lane

If you roll 5-6, then they run down Caraway Avenue.

If they run down a different road to the one you chose, then you have lost them. Turn to **291**

If they run down the same road, then they pick the right road and are still following you. Turn to **274**

191

Which corner do you think will be the most shaded in the early morning as the suns start to rise about the plaza's walls?

The south west, turn to **40**

The north east, turn to **290**

The north west, turn to **114**

192

Elrad's horse buckles under him and he is thrown from his horse. Throw 1D6-2. If the result is positive, then Elrad loses that much in **ENDURANCE** due to a heavy fall. His great size and weight means he crashes into the ground at some velocity.

However, he slowly picks himself up and rises to his full height. Despite being mounted, he still seems to tower over you and his axe seems almost as long as you are tall. He walks towards you shaking his head groggily. But then his cold blue eyes focus on you and he half smiles. He closes the distance.

Do you want to fight the brute? It's often better not to leave an enemy behind. And you have the advantage if still being mounted. This is your best chance of getting rid of Elrad for good. You decide to fight!

Turn to **8** to check the rules **on MOUNTED v OPPONENT ON FOOT**, and then return here to conduct the fight.

Use Elrad's current **FIGHTING SKILL** and **ENDURANCE**

If you win, turn to **91**

193

Moving slowly to make no sound in the cramped office, you reach into your pack and pull out the Cloak of Night. However, the material seems not to absorb the light in the same way. You unfurl it carefully in the tight confines under the desk, and cover yourself in it.

Just in time, as the guard walks behind the desk to check it.

Roll 1d6.

If you roll 1-4, turn to **149**

If you roll 5-6, turn to **99**

194

Roll 1d6

If you roll odd, then the Night Watch run down Fennel Avenue

If you roll even, then they run down Saffron Row.

If they run down a different road to the one you chose, then you have lost them. Turn to **291**

If they run down the same road, then they pick the right road and are still following you. Turn to **35**

195

Devero's Library

Roll 2d6 as you enter and refer to the table below

If you turn to a section and end up in combat, you must lose 1 **FIGHTING SKILL** for the first 3 rounds until your eyesight recovers.

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an "X" below it, then carry on reading this section.

The room is a library. All four walls are filled floor to ceiling with oak bookcases, each full of leather bound books, scrolls and parchments. This includes the doorway you just came through, which was a hinged bookcase that swings back unaided into place, with a "**click**". You are sure you could find the opening mechanism if need be, but you know you are heading in the right direction.

In the centre of the room are several tables. Each has an oil lamp on it, and inkwells and quills on the green leather desktops. There are two exits.

One is straight ahead from you, a closed door. The other is to the right, an archway into another room.

You can either:

Quickly search the library for anything useful, turn to **165**

Go to the door ahead of you, turn to **62**

Go through the archway to the right, turn to **97**

You are in a race.

Roll 2d6+4. This is how far ahead you are ahead of your pursuers.

For each rider, including yourself, roll 2d6 and add on the **SPEED** score for each horse. Work out the difference between your **SPEED** scores and each of your pursuers. If you roll higher than them then you extend your lead by the same amount. If they roll higher, they move closer to you by that amount.

For example, you start off 10 seconds ahead of your pursuer. You roll 10 and have a **SPEED** of 20 – and so your **CURRENT SPEED** score is 30. Your pursuer rolls 8, and has a **SPEED** score of 16 – and so has a **CURRENT SPEED** score of 24. You gain 6 seconds on your pursuer and are now 16 seconds ahead.

If you get to +30 ahead then you have lost your pursuer in the dark shade of the forest.

For each round you roll, your horse loses 1 **ENDURANCE** point, as do your pursuers horses. If any horse gets to **ENDURANCE** 0, then they pull up lame. If that is you, then you will have no choice but to fight on foot. If it's one of your pursuers, then they can no longer carry on chasing you.

If you have bought a horse bow, then you can also try to shoot at your pursuer.

To do this, turn to **56** at any time in the race, and then turn back to the reference you were on.

There may be other obstacles on the way. Now turn to **27**

Despite your best efforts as you have been unable to shake your pursuers, and now it's just open ground between you and Goldthorn. Continue the race rolls until either you are caught, or you manage to outlast your pursuers.

If you are caught by Elrad, turn to **2**

If you are caught by Spearo, turn to **80**

If you are caught by both riders, turn to **152**

If you lose both, turn to **32**

"**Good choice**" exclaims Vostede good-naturedly. He seems to have transformed from the dour barkeep you met a few short minutes ago.

Vostede finishes equipping himself.

"Righto! Time to go! Walt has harnessed my horse and loaded us with provisions. Sounds like time won't wait, eh? We need to leave. Have you a mount?"

You rather sheepishly tell him you broke into the city and left your horse outside.

"Well then, let's go find him! We will leave by the back door. Bill the gateman will open the East Gate for me, or I will know why. Off we go. Vostede Mesmo will ride again!"

Turn to **180**

You make a couple of feints towards Spearo, but the wily old pro simply steps back. Then you engage in a few parries and ripostes that he easily deals with.

He smiles. It's almost a friendly smile and then says "***Not bad technique son, a bit rudimentary, but you are not using that sword to cut purses now. And you will find that cutting me is a lot harder than a bit of thievery***".

He smiles graciously again, and then launches a sudden attack. He leads with the long dagger which you catch on the cross piece of your sword and tries to bring the axe whistling around into your side. The still warm corpse of the horse lies steaming behind you, blood still flowing onto the hard packed earth.

Your fight has churned up the mud with blood, creating a treacherous surface. As you try to dodge the axe as it comes whistling through the air towards you, your foot slips in a puddle of bloody mud. This loss of balance is all the old pro needs, and he steps in, and impales you on the point of his long dagger. The sharp point finds your vitals and your eyes roll back in your head as you slump to the floor.

Your adventure ends here.

You die, unable to defeat Bael's evil spirit. The great figure picks up both you and Vostede, and crams you into his foul maw.

Bael surges with the energy from your bodies, gaining strength from the first souls he has taken for a millennia.

He throws back his head and laughs, a cold evil sound devoid of humanity or love. The sound echoes up though the catacombs into the streets of Laeveni.



Everyone stops dead in their tracks, no matter what they are doing, and feels a dread deep in even the darkest souls of the city's residents. Back in the chamber, Bael breaks his magical shackles. He lifts two enormous hands up to the roof and pushes, flexing his giant muscles. He forces a path open into the Holy City and climbs out, smashing the roof of the building open as he does. Then he stands in the wreckage, seemingly growing larger by the moment, until he towers 50 feet, then 100 feet, then 200 feet, above the city.

Everyone is frozen in the streets staring in horror. He reaches down and plucks up a few helpless humans, and brings them up to his terrible maw. Then he eats them whole and shudders as more souls increase his strength exponentially. He stops and looks around and laughs once more, but this time the laugh is heard all over northern Elenisha.

201

You stop dead in your tracks, trembling. The figures ahead, you have met before. One is tall and broad with braided blonde hair, with a large axe slung over his shoulder. Elrad.

The other is small and slender, with greasy black hair that sticks to his brow, and partly covers his pock-marked face. Celdron. But that's impossible. You killed him, saw his body dead on the ground.

Yet, there he is, walking up the street, his eyes darting around, searching.

They must have heard of the events at Devero's apartments, and linked it to you. You are being hunted again.

You are so shaken you almost forget to hide. You wait until they are both looking away from your direction and then dart towards a doorway.

TEST YOUR AGILITY

If you have the **SKILL of HIDING IN SHADOWS**, take 1 off your roll

If you pass, turn to **23**

If you fail, turn **175**

202

Elrad's horse buckles under him and he is thrown from it. Throw 1D6-2. If the result is positive, then Elrad loses that much in **ENDURANCE** due to a heavy fall. His great size and weight means he crashes into the ground at some velocity.

However, he slowly picks himself up and rises to his full height. Despite being mounted, he still seems to tower over you and his axe seems almost as long as you are tall. He walks towards you shaking his head groggily. But then his cold blue eyes focus on you and he half smiles. He closes the distance.

Do you want to fight the brute? It's often better not to leave an enemy behind. He looks groggy from the fall and this is your best chance of getting rid of Elrad for good. You decide to fight!

Use Elrads current **FIGHTING SKILL** and **ENDURANCE**

If you win, turn to **224**

203

You dare not spend the night outside the walls, in case any more agents of Bael find you. So you have no option but to try to climb again. You look up and plan your route and start your climb. You see a sentry above and hide back in the shadows, hoping he will pass by without seeing you.

TEST YOUR AGILITY. If your **ENDURANCE** is currently less than 10, then you are tired and so you must add 1 onto the dice roll.

If you have the **SKILL OF CLIMBING**, you can subtract 1 from the roll.

If you fail, turn to **205**

If you succeed, turn to **172**

204

With no horse you will struggle to escape this forest before dark falls. It's already late afternoon and you can see the light dying in the sky when you glimpse it through the rooftop of trees.

Your only hope is to ambush Spearo.

You wait, hoping that the sounds of your conflict will draw him.

TEST YOUR FORTUNE. If you are **FORTUNATE**, turn to **289**

If you are not, turn to **173**

205

You are nearly up to the top of the walls when all of a sudden you make a mistake. Climbing involves leaving three out of the four of your limbs in

contact with the surface where possible. But at a relatively easy stretch across, you go with your right hand when your left foot is not fully planted.

As you stretch across for the top of the battlement, your left leg slips.

It's become cramped due to the cold night air and your exertions so far. This causes you to slip and fall. You are able to slow your descent by pushing out your arms and legs against the chimney wall, but still you continue to drop down.

Your horse hears the noise, looks up and calmly walks out of the way of your hurtling body. You land face down on the compact earth, hitting with a bone splintering impact, the breath exploding from your lungs.

Your horse walks over and nudges your still form with its nose, but you do not move.

Your adventure ends here.

206

They march you back to the local guardhouse and soon you find yourself in the local jail. The guards are efficient and strip you of everything, leaving you in your undershirt and hose. So you can't even try to pick the locks, as your picks are in your boot heel.

You sit in the cell, frantically thinking. The Night Watch leave, with a single guard sat with his feet up at a nearby desk, eating his supper.

Then there is a knock on the guardhouse door. The guard sighs, puts down his mutton bap, and walks over to the door and opens it. Three figures force their way into the room. The largest picks up the burly guard by his tunic front, and throws him like a child would a doll. The guard crashes into the stone wall.

The smallest picks up the keys from the desk and walks over to your cell door. He looks at you and smiles as he unlocks and opens the door.

"Hello Shadow. So good to see you again. We have a lot to talk about"

Celdron smiles again, and then gestures to the hulking Elrad, who grim as death walks into the cell and towards you.

Your adventure ends here.

You head to a narrow path through some woods, hoping the cover will give you chance to lose your pursuers. However the tall trees block out a lot of the light and so you are running down this narrow path in near dark. You can only see a few feet ahead of you.

All of a sudden, you see a fallen tree blocking the path.

You have two choices. You can either try to jump it, or try to go round it. Going around it will mean you have to slow down as you will have to go off the path. Jumping is risky, as if you cannot make the jump cleanly, then you may be thrown from your horse.

Will you:

Jump the fallen tree? Turn to **110**

Go around it? Turn to **231**

Depending upon which double you rolled will determine your fate. Check on the table below.

Double 1 - Out of nowhere a branch appears horizontally directly ahead of you. You are nearly able to duck and avoid it, but it catches your temple as you duck. Lose 2 **ENDURANCE** points and also 1 **FIGHTING SKILL** point as you are now feeling a bit dizzy. You will get the **FIGHTING SKILL** point back if you can lose your opponents.

Double 2 - You approach a steep decline towards a river or stream. Your horse tries gamely to control its footing but you are going too fast. All of a sudden your horse's front hoof slips in a puddle of mud and the horse skids sideways. You are thrown from the saddle and into a tree. The impact is bone shaking and you are knocked clean out. Your adventure ends here, but not your torment at the Black Guard return you to the caverns beneath Laeveni, and the tender care of Bael.

Double 3 - Out of nowhere a branch appears horizontally directly ahead of you. You are able to duck and avoid it. You continue riding. Turn back to the previous reference.

Double 4 - You are lucky – you are able to leap from your horses back before it throws you. You are able to roll on the ground and come back up in one movement into a fighting stance with your weapons drawn. You get a free strike against your opponent. **TEST YOUR FIGHTING SKILL.** If you are successful you hit your opponent's horse and it loses 4 **ENDURANCE** points.

Double 5 - You are able to leap from your horses back before it throws you. You are able to roll on the ground and come back up in one movement and grab onto the horses reigns and calm him down. You manage to mount your horse but this all takes 10 seconds.

If any of your pursuers are closer than 10 seconds, then they will have caught up with you. If it's one pursuer, turn to **176**

If both catch up with you, turn to **152**

Double 6 - Your horse slips but doesn't fall, but rears up frightened. It takes you precious seconds to calm him back down again. Throw 1d6+2, and this is how much time each of your pursuers gain on you.

If you survive, or are not told otherwise, turn back to the previous reference you were on when you were doing race rolls

209

You can be heroes
Just for one day

210

You know that it's some distance to Goldthorn, and so you realise you will need a horse. As you head towards the West Gate you look around for a vendor. They are most likely to be near the gate, rather than in the nicer parts of the upper city.

Just before you get to the gate you see a farriers and general goods store on the left. It's open and you enter. The shop is full of dried provisions and goods, clothing and leather work and weapons. It's exactly what you need. A faded sign points to a doorway at the back, saying "***horses, donkey and mules for sale***".

Despite the early hour, the proprietor is sitting in a chair, snoring deeply. On a table next to him is a half drunk bottle of Elenishian Geniva. He's short and podgy, with a thick shock of wirey hair and a stubbled face. His face is buried in his many chins as he sleeps. He's wearing pale hose and an ill-fitting wrap around jerkin, which appears to be in danger of coming open. His great head rests on one of his chubby hands, propping him up against the arm of the chair.

Do you want to:

Wake him up. Turn to **171**

Try to take what you can. Turn to **68**



211

You are so concerned about the impending forest that you don't initially hear the sound of horse's hoofs behind you. Then you do, and turn and check.

You look back and see that it's Elrad, mounted on a large black draft horse. Even on such a massive horse, his legs dangle so low that it would be almost comical if it wasn't so serious.

Also with him is another man, Spearo, who is also a member of the Black Guard.

Elrad sees you and an evil smile slowly splits his face, and he kicks his heels into his mount, spurring it on. Spearo does likewise. You have no choice but to do the same and try to either outpace them or lose them.

Their mounts have the below statistics

Rider	Speed	Endurance	Jumping / Agility	Aggression
Spearo	17	14	19	14
Elrad	15	17	13	19

You spur your horse on, and enter the forest, with Elrad and Spearo not far behind. You will not be able to feed your horse whilst you are being pursued – so you will have to hope his **ENDURANCE** doesn't fail.

Turn to **196**

212

In desperation, you decide that you have no option but to try the dark passage. You quickly climb the steps of the lectern and flick the switch. The piece of the altar rumbles back again. Turn to **70**

213

You jump up and strip the tendrils from your arms and body. Lose 2 **ENDURANCE** points. The drugs injected by the tree have also dulled your reflexes, so lose 1 **FIGHTING SKILL** point until you leave Goldthorn and the drug wears off.

If you want, you can try to pick some of the flowers and store them as they may be useful in the future. If so note it down on your **ADVENTURE SHEET**. You waste no more time, grab a robe off the line, and jump back down onto the street. Turn to **18**

214

Muttering to yourself in an unusual fit of pique, you are not paying attention as you walk around the next corner. You walk straight into a brick wall – at least you think it’s a brick wall until you look up.

Towering above you is a figure. Tall and broad, with long, pale braided blonde hair. He is clean shaven with ice blue eyes. His broad face splits into a thin tight lipped smile. Two hands like shovels grab you before you can move, and pick you up and slam you against the wall. You slump to the ground unconscious.

Elrad, of the Black Guard, bends and picks your inert form up with ease. He slings you over his shoulder, as a man may a sack of flour, and walks off down the street to the nearest blockhouse.

Soon you will regain consciousness, but wish you had remained asleep. A very unpleasant morning awaits you.

Your adventure ends here.

215

“Hmmm, friend, I don’t know you and you don’t know me. You don’t look local and you definitely don’t sound it. You sound more like you are from that hive of villainy Laeveni. Why should I trust you? For all I know you are a good-for-nothing thief. If you are lying, then you better not stay.”

His perception is worryingly accurate. You need to do something quickly as you realise you have pushed him too soon. Do you have the **SKILL of CHARM AND GUILDE**?

If you do, turn to **72**

If you do not, turn to **69**

Devero's apartments are high up in the building, at least 6 stories high, and the stairs disappear into the gloom lit only by occasional flickering torches.

Without wasting time, you take the stairs down three at a time. However in your haste, you have forgotten one of the main principles of being a thief: always assess your surroundings. The steps are marble, polished to a sheen by endless boots and slippers traipsing up and down over the centuries. The stairs also curve around and slope from one side to another.

Soon you find you are going too fast, and you are at risk of slipping. You try to slow down, but as you do, your standing foot starts to slide from underneath you.

TEST YOUR AGILITY. If you have the **SKILL** of **SPEED AND AGILITY**, you can take 2 from the throw.

If you roll less than or equal to your **AGILITY**, turn to **130**

If you roll higher, turn to **163**

Devero approaches and takes you gently by the arm and says,

"Come, my boy, take a seat. There is much to discuss. All is not as it seems"

"I seem to hear that a lot lately" you reply, more than a little sarcastically.

Devero just smiles down at you,

"Listen to the Lord Astaroth. He means you no harm. On this I swear"

Astaroth sighs, and for a moment the immortal form almost looks tired.

"Yes indeed, child. We wish thee no harm, and in fact wish to aide thee. Tell us, how much doth thou know about the Hellscape?"

You shrug, and reply only pieces from church doctrine. You know there are levels such as Lust, Gluttony and Pride.

"Ah, doctrine. Well, that is one source not to be trusted, eh Devero?"

Astaroth laughs. Devero merely smiles

“The Hellscape is a, well, complex place, full of intrigue. We are but one of many Lords and Dukes of the Hellscape. We spend little time thinking of this plane of existence, as most who live will come to us in time. Even those who seem pure, eh?”

He laughs again, looking at Devero, who looks a bit embarrassed.

“Our intrigues keep us from focusing upon this plane. We have no desire to rule this tawdry realm. We find more entertainment in our own machinations. But there was one amongst us, Bael, who dreamt of conquest of all realms. There was a war in the Hellscape eons ago, as some of us rose against Bael and his minions to stop him taking total control of the Hellscape – and invading all reality.

Bael was defeated, at great cost. But Bael is a power, and not even our combined might could defeat him – all we could do was imprison him on another plane. A prison from which even he cannot escape.

To ensure Bael remained in his cell, there were five keys that locked him in his gaol. Five jewels. They were scattered to all corners of this and other realities. But over time, Bael’s minions have found and located all but one of these Keystones.”

Then Astaroth points at your chest, and his finger glows. A line of pure light streams from it, and to your chest, and takes hold of an amulet around your neck, hidden beneath your tunic. Almost gently, Astaroth beckons, and the amulet is pulled from your tunic until it is suspended in air between you, the chain taught around your neck.

Astaroth stares at the amulet, and the blood red jewel that is now growing in its centre.

“The one Stone they need to free their Master is the Fire Stone.”

You look deeply into the stone. It seems to be alive, with a spirit like flame whirling around inside its confines.

You feel light headed. Astaroth lowers his hand and the amulet drops back onto your chest.

Turn to **128**

218

A head peers over and sees you clinging to the walls like a spider. **“Oi, you there, what do you think you’re doing”.**

You hear a steely slithering noise as the guard draws his sword. Then a bell rings to alert the city of a potential intruder. More guards arrive, both on the battlements and below. You are trapped. The guards at the top

reach over and roughly grab you as you are so close to the top. There is nothing you can do, your hands are starting to slip, and so they pull you over the battlement.

They roughly search you and find all sorts of things you wish they hadn't - your thieves tools, a ruby pendant, gold. You are taken to a cell in the basement of the keep where you are stripped. They lock you in and post guards at the door. Unlike Laeveni these guards are not going to give you a chance to escape. All you can look forward to is a short trial, and then a long walk up to a gibbet.

Your adventure ends here.

219

As the snakes turn around looking for who to attack next, you lift up your right arm and hold your hand palm up, open. You look at the tattoo on your wrist and summon it with words you seem to automatically know.

The snake tattoo starts to move and then rears up in your hand, expanding as it goes, until it's twice the height of the darksnakes. It hisses at them. Commanding them. The darksnakes bow their heads, which would be almost amusing with it wasn't such a serious matter. Then they turn and fall on De-Villiers and Cel'Dron.

For the rest of the fight, they will attack your enemies on every round until they are dead. Now return to your previous reference.

Turn back to **306**

220

You try to drop down towards the walls, but you misjudge your descent. You overshoot the walls, and instead have to fall the full 70 foot to the hard ground outside the plazas walls. You may just survive.

However, as you fall, guards on the wall see you, and amuse themselves using you as target practice. Several arrows thud into your body, and one into your arm. The pain shoots up to your hand, and you lose your grip on the cloak.

Without the help of the cloak to slow your fall, you now plummet to the hard ground below, and land with a bone crushing crash.

Your adventure ends here.

221

If you haven't already, you can now either:

Search the altar, turn to **71**

Sit down on the bench, turn to **63**

If you change your mind about the lectern, turn to **222**

222

Something tells you to check the pulpit. Turn to **188**

223

One of the horseman is huge, his legs dangling almost to the floor. The other is average size. But you know both of their faces. Elrad and Spearo.

Obviously the agents of Bael are not so easily killed. Or rather, they somewhat inconveniently won't stay dead.

You mind races, but you try to slow down and rationalise. One thing is obvious, the Dark Lords agents know that you are in Goldthorn, and as it's a much smaller town, and one that you are not familiar with, you are in even greater danger.

You run down the stairs from the battlements 3 at a time.

Turn to **240**

224

You fight manfully on but this is an opponent out of your league. He seems immune to any wound you can give him, and seems to get stronger with every blow. Your sword arm is aching from trying to stop his giant axe, and you realise you must do something risky. As he pulls back to raise his axe once more, you lean in close and try to plunge your sword into his vast torso.

However, he skips aside amazingly light-footed for such a large man. Elrad's eyes light up as you have overextended. His axe is at the top of his backswing, over his head, and if he brings it down then there's no

way you will be able to stop that blow. But instead you dive and roll and aim your blade upwards. As you come to your feet, you are able to bring your blade up directly into his neck.

Elrad's eyes widen in surprise, and blood starts to pump from the wound. He drops his axe as it's over his head as the strength leaves his arms, and it drops down blade first and buries its keen edge into Elrad's head. More blood pours from the evil wound, and then Elrad, still holding his throat to try to stem the blood pouring out of him, falls over sideways, and lies convulsing on the floor. Then he lies still.

Somehow you have prevailed against this brute.

You search his body and find 15 gold pieces. There is also enough provisions for 2 meals and a potion of **ENDURANCE** that will replenish your **ENDURANCE** to its original level.

However, now you have no horse, as both yours and Elrad's have been killed.

Have you already fought and killed Spearo? If you have, turn to **151**
If you have not, turn to **204**

225

Roll 2d6 and refer to the table below

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an "X" below it, then carry on reading this section.

If you roll a number with a reference under it, turn to that reference and then return and read this section from here

You enter what appears to be Devero's private dining chamber. A single chair sits empty in front of a small circular table. On the table is a half-eaten roast chicken and some ripe tomatoes on the vine. However you make the most of the chance to eat, and wolf the food down.

Regain 2 **ENDURANCE** points.

However there is nothing else of interest.

Disappointed, but feeling better having eaten, you leave.

You can now either:

Try the door which is painted red, turn to **263**

To return to Devero's office, turn to **230**

226

You pay up and lead your noble mount out of the stable and leap smoothly into the saddle. Your horse rears up a little at first as you are an unfamiliar rider, but you soon gain control. Which horse did you buy?

White? Turn to **233**

Grey? Turn to **268**

Black? Turn to **21**

Painted? Turn to **64**

227

It's 50 yards to the top of the wall. Your cat's claws dig into the gaps between the marble, but your feet struggle to get purchase on the slippery stone. It's hard, physical work and takes its toll on you.

TEST YOUR FITNESS 3 times. If you pass all of these rolls, turn to **92**.

If you fail any of them, turn to **244**.

If you have the **SKILL** of **CLIMBING**, then you can subtract 1 from each roll.

228

You know you are about to be caught in a lie. You look around and see that the guards are around you, but talking amongst themselves and do not seem to be guarding you too closely.

Do you want to try to run for it? If so, turn to **262**

Or do you think it is best to wait for the Corporal to return, turn to **112**

The fight is frantic and fierce but you stand victorious. You look around and see that Vostede also stands next you. His hands on his knees and his breath coming in great shuddering breaths.

Obviously he is a bit more out of shape than he first appeared but he still fought well. You search the site and find nothing of interest and walk down the forest path. After a few minutes you finally find your horses, calmly eating grass at the side of the road as if nothing had happened.

Vostede chides his horse, saying it should have known better than to run off in a fight and the horse even manages to look almost embarrassed. Your horse carries in eating, ignoring you. You both mount and spur your steeds on towards Laeveni.

Turn to **353**

Roll 2d6 and refer to the table below

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an “X” below it, then carry on reading this section

If you roll a number with a reference under it, turn to that reference and then return and read this section from here.

The office is like a slaughterhouse. The corpses of Devero and Steivenov lie on the floor, blood pooling in the rich carpet. Blood spray covers the walls, ruining ancient paintings and splattering alabaster statues. The smell is rich, heady with a metallic tint. It’s cloying.

The map clearly shows another exit from the room, to Devero’s private chapel. It’s supposed to be in the left hand corner, but all you can see is a heavy curtain. You walk over and pull it aside. A passageway is revealed and you creep into it. After a few feet it opens out into a high ceiling chapel.

Turn to **48**

You aren't try jumping the tree trunk as you don't think your horse will manage it. Instead you decide to slow down and ride around it, which means you need to pick your way through the thick undergrowth at the side of the road. This slows you down. Roll 1d6+2 – this is the amount of time you lose.

Now you must determine if your pursuers also decide to try to jump the tree trunk, or also go around it. To do so roll 1d6 for each. If you roll a 1-3, they jump the trunk and you must do a **JUMP** roll to see if they make it.

Roll 4d6. If their horse **JUMP** score is greater than the rolled result, then they make it over.

If their **JUMP** score is less, then they fail. Now roll 1d6+4 to see how much time they lose on you.

If you roll 4-6, then they also have to pick their way through the foliage. Roll 1d6+2 – this is the amount of time they spend going through the undergrowth.

If you still have pursuers, turn to **146**

If you lose both, turn to **139**

You climb onto your mount and struggle a bit until you get used to the horse, and more importantly he gets used to you. Nervously, you dig your heels into his flank and he starts to trot off down the street.

Worthy Sareth waves you goodbye and closes the gate. You canter towards the West Gate. The gate is already open, as farmers, traders, wagon drivers and workers all need to enter the Upper City early in the day.

You get through the gate with no problem, the guards do not even give you a second glance.

The open land in front of you scares you. Although by now it is almost fully daylight, you are not used to being in the open. You feel like eyes are following you everywhere as you have no shadows to hide in, or rooftops to escape along.

You swallow hard and dig your heels in once more.

You ride a short period, getting used to the gait of your horse. Your natural balance makes up for your lack of experience, and soon you feel

quite secure in the saddle. This new confidence feeds down the reins to your horse, who becomes less fractious and more compliant.

You have not ridden long, maybe a league (you have no concept of distance other than how far you can jump) when you come to a crossroads.

There is a sign, which points the way, but it has been pulled out of the ground and lays by the side of the road. One of the wooden planks, fashioned to appear to be an arrow, says "**Goldthorn**". Another says "**The Great Scarlet Road**" and the final one says "**All other destinations**".

Did you find a map to Goldthorn in Devero's apartments? If so, turn to **124**

If not, then you will need to decide

Do you want to go left, then turn to **292**

If you want to go right, turn to **298**

If you want to go straight on, turn to **148**

233

Worthy Sareth tells you that your white light horse is called Quicksilver. He is a 2 year old stallion, as fast as any other horse in Laeveni. He's not much of a fighter, but he will carry you quickly and can run for a long time.

Turn to **232**

234

Sick and tired of trying to wake the slumbering owner, you decide to help yourself. You start to look around for goods to steal, before you go out back to find a horse. You find what you think you need to saddle and harness a horse – you have rarely ridden a horse, and never saddled one.

You grab some provisions and head out back. There you see a number of horses and grab the one you think looks the best – a tall, but lithe, white horse. You try to calm it, and throw the saddle on its back and tie the cinch strap. Then you add the reins and walk to the rear of the stables.

You open the door that leads out onto the street and mount the white horse.

Behind you hear a voice screaming ““**Whatyadoing**” the shopkeeper shouts in a gurgling voice that seems to join all his words together **“whatyoutryingtodo?”**

Without waiting to be caught, you dig your heels into the white’s flanks, and the horse leaps into a run. Unprepared you struggle to hang on, and then as you race towards the gate, you turn a corner, but the cinch strap you fastened comes lose.

The saddle slides to the side, and you follow, unable to stop yourself. You are almost upside down under the horse when a steel clad hoof catches you full on the temple. Bones shatter, and you know no more.

Your adventure ends here.

235

With the agents of darkness on your trail, you decide that speed and brevity are a priority. You walk down the fragrant streets if the town, looking for somewhere to start asking about Vostede.

As it happens, a troupe of Night Watch march around the corner. They look at you, dressed all in black with a thick black cloak, and the Corporal holds up his hand.

His troop of five stop dead still. These men are far more disciplined than the standard Night Watch in Laeveni.

You try to ignore them and carry on walking as casually as you can. But the Corporal puts out his hand in front of your face as you go to pass him. You stop, not daring to provoke him. Six against one are poor odds.

“Well ,well, young sir, I don’t recollect seeing you in these parts. What would be your name, and what’s your business in Goldthorn?”

What are you going to do?

Say that you are on a mission from God, and you are looking for a man called Vostede, turn to **4**

Say that you are a humble merchant, just arrived in your travel clothes, and hope to purchase some goods, turn to **170**

Run, turn to **60**

Devero turns the lock back with a click and opens the door. A soldier stands waiting. He wears the insignia of a Kaptain, but it is not the same Kaptain who brought you to this room.

“What is it Steivenov? I ordered not to be disturbed. Where is Kaptain Dano?”

“He went off duty an hour past, your eminence. Please may I enter? I have pressing news”

Devero nods, and turns back. He looks concerned. Steivenov enters and sees you sat in the chair.

“Your eminence. I know that youth. He is a known thief, wanted after escaping being hanged earlier. The Black Watch are after him”

Devero doesn't turn and face Steivenov, but remains facing you, worry clear on his face.

“He is a known sinner, Steivenov, but he has come to be to repent and make peace with his soul”

“Hmmm, well your eminence. Maybe it is for the best he is here”

And with that, he draws his belt knife and steps quickly towards Devero, from behind. His free hand he wraps around Deveros face, covering his mouth. With his other hand, he plunges the blade into Deveros back.

Devero cannot even cry out, but slumps to the floor.

“I was wondering how I was going to do this, but the Dark Lord has provided me with this opportunity” Steivenov sneers at you.

Then he tosses the bloody knife at you. You catch it, without thinking. Its slick and wet, and Deveros blood smears onto your hand and you realise, too late, Steivenov is trying to frame you. Disgusted, you throw the dagger to the floor. Then he draws his sword, shouting.

“MURDER, FOUL MURDER! AN INTRUDER HAS MURDERED THE ARCH CARDINAL. A THIEF CAUGHT IN THE ACT”

Then he leaps at you with his sword aloft.

Are you going to:

Fight him, turn to **143**

Try to dodge passed him, turn to **164**



237

As you push the door open and walk through, you feel the air move and hear a swishing noise. You duck down low, and a sword blade passes through the space where your neck had been a fraction of a second before. As you drop, you throw the beer jack in the direction the blow came from and are pleased to hear a surprised grunt of pain as the pewter cup strikes your attacker. When you reach the floor you roll and twist, coming up facing the direction of your assailant with your sword and dagger in hand, ready to fight to the death.

Turn to **178**

238

You stammer ***“Good sir, I am the Verga’s apprentice. I only arrived in Laeveni two weeks ago, and only started working for His Grace last week”***

“Hmmm” says the curious guard ***“I’ve been off for the last three days, but not the full week. I’d know you lad. I think maybe you had best come with me.”***

He turns to the others and says ***“You check this fellow’s story out. I’ll keep him at the gatehouse and call the Kaptain”***

They nod and rush off towards Deveros chambers.

The untrusting guard gives you no time and space, and grabs you by the arm and escorts you to the guardroom in the gate tower. He places you in a cell, purely as a precaution he says, and locks the door.

He sits at his desk and scribbles a few words on a parchment with a rough hand, and then calls for a runner. The young lad is dispatched with the missive. You sit in the cell, not able to try to escape as the guard

keeps his eyes on you. Then his fellows return, and tell him what they have found.

His eyes narrow and he stares again at you.

“Well, lad, all is nearly as you say, but no sign of an assassin. But the Arch Cardinal is indeed dead. But no worry, I have called for the Black Watch. They will find the truth in this”

With that, your fate is sealed. You will soon be in the unforgiving hands of De-Villiers servants – and then most likely Bael. Your lifespan can be measured in hours, not years.

Your adventure ends here.

239

“Sit, lad” Deveros points at a plush chair. You sink into it, numb.

“There is much to discuss. You will need aide to stop Bael and his minions. I can offer little but advice and knowledge. Nothing of the mortal world can harm Bael and his creatures. Know this, even if you strike down one of Bael’s servants, they will rise and serve him again.”

Devero goes silent for a moment, deep in thought.

“You need an ally who has fought Daemons and their creatures. I know not who to trust in this very city. We need someone who has been apart from the Church and the City for some time. You must travel to Goldthorn and seek.....”

But before he can say further, there is a knock on the door. Devero tuts in frustration but walks over to answer the door, as it is still locked.

Do you want to:

Stay where you are, turn to **236**

Hide in the shadows, turn to **132**



240

Being brought up as a street urchin in Laeveni, you have never left the City Walls of the Port and so this is the first time you have been in another city - and Goldthorn is markedly different.

It's dark, just after the suns have gone down, and the night is young. But the streets are orderly and, well, quiet. The houses are ornate and well kept, the streets are wide and airy and not laden with rubbish, and the drains are not blocked with human (Dwarven or Orcen) excrement. The houses seem to have rooftop gardens overflowing with greenery, and interspersed between the houses are tall elegant towers with spires on the top. There is a clean, almost spiced air around the city.

Little do you know that Goldthorn is the centre of the Elenishan spice market. Although but 40 leagues from Laeveni, Goldthorn is closer to Elenisha's western border than it is to its own capital city. The influence of other cultures are apparent. None more so than the spice trade.

Within these walls, consignments of raw spices are ground, roasted and sold for 100 times their original value. This gives the town a heady, exotic air. As a thief you may be able to tell the amount of gold in a bracelet at a glance and know its value. But what you do not know is that some of the herbs and spices here are more valuable than gold - and a lot easier to carry.

You feel distinctly uneasy in this city where the few merchants roaming the streets are dressed in long multi coloured robes rather than hose and jerkin. For a city as peaceful and civilised as this to be this close to Laeveni seems inconceivable. You will have to watch your step and mind your manners so as to not stand out.

Turn to **264**

241

You try to climb up onto the balcony above, but as you jump up and grab the rails, one of your hands slip and you tumble to the floor. You land with breath-taking impact on the hard stone flags of the street below.

Lose 2 **ENDURANCE** points. You can now:

Try a shop, turn to **261**;

If you prefer just to forget the clothes and carry on in your search, turn to **235**

242

You continue to fall until you reach the ground floor.

You will lose 1 **ENDURANCE** point for each floor you fall. If you choose to, you can **TEST YOUR FORTUNE**.

If you are fortunate, then you can stop yourself falling in 2 floors and so will only lose 2 **ENDURANCE** points.

If you fail, then you will continue to fall until you reach the ground floor and lose the full **ENDURANCE** points – and also 1 point from your **FORTUNE** score.

If you are still alive, you eventually find yourself at the bottom of the stairs. You dust yourself down.

Turn to 96

243

You look at the tall fountain to your right. Every few seconds a huge spurt of water flies 100 feet into the air, way above the height of the walls. Then it stops. Then a few seconds later, the same happens, in a seemingly timed routine. You count the time between spurts through several cycles so that you know it's not random.

A mad plan forms in your head

You remove your cloak, and wrap it around your hands. Then you creep along towards the fountain, watching for guards atop the walls. You get there with no problem and then wait.

You can feel a surge under the ground as the water starts to gather via some mechanical miracle you cannot imagine. Then as you count down, you step into the fountain right by the large hole that the water bursts from. You place your cloak over the hole and then the water hits it.

The plan works exactly as you hoped. The surge of water hits the thick cloak and it acts like a sail caught in the wind. You are lifted off your feet as the great spout of water powers upwards. You fly up into the air, reaching 20 feet above the plaza walls, before your weight starts to slow the fountain's momentum and power. The water cuts out, and you are left in mid-air. You aim to try to float down to the city walls, using your cloak as a parachute to slow your descent.

TEST YOUR AGILITY AND FORTUNE. Add both together and now roll 4d6.

If you roll less than or equal to the sum, turn to **78**. If you roll more, turn to **220**

If you have the **SKILL** of **SPEED AND AGILITY**, you can subtract 2 from the roll.

244

It's too much even for your supple yet strong body. You slip and start to fall. Which **FITNESS** roll did you fail?

If it was the first, then you fall the least distance and land, suffering 2 **ENDURANCE** points damage.

If it was the second then you fall about 25 feet, suffering 4 **ENDURANCE** points damage.

If it was the third, then you are close to the top and so you fall 40 feet and land, suffering 6 **ENDURANCE** points damage.

If you are still alive, you decide against risking the climb again. You limp back to the archway. You can now either:

Brazen it out, and walk to the gates and try to bluff your way through, turn to **284**

Think a bit more laterally, turn to **243**

245

Despite being on foot, the wily old pro is not without tricks. You engage in a few parries and ripostes that he easily deals with.

He smiles. It's almost a friendly smile and then says ***"Not bad technique son, a bit rudimentary, but you are not using that sword to cut purses now. And you will find that cutting me is a lot harder than a bit of thievery"***.

He smiles graciously again, and then launches a sudden attack. He leads with the long dagger which you catch on the cross piece of your sword and tries to bring the axe whistling around into your side.

The still warm corpse of his horse lies steaming behind him, blood still flowing onto the hard packed earth. Your fight has churned up the mud with blood, creating a treacherous surface. As he tries to bring around

the axe, his back foot slips in a puddle of muddy blood, and he staggers backwards, momentarily off balance. You take your chance and lean forward in your saddle. As Spearo lands atop the corpse of his horse, you slash him across his belly. A deep wound opens and his guts fall onto the ground in front of him and he doubles over in pain. Then he collapses to the floor. You decide not to search the body due to the mess. Turn to **84**

246

“Hmmm” ponders the Corporal **“The only man I can think off who may know if old Rudi. He runs the local tavern two streets over on Clove Street. Rumour has it he served in the Church Army some years ago. He may be worth asking. Now be on your way, and if we see you again on the street, I may take a different view on you”**

You thank the Corporal, who just grunts and signals his platoon. They all march off.

You decide that Goldthorn is obviously a small and well-ordered town, where newcomers are easy to spot, and you made an error not finding clothing to blend in.

You need some new clothes. Do you want to:

Try a shop, turn to **261**;

Try and steal some clothes, turn to **285**

247

You fight manfully on but this is an opponent out of your league. He seems immune to any wound you can give him, and seems to get stronger with every blow. Your sword arm is aching from trying to stop his giant axe, and you realise you must do something risky. As he pulls back to raise his axe once more, you lean in close and try to plunge your sword into his vast torso.

However, he skips aside amazingly light-footed for such a large man. Elrad's eyes light up as you have overextended. His axe is at the top of his backswing, over his head, and he brings it down with terrific force, and it catches you at the angle between neck and shoulder. The heavy blade, coupled with Elrad's incredible strength, drive it through your slight body with seemingly little effort. It shears through your torso, exiting at your waist. Your body has been split in two by the power of Elrad's blow.

Your adventure ends here.

248

You walk into the area, but all of a sudden you feel a slash across your back and a searing pain. You turn around, pulling out your blade in one motion. A guard has snuck up behind you and managed to get in the first blow. Lose 2 **ENDURANCE**.

The man raises his sword in a mock salute, and then jumps at you again. You have no choice but to fight.

MAN AT ARMS RUDRIK FIGHTING SKILL 9 ENDURANCE 8

If your combat takes more than 10 rounds, then roll 2d6 and consult the table on **273** again. If you roll a number that still has a reference leading to a guard you have yet to fight, then that guard has heard the noise and come and found you fighting your current opponent.

You must now fight both guards. To do this, roll 2d6 for each combatant and add it to their **FIGHTING SKILLS**. Then do the same for yourself. The one with the highest total causes damage. If you win, then you hurt the guard who had the lowest total.

If you win, turn back to the previous section you were on, and if you roll **9** again count it as an "X" roll.

249

You head towards the horse. Its eyes are wild and staring at you. Its ears are flicking from side to side and its tail is thrashing madly from side to side. The smell of blood and the injury to the horse is turning it mad. You need to try to tame the horse and bend it to your will. To do this will be a **TEST OF AGILITY**.

TEST YOUR AGILITY by rolling 2d6 and adding this to your **AGILITY** score. Then compare this to the **AGGRESSION** level of the horse you are trying to tame.

If you roll more than the horses **AGGRESSION** turn to **42**

If you roll less, turn to **93**

250

You fight manfully on but this is an opponent out of your league. He seems immune to any wound you can give him, and seems to get

stronger with every blow. Your sword arm is aching from trying to stop his giant axe, and you realise you must do something risky. As he pulls back to raise his axe once more, you lean in close and try to plunge your sword into his vast torso.

However, he is still quick on his feet and skips aside amazingly light-footed for such a large man. Elrad's eyes light up as you have overextended. His axe is at the top of his backswing, over his head, and if he brings it down then there's no way you will be able to stop that blow. But instead you bend your knees and roll forward and as you come up, bringing your sword up and its point slips into his neck.

Elrad's eyes widen in surprise, and blood starts to pump from the wound. He drops his axe as it's over his head as the strength leaves his arms, and it drops down blade first and buries its keen edge into Elrad's head. More blood pours from the evil wound, and then Elrad, still holding his throat to try to stem the blood pouring out of him, falls and lies convulsing on the floor. Then he lies still.

Somehow you have prevailed against this brute.

You search his body and find 15 gold pieces.

There is also enough provisions for 2 meals and a potion of **ENDURANCE** that will replenish your **ENDURANCE** to its original level. On his horse there are 4 provisions for the horse, which you can take.

You also have a horse. Make a note of its **AGGRESSION** and other statistics in case you need them

Turn to **32**

251

Patience, as a thief, is a virtue. You stand in the shadows of the archway and watch the soldiers patrol for half an hour. You can start to see there is a pattern, and so when you see your chance, you take it.

You run along the south wall, westward to the south west tower. You reach the tower without being spotted, and it is all in shadow as the new days sun's rise behind. Turn to **103**

252

You check your purse, but find that you have little to no money left. Certainly not enough to buy a horse. You will need to go and get some money – by the only way you know how – thievery!

You apologise to Worthy Sareth and make up some excuse about not having enough money on you – as you are overly careful in the city. He grumbles but accepts that you will be back soon and you are not wasting his time.

Turn to **145**

253

There are multiple cubby holes, and you spend precious moments searching them, but you find nothing. However whilst you have been searching, guards may have found you.

Roll 1D6 and check the table below. If you have already been to this section, then you are lucky, and no guard enters the room to search it.

1	2	3	4	5	6
269	157	57	248	44	131

If a new guard enters, you have to fight. If you win, return here and read on.

You can now either:

Check the main desk, turn to **257**

Check the icon on the rear wall, turn to **267**

254

Crouching down, you peer under the lectern. Peering into the gloom, your eagle sharp eye sight picks out a small wooden switch. You decide to risk it.

You press the switch and you hear a grinding sound behind you. You jump back to your feet and turn around. A section of the back altar is moving backwards, revealing a space behind the altar.

Do you want to investigate, then turn to **117**

If not, turn to **221**

255

There's a rather satisfactory "**click**", and the door opens inwards. You slip through the door into the dark room behind it. Wasting no time, you find a robe that is your size. You remove your dark cloak, bundle it up and place it into your backpack. You slip the light, colourful robe over your dark jerkin and hose. It opens at the front, and has long volumous sleeves and a light hood.

Do you want to leave some money to cover the clothes? If you do, decide how much and place it by the wooden drawer that acts as a till. Deduct this from any money you have.

Feeling slightly uncomfortable in your new robes, you slip out of the door back into the street.

TEST YOUR FORTUNE

If you are fortunate, then turn to **119**

If you are not, turn to **296**

256

Your horse missteps as it runs through the woods. Through 2d6. If you throw a double turn to **208**. If you throw anything else, you are able to wrestle with your horse and regain control, but this costs you 2 seconds in valuable time as each of your pursuers gets closer.

If at any stage you lose your pursuers, turn to **89**

If at the end of 3 rounds you are still being pursued turn to **197**

257

Carefully, you walk over to the main desk that faces the room. You sit down, so you can see underneath the desktop, looking for traps. You can see none. There is a drawer in front of you.

Slowly you pull it open. The draw is empty, but then there is a "**puff**" of air. A green, blue gas floods out of the draw, into your face. You cough at its acridness, and then involuntarily gulp in another mouthful.

You fall to the ground, coughing. Lose 2 **ENDURANCE** points.

Do you have the **SKILL** of **CHAKRA**. If so, turn to **107**

If not, turn to **294**

258

You have picked up the legendary Silver Shield of Sagnor, which was obtained long ago from the dread Castle of Riechard. The shield gives you extra help in defence. If you are hit by a creature not of this world, then you can roll for **FORTUNE**. If you succeed then you are not hurt, but you can only do this 3 times per battle.

If you fail then you only suffer 1 **ENDURANCE** loss - but either way you will not lose a **FORTUNE** point. This will not work on normal **FORTUNE** roles but only in combat.

Turn back to your previous reference

259

Your luck is in! You see a merchant rather foolishly walking through the streets seemingly unarmed and unaccompanied. It is rare to see such a thing as most merchants pay for protection when walking the mean streets of Laeveni, even in the upper city.

However, it will not be easy. This merchant is not your typical drunk that you find in the streets at this time. He is alert and careful, constantly looking around and is aware of his environment.

A stealth theft will not work as he is too wary. You decide that a distraction theft is the next best option.

By chance, you see a wine flagon by the side of the road and pick it up. There are a few drops of pungent, cheap red wine in the bottom of it, and you pour these over you clothes to make you smell the part. Then you take a short cut so that you are ahead of the merchant and wait around a corner. You turn the corner just as he reaches it.

TEST YOUR AGILITY. Roll 2d6 and add it to your **AGILITY**. You will need to score 17 to successfully steal from the merchant. If you do turn to **144**

If you fail, turn to **54**

260

Your mind is screaming at you - somethings not right. A part of your consciousness alerts you that all is not what it seems - this tree is not the harmless plant that you assumed it was. Your eyes fly open in

realisation. You look down and see that small thin tendrils from the tree have already started to wrap around your arms and torso.

Where they touch bare skin, small barbs have hooked into the skin and pierced it and you can see red liquid flowing up the tendrils from your arms. Your blood! The tree is feeding on you. It's a Night Lover, a rare carnivorous tree that feeds off animals. Its scent only becomes active at night to attract animals to come and sleep in its leafy boughs. Then the scent puts them into a stupor and the tree feeds on their blood all night, until all that is left is a dehydrated carcass.

Some rich merchants have found that having a Night Lover outside their properties is as good as having armed guards - as they are harmless in the day, but overnight they protect your property better than a pack of dogs. You have narrowly avoided becoming its evening meal.

Turn to **213**

261

Unlike Laeveni, where shops and stalls are open almost all 27 hours of the day, it seems that shops in Goldthorn close at dusk. After finding three clothes shops closed in a row, you give up on finding one open for business.

Your options are to:

Try to break into the nearest store and steal some clothes, turn to **7**

Try to steal some clothes from a nearby house, turn to **285**

262

There are three guards between you and a free run into town. You will have to dodge past each of them **TEST YOUR AGILITY** against each Guard. Each guard has a different **AGILITY** score. Roll 2d6 and add to your **AGILITY** score, and do the same for each Guard. If you score more, then you dodge that Guard. If you draw, roll again.

Guard 1: AGILITY 6

Guard 2: AGILITY 7

Guard 3: AGILITY 9

If you have the **SKILL** of **SPEED AND AGILITY**, you can take 1 from 2 of these rolls – but you have to decide before you roll which one.

If you succeed, turn to **102**

If you fail, turn to **154**

263

Roll 2d6 and refer to the table below

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

If you roll a number with an “X” below it, then carry on reading this section

If you roll a number with a reference under it, turn to that reference and then return and read this section from here

The room is a bedchamber, you assume Devero's. It is surprisingly Spartan and plain, with little in the way of furnishing, and a plain simple wooden bed with a small chest of drawers next to it.

You look around quickly, and check the drawers by the side of the bed. As you open the second drawer, you see a gleam of gold.

Roll 2d6. That's how many gold pieces you find in the drawer. You pocket them as they may be useful later.

You can now:

Try the door which is painted blue, turn to **225**

To return to Devero's office, turn to **230**

264

You remember that Devero told you that you needed to find a retired warrior called Vostede.

But you feel you need to disguise yourself better.

You look around and see a number of shops and taverns but also clothes left on lines above houses to dry.

Will you:

Try a shop, turn to **261**

Try and steal some clothes, turn to **285**

Or if you are confident to stay dressed as you are, turn to **235**

265

You decide to try the honest approach and level with him. With all your charm you flatter him about his perception, saying that you are indeed from Laeveni - but you are here on urgent business. You took to a disguise as you were being pursued by assassins who knew you too well.

You said that Laeveni is in very great danger, and a great evil is trying to take it over.

The barman stops and thinks, staring at you intensely as he does. "**Go on**" he says, leaning forward.

You feel a little surge of triumph. You have got his interest and he is intrigued. You tell him that you know that Laeveni is not the best city to have as a neighbour, but Most Holy has always run it to her rules and that has limited the impact on the surrounding area.

If the Church is deposed, and this power takes over, the city will become a beacon for creatures of evil and chaos - and will soon expand to swamp neighbouring towns and cities. The whole of Eastern Elenisha could soon be ruled by a dread power.

You stop and wait, giving the barman time to consider what you have said. You finish the dregs of your pint and slam it down on the bar.

He pours you another ale, pushes it along the bar to you and says "**On the house**".

You realise how dry your mouth is, partly from talking but mainly from nerves. You gratefully grab it nod your thanks, and take a generous pull on it and you relax a bit. You have almost convinced him. He gestures to one of the barmaids who is currently cleaning a table.

"Hey Meg, watch the bar, something has come up",

Meg replies "**Course, Rudi**" and heads back to the bar.

The barman, who you assume is Rudi, says "**Grab your brew and follow me**" and he opens a door behind the bar and walks through, leaving the door open.

Are you going to follow?

If so turn to **181**

If not, turn to **10**

266

You pick a fine sword. Inscribed on the blade in runes is the name Devilsbane. It is a magic sword that will give you plus 2 **FIGHTING SKILL** when fighting any creature deemed as evil. It will also do double damage to any supernatural creature.

Turn back to your previous reference

267

You walk over to the icon, and it seems much deeper than a traditional painting. It protrudes from the wall by about 6 inches. Your long, sensitive fingers search the edges of the frame lightly, and find nothing. But then you inspect the image.

Most Holy is staring to her right, or your left as you stare at the picture. Around her neck is a key, not unusual as Most Holy is seen as the gatekeeper to the Kingdom of the Silver City, the key holder. You extend your hand forward and with your index finger press the key. It moves inwards with a "**click**" and the front of the icon slides open. Inside is a large iron key.

Finally, you have found the key to escape. Turn to **123**

268

Worthy Sareth tells you that your grey warm blood is called Jumper. She is a 3 year old mare, not the quickest over open ground but brilliant at jumps and the most agile horse he has. However be careful as she doesn't have the best endurance.

Turn to **232**

269

As you enter the area, there's a figure in front of you. He's called Manfred, and he's the Sergeant now in command of the search. He is a tall, elegant, slender man, with a narrow face and his dark hair is swept back from his forehead in a widows peak. His skin is an olive complexion and he appears to come from one of the sunnier northern regions.

He smiles when he sees you and both hands reach over his shoulders, drawing twin scimitar swords.

“Maybe I should thank you, scum, for killing my Kaptain, as I will no doubt take his place once I have your head. But still, I will show you no mercy. You will die here, today”

And with no further words he leaps at you. You draw your blade.

SERGEANT MANFRED FIGHTING SKILL 9 ENDURANCE 8
FIGHTS WITH 2 SABRES – SO YOU NEED TO ROLL TWICE FOR EACH ATTACK

Manfred is an experience fighter and he also uses two swords – and so for every fighting round, you will roll twice for him, and once for yourself. The highest total wins each round and does 2 **ENDURANCE** damage.

If you win, turn back to the previous section you were on, and if you roll **4** again count it as an **“X”** roll.

If your combat takes more than 8 rounds, then roll 2d6 and consult the table on **273** again. If you roll a number that still has a reference leading to a guard you have yet to fight, then that guard has heard the noise and has found you fighting your current opponent.

You must now fight both guards. To do this, roll 2d6 for each combatant and add it to their **FIGHTING SKILLS**. Then do the same for yourself. The one with the highest total causes damage. If you win, then you hurt the guard who had the lowest total.



270

As the suns start to rise, then any shadows will soon be non-existent, and so you waste no time.

You run along the base of the south wall towards the south west tower.

TEST YOUR SPEED AND AGILITY and **FORTUNE**. Add both together and roll 4d6. If you roll less than or equal to the combined score, turn to **103**.

If you roll more, turn to **52**

If you have the **SKILL** of **MOVE SILENTLY / HIDE IN SHADOWS**, you can take 2 from the roll.

271

You are still struggling with the lock when the door handle turns, and is pushed open. You try to brace yourself to stop it opening, but the guard on the other side is too strong.

He forces it open and you are thrown backwards into the office. He stands there, filling the doorway, and grins.

“Lads, here he is. C’mon, let’s show him what we do to those who kill our Kaptain”

Soon he is joined by several other burly guards, all holding short swords.

“Let’s take him lads!”

They all make their way into the tiny office, swords in front of them. You draw your blade, but against so many it’s no use. Soon you are disarmed, and the guard’s swords fall again and again.

Within a few moments, you are just a bloody rag on the cold stone floor

Your adventure ends here

272

You are not surprised when the face looking up at you is Celdron’s. However you still curse under your breath.

Then as you stare at each other, two other horseman trot out of the darkness. Did you kill any horsemen on the way to Goldthorn?

If you did, turn to **223**. If you didn’t turn to **90**

There are 6 guards roaming the corridors and rooms of Devero's apartments. You don't know where they are and so each time you enter or leave a room, you must roll 2d6.

Make a note of this reference, or write down these numbers on your **ADVENTURE SHEET**. If you roll a number where there is an "X", then the area is empty. If you roll a number with a reference under it, you must turn to that straight away. Make note of the section you are on, as you will need to return to it (if you can).

2	3	4	5	6	7	8	9	10	11	12
X	X	269	24	157	57	295	248	44	X	131

THIS TABLE IS ALSO PRINTED ON PAGE 11 IF YOU WANT TO MAKE A COPY OF IT

There are 6 guards in the area. If you meet and fight one of the guards, then they are dead and so if you roll the same number again, then you will not fight again.

So if you roll 4, and turn to **269**

If you survive and then enter another area, and roll 4, it will now be an "X" roll.

There may be other items you find when you roll as well – but similarly, if you have found it once, then the next roll of that number would be an "X" roll.

Turn to **58**

Ahead of you are two streets.

They are Turmeric Grove straight on, and Cardamom Street to the right.

Choose one, and turn to **287**

HORSE TO HORSE COMBAT

Fighting on horseback is a combination of your **FIGHTING SKILL** and your horses **AGGRESSION**, versus your opponents **FIGHTING SKILL** and his horses **AGGRESSION**.

For example, Elrad has caught you and his **FIGHTING SKILL** is 11 and his horses **AGGRESSION** is 13. Therefore he will have an **ATTACK** score of 24.

Throw 2d6 and add this to his **ATTACK** score. Elrad rolls 8. He has a total **ATTACK** score of 32

Now do the same for you and your horse. You have a **FIGHTING SKILL** of 10 and your horse has an **AGGRESSION** of 18. You have an **ATTACK** score of 28. You must roll 5 or more to beat his **ATTACK** score of 32.

However you need to determine if the damage was to the rider, the horse or both.

Roll 1d6 and consult the table below.

1-2 - The blow glances off the weapon of the opposition and is deflected down into the horse -2 **ENDURANCE** horse only

3-4 - The blow is partially deflected by the rider but still causes damage to him. The opposing horse manages to bite the other horse -1 **ENDURANCE** to Horse and Rider

5 - The blow is true and evades the riders defences and hits him -2 **ENDURANCE** to Rider

6 - A mighty blow strikes the rider and continues through to hit the horse - 2 **ENDURANCE** to Horse **AND** rider

If you opponents **ENDURANCE** is reduced to 0 first, then you have defeated and killed them. If your horses **ENDURANCE** is reduced to 0 first then that horse is dead, and you will have to fight their opponent on foot.

Now turn to the right reference for who caught you. Let's hope it's not Elrad.

For Elrad, turn to **2**

For Spearo, turn to **80**

The guard walks around behind the desk and glances down under the table and sees nothing. He shrugs and turns and makes his way to the door.

"Bloody waste of time", he mutters to himself as he leaves the room.

"Clear, Sergeant", he yells

You realise you have been holding your breath in the tension. You breathe out quietly and crawl out from beneath the desk.

You listen at the doorway until you are as sure as you can be that the guard has moved on. You open the door and head back towards Devero's office

Turn to **58**

As you sit on the bench looking for clues, the locked door behind you swings open and a figure enters the chapel and walks round to stand in front of you. He's called Manfred, and is the Sergeant now in command of the search. He is a tall, elegant, slender man, with a narrow face and neatly trimmed moustache. His skin is an olive complexion and he appears to come from one of the sunnier northern regions.

He smiles when he sees you and both hands reach over his shoulders, drawing twin scimitar swords.

"Maybe I should thank you, scum, for killing my Kaptain, as I will no doubt take his place once I have your head. But still, I will show you no mercy. You will die here, today"

And with no further words he leaps at you. You draw your blade.

SERGEANT MANFRED FIGHTING SKILL 9 ENDURANCE 8
FIGHTS WITH 2 SABRES – SO YOU NEED TO ROLL TWICE FOR EACH ATTACK

Manfred is an experienced fighter and he also uses two swords – and so for every fighting round, you will roll twice for him, and once for yourself. The highest total wins and does 2 **ENDURANCE** damage.

If you win, turn back to the previous section you were on, and if you roll 4 again when entering a room, count it as an **"X"** roll.

If you win, turn to **183**

278

You reign in your horse and listen intently, placing your hand over the horse's mouth so it knows to be silent. The countryside is strangely quiet. You can hear no signs of pursuit and so you have some time. You climb down from the saddle, pat your horse's neck affectionately, wiping some of the lather off him and tie him to a nearby brush. He busies himself grazing.

You look down and see the earth has been churned up by your horse's iron-shod hooves at full speed. You busy yourself diverting the trail and hiding your true path back a few hundred feet. It's hard work in the near dark but you have sharp eyes. You shape your path so that it is going eastwards, rather than west towards Goldthorn, your true direction.

You turn south east and head on, leading your horse for a while to allow him to get his breath back.

Turn to **37**

279

The tavern is different to those in Laeveni, which tend towards being dark, seedy and more than a little unclean. This is a lovely light airy tavern and as with the rest of the city there is a light, fragrant odour in the air.

The room is half full, a mixture of workers coming off shift at the spice grinders, and porters about to go on duty at the spice markets. Despite being busy, the atmosphere is quiet and calm. You walk over to the bar. The landlord looks up at you from cleaning the bar top. He is a tall man, with broad shoulders. His arms under his jerkin look heavily muscled but his jerkin bulges a little over his beer drinker's paunch. His hands seem hard and calloused and scarred. His face is that of a man you do not want to upset. You walk up to the bar.

The barman looks at you with steady eyes, and says "**Yes, young sir?**", in a flat, unfriendly voice.

Will you:

Order a pint of ale, assuming you have the money to pay for it. Turn to **121**.

Or if you don't have the money for beer, or aren't thirsty, just ask for information. Turn to **83**

Slowly, so slowly, as sudden movements catch the eye, you slide your hand along the wall towards the keys.

Then all of a sudden something grabs your wrist. You are pulled towards the door, and it bursts open inwards. You fall inside, and over a desk, and hit the floor. You look around, dazed. It's a guardroom, and on chairs surrounding you are four hefty looking guards. They have just been called on duty following Devero's death, and are being briefed by a fifth guard – the one who caught your arm.

All stop and look at you. Then as one, the seated guards stand, their chairs going tumbling back. Their hands go to their sword hilts and they draw them almost at once with a steely hiss. They all smile grimly and close in on you. You raise your hand to ward off the first blow. It flies through the air, landing severed several feet away from you. Then the rest of the swords rise and fall. Again and again.

Your adventure ends here.

The Corporal holds out his hand, and shows you the coins in his hand
“Is this the money you left, lad?”

You nod

“You trying to cheat an old man? That robes worth at least 4 GP. You’ll be coming with us, son, until Wendo sobers up and decides whether he wants to press charges in the morning. A night in the cells for you. Clap him in irons, lads”

Turn to **206**

Walking up to the closed oak door, you listen and can hear nothing from the other side. You open it and slip through, into a small, cramped office. It's empty and there is not much light. To your left is a large, cluttered desk. It's piled high with parchments, scrolls and books. Quill pens lay strewn on the green leather top. The Virga, it would appear, is not the neatest of workers.

As you stare around the office, you hear the stomp of feet outside. You creep up to the closed door and listen.

You hear voices outside in the corridor directly outside of Devero's office.

“Right, lads. The Arch Cardinal and the Kaptain are in that office. Both are dead. We have an assassin in the building. I’ve stationed 2 lads at the other side of the green door. It’s the only way out, and only they can open it from their side. You know the code if you need them to open it.

So in the meantime there are the 6 of us to find this scum. Split up, room by room. If you find him, no mercy.

You, check the Virga’s office”

You need to do something. You can either

Hide behind the desk, turn to **136**

Try to jam the lock, so the door cannot be opened, turn to **111**

283

You seemingly wait forever but no sign of Elrad. You wonder if you should give up and just try to find your way out of the forest on foot.

Do you have the **SKILL OF FORBEARANCE**, then turn to **182**

If you don't, you decide to try to find your way out of the forest, turn to **151**

284

Deciding that it is best to be the most brazen you can be, you ruffle your hair. You look and see that there is blood on your leather jerkin, still wet. You rub it off with your hand, and then press your hand to your face, then smear the blood over your cheek and forehead. You look down and see some mud, and smear it on your brow, so it looks like a gash. Then you run on the spot for several minutes, until you look hot and sweaty and out of breath.

Then you steal yourself, and run out of the archway, straight towards the guards at the East Gate, shouting:

“MURDER, FOUL MURDER! AN INTRUDER HAS MURDERED THE ARCH CARDINAL. AN ASSASSIN IS FREE IN HIS CHAMBERS AND HAS KILLED HIS PERSONAL GUARD”

There are four guards at the gate and two of them run towards you. Quickly you relate to them what has happened – most of it is even true, from a certain perspective.

TEST YOUR FORTUNE. If you have the **SKILL** of **CHARM AND GUILF**, then you can subtract 1 from the roll.

If you pass, turn to **43**

If you fail, turn to **50**

285

You look along the rows of neat streets with wide concourses and evenly spaced blazing torches. Unlike the cramped streets of Laeveni, there are a distinct lack of side streets to loiter in, or shadows to cover your thievery. Eventually you reason that as it's so quiet, one street is as good as the next. You sight a roof terrace above you and slowly wafting in the breeze are some clothes hung up to dry. You jump up to grab hold of the railings with both hands.

Do you have the **SKILL OF CLIMBING**? If you do, turn to **118**. If you don't, turn to **241**

286

You make a couple of feints towards Spearo, but the wily old pro simply steps back. Then you engage in a few parries and ripostes that he easily deals with.

He smiles. It's almost a friendly smile and then he says "***Not bad technique son, a bit rudimentary, but you are not using that sword to cut purses now. And you will find that cutting me is a lot harder than a bit of thievery.***"

He smiles graciously again, and then launches a sudden attack. He leads with the long dagger which you catch on the cross piece of your sword and tries to bring the axe whistling around into your side.

The still warm corpse of the horse lies steaming behind him, blood still flowing onto the hard packed earth. Your fight has churned up the muck with blood, creating a treacherous surface. As he tried to bring around the axe, his back foot slips in a puddle of muddy blood, and he staggers backwards, momentarily off balance. You take your chance and leap forward, slashing across his belly. A deep wound opens and his guts fall onto the ground in front of him and he doubles over in pain. Then he collapses to the floor. You decide not to search the body due to the mess.

However you are now stuck in the forest with no horse.

Turn to **137**

287

Roll 1d6

If you roll odd, then the Night Watch run down Turmeric Grove

If you roll even, then they run down Cardamom Street

If they run down a different road to the one you chose, then you have lost them. Turn to **291**

If they run down the same road, then they pick the right road and are still following you. Turn to **153**

288

You pick up a bronze spear. It is light and perfectly balanced. This is the Hunters Spear, and gives you the power of the hunt. You can try to cast it before the first round of combat. Roll 2d6. If you roll less than or equal to your **FIGHTING SKILL**, then it will fly true and hit your enemy before combat is joined.

It will also cause a vital wound, and so you can throw 1d6 and add 2, and deduct that from your opponents **ENDURANCE**. You can only use this once per combat, but can retrieve the spear after a successful fight to use again.

Turn back to your previous reference

289

You can hear a horse approaching fast and you risk a glance over your shoulder. The rider appears to be normal size, possibly slightly taller than you. It must be Spearo. He rides with an easy gait. His face is emotionless and yet aware, searching from side to side.

However you are well hidden and when he rides past you, you charge out. With no finesse you duck underneath his horse and cut the cinch strap with your sharp stiletto.

The result is exactly as you'd hoped. He topples from the saddle, arms flailing. His horse, spooked by the attack, trots off.

But Spearo is a seasoned fighter and is soon on his feet. He closes on you and he reaches to his waist and draws his dagger and a hand axe. You must fight and hope to win and gain the horse.

With two weapons, you must roll twice for each attack round for Spearo. Whichever of the 3 rolls (your, and his two) is the highest wins the round.

Spearo

FIGHTING SKILL 9 ENDURANCE 11

If you win, then turn to **20**

290

You don't have long until the suns will rise completely and so you move quickly. You head out of the archway and run quickly eastward along the south wall. From there you can try to slip north past the gates to the north tower.

You make it to the east corner, below the tall south-eastern guard tower. You start to move northwards, but then you hear a shout above you. Glancing up, you see two faces staring down at you from the top of the east wall. They have seen you.

You go to run, but then you hear a whooshing noise above you, like a large amount of water being poured out of a vessel. Looking up again, you see a bright liquid heading towards you. You try to jump out of the way, but the boiling hot oil strikes you full in the face. Your skin blisters and peels, and you try to scream, but the searing liquid floods into your open mouth, stripping the lining from your throat.

You drop to the floor, twitching, as your brain quickly boils.

Your adventure ends here.

291

You manage to lose the Night Watch. You stand there panting until you recover your breath, and decide that you definitely need a change of clothes, as the Watch will be looking for you. Will you:

Try a shop, turn to **261**;

Try and steal some clothes, turn to **285**

You take the road and ride on. This route skirts the edge of the Emerald Heart and the road is wider and clearer. You are grateful that you do not have to go deep into the forest, a prospect the scares you more than you care to admit. As a city child, born and bred, the woods terrify you.

After 2 hours, you need to stop and feed your horse. If you cannot, it will lose 4 **ENDURANCE** points. After you feed your horse, you go to remount again and happen to look back along the road you have travelled. In the distance, you can see two figures on horseback, travelling quickly. Your heart sinks. You have no doubt that these riders are pursuing you.

But you carry on riding, without incident, for a couple more hours. By now, the afternoon is half over and soon the suns will be descending over the horizon. Having no trail skill, the thought of being caught overnight in the dark, in the open, scares you. You look back and see the riders seem to have closed the gap to you.

The fear of both the dark and the riders gives you renewed urgency and you decide to get a move on. You dig your heels into your horse, who grudgingly agrees to go faster. However this increased pace costs your horse a further 4 **ENDURANCE** points.

You will need to stop and feed him again soon. Then the already thinning forest starts to recede even further. Ahead, you can hear the sound of running water. You are leaving the outskirts of the Heart and back onto the open plain. Ahead of you is a stone bridge, which goes across the river. The bridge is not wide, allowing only one horse to pass at a time.

You think this is a good place to stop and break for a rest. You climb off your horse and just happen to face behind you as you dismount. You see two shapes on horseback skirting the woods. One huge, one normal size. Your pursuers are close.

Your options are:

You can try to hide under the bridge, hoping that as they are still in the woods they may not have seen you, turn to **425**

Wait on the bridge, and hope to fight them one at a time, turn to **436**

“Hmmm” ponders the Corporal ***“The only man I can think off who may know is old Rudi. He runs the local tavern two streets over on Clove Street. Rumour has it he served in the Church Army some years ago.”***

You go to thank the Corporal, but then he stops you

“But there’s something not right about you. A mission from God, an urchin like you. No. Somethings not right. I think you had better come with us.”

You go to protest, but it’s no good. The Corporal signals his men and they soon have you in irons. They march you back to the local guardhouse and soon you find yourself in the local jail. The guards are efficient and strip you of everything, leaving you in your jerkin and hose. So you can’t even try to pick the locks, as your picks are in your boot heel.

You sit in the cell, frantically thinking. The Night Watch leave, with a single guard sat with his feet up at a nearby desk, eating his supper.

Then there is a knock on the guardhouse door. The guard sighs, puts down his mutton bap, and walks over to the door and opens it. Three figures force their way into the room. The largest picks up the burly guard by his tunic front, and throws him like a child would a doll. The guard crashes into the stone wall. Dazed. Or dead.

The smallest picks up the keys from the desk and walks over to your cell door. He looks at you and smiles as he unlocks and opens the door.

“Hello Shadow. So good to see you again. We have a lot to talk about”

Celdron smiles again, and then gestures to the hulking Elrad, who grim as death walks into the cell and towards you.

Your adventure ends here.

294

You cannot stop coughing, and the gas expands outward like a cloud, enveloping you where you lie. You try to crawl out of the way, but every breath you take, every move you make, you breathe in more of the toxic cloud. You lie there, unable to move, but just cough, inhale, repeat, over and over, until you breathe no more.

Your adventure is over.

295

As you walk into the area, you see a bottle on the floor, possibly dropped by a guard in their hurry searching. You pick it up and inspect it. You have a **POTION OF FIGHTING SKILL** – it will increase your **FIGHTING SKILL** by either 1 for the next 2 fights, or by 2 for the next fight only.

You can decide to drink it when you encounter your next opponent, or keep it if you don't need it.

If you roll **8** again count it as an "X" roll.

Return to the previous section

296

The Heathen God of Luck must be frowning upon you, as when you leave the shop, you almost run into a detachment of the Night Watch.

Have you already run into the Night Watch? If so turn to **177**.

If not, turn to **95**

297

You move too slowly and you feel a puff of air and a sharp pain in your chest. You look down and see a small silver dart embedded in your left pectoral. You reach down to pull it out, but your vision swims. You can now see double of the dart. You try to pluck it out with your fingers, but you keep missing. Then your heart starts to thud in your chest, and you can hear the blood raging like a torrent through your head. You start to feel dizzy, and you fall backwards. You drop to the hard marble floor, some 10 feet below, head first. The impact snaps your neck, but saves you from the excruciating pain from the poison in the dart.

Your adventure ends here.

298

Not sure which way to go, you decide to turn right. You ride carefully along the road. It's wide and well paved, and busy with carts of traders and merchants.

You ride for a few hours, weaving your way through the slower carts and laden mules. You think about asking about the route, but each face you try to talk to is stony and unfriendly. Passage on roads around Laeveni can be dangerous and so people have learnt to keep to themselves.

Your horse is getting tired. Throw $1d6+2$. This is the **ENDURANCE** your horse has lost so far. You will need to stop to feed your horse, as if their **ENDURANCE** gets down to 0, then the horse will be lame, and you will lose your mount.

Name	Type	Strengths	Endurance
Quicksilver	Light horse	Speed and endurance	16
Jumper	Warm blood	Jumping and Agility	12
Colossus	Draft	Freight and Fighting	16
Samwise	Pony	Intelligence and Hardiness	20

If your horse gets to 0 **ENDURANCE**, turn to **400**

Otherwise, turn to **109**

299

Your shot must have been guided by the One True God as your arrows path is true and the iron broad head thunders into the centre of the wide chest of the horse. The velocity of the arrow couple with the speed the horse is moving towards you increases the damage done and the arrow pierces the horse's great heart.

After a couple of steps the horse's front legs collapse and its head ploughs into the ground. The rider is thrown violently from the horse into a nearby tree, crashing into it with tremendous force – and is killed instantly.

You are relieved as you think that this rider will no longer trouble you. Turn back to **56**

300

Vostede is dead, but you do not have time to mourn the brave old campaigner.

You don't have much time, you can take one item from Vostede's body that you think may be useful. Pick one and write it on your **ADVENTURE SHEET**. But think quickly as something is happening in the chamber.

The choices are:

Vostedes sword (turn to **266**),

His shield (his armour is far too big for you, turn to **258**)

The bronze lance (turn to **288**)

If you turn to the item you selected and find you have already picked it back at Vostede's tavern, then you can choose again.

Now turn to **455**

301

You have dispatched, with some help, all of the servants Bael is able to summon. You stand there breathing heavily. How many stones did you use to defeat Bael's squires?

If it was 5, turn to **397**,

If it was 4, turn to **380**,

If it was 3 turn to **333**

302

The Daemon sucks the life out of your bodies' and they fall to the ground shrivelled and shrunken, empty husks. Your adventure ends here. Bael will soon be free to ravage your world unopposed.

303

You have robbed Bael of his most loyal and resourceful servant. He is still weak and confined to his jail and cannot take physical form and fight you directly. However he can send creatures at his beck and call to fight you – but the keystones have power and can help you.

You must choose the right stone to fight the right opponent. Smashing the stone will release the being inside that will hopefully help you.

However, these stones are also the keys to the chains that bind Bael, and so each one use will help him to escape from his jail.

You cannot hope to prevail against his minions alone. So to find out who you must first face, roll 1d6 and that gives you the creature that you will first fight.

1	2	3	4	5	6
357	375	334	376	388	361

THIS TABLE IS ALSO PRINTED ON PAGE 11 IF YOU WANT TO MAKE A COPY OF IT

But take note: Bael has 6 creatures that he can call on to aide him, but there are only 5 stones. You will have to fight at least one of the creatures unaided by the power of a stone. Bare this in mind when deciding what to do. You do not have to use all five stones when fighting.

If you use a stone, put a tick in the box below so you know you cannot use it again.

Ruby	Diamond	Emerald	Obsidian	Sapphire

If any of the creatures you summon is still alive at the end of its fight, then note down its **FIGHTING SKILL** and **ENDURANCE** at the end of the fight. This may be the difference between life and death!

When you have defeated all 6 creatures, turn to **385**

304

Fighting the harpy alone is difficult as the creature can keep its distance in the air, and attack with the speed of a plunging eagle, striking with it razor sharp beak and tearing at you with its wicked talons. You flail around trying to land a meaningful blow, but the harpy's clever aerial attacks mean it slowly picks you off.

Finally when it senses that you are at the gates of death*, it plunges down with one final diving strike. Its talons tear through your armour like it was paper, and rip at your intestines, whilst the great beak stabs down, and in one motion rips out your throat. You die, spluttering and drowning in your own blood, as the harpy raises its head and gulps down the bloody meat that was your throat. Then it starts to pick at choice organs in your eviscerated corpse. Your adventure ends here.

*Heaven forbid

You descend into the inky darkness. The only sign of light is the rapidly diminishing hole above you, which soon seems to appear to be only a pin-prick in a dark night sky.

The only sound is of your boots on the metal rungs, and the sound of your breath, which comes fast and ragged. Your breath is ragged not due to the effort, but due to the rising panic in you, that takes all your will to suppress.

Eventually, after what seems like eons, but was only a matter of minutes, your foot hits solid ground. You stand at the bottom of the long ladder and peer up. Even your thieves' eyes cannot see if Vostede is looking down, many hundreds of feet above.

Wasting no more time, you draw your sword and gently tap on the upright 3 times. You wait a moment, holding onto the upright, and then you feel rather than hear 3 taps vibrating down. Vostede is on his way.

As you go to turn towards the tunnel, which will take you deep into the catacombs, you hear a sardonic voice.

“Ah Shadow. At last. I've been expecting you”

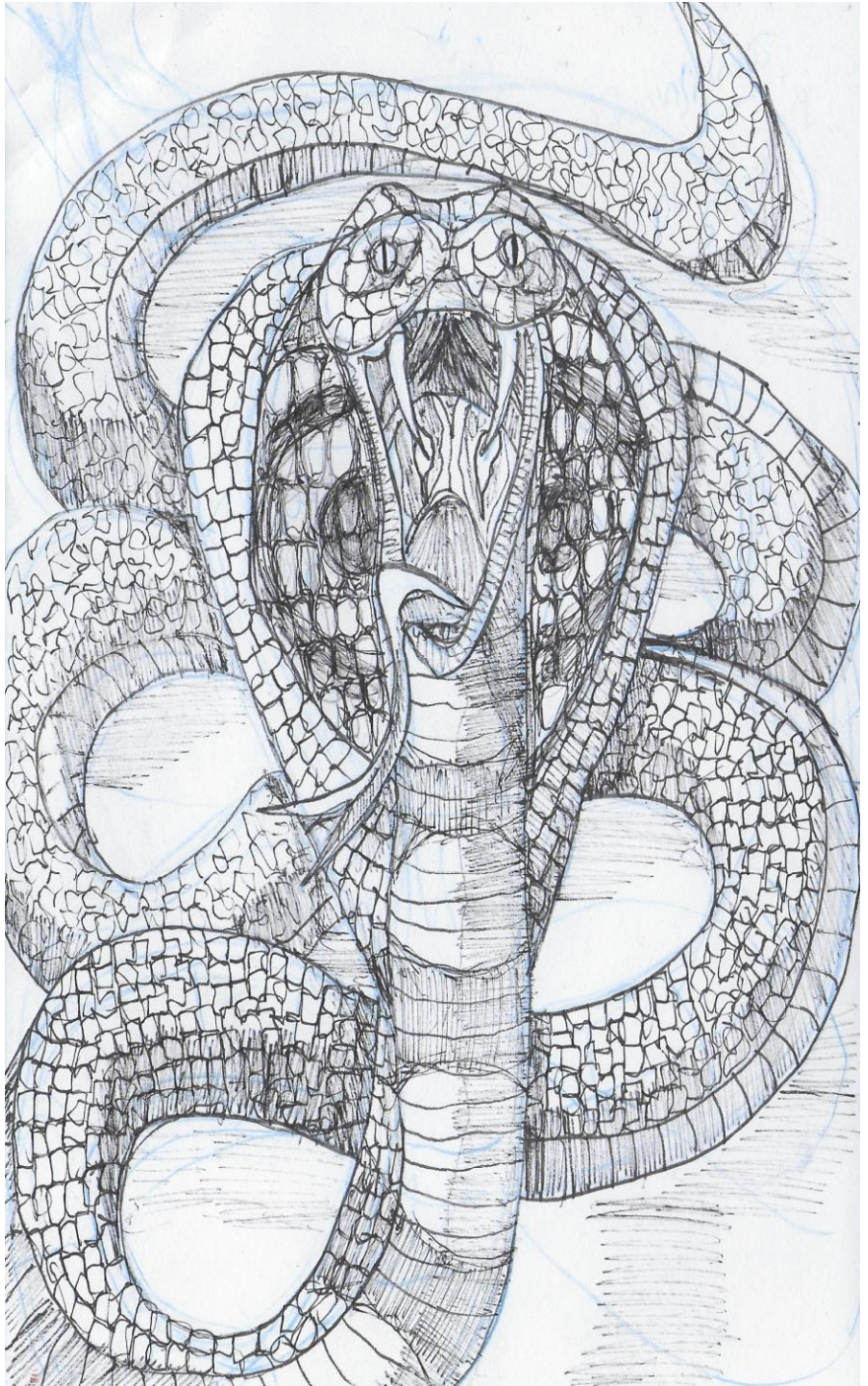
Turn to **369**

Quickly you find the small pouch and open the drawstring. You tip the fangs onto the floor. As soon as they touch the ground, they start to change. Long dark forms start to appear, each 8 feet long

The four darksnakes rear up to their full height. Each has foot long ivory fangs. They seem to be half of this world, and half of another. They are powerful beasts, each with a **FIGHTING SKILL 9** and **ENDURANCE 9**.

They look around, seeing you and Vostede and your foes. You gesture imperiously towards the ghostly apparition and his Daemon familiar. The darksnakes turn and attack De-Villiers and Cel'Dron.

Roll the first attack round for all 4 snakes and for De-Villiers and Cel'Dron. The top two scores injure their opponents.



However they are fickle, treacherous creatures. After each combat round, you must roll 1d6. If you roll a 5, then they turn and attack Shadow. If you roll a 6, they attack Vostede.

If you have **CHARMER** written on your **ADVENTURE SHEET**, note down this reference and then turn to **219**

Now, resolve the fight. If the darksnake's die before your enemies do, then you will both have to fight them

SPIRIT OF DE-VILLIERS **FIGHTING SKILL 13 ENDURANCE 23**

DAEMON CEL'DRON **FIGHTING SKILL 12 ENDURANCE 17**

If you defeat both De-Villiers and Cel'Dron, then:

If Shadow and Vostede are still alive, turn to **350**

If Shadow is killed, turn to **454**

If Vostede is killed, turn to **459**

If you both die, turn to **330**

307

However you have used up all the 5 stones - and so all the shackles holding Bael have been broken. Despite still being weak, Bael is using all his power to give himself a corporeal form as he has seen you dispatch his guardians.

He must now fight you.

The figure slowly starts to form. He is fully 30 feet tall, and is a thing of chaos and terror. His face sneers contemptibly towards you and raises both of immense arms out and plucks two giant hooked chains from seemingly nowhere. Both glow with an eldritch light.

"SO MORTALS, YOU HAVE BEATEN MY SQUIRES, BUT YOU ARE NO MATCH FOR BAEL. I AM AS OLD AS THIS UNIVERSE AND WILL EXIST UNTIL IT ENDS. YOUR PUNY SKILLS MEAN NOTHING TO ME".

He flicks his wrists and the chains fly out like whips, and one lights up with a stream of green fire along its length, the other has cold ice cascading down it. One of the chains catches Vostede in the chest and throws him back against the cavern wall. He is knocked unconscious. Only Shadow can fight Bael now

However you sense that Bael is bluffing. He may be unshackled, but he is a Daemon on the mortal plane and cannot draw power from the



damned souls in the Hellscape - and so whilst he may be mighty compared to you, he is in no way omnipotent.

"SO MORTAL, WILL YOU STRIVE WITH BAEI AND DIE, OR WILL YOU KNEEL AND WORSHIP BEFORE ME. YOU WOULD BE MY MOST FAVOURED DISCIPLE. AS I, I WILL BE KING".

You shake your head and raise your (seemingly) tiny sword. Turn to **389**

308

However, the room starts to shake. Rocks start to fall as this reality starts to dissolve into the unknown realm that has housed Bael for untold millennia.

"The keystones" you think "If I destroy them then it may stop the passage to our world."

You move towards the plinths, thinking you will destroy them with your mighty strength, but Bael is aware of your plan

"NO, YOU CANNOT, YOU WILL NOT. YOU MAY HAVE DISPATCHED MY SERVANTS, BUT I HAVE OTHER MINIONS AT MY BECK, AND NOW I AM SO CLOSE I CAN SUMMON THEM"

Then the outline raises his arms to the ceiling of the cavern, and he says something in an ungodly language. Then a dark portal opens in the cavern and through it flies a creature.

Turn to **303**

309

If you choose the ruby, turn to **368**. If you choose any other stone, turn to **317**

310

You have dispatched, with some help, all of the servants Bael is able to summon. You both stand there breathing heavily. How many stones did you use to defeat Bael's squires?

If it was 5, turn to **307**

If it was 4, turn to **363**

If it was 3 turn to **402**

311

The guards are largely ceremonial, but still trained professionals, and yours is not taken by surprise. He blocks your punch, and counters with a fast right hand cross to your jaw. You are knocked backwards against the wall. Lose 2 **ENDURANCE** points.

He advances on you, smiling grimly. But then Vostede is there. He has already dispatched his guard with a thunderous blow that knocked him clean out. Vostede grabs the guard from behind, his large muscled arms around the guard's neck, and squeezes, stopping the blood flow to the brain. The guard slumps in Vostede's arms, unconscious.

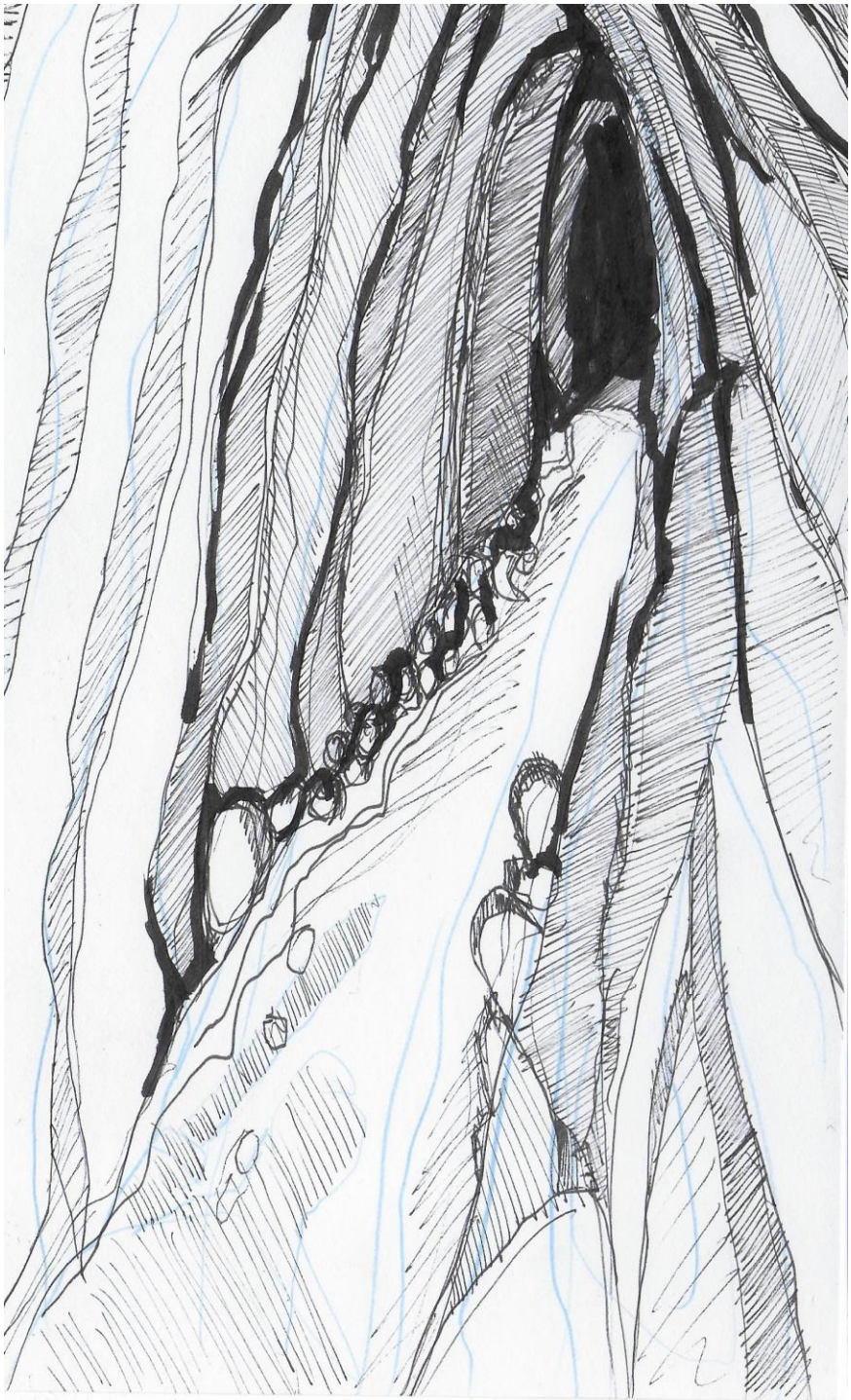
Quickly you both tie them up and bundle them into the guardroom – which is fortunately otherwise empty.

Turn to **316**

312

So far you have defeated the strength of Elrad, the cunning of Spearo and the ruthlessness of Celdron. But now you must walk back down the tunnel, towards the spirit of De-Villiers.

The tunnel seems to last forever, as you both head down towards the cavern that imprisons De-Villiers. You steel yourself, taking heart from young Shadow, and how he gave his life. You will not let him down.



Eventually, the tunnel widens and you emerge into a large vaulted cavern.

Opposite you is an ornately carved archway, the way you first entered this chamber. Light cascades down from above from a hidden source far above. There is a small rivulet of water passing through it, and the walls are all carved and painted - although the paint has blistered and peeled from the walls over time, or faded into obscurity.

To your left is a raised platform and elegant pillars rise up to the tall vaulted ceilings. To your right is an altar made of black basalt. The surface is old and pitted, and knife marks are clear on the surface. The altar is stained with blood that has turned dark over the ages. At the back of the altar is a statue of a creature made from nightmares. Today you will most likely meet this horror.

Then a figure materializes in the centre of the chamber. It is unnaturally tall, over 7 foot, and floats over the stone floor. Its face is that of a very old man. His long white hair is intricately braided and he wears a long, shimmering robe not of this world. He seems to carry the very stench of decadence, decay and evil.

The figure floats over and stands, or rather hovers, before you.

“Welcome. You I do not know. I expected to welcome young Shadow back to my domain. He left so abruptly last time. But this time I assure you that your stay will be for a goodly term.”

De-Villiers smiles at you, his eyes gleaming green with eldritch fire.

“It is good of you to visit. Last time, when brave Shadow visited us, our preparations were not complete. But now, with the token in your possession, then we can proceed”

He turns and floats to the centre of the chamber, before turning back to face you.

“Now you will witness the re-birth of the Lord Bael” he shouts fervently, his face alive and almost in rapture.

He raises his skeletal hands, and as he does, the floor starts to vibrate. Five basalt columns rise up from the ground, and stop when they are about 4 feet above ground level. They form points of a star around the chamber

De-Villiers then holds out his hand, palm up. It's empty. But then there is a shimmering, and a stone appears on his upturned palm

It's a blue sapphire, and you think you can almost hear the sound of oceans. He gestures and the sapphire floats across the room to one of the podiums. It drops into a rhomboid shaped hole on the top of the podium and there is a distinct ***“click”*** as it locks into place. The sapphire sends out a beam of energy to the centre of the star.

De-Villiers gestures again, and this time a white diamond appears. It floats over to another column, seemingly accompanied by the sound of great winds, and clicks into place, sending out a beam of pure white light.

De-Villiers does this twice more. First a green emerald, that smells of forests and tilled earth; then a black obsidian jewel that seems empty and desolate as the night sky. Each moves to their podium, and unleashes a beam of light towards the centre.

A shape starts to form. A tall shape made of dark, still an outline. It is of a tall, well-muscled man, fully 12 feet high. Short horns are on his bald head and huge feathered wings emerge from his back. Bael is trying to break through.

De-Villiers gestures towards you, and you feel the jewel around your neck start to tug at its chain. You try to react, but find you are unable to move. The red amulet is dragged by the force of De-Villiers powers outside of your tunic. The chain snaps, and the red ruby floats across the room towards the one vacant podium. The sound of crackling flames accompany its final journey. It clicks into place, and this time a beam of red light emerges and joins the others in the centre where the huge figure stands, still struggling as if held by some unseen chains.

Then as one, all the keystones flash, and connect to each other, so a pentacle is formed around the central figure. There is a beam of red, green, blue, white and black light.

De-Villiers throws his head back and laughs.

“At last, the time has come. Now we need just one more piece to the final puzzle. We need the blood of an innocent”

Turn to **359**

313

You get your picks out and work on the lock. **TEST YOUR INTELLIGENCE**. If you pass, the lock clicks open. Turn to **348**

If you fail, if Vostede has the **SKILL OF LEGENDARY STRENGTH**, and you haven't already tried to use this skill, then you can try to use this now. Turn to **335**

If both **SKILLS** fail, then turn to **358**

314

It will be a waste of time to travel to the lower city, and try to get into the catacombs via De-Villiers rooms. The easier option is to climb down from

the tower that Shadow escaped from. That will take you straight to the lair of De-Villiers and you may learn more.

You head towards the Tower of Atricial. It's only a few streets over from the West Gate. The tower is within the walls of the Atrica Duomo, the largest church in Amaldi.

But first you have to get through the gates. You walk up to them, but a pair of halberds cross in front of you. The guards look at you suspiciously.

TEST YOUR FORTUNE

You can either as Shadow if you have it, use the **SKILL OF CHARM AND GUILF**, then you can subtract 1 from the roll. If you pass turn to **396**

Or, if you have chosen it, Vostede can use his **SKILL OF INTIMIDATION**, if so then you can subtract 2 from the roll. If you pass, turn to **327**

If you fail, turn to **337**

Or if you have any flowers of the Night Lover, you can use these to drugs the guards. You remove the flowers from your bag, crush them and blow them into the guard's faces. They both quickly drop to the floor, drugged.

Turn to **316**

315

You frantically try to quiet your horse, but to no avail. Then you see Spearo's rather ordinary face appear around the upright of the bridge.

"Ah, there you are, son. You had us most concerned that we could not locate you." Then he turns and shouts ***"Elrad"***

You can hear a thud as Elrad dismounts and the sound of his boots on the stone and then earth. He walks past Spearo, into the water, and walks towards you, a half smile on his face.

The sudden appearance of this giant startles your already bewildered horse, and it rears up. You are not expecting this, and are dumped off the saddle into the river. You go under water and then recover, spluttering, half sat, half laid on the river floor, water splashing over you.

Then a huge hand reaches out and grabs you.

Your adventure ends here

316

Now you are through the gates, you decide that confidence is the best approach, and you march straight across the gardens, looking like you belong there. Various churchmen and women go about their business, quietly, but none of them challenge you.

You arrive at the base of the Tower of Atricial, and quickly enter and climb the steps. You arrive at the top, ignoring the fantastic view of the Holy City, slightly out of breath and look down at the metal grill in the centre of the floor. This is the very grate you escaped through 2 nights ago. You have no desire to go into those dread catacombs – but you know you must.

You reach down and try the grate. It is once more locked tight.

If you have the **SKILL of LOCK PICKING**, you can try to open the lock. Turn to **313**

If you do not have this skill, then if Vostede has the **SKILL OF LEGENDARY STRENGTH**, then he can try to force the grate open.

Turn to **335**

If you have neither, turn to **358**

317

You have chosen unwisely. The elemental you set free has little power over the creature you face and can only fight with:

FIGHTING SKILL 10 ENDURANCE 10

If your elemental dies before defeating the creature, then you must fight it.

Turn back to the reference you have noted down for the fight.

318

The ghostly form of De-Villiers floats over towards you.

He stops and looks at you, both waiting, swords ready.

“Ah, but two against one is not so sporting, is it? Maybe I can even the odds”



And then he waves an arm, and another figure appears. This time, it's a small furtive figure. The face is long and thin, leading to a pointed chin. The eyes blaze with hatred for you. The greasy mop of black hair has gone, and instead atop the figures head are a pair of curved horns. The figure smiles at you, showing two rows of pointed, yellow teeth.

“You may have killed his mortal form, for now, but here in this place where the fabric of the realms is paper thin, he can use his true body”

The Daemon Cel'Dron grins at you. ***“Shad-ow”*** he whispers in a voice like death. The Daemon Cel'Dron will be even more difficult to defeat than his human form.

De-Villiers advances. He holds out his hands and twin white swords, seemingly made of smoke, appear in them.

You take a step back, nervous. Fortunately you have Vostede at you side
“C'mon lad. We can beat them. For ever and ever”

Taking heart you prepare for battle.

You must fight them both. To determine who fights which opponent, roll 1d6. If it is even, Shadow fights De-Villiers. If it is odd, Shadow fights Cel'Dron.

SPIRIT OF DE-VILLIERS

FIGHTING SKILL 13 ENDURANCE 23

DAEMON CEL'DRON

FIGHTING SKILL 12 ENDURANCE 17

When the first combatant is killed, then the other two can then fight the one solo combatant. In this case, roll combat rounds for both opponents. The single fighter can only injure one enemy, and so if they win both rolls, they injure the one where their roll was highest, and only manage to parry the other attack.

If you have any of the below items, you can try to use only one of them

If you have a Ring of Communion and wish to try to use it, turn to **384**

If you have a bag of teeth and wish to try to use it, turn to **306**

If you have a bow and the Ebony Arrow, turn to **450**

Otherwise:

If you defeat both De-Villiers and Cel'Dron, then:

If Shadow and Vostede are still alive, turn to **350**

If Shadow is killed, turn to **454**

If Vostede is killed, turn to **459**

If you both die, turn to **330**

319

You are fast, but Celdrons blow is faster. You try to dodge to the side but he manages to slice his blade across your side. You moan in pain and stumble back. Lose 2 **ENDURANCE**

“Ha, Shadow” he sneers **“You have progressed much since we first met, but not that much. I still have the measure of you.”**

And then the fight is truly joined.

You must fight Celdron

CELDRON

FIGHTING SKILL 11 ENDURANCE 15

If the fight gets to the 8th round, turn to **340**

If you manage to defeat him in under 8 rounds, turn to **387**

If you lose, turn to **362**

320

2 or 4. Your plan nearly works perfectly. As you ride off, Spearo runs to his horse and tries to mount in one quick movement. The stirrup snaps, and he starts to fall. He grabs the pommel of the saddle. But the strain on this causes the cinch strap to snap. He falls to the ground, swearing. But as you ride off, your horse pulls up. You dragged the poor beast into a cold river when it was lathered with sweat. Now the horse's legs have cramped. You are thrown from your horse, and end up on the roadside.

Lose 2 **ENDURANCE** for the fall from your horse.

You scramble to your feet. In front of you is Spearo, his sword already drawn. You must fight him

Spearo

FIGHTING SKILL 9 ENDURANCE 11

If you win, turn to **417**

321

You turn quickly, your sword levelled in front of you. It's still darker than Hell, and you can sense rather than see a figure in front of you.

“Strange” the familiar voice seems to muse, almost to himself
“Although I was born to the dark, I do find that I have grown

accustomed to the light. And when I defeat you, I want my face to be the last thing you see. So....."

And then a green eldritch light starts to shine, above you and between you and the figure. The light reflects off a narrow face that you have grown too familiar with. The face smiles.

You know from talking to Shadow that this must be the fiend Celdron. Despite the fact you tower over him, you do not underestimate his skill. Celdron continues,

"I think it's only right that I will be the one to finally seize the Great Lords prize. It will be I who will be honoured most highly, and become the Daemon Lords right hand for finding such a gift, a gift that will free him from torment. But I digress"

And without a further word, Celdron draws his sword and leaps at you, his blade whistling down in a vicious arc. You are taken by surprise.

TEST YOUR AGILITY. If you have the **SKILL of EXPERIENCE**, you can subtract 1 from the roll.

If you are successful, turn to **355**

If you fail, turn to **366**

322

The Tempest Banshee is almost impossible to hit, as it has no real corporeal form - even though you have an enchanted sword. You swing wildly but your blade rarely connects with anything other than fresh air. In the meantime the banshee buffets you with winds that throw you against walls and the floor, until you can barely stand. Then the banshee strikes. It swoops down and flies around you in ever decreasing circles, starting a tornado. The fierce swirling winds pick you up like a rag doll and you spin around and around, faster and faster, as you are lifted off the floor.

Then the banshee widens its circles and your body hurtles around the top of the giant chamber at unbelievable speeds. The force on your body almost forces you to pass out, but you cling foolishly to consciousness. Then the banshee bashes you against wall after wall, until your body is nothing but a battered pulp. Then as soon as you edge towards death, whilst you are suspended 30 yards in the air, the wind suddenly stops and the air is still in the cavern. With nothing to hold you in the air, you plummet towards the hard ground and hit it head first. The impact shatters your skull.

Your adventure ends here.

The diamond smashes on the floor and all of a sudden it's as if a tornado has been released in the cavern. Another shackle breaks. The sound of wind wails and echoes around and there is a rushing of air past your ear that makes your ears pop. Then all of a sudden in front of you is standing, or hovering rather, an air elemental. It's made purely of air and wind and it constantly whirls and swirls. It sees, or senses as you cannot see any eyes, the golem and the wind howls in triumph.

Earth creatures and air creatures are natural enemies and need no encouragement to fight. The golem in turn opens its cavernous mouth and roars, the sound of a landslide. Then they are joined in battle.

AIR ELEMENTAL FIGHTING SKILL 11 ENDURANCE 20

For each attack round it wins, you must roll 1d6. If you roll an even number, then the air elemental successfully pulls the golem off the ground into the air - and can cause 3 **ENDURANCE** points of damage this round.

If you roll an odd number, then it scores 2 **ENDURANCE** damage as usual. If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET**. If the air elemental is killed first, you must try to defeat the golem.

If you do, turn to **303** and roll again.

If you have rolled all the numbers from 1-6, turn to **385**.

If you fail to defeat the golem, turn to **324**

The golem is too powerful for you. It reaches out and picks you up in one of its huge clawed hands. You fight manfully, but the golem squeezes and it's like being buried under a giant landslide, the pressure on your fragile body is immense and it cracks and splinters bones. You scream and drop your weapon to the floor. Then the giant wraps its other hand around the top of your body, and cruelly twists each hand a different way. Your torso is ripped apart from your waist and legs by this cruel motion. The golem then stops and opens its hands, seeing the bloody scraps that remains of your body in each hand. It throws you to the floor, where your legs still quiver with nerve movement. Then it raises one giant foot, which is more like a tree trunk, and brings it down on your remains. Your adventure ends here.

You are now playing as the Hero of Goldthorn.

You have all the possessions that were on Shadows **ADVENTURE SHEET**, including the ruby pendent, but instead you now have Vostedes attributes of

FIGHTING SKILL 11 ENDURANCE 14 FORTUNE 8.

Vostede cannot use any of Shadows special skills but you can choose 3 out of the 6 specialist skills for Vostede from this list:

HEROIC HIT: Once per combat, you can try to use this. If successful it will do twice the normal damage to your opponent. To use it, **TEST YOUR FORTUNE**. If you roll less than or equal to your current **FORTUNE** score, you are successful. If you roll more, the damage done is just 2 points. Please note: your **FORTUNE** score does not reduce when you use this.

MIGHTY KICK if you are faced with a door that is locked, you do not have the skill to pick the lock and so you can try to kick the door down instead. So if there is a time where you are asked if you have the **SKILL OF PICKING LOCKS**, you can use this instead.

LEGENDARY STRENGTH you can concentrate and use all your energy to perform a feat of superhuman strength. However if you do this, it's very hard on your body and so you must lose 2 **ENDURANCE** points.

INTIMIDATE you are not one for charm and guile, but instead can use your prestigious size and stern demeanour to try to intimidate others to do what you want.

EXPERIENCE having been victorious in numerous battles and campaigns, you are also used to determining when something does not seem as it is.

STRATEGY AND TACTICS. You are well used to trying to work out your opponents strengths and weaknesses and this can give you a major advantage in combat.

If you are fighting an opponent with a higher **FIGHTING SKILL** than you, then you can use this by **TESTING YOUR FORTUNE**. If you are fortunate, then you can have the same **FIGHTING SKILL** as your opponent for that fight only, as you are able to work out the best strategy to beat them. Your **FORTUNE** does not decrease when you make this test.

Turn to **364**

326

Astaroth does not appear, but you can hear his voice in the vaults of your mind.

“Ah, good Shadow, thou doth seek our aide. But this place is the centre of power of our rival and so our powers are limited, so we dare not even reveal our form here. But wish, and we will see what we can conjure”

You wish that Astaroth destroy the creature that you face.

“If only that were possible, good Shadow. But we cannot destroy the creature of Bael so close to Bael’s cage, as that would free the Great Lord. But we can limit the creature’s power. It will be done. Farewell, Shadow”

Then Astaroth’s voice has gone.

Note down that you have used the Ring of Communion. You can only use it three times.

Turn back to the reference for the creature you were fighting, but its **FIGHTING SKILL** has been reduced by 2, and its **ENDURANCE** has been reduced by 6.

327

As an ex-soldier, you know how to intimidate lower ranks. You stare at them silently for long moments, until they start to sweat under your attention. Then you say,

“Do you lads not recognize me? I am Vostede Mesmo, the Hero of Goldthorn, and I have presented myself hear on the orders of the Arch Cardinal Devero.”

The guards stare at each other. Both know that Devero has been killed, but such is the name and presence of Vostede that they give way. You walk into the church grounds.

Turn to **316**

328

If you chose the obsidian stone, turn to **332**. If you chose any other stone, turn to **317**

You fight valiantly on but as experienced as you are, Celdron is simply too fast. He has a sword arm as quick as a striking snake. You seem unable to lay a telling blow on him and he turns most of your attacks aside with contemptuous ease.

Your sword arm is aching from trying to keep up with his lightning fast blade and you realise you must do something risky. You try to close inside his guard, but you are too slow and Celdron anticipates this old trick and blocks your blade, turning it away and then he delivers a viper like slash across your throat.

It's not a fatal wound, but blood starts to stream from the cut, almost black in the moonlight. You fall to the ground and he walks across to stand over you. He reaches down and turns you onto your back, and kicks your sword away.

“Now now, old campaigner, I win and to the winner the spoils”

With that he leans down and unbuttons the top of your tunic. He reaches inside and grabs hold of the ruby pendant, and pulls it from your neck.

“At last” he says, triumphantly as he holds it up into the fey light.

But the light in your eyes starts to fade, but then another figure emerges from the darkness. But too late to save you.

Your adventure ends here.

You die, unable to defeat De-Villiers evil spirit. He takes your bloody sword and tosses it into the pentacle of light

As soon as it crossed this fell barrier, then the shackles on Bael's ankles, wrists and neck shatter in a soundless explosion. Bael flickers into being for the first time, truly on this plane of existence.

The first thing he does is reach down and grab De-Villiers spirit form. He raises it to his giant maw, whilst De-Villiers screams ***“No No, this cannot BE. You promised me life eternal, Lord”***

“AND SO YOU SHALL HAVE IT. AS PART OF MY BEING”

Says Bael, his voice like thunder. Such are the rewards when dealing with a Daemon.

Bael surges with the energy from De-Villiers half-body, gaining strength from his first newly taken soul for millennia.

He throws back his head and laughs, a cold evil sound devoid of humanity or love. The sound echo's up through the catacombs into the streets of Laeveni.

Everyone stops dead in their tracks, no matter what they are doing, and feels dread, deep even in the darkest souls of the city's residents. Back in the chamber, Bael breaks his magical shackles. He lifts two enormous hands up to the roof and pushes, flexing his giant muscles. He forces a path open into the Holy City and climbs out, smashing the roof of the building open as he does. Then he stands in the wreckage, seemingly growing larger by the moment, until he towers 50 feet, then 100 feet, then 200 feet, above the city.

Everyone is frozen in the streets staring in horror. He reaches down and plucks up a few helpless humans, and brings them up to his terrible maw. Then he eats them whole and shudders as more souls increase his strength exponentially. He stops and looks around and laughs once more, but this time the laugh is heard all over northern Elenisha.



The grate is finally open and you peer into the dark hole beneath. It's like staring into a moonless sky. You can see nothing, except the first few rungs of a rusty old ladder that is bolted to the passage.

Shadow told you what to expect in the caverns below – that you are likely going to face a rather unpleasant death. You know that below, in the caverns, De-Villiers spirit waits, as does his ultimate master, the Daemon King Bael.

You raise your hand to your neck, and check that the ruby pendant still hangs around your neck. Again you think of Shadow, the poor street rat whose body you took this from. You did not know him long, but he felt like a son to you. A wayward son, perhaps, but still a son.

You snap out of your sorrows. You have seen too many people die.

The pendant will be the key to either destroying Bael, or releasing Bael into the world.

Clearing your mind, and pushing your fear to the back of your head, you swing your legs down onto the top rungs of the ladder. You start to descend.

As you do, the ladder creaks, and then one of the bolts at the top sheers out of the stone wall – rusted through with age and wear and tear. The ladder lurches, and falls back on the left side by a foot. You manage to hang on.

Steeling yourself, you carry on your descent. Turn to **390**

You pick out the obsidian stone, you throw it down on the floor and it smashes in eerie silence. Released from it is another dark form, but this one is shorter and broader. You have chosen wisely.

This being has tremendous power over beings made of negative energy as it's made of the positive fabric of our universe. However as you smash the stone, the black shackle restraining Bael shatters. Then you realise - the stones are the power restraining Bael, and every stone you break will help release him - but without breaking a stone, you will never get past his creatures.

The space elemental can fight the Soul Demon with a significant advantage.

SPACE ELEMENTAL FIGHTING SKILL 15 ENDURANCE 12

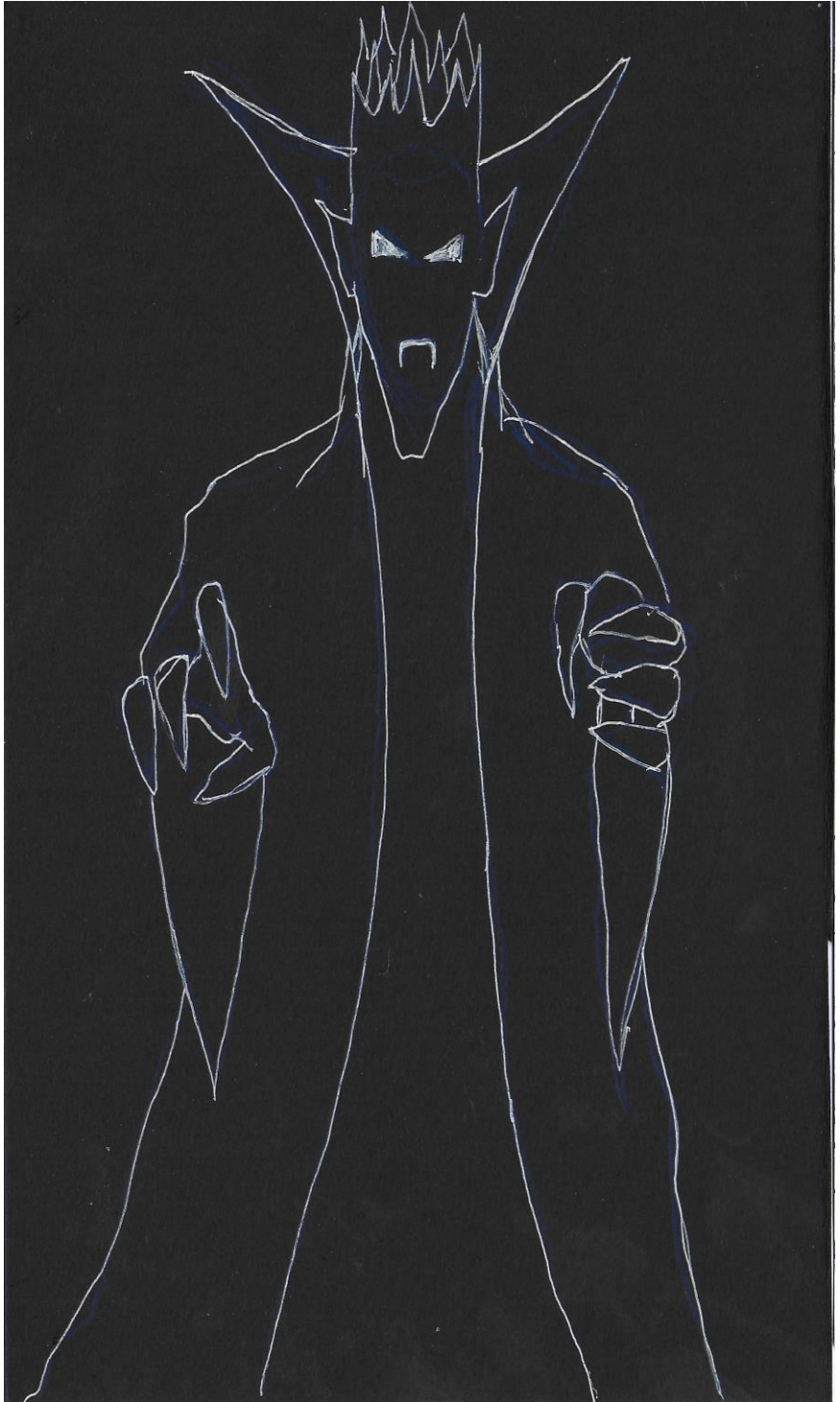
If your elemental dies first, then you must try to finish off the Soul Demon yourself.

If you fight it and lose an attack round, roll 1d6. If you roll an odd number, you lose an extra point of **ENDURANCE** as the Soul Daemon sucks away your life force.

If you succeed, and the space elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET**, along with its current **FIGHTING SKILL** and **ENDURANCE**.

As long as you are still alive, you must again turn to **303** and re-roll 1d6, re-rolling if you roll a number you have already rolled.

If the soul demon defeats you, turn to **302**



All Bael's creatures have been destroyed and Bael still rages on. He is still held by two chains of elemental magic, but his rage gives him power.

He thrashes, and then first one chain breaks in an explosion of un-noise, and the jewel restraining this chain explodes. Then the second chain snaps, and the stone on the pedestal detonates.

Bael is free, but still weak. If you act fast you can still defeat him.

Note down this reference, and then turn to the correct section for each stone that has just exploded.

Diamond, turn to **443**

Obsidian, turn to **444**

Ruby, turn to **445**

Emerald, turn to **446**

Sapphire, turn to **447**

Then return here and read on:

The elementals, as well as any that survived the battle with Bael's creatures, will aide you.

Turn to **457**

CREATURE OF BAE 3

All of a sudden the ground starts to shake so violently you struggle to stay on your feet. Eventually it starts to subside, but as it does a hole appears in the mud floor in front of you. Then out of this pit climbs a huge creature fully 3 yards tall and almost as wide. Its two enormous arms end in hands bigger than a dragon's egg.

Each hand has fingers made of earth and stone, and when the monster clench's its fists they resemble giant morning stars. It's an **EARTH GOLEM** a creature of supernatural power birthed by the earth itself. You must choose which, if any, stone to use against it.

Note down this reference.

Choose which stone you are going to use to try to defeat it. Turn to **347**. If you have no stones left, or chose not to use one here, note down this reference and turn to **367**

EARTH GOLEM

FIGHTING SKILL 12 ENDURANCE 18

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET** along with the elementals **FIGHTING SKILL** and **ENDURANCE** at the end of the battle.

If you do defeat the Golem, turn to **303** and roll again. If you have rolled all the numbers from 1-6, turn to **385**. If you fail to defeat the golem, turn to **324**

335

Vostede bends over and takes hold of two bars of the grate with his huge hands. He takes a deep breath in, and then pulls, using his whole body to try to shift the grate. His muscles swell in his arms and the cords of his neck bulge. His veins throb in his temples.

TEST VOSTEDE'S FIGHTING SKILL. If you pass, then with a great wrenching sound, the grate gives way to the unbelievable strength of the Hero of Goldthorn. Turn to **348**

If Vostede fails, if you have the **SKILL OF LOCK PICKING**, and you haven't already tried to use this skill, then you can try to use this now. Turn to **313**

If both **SKILLS** fail, then turn to **358**

336

The Ice Daemons frozen club smash's in the side of your head with a single mighty blow. As your blood and brains gush out of your broken skull, they freeze instantly. This chill moves down your body and turns every molecule of you into ice.

The Ice Daemon pulls back his club, and parts of you splinter off and remain on the jagged edges of the club. The Daemon then brings it down on you in a massive overhead blow. The club strikes you with tremendous force and your body shatter into a million pieces. Your adventure ends here.

337

The guards are unimpressed. You glance enquiringly at Vostede and he almost imperceptibly nods his head. Looking around you see the street is quiet and no other guards are in sight. You both leap forward, almost as if you have been fighting side by side for years, and attack the guards.

These are not evil men, they are just ordinary men trying to do their job, and so you have no wish to kill them – and the mess would be hard to hide. Instead you and Vostede both simply try to knock them out with your fists.

TEST YOUR FIGHTING SKILL. As you are unarmed, reduce your **FIGHTING SKILL** by 2 and by any bonus a special weapon may give you. However, if you have the **SKILL of UNARMED COMBAT**, then you can only reduce your normal **FIGHTING SKILL** by one.

If you succeed, turn to **339**

If you fail, turn to **311**

338

You fight valiantly on but as fast as you are, Celdron seems faster. He has a sword arm as quick as a striking snake. You seem unable to lay a telling blow on him and he turns most of your attacks aside with contemptuous ease.

Your sword arm is aching from trying to keep up with his lightning fast blade and you realise you must do something risky. You feint in, but instead of following through you wait for his counterstroke. It comes quickly, a quick slash aimed chest high, but you step inside it and Celdrons arm hits your back as the scimitar misses.

You are inside his guard now, and before he gets a chance to recover, you slowly run him through. Your blade enters his tummy and you angle it up into his torso, looking to find his black heart. You pull his body towards you as your blade does its work and hits its target.

You hear him laugh weakly in your ear and he says

“Well well, old campaigner, you still have some tricks...” and then he shudders and dies. You push him away and he drops to the floor motionless.

Somehow you have vanquished this lethal assassin.

To yourself, you say,

“Well done, haven’t lost too much. Now, let’s go and finish this”

If you want to take time to eat or use something to improve your **ENDURANCE**, do so now.

Turn to **312**

339

The guards are largely ceremonial, and are not used to any protest from citizens at the gate, and so are completely taken by surprise by your sudden attack. You blindside your opponent, and your fist cracks into his jaw. He drops to the ground, unconscious.

You look around, and see that Vostede has knocked his opponent backwards into the guard tower wall. He crumples to the floor. Quickly you both tie them up and bundle them into the guardroom – which is fortunately otherwise empty.

You both head into the church grounds, turn to **316**

340

You fight valiantly on but as fast as you are, Celdron seems faster. He has a sword arm as quick as a striking snake. You seem unable to lay a telling blow on him and he turns most of your attacks aside with contemptuous ease.

Your sword arm is aching from trying to keep up with his lightning fast blade. You try to back off to get some space and let your arm recover. You both circle each other, until you are now facing the ladder down. You are getting desperate and realise you must do something risky.

But as you are about to commit, suddenly a large figure drops to the ground behind Celdron. The figure is surprisingly light footed, and Celdron is so focused on you he doesn't notice.

As Celdron goes to strike, he all of a sudden stiffens, and looks down. The point of a greatsword is poking out from his chest, glistening with dark red blood. He looks at it in surprise.

He gasps and staggers forward, off the blades point, and blood sprays from the wound.

He looks at you, astonishment across his face, and says **“But how?.....”** and then collapses to the floor.

Vostede calmly kneels down and wipes the blade of his sword clean on Celdrons cloak and then sheathes is again.

“Well lad, you were doing OK there, but looks like you were tiring. I would wager he would have attacked to the right, high and then low. There’s a weakness in your technique there. Maybe I can teach you to remedy that sometime, eh? Still all’s well. The scoundrel is done for. What say you we go and finish this?”

You smile, relieved and nod. If you want to take time to eat or use something to improve your **ENDURANCE**, do so now.

Otherwise, turn to **392**

341

Alone you do not stand a chance. Bael swings his giant sword forward, and you raise your arm to nominally block it with your sword. The blow shears through your blade and into your body with gigantic force and splits you in two.

However the swords work is far from done. As your life blood seeps from your form, the evil sword draws your life energy into it and up into the body of Bael, strengthening him with his first newly taken soul for millennia. The simple power of that one soul allows his to break his shackles to the pit he was cast down into.

He throws back his head and laughs, a cold evil sound devoid of humanity or love. The sound echo's up though the catacombs into the streets of Laeveni.

Everyone stops dead in their tracks, no matter what they are doing, and feels a dread deep in even the darkest souls of the city’s residents. Back in the chamber, Bael breaks his magical shackles and climbs out of the pit. He lifts two enormous hands up to the roof and pushes, flexing his giant muscles. He forces a path open into the Holy City and climbs out, smashing the roof of the building open as he does. Then he stands in the wreckage, seemingly growing larger by the moment, until he towers 50 feet, then 100 feet, then 200 feet, above the city.

Everyone is frozen in the streets staring in horror. He reaches down and plucks up a few helpless humans, and brings them up to his terrible maw. Then he eats them whole and shudders as more souls increase his strength exponentially. He stops and looks around and laughs once more, but this time the laugh is heard all over northern Elenisha.

Bael has been reborn and there is no power in the world that can now stop him. Elenisha first, and then the world, and then the universe, is doomed. Your adventure ends here.

342

Celdrons blow is fast, but you are faster. You dodge to the side and manage to slice your blade across his side. He groans in pain and stumbles back.

“Touché, Shadow” he sneers ***“You have progressed much since we first met. But I think I still have the measure of you.”***

And then the fight is truly joined.

You must fight Celdron

CELDRON

FIGHTING SKILL 11 ENDURANCE 13

If the fight gets to the 8th round, turn to **340**

If you manage to defeat him in under 8 rounds, turn to **387**

If you lose, turn to **362**

343

The guards are unimpressed. You glance enquiringly at Vostede and he almost imperceptibly nods his head. Looking around you see the street is quiet and no other guards are in sight. You both leap forward, almost as if you have been fighting side by side for years, and attack the guards.

These are not evil men, they are just ordinary men trying to do their job, and so you have no wish to kill them – and the mess would be hard to hide. Instead you simply try to knock them out with your fists.

Your first blow is a surprise to the guard, and you knock him backwards with a huge blow. He hits the wall, and slumps to the ground, dribbling

The second guard is not going to be taken so easily.

TEST YOUR FIGHTING SKILL. As you are unarmed, reduce your **FIGHTING SKILL** by 2 and by any bonus a special weapon may give you. However, if you have the **SKILL of HEROIC HIT**, then you can only reduce your normal **FIGHTING SKILL** by one.

If you succeed, turn to **379**

If you fail, turn to **383**

344

The guards are largely ceremonial, and are not used to any protest from citizens at the gate, and so even the second guard is completely ready to fight. You kick him on the chin. He drops to the ground, unconscious.

Quickly you tie them up and bundle them into the guardroom – which is fortunately otherwise empty.

You head into the church grounds Turn to **423**

345

You have robbed Bael of his most loyal and resourceful servant. He is still weak and confined to his jail and cannot take physical form and fight you directly. However he can send creatures at his beck and call to fight you – but the keystones have power and can help you.

You must choose the right stone to fight the right opponent. Smashing the stone will release the being inside that will hopefully help you.

However, these stones are also the keys to the chains that bind Bael, and so each one used will help him to escape from his jail.

You cannot hope to prevail against his minions alone. So to find out who you must first face, roll 1d6 and that gives you the creature that you will first fight.

1	2	3	4	5	6
357	375	334	376	388	361

THIS TABLE IS ALSO PRINTED ON PAGE 11 IF YOU WANT TO MAKE A COPY OF IT

But take note: Bael has 6 creatures that he can call on to aide him, but there are only 5 stones. You will have to fight at least one of the creatures unaided by the power of a stone. Bare this in mind when deciding what to do. You do not have to use all five stones when fighting.

If the creature you summon does not kill the creature of Bael, then Shadow and Vostede will have to complete the fight. To do this roll 2d6 for each combatant and add their **FIGHTING SKILL**. The one with the

highest will win the round and hurt their opponent. If the enemy wins, then damage will be down to whichever hero has the lowest score.

If you use a stone, put a tick in the box below so you know you cannot use it again.

Ruby	Diamond	Emerald	Obsidian	Sapphire

If any of the creatures you summon is still alive at the end of its fight, then note down its **FIGHTING SKILL** and **ENDURANCE** at the end of the fight. This may be the difference between life and death!

When you have defeated all 6 creatures, turn to **385**

346

As an ex-soldier, you know how to intimidate lower ranks. You stare at them silently for long moments, until they start to sweat under your attention. Then you say,

“Do you lads not recognize me? I am Vostede Mesmo, the Hero of Goldthorn, and I have presented myself here on the orders of the Arch Cardinal Devero.”

The guards stare at each other. Both know that Devero has been killed, but such is the name and presence of Vostede that they give way. You walk into the church grounds.

Turn to **398**

347

If you have chosen the blue sapphire, turn to **382**

If you have chosen the white diamond, turn to **323**

If you chose another stone, turn to **317**

348

The grate is finally open and you both peer into the dark hole beneath. It's like staring into a moonless sky. You can see nothing, except the first few rungs of a rusty old ladder that is bolted to the passage down.

You both look at each other. You have told Vostede what to expect in the caverns below – that you are likely going to face a rather unpleasant death. You know that below, in the caverns, De-Villiers spirit waits, as does his ultimate master, the Daemon King Bael.

You raise your hand to your neck, and check that the ruby pendant still hangs around it. This will be the key to either destroying Bael, or releasing Bael into the world. Having previously escaped by this very route, then you feel you have the responsibility for leading the way.

Clearing your mind, and pushing your terror to the back of your head, you swing your legs down onto the top rungs of the ladder. You start to descend.

As you do, the ladder creaks, and then one of the bolts at the top sheers out of the stone wall – rusted through with age and wear and tear. The ladder lurches, and falls back on the left side by a foot. You manage to hang on.

You look up and see Vostede staring down at you through the grate hole. You whisper that you think the ladder will not take both of your weights at the same time. You say you will climb down, and then signal by lightly hitting the metal upright of the ladder with your sword hilt. If Vostede keeps his hand around the upright, he should feel the vibration and know it's safe to climb down.

Steeling yourself, you start your descent.

Turn to **305**

349

You chose wisely! The stone smashes, and it releases a whirling torrent of air, an **AIR ELEMENTAL** - the perfect opponent for the fire Drake.

AIR ELEMENTAL

FIGHTING SKILL 11 ENDURANCE 20

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET**, but note down its **FIGHTING SKILL** and **ENDURANCE** at the end of the fight.

If you win, turn to **303**,

If you have defeated all the creatures from 1-6, turn to **385**.

If you lose, turn to **377**

You stare at Vostede in dis-belief. You are both still alive, and have defeated De-Villiers and Cel'Dron. If you have any rations or potions, you may take them now as you rest to help rebuild your **ENDURANCE**.

However, you cannot rest for long. The pentacle in the centre of the chamber continues to pulse, and the figure caught inside it seems to be tearing at the thin fabric of reality that seems to separate him from your world.

But, you reason, there was no blood sacrifice, so surely he can't free himself.

Then you see with horror that one of De-Villiers ghostly swords has come to rest leaning against one of the podiums, point on the floor, hilt against the podium. It has blood on its blade. The point intersects one of the lines of the pentacle, and the blood is trickling down the blade to the point.

You move too slowly and when it reaches the ground, and the blood breaks the stream of light, there is a blinding red flash. A voice booms,

“AT LAST, MY SHACKLES ARE WEAKENING. SOON I WILL BE FREE. AND THEN YOUR PUNY WORLD WILL SUFFER TORMENT UNLIKE ANY OTHER IN ETERNITY”

You can see that the shadowy form is becoming more distinct, as if it is crossing over from another plane. The large figure seems to be bound by 5 fey chains. Around his left ankle is a shackle of blue light, with a similar chain of green light around his right ankle.

He struggles to free his arms, flexing his massive chest, but they are bound by a shackle of pure white light around his left wrist, and a similar one of negative black light on his right. Around his thick, muscled neck is a collar of fire, red and burning.

Each of these shackles has a beam of light of the same colour, reaching back through the void, and seemingly chained to something unseen. These manacles are stopping Bael from breaking through into this world.

So Bael is not free yet. You decide what you must do.

Turn to **373**

If you chose the emerald, turn to **374**. If you chose any other stone, turn to **317**

352

Not being able to get the grate open, then you look around for an alternative – maybe something to lever the grate out of the floor. Down a level there is a store room, and you find a long metal crow bar. You take it back up to the top of the tower, and you place it at one of the hinges.

You heave on the end of the bar, trying to force the grate hinges upwards. They squeal with rust and time. Then one of the hinges snaps. You are thrown backwards and the bar flips up with the force and hits you. Lose 2 **ENDURANCE** points. But your prodigious strength has snapped the hinge.

You recover and reach down and try to pry the grate up by its free side, adding pressure on the second and final hinge. Eventually it snaps, but your hand slips as the grate gives, and you cut a gash into your right hand. Your fighting hand. Lose one **FIGHTING SKILL** permanently.

You put a field dressing on the wound, and then pull the grate out of its housing.

Turn to 331

353

You have ridden through the night onto Laeveni and arrive at the West Gate just as dawn breaks and the rising sun gives the city a scarlet hue, and makes it seem like it's drenched in blood. How apt. The gate is open and as you ride through, unchallenged. The streets of the upper city are already busy with workers heading towards a mostly honest days labour, merchants trading and bartering goods.

You know that in order to defeat De-Villiers and ensure the Bael does not escape his prison, you will need to go to the catacombs below the city – the very catacombs that you only just escaped with your life, just a few scant days ago.

Turn to 314

354

You stand victorious! But it's too late for Vostede. You look down at the mighty warrior, but his eyes just stare back up at you vacantly. It's up to you now. Alone, you must finish this.

You take a few moments to say farewell to Vostede. You have only known him a few hours, but he was almost like a replacement Twentyman – a father figure you have yearned for in your life.

You say a few prayers that seem to die in your mouth in this evil place, over his corpse. You promise to return here if you by some chance prevail, and ensure his remains are rightly buried in honour.

You choke back tears, but if you have it, you take the chance to eat and replenish your **ENDURANCE**, although the food tastes like dust.

Turn to **308**

355

Celdrons blow is fast, but you saw it coming. You dodge to the side and manage to slice your blade across his side. He groans in pain and stumbles back.

“Touché” he sneers ***“You have knowledge and skill, but you are old. I think I still have the measure of you.”***

And then the fight is truly joined.

You must fight Celdron

CELDRON

FIGHTING SKILL 11 ENDURANCE 13

If you manage to defeat him, turn to **338**

If you lose, turn to **329**

356

After what seems like hours, you finally have a chance. Bael becomes more and more outraged that he cannot defeat a mortal. His eyes are burning with a terrible madness as he brings back his sword for one vast overhead stroke. You see your chance and step inside the blow as it falls.







Your sword, still pulsating with the colour of the elements, plunges deep in to the chest of Bael. His mouth opens in a scream that you can only hear in the portals of your mind, but which echoes and echoes.

"YOU DARE, YOU DARE, YOU DARE" he croaks and then his body starts to pulsate and cracks appear in his face and then his body.

Elemental light shines through these cracks and his body starts to slowly break apart. Parts of it fall to the floor and shatter on the earth. You stand back and see his body start to break up, until slowly it all cascades to the floor like a landslide. Then the mortal remains of immortal Bael, disappear like dust as his power is sucked back into the Hellscape.

It's a victory of sorts. Bael has been banished from this plane and denied this reality, but he has escaped his jail. He is back in the Hellscape once more. To plan, to scheme, to plot. You may have bought your dimension a generation's grace.

Who is still alive?

If it's Shadow and Vostede, turn to **378**

If it's Shadow, turn to **49**

If it's Vostede, turn to **76**

357

CREATURE OF BAE 1

The chamber goes dark and quiet and you sense more than hear Bael calling a servant from afar. Then there is a shimmering in the centre of the room and a split opens in the very air in front of you. This vertical split widens and you can see inside it what appears to be a different reality. Ominous shapes lurk within this reality and the world assaults your eyes. There are shades and colours that have never been seen on your plane and that you cannot describe. Then stepping through this portal between the worlds is a creature all in black.

It is tall and slender, although its vaguely humanoid form seems to constantly expand and shrink.

It's a Soul Daemon - a creature of negative energy from a different reality and it hates all things living.

Note down this reference number.

Now, choose which stone you want to use. Turn to **328**. If you have no stones left, or chose not to use one here, turn to **367**

SOUL DAEMON

FIGHTING SKILL 14 ENDURANCE 20

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET**

along with the elementals **FIGHTING SKILL** and **ENDURANCE** at the end of the battle.

If you win, turn back to **303** and choose again.

If you lose, turn to **302**

If you have fought all the creatures of Bael, turn to **385**

358

Not being able to get the grate open, then you look around for an alternative – maybe something to lever the grate out of the floor. Down a level there is a store room, and you find a long metal crow bar. You take it back up to the top of the tower, and you and Vostede place it at one of the hinges.

You both heave on the end of the bar, trying to force the grate hinges upwards. They squeal with rust and time. Then one of the hinges snaps. You are both thrown backwards and the bar flips up with the force and hits you. Lose 2 **ENDURANCE** points. Vostede was pressing so hard with his prestigious strength, that when the hinge snaps, he falls backwards and hits his head on the tower battlements. He loses 3 **ENDURANCE**.

You both recover and reach down and try to pry the grate up by its free side, adding pressure on the second and final hinge. Eventually it snaps, but your hand slips as the grate gives, and you cut a gash into your left hand. Your fighting hand. Lose 1 **FIGHTING SKILL** permanently.

As you dress the wound, Vostede pulls the grate out of its housing.

Turn to **348**



359

The ghostly form of De-Villiers floats over towards you. He holds out his hands and twin white swords, seemingly made of smoke, appear in them.

He stops and looks at you, swords ready. You must fight him.

SPIRIT OF DE-VILLIERS

FIGHTING SKILL 13

ENDURANCE 23

If you defeat De-Villiers, turn to **365**

If you fail turn to **330**

360

Shadow is dead, and you are now Vostede, but you do not have time to mourn your brave young comrade.

The pentacle in the centre of the chamber continues to pulse, and the figure caught inside it seems to be tearing at the thin fabric of reality that seems to separate him from your world.

But, you reason, there was no blood sacrifice, so surely he can't free himself.

Then you see with horror that one of De-Villiers' ghostly swords has come to rest leaning against one of the podiums, point on the floor, hilt against the podium. It has Shadow's blood on its blade. The point intersects one of the lines of the pentacle, and the blood is trickling down the blade to the point.

You move too slowly and when it reaches the ground, and the blood breaks the stream of light, there is a blinding red flash. A voice booms,

"AT LAST, MY SHACKLES ARE WEAKENING. SOON I WILL BE FREE. AND THEN YOUR PUNY WORLD WILL SUFFER TORMENT UNLIKE ANY OTHER IN ETERNITY"

You can see that the shadowy form is becoming more distinct, as if it is crossing over from another plane. The large figure seems to be bound by 5 fey chains. Around his left ankle is a shackle of blue light, with a similar chain of green light around his right ankle.



He struggles to free his arms, flexing his massive chest, but they are bound by a shackle of pure white light around his left wrist, and a similar one of negative black light on his right. Around his thick, muscled neck is a collar of fire, red and burning.

Each of these shackles has a beam of light of the same colour, reaching back through the void, and seemingly chained to something unseen. These manacles are stopping Bael from breaking through into this world.

So Bael is not free yet. You decide what you must do.

Turn to **308**

361

CREATURE OF BAE L 6

Bael sends his mind out and summons a creature to help him. Soon there is a wind like a gale moving through the chamber, and a whirling shape enters. It's almost impossible to tell what shape it is as it's made up almost entirely of moving air, although you can see an subhuman face at times. Its mouth is wide open and a terrible shriek emerges from it. It's a **TEMPEST BANSHEE**, a creature made in storms which wails like the wind in a hurricane.

Note down this reference.

Choose which stone you are going to use and turn to **372**. If you have no stones left, or choose not to use one here, note down this reference and turn to **367**

TEMPEST BANSHEE

FIGHTING SKILL 10 ENDURANCE 15

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET** along with the elementals **FIGHTING SKILL** and **ENDURANCE** at the end of the battle.

If you win, turn to **303**, or if you have already rolled 1-6, turn to **385**. If you lose, turn to **322**



You fight valiantly on but as fast as you are, Celdron seems faster. He has a sword arm as quick as a striking snake. You seem unable to lay a telling blow on him and he turns most of your attacks aside with contemptuous ease. Your sword arm is aching from trying to keep up with his lightning fast blade and you realise you must do something risky. You try to close inside his guard, but you are too slow and Celdron anticipates this old trick and blocks your blade, turning it away and then he delivers a viper like slash cross your throat.

It's not a fatal wound, but blood starts to stream from it, almost black in the moonlight. You fall to the ground and he walks across to stand over you. He reaches down and turns you onto your back, and kicks your sword away.

“Now, now, little fox, I told you I just wanted to talk. Now we will play a game? Yes? I will ask, you will answer. But answer truthfully, my honest thief, or I will know, and there will be forfeits. I will be forced to cut off your pretty tail! But first, there's a pretty bauble I need”

“At last” he says, triumphantly.

But the light in your eyes starts to fade, but then another figure emerges from the darkness. But too late to save you.

Shadows adventure ends here.

You can either:

Decide to stop here, and start again from the beginning

Or you can continue as Vostede Mesmo, then turn to **325**

All Bael's creatures have been destroyed and Bael still rages on. He is still held by a chain of elemental magic, but his rage gives him power.

He thrashes, and then finally after a titanic battle, the final chain breaks in an explosion of un-noise, and the jewel restraining this chain explodes.

Poor Vostede is too close to the final jewel and is thrown backwards by the concussive force of the blast, back against the cavern wall. He is knocked unconscious. Only Shadow can fight Bael now.

Bael is free, but still weak. If you act fast you can still defeat him.

Note down this reference, and then turn to the correct section for the stone that just exploded.

Diamond, turn to **443**

Obsidian, turn to **444**

Ruby, turn to **445**

Emerald, turn to **446**

Sapphire, turn to **447**

Then return here and read on:

This elemental, as well as any that survived the battle with Bael's creatures, will aide you.

Turn to **456**

364

Celdron looks shocked as you, Vostede Mesmo, the Hero of Goldthorn, appear from the shadows. He backs away, unsure.

You lean down and check Shadows body, but there is no doubt he is dead. You shake your head sadly, and gently remove the ruby pendant from his neck and place it around yours.

"You want this, you filth, then you will have to come and take it" you shout at Celdron.

He sneers, and launches a sudden attack.

TEST YOUR AGILITY. If you have the **SKILL of EXPERIENCE**, you can subtract 1 from the roll.

If you are successful, turn to **355**

If you fail, turn to **366**

365

As the final stroke cuts down the ethereal form of De-Villiers, he screams out,

"Lord Bael, why have you forsaken me. You promised me life again."

His form slowly starts to dissipate into dust and smoke and as he does he stares at you with his cold dead eyes. Deep in those eyes you can see anger and contempt, but also fear and a begrudging respect for you - as you have defeated him.

Then he says in a voice as quiet as death,

“But you are too late. All the stones are now here. My master stirs even now. You face oblivion”

His form explodes in a flash of light, but there is no noise, but there is a terrific rush of air.

But, the pentacle in the centre of the chamber continues to pulse, and the figure caught inside it seems to be tearing at the thin fabric of reality that seems to separate him from your world.

But, you reason, there was no blood sacrifice, so surely he can't free himself.

Then you see with horror that one of De-Villier's ghostly swords has come to rest leaning against one of the podiums, point on the floor, hilt against the podium. It has blood on its blade. The point intersects one of the lines of the pentacle, and the blood is trickling down the blade to the point.

You move too slowly and when it reaches the ground, and the blood breaks the stream of light, there is a blinding red flash. A voice booms,

“AT LAST, MY SHACKLES ARE WEAKENING. SOON I WILL BE FREE. AND THEN YOUR PUNY WORLD WILL SUFFER TORMENT UNLIKE ANY OTHER IN ETERNITY”

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Each of these shackles has a beam of light of the same colour, reaching back through the void, and seemingly chained to something unseen. These manacles are stopping Bael from breaking through into this world.

So Bael is not free yet. You decide what you must do.

But first, you can take the chance to eat and replenish your **ENDURANCE**, if you have food.

Turn to **308**



366

You are fast, but Celdrons blow is faster. You try to dodge to the side but he manages to slice his blade across your side. You moan in pain and stumble back. Lose 2 **ENDURANCE**.

"Ha" he sneers **"You are slow old man. This should be all too easy"**

And then the fight is truly joined.

You must fight Celdron

CELDRON

FIGHTING SKILL 11 ENDURANCE 15

If you manage to defeat him, turn to **338**

If you lose, turn to **329**



367

Unaided you must fight the creature, unless you have a Ring of Communion. If you do, turn to **326**

If not return to your previous reference and fight the creature.

368

You pick out the ruby and hurl it to the floor. Again another shackle, this time the red shackle, breaks.

As the ruby breaks it releases a huge torrent of flame that reaches up to the ceiling. This jet of flame hurtles around the cavern creating a pyrotechnic display that dazzles your eyes. Then eventually it settles in front of you and forms into a vaguely humanoid figure made of flame. It has no legs but instead a tail of flame. Its upper torso dances with fire and its eyes blaze like ruby red coals in a fire. It has a mane of flames for hair. In one hand it carries a blazing sword.

It is the nemesis of ice, and the perfect combatant to face the Ice Daemon. All this time, you have been carrying a Fire Elemental chained around your neck.

FIRE ELEMENTAL FIGHTING SKILL 13 ENDURANCE 16

If your elemental dies first, then you must try to finish off the Daemon yourselves.

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET**.

As long as you are still alive, you must again turn to **303** and roll 1d6, re-rolling if you roll a number you have already rolled.

If you failed to kill the ice giant, turn to **336**

369

You turn quickly, your sword levelled in front of you. It's still darker than hell, and you can sense rather than see a figure in front of you.

"Strange" the familiar voice seems to muse, almost to himself
"Although I was born to the dark, I do find that I have grown accustomed to the light. And when I defeat you, I want my face to be the last thing you see. So....."

And then a green eldritch light starts to shine, above you and between you and the figure. The light reflects off a narrow face that you have grown too familiar with. The face smiles.

"Yes, Shadow, I think it's only right that I will be the one to finally destroy you, and seize the Great Lord's prize. It will be I who will be honoured most highly, and become the Daemon Lord's right hand for finding such a gift, a gift that will free him from torment. But I digress"

And without a further word, Celdron draws his sword and leaps at you, his blade whistling down in a vicious arc. You are taken by surprise.

TEST YOUR AGILITY. If you have the **SKILL of SPEED AND AGILITY**, you can subtract 1 from the roll.

If you are successful, turn to **342**

If you fail, turn to **319**



370

You bend over and take hold of two bars of the grate with your huge hands. You take a deep breath in, and then pull, using your whole body to try to shift the grate. Your muscles bulge in your arms and the cords of your neck swell. Your veins throb in your temples.

TEST YOUR FIGHTING SKILL. If you pass, then with a great wrenching sound, the grate gives to the unbelievable strength of the Hero of Goldthorn. Turn to **331**

If you fail, then turn to **352**

371

You smash the ruby and from it emerges a flickering flame that grows larger and larger into a raging inferno of fire. It's a **FIRE ELEMENTAL**, and has a hatred of all things air born.

FIRE ELEMENTAL FIGHTING SKILL 13 ENDURANCE 18

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET**, along with its **FIGHTING SKILL** and **ENDURANCE** at the end of the fight.

If you win, turn to **303** unless you have already rolled 1-6, then turn to **385**

If you lose, turn to **322**

372

If you chose the ruby, turn to **371**, if you chose any other stone, turn to **317**



373

However, the room starts to shake. Rocks start to fall as this reality starts to dissolve into the unknown realm that has housed Bael for untold millennia.

“The keystones” you shout at Vostede ***“If we destroy them then it may stop the passage to our world.”***

“Worth a try, suppose” says Vostede, far too calmly in your opinion. ***“Where do we start?”***

You move towards the plinths, but Bael is aware of your plan

“NO, YOU CANNOT, YOU WILL NOT. YOU MAY HAVE DISPATCHED MY SERVANTS, BUT I HAVE OTHER MINIONS AT MY BECK, AND NOW I AM SO CLOSE I CAN SUMMON THEM”

Then the outline of his arms raise to the ceiling of the cavern, and he says something in an ungodly language. Then a dark portal opens in the cavern and through it flies a creature.

Turn to **345**

374

You smash the emerald, and up from it rises a being from the earth itself. The ground opens up and a humanoid creature forms from mud and stone. It's almost as wide as it is tall, and has huge hands on the end of its massive arms.

EARTH ELEMENTAL

FIGHTING SKILL 11 ENDURANCE 14

It is most effective against creatures of the air like the **HARPY**.

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET** along with the elementals **FIGHTING SKILL** and **ENDURANCE** at the end of the battle.

If you win, turn to **303**, or if you have already rolled 1-6, turn to **385**. If you lose, turn to **304**



CREATURE OF BAEL 2

Suddenly a gust of wind fills the chamber, it's bitterly cold and chills you to the bone. In front of you appears an Ice Daemon. His whole body seems to be made up of icicles that move together and shift form constantly. The only thing that remains constant is the eyes in the face, which are a cold blue. The Daemon is about 20 feet tall and almost reaches the ceiling of the great cavern. It wields a vicious looking club in its hand.

Note down this reference number.

Now, choose which stone you want to use. Turn to **309**. If you have no stones left, or chose not to use one here, turn to **367**

ICE DAEMON**FIGHTING SKILL 11 ENDURANCE 20**

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET** along with the elementals **FIGHTING SKILL** and **ENDURANCE** at the end of the battle.

If you win, turn back to **303** and choose again. If you lose, turn to **336**

If you have fought all the creatures of Bael, turn to **385**

CREATURE OF BAEL 4

Bael calls out for aid, as he is still unable or unwilling to take a physical form - but he is far from helpless. All of a sudden the cool chamber starts to heat up, and a great spurt of flame appears in the centre of the chamber in front of the dark pool. The temperature of the room becomes almost unbearable, and you can feel the skin on your face starting to blister from the sudden heat. You turn away to protect your face.

Then you sense rather than see that the flame has coalesced into a form. You risk a look and instead of a geyser of flame, there stands a creature nearly 14 feet tall. Its long body is covered with blood red scales. Its four legs have sword like talons, and its elongated jaw is bristling with cruelly sharp pointed teeth.

Its eyes, red with fire dancing in them, stare at you malevolently. The creature lets of a low growl of anger, its long tail swishing behind it. It's a **FIREDRAKE** a lesser cousin to the great dragons, but still a foe to fear.

If you have any stones left, choose which you will use to help you and turn to **381**. If you have no stones left, or chose not to use one here, note down this reference and turn to **367**

FIRE Drake

FIGHTING SKILL 12 ENDURANCE 14

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET** along with the elementals **FIGHTING SKILL** and **ENDURANCE** at the end of the battle.

If you do, turn to **303** and roll again. If you have rolled all the numbers from 1-6, turn to **385**. If you fail to defeat the firedrake, turn to **377**

377

The Firedrake, whilst not as immense as its close cousin the dragon, is still a formidable beast. It's fully 14 foot tall with foot long talons on each foot, and a long thin tail that constantly thrashes around. On the end of the tail are a series of spikes, making this a formidable weapon. Then there's its face, a maw of razor sharp pointed teeth designed only to rip flesh. Each attack you have to face the thrashing claws, the flailing tail and the snapping jaws. And then, the beast opens its jaws wide and in horror you see flames dancing at the base of its throat.

The beast exhales, and the flammable gas that forms its breath is lit as it escapes the creatures gaping maw. The stream of fire that hits you is hotter than the fire a blacksmith uses to forge steel. The flesh isn't singed from your bones, it's more evaporated. You try to scream but there is no oxygen in this maelstrom of fire, and in any case soon all your soft tissue is burned away, leaving a charred and smoking skeleton. What's left of you topples to the ground and explodes into ashes. The beast roars once, and turns and flies away. Your adventure ends here.



You stagger back, shattered, physically, mentally and emotionally. Now that your work is done, the elemental power leaves your body and you start to shrink back to your normal size. As soon as you do, you collapse to the ground in exhaustion. Light dances around the cavern from the elemental power released, until it eventually dissipates. You are left seemingly alone, battered and bruised, in the cavern. You take a few moments to recover. Then you remember Vostede. You crawl over to him, where he is leant against the wall, still stunned. You pour water over his face and put your water flask to his lips and he drinks and slowly comes round

“Water” he splutters ***“water??? After all that and you give me water! I’m thirsty, not in need of a bath. Get me some wine from my pack”***

You laugh and do as he asks. He takes a heroic swig from the flask.

You gather your possessions and leave the cavern. You find no opposition as you leave as the battle has caused all the unpleasant residents of the old city into hiding. You both find your way back to the tower and out into the light outside. You blink in the bright sunlight. It is going to be a lovely day in Laeveni - but you can only think of the coming night.

No one will know what happened here, more would any believe it. You and Vostede may have been Laeveni’s heroes’ involuntarily, but you know you are in reality nothing more than a thief, albeit an exceptional thief. You head to get some food and rest and wait for the twilight when you can start work.

You have a Guild to rebuild.

But before you can go, Vostede claps you on the back,

“We survived lad. I doubted our chances there – feared we were outmatched. However, we did it. You did it! Where’s the best place to get a half decent pint in this ill-favoured town – we deserve to celebrate and drink. And !! I’ll drink all the time!”

OK, maybe, a pint in the One Eyed Rat first. Or several. You can be heroes. Just for one day.

For the Epilogue, which may contain spoilers for the Hellscape series, turn to **460**

Otherwise, turn to **440**



379

The guards are largely ceremonial, and are not used to any protest from citizens at the gate, and so even the second guard is completely taken by surprise by your sudden attack. Your fist cracks into his jaw. He drops to the ground, unconscious.

Quickly you tie them both up and bundle them into the guardroom – which is fortunately otherwise empty.

You head into the church grounds, turn to **398**

380

All Bael's creatures have been destroyed and Bael still rages on. He is still held by a chain of elemental magic, but his rage gives him power.

He thrashes, and then finally after a titanic battle, the final chain breaks in an explosion of un-noise, and the jewel retraining this chain explodes.

Bael is free, but still weak. If you act fast you can still defeat him.

Note down this reference, and then turn to the correct section for the stone that just exploded.

Diamond, turn to **443**

Obsidian, turn to **444**

Ruby, turn to **445**

Emerald, turn to **446**

Sapphire, turn to **447**

Then return here and read on:

This elemental, as well as any that survived the battle with Bael's creatures, will aide you.

Turn to **456**

381

If you chose the diamond, turn to **349**. If you chose the sapphire, turn to **394**. Otherwise turn to **317**

382

You throw the sapphire to the floor and it smashes. Another shackle breaks. Flowing from the remnants of the stone are a blue figure, seemingly made of water. It has no legs but moves almost like a snake across the floor with its torso raised. Its arms constantly flow and change shape, like the movement of the tides and instead of hair on its head it has white peaks of surf that go all the way down its back.

It's a water elemental - and it has power over the Golem - as sure as the sea erodes the land, the elemental can attack the Golem, but accelerating the slow erosion process that takes millennia into something that happens in seconds.

WATER ELEMENTAL

FIGHTING SKILL 13

ENDURANCE 16

If the elemental is killed first, then you must try to fight on and defeat the golem. If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET**

If you succeed, turn to **303** and re-roll. If you have rolled all numbers from 1-6 turn to **385**. If you fail to defeat the golem, turn to **324**



The guards are largely ceremonial, but still trained professionals, and yours is not taken by surprise. He blocks your punch, and counters with a fast right hand cross to your jaw. You are knocked backwards against the wall. Lose 2 **ENDURANCE** points.

He advances on you, smiling grimly. But then Vostede is there. He has already dispatched his guard with a thunderous blow that knocked him clean out. Vostede grabs the guard from behind, his large muscled arms around the guard's neck, and squeezes, stopping the blood flow to the brain. The guard slumps in Vostedes arms, unconscious.

Quickly you tie them up and bundle them into the guardroom – which is fortunately otherwise empty.

Turn to **398**

You feel like you may be outmatched, and even if you do prevail then you may need your strength to banish Bael back to his cell.

The fingers of your right hand encircle the silver ring on your left middle finger. You turn it, and wish for the name Astaroth.

There's a shudder, as if this reality has somehow ruptured, and then the youthful figure appears.

“Ah, good Shadow, thou doth seek our aide. But this place is the centre of power of our rival and so our powers are limited. But wish, and we will see what we can conjure”

You wish for Astaroth to destroy both De-Villiers and the Daemon Cel'Dron. He smiles down at you.

“Ah, we must confess that is beyond our gift. But we can remove one of thy enemies. Speak and it will be so”

Note down that you have used the Ring of Communion. You can only use it three times.

Now you can decide which enemy you wish Astaroth to banish. Then you and Vostede only have to fight one enemy. Both you and Vostede will have a roll. If both are higher than your opponent, then you injure him twice. If both are lower, the one of you with the lowest total is injured.

SPIRIT OF DE-VILLIERS

FIGHTING SKILL 13 ENDURANCE 23

DAEMON CEL'DRON

FIGHTING SKILL 12 ENDURANCE 15

If you are victorious then:

If Shadow and Vostede are still alive, turn to **350**

If Shadow is killed, turn to **454**

If Vostede is killed, turn to **459**

If you both die, turn to **330**

385

Who is still alive?

If it's either Shadow or Vostede, turn to **301**

If it's both Shadow and Vostede, turn to **310**

386

You fight valiantly on but as experienced as you are, Celdron is simply too fast. He has a sword arm as quick as a striking snake. You seem unable to lay a telling blow on him and he turns most of your attacks aside with contemptuous ease. Your sword arm is aching from trying to keep up with his lightning fast blade and you realise you must do something risky. You try to close inside his guard, but you are too slow and Celdron anticipates this old trick and blocks your blade, turning it away and then he delivers a viper like slash cross your throat.

It's not a fatal wound, but blood starts to stream from the it, almost black in the moonlight. You fall to the ground and he walks across to stand over you. He reaches down and turns you onto your back, and kicks your sword away.

"Now now, little fox, I told you I just wanted to talk. Now we will play a game? Yes? I will ask, you will answer. But answer truthfully, my honest thief, or I will know, and there will be forfeits. I will be forced to cut off your pretty tail! But first, there's a pretty bauble I need"

"At last" he says, triumphantly.

But the light in your eyes starts to fade, but then another figure emerges from the darkness. But too late to save you.

Your adventure ends here.

You fight valiantly on but as fast as you are, Celdron seems faster. He has a sword arm as quick as a striking snake. You seem unable to lay a telling blow on him and he turns most of your attacks aside with contemptuous ease.

Your sword arm is aching from trying to keep up with his lightning fast blade and you realise you must do something risky. You feint in, but instead of following through you wait for his counterstroke. It comes quickly, a vicious slash aimed chest high, but you step inside it and Celdrons arm hits your back as the scimitar misses.

You are inside his guard now, and before he gets a chance to recover, you slowly run him through. Your blade enters his tummy and you angle it up into his torso, looking to find his black heart. You pull his body towards you as your blade does its work and hits its target.

You hear him laugh weakly in your ear and he says

“Well well, little fox, you have got teeth...” and then he shudders and dies. You push him away and he drops to the floor motionless.

Somehow you have vanquished this lethal assassin.

“Well done, lad. I thought you were overmatched, but you took the rascal down.”

You turn round and see Vostede has made it to the bottom of the ladder. He's panting a bit from the effort. You smile in relief.

“But don't get too cocky. If he had attacked to the right, high and then low, it would be your blood spilling into the mud. There's a weakness in your technique there. Maybe I can teach you to remedy that sometime, eh? Still all's well. The scoundrel is done for. What say you we go and finish this?”

You smile, relieved and nod. If you want to take time to eat or use something to improve your **ENDURANCE**, do so now.

Turn to **392**



CREATURE OF BAE 5

Bael calls out for help. All of a sudden a screeching echoes around the chamber, and down the tunnel from its lair flies a winged terror. It flies swiftly down into the dark chamber, and then pulls up in front of you, flapping its large wings as it hovers in front of you. Its wings are like those of a giant eagle, and generate enough air current to buffet you and make it difficult to stand. Its legs are like birds legs, with sharp talons at the end of each. Its torso is that of a woman, but the worst thing is the face. It's of a human woman, and would be considered pretty until the **HARPY** opens its mouth and hisses at you. Its mouth is full of pointed, yellow teeth, and its eyes burn with hatred. The sneer on its face shows its contempt for all things that walk on the earth. You must best this **HARPY**.

Note down this section number.

If you want to use a stone, choose which one and turn to **351**. If you have no more stones, or don't want to use one at this time, note down this reference and turn to **367**

HARPY**FIGHTING SKILL 10 ENDURANCE 16**

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET** along with the elementals **FIGHTING SKILL** and **ENDURANCE** at the end of the battle.

If you win, turn to **303**, or if you have already rolled 1-6, turn to **385**. If you lose, turn to **304**

Bael looks down at you in disbelief.

"YOU DARE" he shouts **"YOU DARE TO RAISE A WEAPON AGAINST ME. THEN YOU SURELY MUST DIE MORTAL"**.

He raises his sword and gets ready to strike.

DAEMON KING BAE**FIGHTING SKILL 40 ENDURANCE 35**

It seems impossible that a mortal can kill a god, even a weak god.

Turn to **393**

390

You descend into the inky darkness. The only sign of light is the rapidly diminishing hole above you, which soon appears to be only a pin-prick in a dark night sky.

The only sound is of your boots on the metal rungs, and the sound of your breath, which comes fast and ragged. Your breathing is ragged not due to the effort, but due to the rising panic in you, that takes all your will to suppress.

Eventually, after what seems like eons, but was only a matter of minutes, your foot hits solid ground. You stand at the bottom of the long ladder and peer up. Your old eyes struggle to pick out the exit above.

As you go to turn the tunnel, which will take you deep into the catacombs, you hear a sardonic voice.

“Ah, shame Shadow didn’t make it. I was looking forward to killing him”

Turn to **321**

391

You now have a major advantage. As Vostede is with you, he has his own set of special skills. You can choose 3 out of the 6 listed below:

HEROIC HIT: Once per combat, you can try to use this. If successful it will do twice the normal damage to your opponent. To use it, **TEST YOUR FORTUNE**. If you roll less than or equal to your current **FORTUNE** score, you are successful. If you roll more, the damage done is just 2 points. Please note: your **FORTUNE** score does not reduce when you use this.

MIGHTY KICK: If you are faced with a door that is locked, you do not have the skill to pick the lock and so you can try to kick the door down instead. So if there is a time where you are asked if you have the **SKILL OF PICKING LOCKS**, you can use this instead.



LEGENDARY STRENGTH: You can concentrate and use all your energy to perform a feat of superhuman strength. However if you do this, it's very hard on your body and so you must lose 2 **ENDURANCE** points.

INTIMIDATE: You are not one for charm and guile, but instead can use your prestigious size and stern demeanour to try to intimidate others to do what you want. This can be used in place of **CHARM AND GUILLE**.

EXPERIENCE: Having been victorious in numerous battles and campaigns, you are also used to determining when something does not seem as it is.

STRATEGY AND TACTICS: You are well used to trying to work out your opponents strengths and weaknesses and this can give you a major advantage in combat.

If you are fighting an opponent with a higher **FIGHTING SKILL** than you, then you can use this by **TESTING YOUR FORTUNE**. If you are fortunate, then you can change your **FIGHTING SKILL** to that of your opponent for that fight only, as you are able to work out the best strategy to beat them. Your **FORTUNE** does decrease when you make this test.

Turn to **6**

392

So far you have defeated the strength of Elrad, the cunning of Spearo and the ruthlessness of Celdron. But now you must walk back down the tunnel, towards the spirit of De-Villiers.

The tunnel seems to last forever, as you both head down towards the cavern that imprisons De-Villiers. You steel yourself, taking heart from having Vostede at your side.

Eventually, the tunnel widens and you emerge into a large vaulted cavern. You know it all too well as you have been here before.

Opposite you is an ornately carved archway, the way you first entered this chamber. Light cascades down from above from a hidden source. There is a small rivulet of water passing through it, and the walls are all carved and painted - although the paint has blistered and peeled from the walls over time, or faded into obscurity.

To your right is a raised platform and elegant pillars rise up to the tall vaulted ceilings. To your left is an altar made of black basalt. The surface is old and pitted, and knife marks are clear on the surface. The altar is stained with blood that has turned dark over the ages. At the back of the altar is a statue of a creature made from nightmares. Today you will most likely meet this horror.

Then a figure materializes in the centre of the chamber. It is unnaturally tall, over 7 foot, and floats over the stone floor. Its face is that of a very old man. His long white hair is intricately braided and he wears a long, shimmering robe not of this world. He seems to carry the very stench of decadence, decay and evil.

The figure floats over and stands, or rather hovers, before you.

“Welcome, young Shadow, back to my domain. You left so abruptly last time, but this time I assure you that your stay will be for a goodly term. You and your associate.”

De-Villiers smiles at you, his eyes gleaming green with eldritch fire.

“It is good of you to return. Last time, our preparations were not complete. But now, with the token in your possession, then we can proceed”

He turns and floats to the centre of the chamber, before turning back to face you.

“Now you will witness the re-birth of the Lord Bael” he shouts fervently, his face alive and almost in rapture.

He raises his skeletal hands, and as he does, the floor starts to vibrate. Five basalt columns rise up from the ground, and stop when they are about 4 feet above ground level. They form points of a star around the chamber

De-Villiers then holds out his hand, palm up. It's empty. But then there is a shimmering, and a stone appears on his upturned palm

It's a blue sapphire, and you think you can almost hear the sound of oceans. He gestures and the sapphire floats across the room to one of the podiums. It drops into a rhomboid shaped hole on the top of the podium and there is a distinct “**click**” as it locks into place. The sapphire sends out a beam of energy to the centre of the star.

De-Villiers gestures again, and this time a white diamond appears. It floats over to another column, seemingly accompanied by the sound of great winds, and clicks into place, sending out a beam of pure white light.

De-Villiers does this twice more. First a green emerald, that smells of forest and tilled earth; then a black obsidian jewel that seems empty and desolate as the night sky. Each moves to their podium, and unleashes a beam of light towards the centre.

A shape starts to form. A tall shape made of dark, still an outline. It is of a tall, well-muscled man, fully 12 feet high. Short horns are on his bald head and huge feathered wings emerge from his back. Bael is trying to break through.

De-Villiers gestures towards you, and you feel the jewel around your neck start to tug at its chain. You try to react, but find you are unable to move. The red amulet is dragged out of your tunic by the force of De-

Villiers powers. The chain snaps, and the red ruby floats across the room towards the one vacant podium. The sound of crackling flames accompany its final journey. It clicks into place, and this time a beam of red light emerges and joins the others in the centre where the huge figure stands, still struggling as if held by some unseen chains.

Then as one, all the keystones flash, and connect to each other, so a pentacle is formed around the central figure. A pentacle made of beams of red, green, blue, white and black light.

De-Villiers throws his head back and laughs.

“At last, the time has come. Now we need just one more piece for the final puzzle. We need the blood of an innocent”

He looks at both of you, grinning manically,

“Either of you will do”

Turn to **318**

393

You fear that you will have to fight this god. But have you still got any elementals alive from previous fights? If you have turn to **395**. If you don't, turn to **341**

394

You chose well! The stone smashes, and it releases a gushing torrent of water that forms up into a giant ever moving figure made of water, a **WATER ELEMENTAL** - the perfect opponent for the **FIRE DRAKE**.

WATER ELEMENTAL FIGHTING SKILL 13 ENDURANCE 16

If you succeed, and your elemental is still alive, it will remain with you but cannot fight again for now, but note this on your **ADVENTURE SHEET**, and record its **FIGHTING SKILL** and **ENDURANCE** at the end of the fight. If you win, turn to **303**, or if you have defeated all the creatures from 1-6, turn to **385**. If you lose, turn to **377**

395

The remaining elementals will aide you in your fight against Bael as they see him as a great evil that will throw the world out of balance. They all

pass onto you half their **FIGHTING SKILL** and any **ENDURANCE** they have left.

Add up the **FIGHTING SKILL** of the remaining elementals that you have alive and add this to your **FIGHTING SKILL**. This is your new **FIGHTING SKILL**.

Then add all the remaining **ENDURANCE** from the elementals and add it to your **ENDURANCE**. This is now your **ENDURANCE**.

You feel your body swelling as it takes on this power and the ceiling seems to shrink towards you. Then you realise it is you who is growing towards the ceiling. As you expand, so does your sword. Soon you are almost a match for the size of Bael, holding a sword 20 feet long.

The blade of the sword shimmers in the colours of the elementals who have temporarily joined with you. The elemental power of Elenisha surges through you - a power that would reject Bael from this world forever.

You are not the Champion of Laeveni, or Goldthorn, or Elenisha, but of the whole world itself as the world seeks to reject this ancient evil.

For each elemental that gives you their strength, you also have an extra attack you can use once and will do additional damage:

Fire	Fire bolt	4 ENDURANCE damage
Air	Whirlwind attack	3 ENDURANCE damage
Water	Maelstrom	3 ENDURANCE damage
Earth	Earthquake	3 ENDURANCE damage
Space	Photon attack	4 ENDURANCE damage

If you want to use these attacks you must first win the attack round, and then **TEST YOUR FORTUNE**. If you succeed the attack lands; if you fail, you only do the normal 2 **ENDURANCE** damage.

Turn to **399**

396

Using all your charm and skill, you manage to convince the guards that you need to urgently see the Deacon on a matter of high importance.

The guards grunt, and then uncross their halberds. You walk through into the grounds.

Turn to **316**

However you have used up all the 5 stones - and so all the shackles holding Bael have been broken. Despite still being weak, Bael is using all his power to give himself a corporeal form as he has seen you dispatch his guardians.

He must now fight you.

The figure slowly starts to form. Initially it's kneeling on the floor, bent over. But then it starts to stand. And grow. He is fully 30 feet tall, and is a thing of chaos and terror. His face sneers contemptibly towards you and raises both of immense arms out and plucks two giant hooked chains from seemingly nowhere. Both glow with an eldritch light.

"SO MORTAL, YOU HAVE BEATEN MY SQUIRES, BUT YOU ARE NO MATCH FOR BAE. I AM AS OLD AS THIS UNIVERSE AND WILL EXIST UNTIL IT ENDS. YOUR PUNY SKILLS MEAN NOTHING TO ME".

He flicks his wrists and the chains fly out like whips, and one lights up with a stream of green fire along its length, the other has cold ice cascading down its length.

However you sense that Bael is bluffing. He may be unshackled, but he is a Daemon on the mortal plane and cannot draw power from the damned souls in the Hellscape - and so whilst he may be mighty compared to you, he is in no way omnipotent.

"SO MORTAL, WILL YOU STRIVE WITH BAE AND DIE, OR WILL YOU KNEEL AND WORSHIP BEFORE ME. YOU WOULD BE MY MOST FAVOURED DISCIPLE".

You shake your head and raise your sword. Turn to **389**

Deciding that confidence is the best approach, you march straight across the gardens, looking like you belong. Various churchmen and women go about their business, quietly, but none of them challenge you.

You arrive at the base of the Tower of Atricial, and quickly enter and climb the steps. You arrive at the top, ignoring the fantastic view of the Holy City, slightly out of breath and look down at the metal grill in the centre of the floor. This is the very grate you know Shadow escaped through 2 nights ago. After hearing from Shadow what happened in those dark caverns, you have little desire to go into those dread catacombs –

but you know you must. You are the Hero of Goldthorn – it's what you do, you tell yourself.

You reach down and try the grate. It is once more locked tight.

If you have the **SKILL OF LEGENDARY STRENGTH**, then you can try to force the grate open.

Turn to **370**

If you do not, turn to **352**

399

DAEMON KING BAEI

FIGHTING SKILL 40 ENDURANCE 55

Bael gets two attacks with each round – due to the two giant chains. After each attack, roll 1d6. If you roll a 6, then the power of flame or ice hurts you for 4 **ENDURANCE** points damage. Otherwise, you are only hurt by 2 **ENDURANCE** points.

However, if the Ice Elemental has combined with you, then you are immune to the ice attack. Similarly, if the Fire Elemental has combined with you, then you are immune to the fire attack.

The battle with Bael is epic and the sounds of your blows echo through chambers of the catacombs beneath Laeveni and even in the streets above. Each blow leads to an earthquake as the ground shivers with the monumental forces being exerted. Each deflected blow causes an aftershock. Each riposte a rock fall. Above in the city, buildings start to shake, trees to fall and roads to split. Part of the Holy City crumbles, leading to stone gargoyles and tall spires breaking off and plummeting to the street.

If your **ENDURANCE** is reduced to 0, turn to **200**

If you reduce Bael's **ENDURANCE** to 0, turn to **356**



400

You are stuck in the middle of the plain without a horse to ride.

Night soon falls and as a city boy, you have no woodcraft, or no knowledge of astronomy, and so have no way of working out which way to travel now that the suns are setting.

Dusk arrives and the temperature drops. You start to shiver and the suns soon move close to the horizon. The prospect of being in the open at dark terrifies you, and so you stop and decide to build a fire. You find a small clearing, sheltered by some rocks.

Soon you have a merry little blaze going, and you feel better as you warm some stale bread by the side of the fire, and nibble on some cured pork.

The warmth and light makes you feel happier, but unfortunately it has also attracted others.

Dark shapes move silently across the plain, circling you, although you are completely unaware. Then you hear the scrape of a foot (or paw) on a rock, and you jump to your feet. Your hand flies to your sword hilt and you look around. Shadowy figures start to emerge from the trees. They are all four legged, shaggy and the height of ponies at their withers. Their amber eyes gaze at you, unblinkingly. The flames of the fire dance in their eyes, making them seem even more demonic.

Then the leader, a full foot taller than the others, raises its nose to the sky and howls, a long almost mournful sound that sends shivers down your spine. Then they pounce on you.

Your adventure ends here.

401

You descend into the inky darkness. The only sign of light is the rapidly diminishing hole above you, which soon seems to appear to be only a pin-prick in a dark night sky.

The only sound is of your boots on the metal rungs, and the sound of your breath, which comes fast and ragged. Your breathing is ragged not due to the effort, but due to the rising panic in you, that takes all your will to suppress.

Eventually, after what seems like eons, but was only a matter of minutes, your foot hits solid ground. As you go to turn towards the tunnel, which will take you deep into the catacombs, you hear a sardonic voice.

“Ah Shadow. At last. I’ve been expecting you”

Turn to **410**

402

All Bael’s creatures have been destroyed and Bael still rages on. He is still held by two chains of elemental magic, but his rage gives him power.

He thrashes, and then first one chain breaks in an explosion of un-noise, and the jewel retraining this chain explodes. Then the second chain snaps, and the stone on the pedestal detonates.

Poor Vostede is too close to the final jewel and is thrown backwards by the concussive force of the blast, back against the cavern wall. He is knocked unconscious. Only Shadow can fight Bael now he is free, but still weak. If you act fast you can still defeat him.

Note down this reference, and then turn to the correct section for each stone you have.

Diamond, turn to **443**

Obsidian, turn to **444**

Ruby, turn to **445**

Emerald, turn to **446**

Sapphire, turn to **447**

Then return here and read on:

The elementals, as well as any that survived the battle with Bael’s creatures, will aide you.

Turn to **457**

403

The guards are largely ceremonial, but still trained professionals, and yours is not taken by surprise. He blocks your punch, and counters with a fast right hand cross to your jaw. You are knocked backwards against the wall. Lose 2 **ENDURANCE** points.

He advances on you, smiling grimly. In desperation, you dive towards him, rolling just before you reach him, and bring both your feet out in front of you. They smack into his face and knock him back. He is out cold.

Quickly you tie them up and bundle them into the guardroom – which is fortunately otherwise empty.

Turn to **423**

404

Not being able to get the grate open, then you look around for an alternative – maybe something to lever the grate out of the floor. Down a level there is a store room, and you find a long metal crow bar. You take it back up to the top of the tower, and you place it on one of the hinges.

You heave on the end of the bar, trying to force the grate hinges upwards. They squeal with rust and time. Then one of the hinges snaps. You are thrown backwards and the bar flips up with the redirected force and hits you. Lose 2 **ENDURANCE** points.

You recover and reach down and try to pry the grate up by its free side, adding pressure on the second and final hinge. Eventually it snaps, but your hand slips as the grate gives, and you cut a gash into your left hand. Your fighting hand. Lose 1 **FIGHTING SKILL** permanently.

You quickly dress the wound and then manage to pull the grate out of its housing.

Turn to **409**

405

You are stuck in the middle of the plain with no horse and the afternoon is starting to give way into the evening.

Night soon falls and as a city boy, you have no woodcraft, or no knowledge of astronomy, and so have no way of working out which way to travel now that the suns are setting.

Dusk arrives and the temperature drops. You start to shiver and the suns soon move close to the horizon. The prospect of being in the open at dark terrifies you, and so you stop and decide to build a fire. You find a small clearing, sheltered by some rocks.

Soon you have a merry little blaze going, and you feel better as you warm some stale bread by the side of the fire, and nibble on some cured pork. You try to care for your horse, but he does not seem any better.

The warmth and light makes you feel happier, but unfortunately it has also attracted others – as has the smell of fresh blood from the bodies.

Dark shapes move silently across the plain, circling you, although you are initially unaware. Then you hear the scrape of a foot (or paw) on a rock, and you jump to your feet. Your hand flies to your sword hilt and you look around. Shadowy figures start to emerge from the dark. They are all four legged, shaggy and the height of ponies at their withers. Their amber eyes gaze at you, unblinkingly. The flames of the fire dance in their eyes, making them seem even more demonic.

Then the leader, a full foot taller than the others, raises its nose to the sky and howls, a long almost mournful sound that sends shivers down your spine.

Then they pounce. You scream once.

Your adventure ends here.

406

If you rolled:

1 or 5, turn to **429**

2 or 4, turn to **320**

3 or 6, turn to **426**

407

Celdron's blow is fast, but you are faster. You dodge to the left and manage to slice your blade across his side. He groans in pain and stumbles back.

“Touché, Shadow” he sneers ***“You have progressed much since we first met. But I think I still have the measure of you.”***

And then the fight is truly joined.

You must fight Celdron

CELDRON

FIGHTING SKILL 11 ENDURANCE 13

If you defeat him, turn to **416**

If you lose, turn to **386**

408

The guards are unimpressed. Looking around you see the street is quiet and no other soldiers are in sight. You leap forward and attack the guards.

These are not evil men, they are just ordinary men trying to do their job, and so you have no wish to kill them – and the mess would be hard to hide. Instead, you simply try to knock them out with your fists.

Your first blow is a surprise to the guard, and you knock him backwards with a lucky blow. He hits the wall, and slumps to the ground, dribbling.

The second guard is not going to be taken so easily.

TEST YOUR FIGHTING SKILL. As you are unarmed, reduce your **FIGHTING SKILL** by 2 and by any bonus a special weapon may give you. However, if you have the **SKILL of UNARMED COMBAT**, then you can only reduce your normal **FIGHTING SKILL** by one.

If you succeed, turn to **344**

If you fail, turn to **403**

409

The grate is finally open and you both peer into the dark hole beneath. It's like staring into a moonless sky. You can see nothing, except the first few rungs of a rusty old ladder that is bolted to the passage down.

You know what to expect in the caverns below – that you are likely going to face a rather unpleasant death. You know that beneath, in the caverns, De-Villiers spirit waits, as does his ultimate master, the Daemon King Bael.

You raise your hand to your neck, and check that the ruby pendant still hangs around your neck. This will be the key to either destroying Bael, or releasing him into the world.

Clearing your mind, and pushing your terror to the back of your head, you swing your legs down onto the top rungs of the ladder.

As you do, the ladder creaks, and then one of the bolts at the top sheers out of the stone wall – sheered through with age and wear and tear. The ladder lurches, and falls back on the left side by a foot. You manage to hang on.

Steeling yourself, you start your descent. Turn to **401**

You turn quickly, your sword levelled in front of you. It's still darker than hell, and you can sense rather than see a figure in front of you.

"Strange" the familiar voice seems to muse, almost to himself
"Although I was born to the dark, I do find that I have grown accustomed to the light. And when I defeat you, I want my face to be the last thing you see. So....."

And then a green eldritch light starts to shine, above you and between you and the figure. The light reflects off a narrow face that you have grown too familiar with. The face smiles.

"Yes, Shadow, I think it's only right that I will be the one to finally destroy you, and seize the Great Lord's prize. It will be I who will be honoured most highly, and become the Daemon Lords right hand for finding such a gift, a gift that will free him from torment. But I digress"

And without a further word, Celdron draws his sword and leaps at you, his blade whistling down in a vicious arc. You are taken by surprise.

TEST YOUR AGILITY. If you have the **SKILL of SPEED AND AGILITY**, you can subtract 1 from the roll.

If you are successful, turn to **407**

If you fail, turn to **419**

You have ridden through the night onto Laeveni and arrive at the West Gate just as dawn breaks and the rising suns gives the city a scarlet hue, and makes it seem like its drenched in blood. How apt. The gate is open and you ride through, unchallenged. The streets of the upper city are already busy with workers heading towards a mostly honest day's labour, and merchants trading and bartering goods.

You know that in order to defeat De-Villiers and ensure the Bael does not escape his prison, you will need to go to the catacombs below the city – the very catacombs that you only just escaped with your life, just a few scant days ago.

It will be a waste of time to travel to the lower city, and try to get into the catacombs via De-Villiers rooms. The other easier option is to climb down from the tower that you escaped from. That will take you straight to the lair of De-Villiers and you may learn more.

You head towards the Tower of Atricial. It's only a few streets over from the West Gate. The tower is within the walls of the Atrica Duomo, the largest church in Amaldi.

But first you have to get through the gates. You walk up to them, but a pair of halberds cross in front of you. The guards look at you suspiciously.

TEST YOUR FORTUNE

If you have the **SKILL OF CHARM AND GUILF**, then you can subtract 1 from the roll. If you pass, turn to **428**

If you fail, turn to **408**

412

You get your picks out and work on the lock. **TEST YOUR INTELLIGENCE**. If you pass, the lock clicks open. Turn to **409**

If you fail, then turn to **404**



As the final stroke cuts down to the ethereal form of De-Villiers, he screams out,

"Lord Bael, why have you forsaken me. You promised me life again."

His form slowly starts to dissipate into dust and smoke and as he does he stares at you with his cold dead eyes. Deep in those eyes you can see anger and contempt, but also fear and a begrudging respect for you - as you have defeated him.

Then he says in a voice as quiet as death,

"But you are too late. All the stones are now here. My master stirs even now. You face oblivio....."

His form explodes in a flash of light, but there is no noise, but there is a terrific rush of air.

But, the pentacle in the centre of the chamber continues to pulse, and the figure caught inside it seems to be tearing at the thin fabric of reality that seems to separate him from your world.

But, you reason, there was no blood sacrifice, so surely he can't free himself.

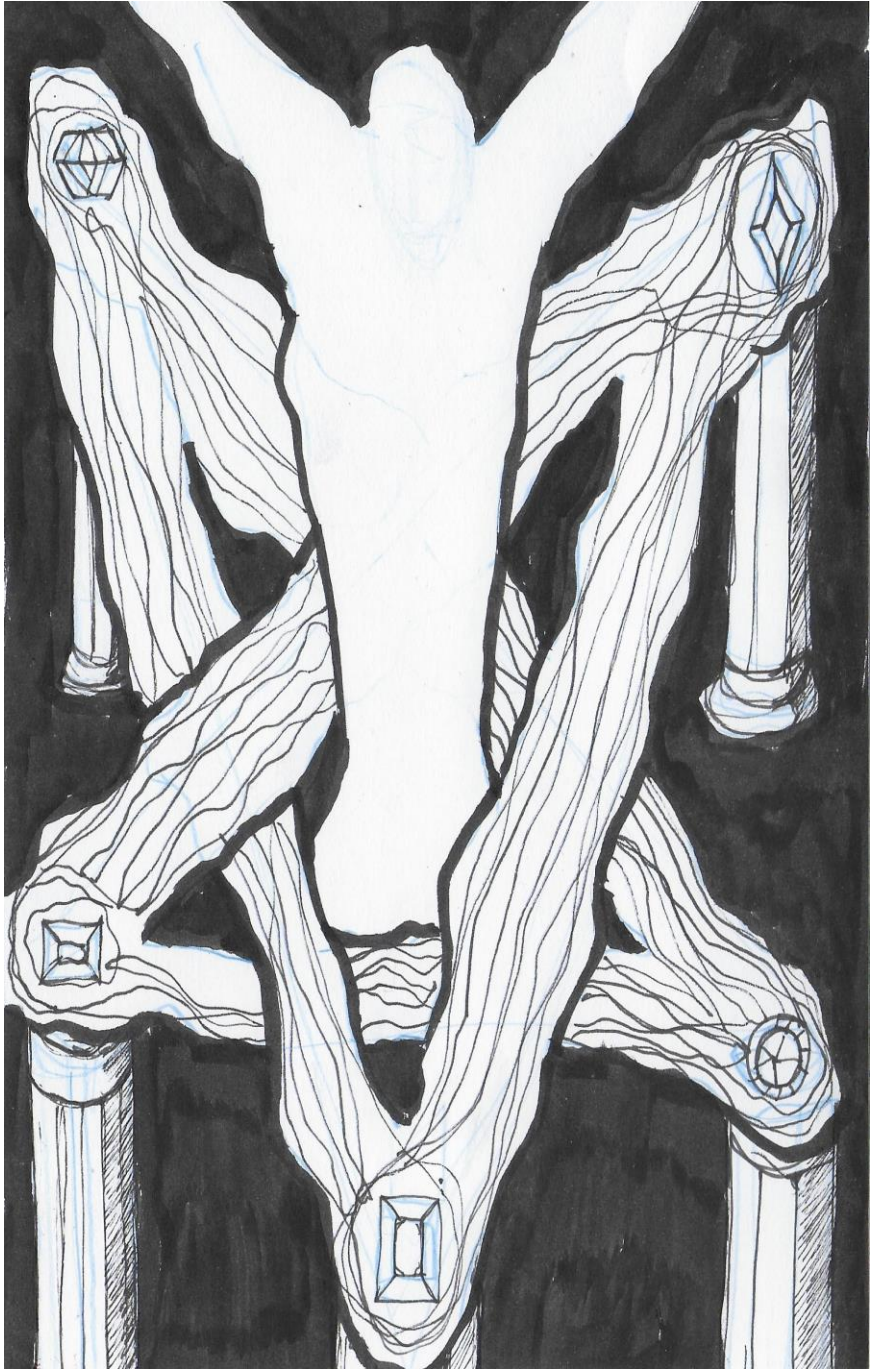
Then you see with horror that one of De-Villiers ghostly swords has come to rest leaning against one of the podiums, point on the floor, hilt against the podium. It has blood on its blade. The point intersects one of the lines of the pentacle, and the blood is trickling down the blade to the point.

You move too slowly and when it reaches the ground, and the blood breaks the stream of light, there is a blinding red flash. A voice booms,

"AT LAST, MY SHACKLES ARE WEAKENING. SOON I WILL BE FREE. AND THEN YOUR PUNY WORLD WILL SUFFER TORMENT UNLIKE ANY OTHER IN ETERNITY"

You can see that the shadowy form is becoming more distinct, as if it is crossing over from another plane. The large figure seems to be bound by 5 fey chains. Around his left ankle is a shackle of blue light, with a similar chain of green light around his right ankle.

He struggles to free his arms, flexing his massive chest, but they are bound by a shackle of pure white light around his left wrist, and a similar one of negative black light on his right. Around his thick, muscled neck is a collar of fire, red and burning. Each of these shackles has a beam of light of the same colour, reaching back through the void, and seemingly chained to something unseen.



These manacles are stopping Bael from breaking through into this world. So Bael is not free yet. You decide what you must do.

But first, you take the chance to eat and replenish your **ENDURANCE**. If you can.

Turn to **458**

414

You must both fight mounted. If you need the rules on horse to horse combat, turn to **275**.

If one of the horse dies, then check the rules on mounted versus on foot combat, turn to **101**.

If both horses die, resolve the fight in the normal way

Return here for the fight

Spearo

FIGHTING SKILL 9 ENDURANCE 11

Horse

**AGGRESSION 14 Starting
ENDURANCE 11**

If you win then you will have little time to rest, as Elrad nudges his horse towards the bridge.

Turn to **437**

415

You quietly lead your horse over the bridge, until you are next to Spearo's. You jump down lightly, and draw your knife. Part of you says you should kill the beast, as on foot Spearo will never catch you, but you don't have the heart.

Instead, you lean under the horse's belly, and cut most of the way through the cinch strap. Then you do the same to one of the stirrups.

Then, wasting no more time, you jump on your horse and ride off. Spearo is just walking back from his ablutions, when he sees you ride off.

"Oi" he shouts, and runs to his horse and jumps on.

Throw 1d6. Then turn to **406**

416

You fight valiantly on but as fast as you are, Celdron seems faster. He has a sword arm as quick as a striking snake. You seem unable to lay a telling blow on him and he turns most of your attacks aside with contemptuous ease.

Your sword arm is aching from trying to keep up with his lightning fast blade and you realise you must do something risky. You feint in, but instead of following through you wait for his counterstroke. It comes quickly, a quick slash aimed chest high, but you step inside it and Celdrons arm hits your back as the scimitar misses.

You are inside his guard now, and before he gets a chance to recover, you slowly run him through. Your blade enters his tummy and you angle it up into his torso, looking to find his black heart. You pull his body towards you as your blade does its work and hits its target.

You hear him laugh weakly in your ear and he says.

“Well well, Shadow, it seems this fox has some teeth...”

And then he shudders and dies. You push him away and he drops to the floor motionless.

Somehow you have vanquished this lethal assassin.

If you want to take time to eat or use something to improve your **ENDURANCE**, do so now- if you can.

Turn to **424**

417

You ride on, but you must feed the horse twice before you arrive at the town gates. If you don't, then you must reduce your horse's **ENDURANCE** by 4 for each meal lost.

If the horse gets to an **ENDURANCE** of 0, turn to **400**

Otherwise, your journey to the town walls is pleasantly uneventful.

However, back by the bridge, a hulking figure appears. It doesn't take Elrad long to find Spearo's body. He kneels down by the side of it and opens Spearo's tunic to bare his slim chest. Elrad places his shovel like right hand on the chest, over the heart. On his middle finger is a large, obsidian signet ring. He starts to chant, a low, compelling chant.

As he chants, the ring seems to glow and waves of darkness creep out like tendrils from it, until the body is almost shrouded in night.

Then the figure starts to twitch.

Turn to **427**

418

You are well hidden beneath the dank arch of the bridge. You see the hooves and forelocks of a horse walking down to the water. Then a pair of booted feet. They look normal size and so you assume that it's Spearo with his mount.

You hold your breath, placing your hand over the horse's mouth to encourage it to be quiet.

If you have the pony Samwise or the horse Colossus, then they are trained to know this sign and stay quiet. Turn to **420**

If you have another horse, then they whinny when you try to cover their mouth. Turn to **315**



419

You are fast, but Celdrons blow is faster. You try to dodge to the left but he manages to slice his blade across your side. You moan in pain and stumble back. Lose 2 **ENDURANCE**

“Ha, Shadow” he sneers **“You have progressed much since we first met, but not that much. I still have the measure of you.”**

And then the fight is truly joined.

You must fight Celdron

CELDRON

FIGHTING SKILL 11 ENDURANCE 15

If you manage to defeat him, turn to **416**

If you lose, turn to **386**

420

You watch nervously as Spearo lets his horse drink its fill. You can hear him talking to Elrad, who only grunts back.

“Right, I reckon the lad must be caught up back there in the forest. He’s a city kid. He’ll have got lost in the greenery. I reckon you go back and check, as you have better woodcraft than I. Meanwhile, I’ll trot onwards to that small village in case he’s snuck past. Agreed?”

Spearo just gets a grunt.

You wait and hear Elrad’s horse thunder off back down the road to the Emerald Heart. Then more sedately, Spearo mounts and sets off on his way. You hear the hooves as they cross the bridge. You wait for long moments until you are sure he is well out of sight.

Then you drag your cold and scared horse out of the river and back onto the road. Then you see that just over the bridge, Spearo’s horse is tethered to a small tree by the roadside. You look around for Spearo, and see that he’s heading towards a small copse of bushes. As he goes, he is unbuttoning his breaches.

An idea comes to mind.

Turn to **415**

421

The ghostly form of De-Villiers floats over towards you. He holds out his hands and twin white swords, seemingly made of smoke, appear in them.

He needs your blood.

He stops and looks at you, swords ready. You must fight him.

SPIRIT OF DE-VILLIERS

FIGHTING SKILL 13

ENDURANCE 23

If you defeat De-Villiers, turn to **413**

If you fail turn to **330**



422

You rummage through your backpack but you can't find anything to help. The Corporal stares at you, saying

"Hmmm. You says you're a merchant, but no license. I think you had better come with us, young lad. The Duke may have a new decoration"

The rest of the guard laughs, but then close in on you and soon have you in irons.

Turn to **206**

423

Deciding that confidence is the best approach, you march straight across the gardens, looking like you belong. Various churchmen and women go about their business, quietly, but none of them challenge you.

You arrive at the base of the Tower of Atricial, and quickly enter and climb the steps. You arrive at the top, ignoring the fantastic view of the Holy City, slightly out of breath, and look down at the metal grill in the centre of the floor. This is the very grate you escaped through 2 nights ago. After your experience in the dark caverns, you have little desire to go into those dread catacombs – but you know you must.

You reach down and try the grate. It is once more locked tight.

If you have the **SKILL OF LOCK PICKING**, then you can try to pick the lock.

Turn to **412**

If you do not, turn to **404**



So far you have defeated the strength of Elrad, the cunning of Spearo and the ruthlessness of Celdron. But now you must walk back down the tunnel, towards the spirit of De-Villiers.

The tunnel seems to last forever, as you head down towards the cavern that imprisons De-Villiers. You steel yourself.

Eventually, the tunnel widens and you emerge into a large vaulted cavern. You know it all too well as you have been here before.

Opposite you is an ornately carved archway, the way you first entered this chamber. Light cascades down from above from a hidden source. There is a small rivulet of water passing through it, and the walls are all carved and painted - although the paint has blistered and peeled from the walls over time, or faded into obscurity.

To your left is a raised platform and elegant pillars rise up to the tall vaulted ceilings. To your right is an altar made of black basalt. The surface is old and pitted, and knife marks are clear on the surface. The altar is stained with blood that has turned dark over the ages. At the back of the altar is a statue of a creature made from nightmares. Today you will most likely meet this horror.

Then a figure materializes in the centre of the chamber. It is unnaturally tall, over 7 foot, and floats over the stone floor. Its face is that of a very old man. His long white hair is intricately braided and he wears a long, shimmering robe not of this world. He seems to carry the very stench of decadence, decay and evil.

The figure floats over and stands, or rather hovers, before you.

“Welcome back Shadow. You left so abruptly last time. But this time I assure you that your stay will be for a goodly term.”

De-Villiers smiles at you, his eyes gleaming green with eldritch fire.

“It is good of you to visit. Last time, our preparations were not complete. But now, with the token in your possession, then we can proceed”

He turns and floats to the centre of the chamber, before turning back to face you.

“Now you will witness the re-birth of the Lord Bael”

He shouts fervently, his face alive and almost in rapture.

He raises his skeletal hands, and as he does, the floor starts to vibrate. Five basalt columns rise up from the ground, and stop when they are about 4 feet above ground level. They form points of a star around the chamber

De-Villiers then holds out his hand, palm up. It's empty. But then there is a shimmering, and a stone appears on his upturned palm

It's a blue sapphire, and you think you can almost hear the sound of oceans. He gestures and the sapphire floats across the room to one of the podiums. It drops into a rhomboid shaped hole on the top of the podium and there is a distinct "**click**" as it locks into place. The sapphire sends out a beam of energy to the centre of the star.

De-Villiers gestures again, and this time a white diamond appears. It floats over to another column, seemingly accompanied by the sound of great winds, and clicks into place, sending out a beam of pure white light.

De-Villiers does this twice more. First a green emerald, that smells of forest and tilled earth; then a black obsidian jewel that seems empty and desolate as the night sky. Each moves to their podium, and unleashes a beam of light towards the centre.

A shape starts to form. A tall shape made of dark, still an outline. It is of a tall, well-muscled man, fully 12 feet high. Short horns are on his bald head and huge feathered wings emerge from his back. Bael is trying to break through.

De-Villiers gestures towards you, and you feel the jewel around your neck start to tug at its chain. You try to react, but find you are unable to move. The red amulet is dragged out of your tunic by the force of De-Villiers powers. The chain snaps, and the red ruby floats across the room towards the one vacant podium. The sound of crackling flames accompany its final journey. It clicks into place, and this time a beam of red light emerges and joins the others in the centre where the huge figure stands, still struggling as if held by some unseen chains.

Then as one, all the keystones flash, and connect to each other, so a pentacle is formed around the central figure. A pentacle made of beams of red, green, blue, white and black light.

De-Villiers throws his head back and laughs.

"At last, the time has come. Now we need just one more piece for the final puzzle. We need the blood of an innocent"

He looks at you and smiles.

Turn to **421**

425

Keeping low, you lead your horse down to the riverbank. The water looks clear and inviting and not too fast flowing. There isn't any space between the water and the bridge, and so you have to lead your mount into the running water, and hide under the arch of the stone bridge.

You comfort your mount, and try to give him some food to keep him quiet. Straining your senses as you cannot see the road, you listen for hoofs.

You do not have to wait too long. Soon you hear the regular clip-clop of shod hooves on the brick road. They slow as they approach the bridge, and you can head the mumbling of voices above you.

You can make out little, except the word "**sacrifice**" and "**blood**". You try to put this out of your head. You wait.

Then your own blood runs cold, partly due to the chill of the water, but mainly as you see one of the riders bringing their horse to the river for a drink.

You try to hide back in the shadows, slowly moving your horse away to the other side of the bridge.

TEST YOUR FORTUNE. If you have the **SKILL of HIDING IN SHADOWS**, you can reduce your roll by 2.

If you pass, turn to **420**

If you fail, turn to **418**

426

3 or 6. Everything goes wrong. You climb up the bank with your horse, back onto the bridge. You mount him, and as you go to ride off, your horse pulls up. You dragged the poor beast into a cold river when it was lathered with sweat. Now the horse's legs have cramped. It rears up in pain, dancing on its back legs towards the low wall of the bridge. You are thrown from your horse, and luckily ends up on the roadside. But the poor horse, mad with pain, backs into the wall, and trips, falling to the river bed 20 yards below. It lands with a huge impact and your horse almost screams out in pain. Then all is silent. You glance over and see the poor beast has landed head first and its neck has clearly broken.

At the same time, Spearo goes to mount his horse, but both the stirrup and the cinch strap hold! You did not cut them far enough.

Lose 2 **ENDURANCE** from the fall.

Then Spearo is there, mounted, his sword ready. You are on foot, and in no state to take on a mounted foe - but fight you must.

Turn to **101** for the rules on fighting a mounted opponent and then turn back here and fight Spearo. If you kill Spearo's horse and he is still alive, then continue the fight in the normal way.

Spearo

FIGHTING SKILL 9 ENDURANCE 11

Horse

AGGRESSION 14 Starting ENDURANCE 10

If you win, if Spearo's horse is still alive, you manage to tame it and ride off on it. Turn to **417**

If you win, and Spearo's horse is dead, turn to **405**

427

Goldthorn is nowhere near the size of Laeveni and so the walls are not particularly intimidating. They are more to deter small groups of raiders, or to stop merchants bypassing the tax office. You walk round, leading your horse, and find a good spot. You look up and smile to yourself, and wordlessly thank the architect of the walls.

The guard tower to the right of the South Gate has a short gap before there is a tall buttress to strengthen the wall. But they form a chimney, no more than 4 foot wide. You should be able scale it with little difficulty.

You tether your horse at the base of the wall, in the bottom of the chimney, where he should be hidden from casual passers-by - of who there should be few. You rub him down to get the excess sweat off his skin to stop him cramping, and feed him some grain and water. You may need to leave in a hurry.

You look up and plan your route and start your climb. **TEST YOUR AGILITY**. If your **ENDURANCE** is currently less than 10, then you are tired and so you must add 1 onto the dice roll.

If you have the **SKILL OF CLIMBING**, you can subtract 1 from the roll.

If you succeed in your climb, turn to **150**

If you fail the **AGILITY** test, turn to **159**

428

Using all your charm and skill, you manage to convince the guards that you need to urgently see the Deacon on a matter of high importance.

The guards grunt, and then uncross their halberds. You walk through into the grounds.

Turn to **423**

Your plan works perfectly. As you ride off, Spearo runs to his horse and tries to mount in one quick movement. The stirrup snaps, and he starts to fall. He grabs the pommel of the saddle. But the strain on this causes the cinch strap to snap. He falls to the ground, swearing. His horse runs off, leaving him abandoned.

You ride off, laughing despite yourself at the site of Spearo dancing with fury at the roadside. If only he had calmed down, he could soon have fiddled the saddle, and been on horse behind you – but his temper has betrayed him.

With Elrad in the Heart, and Spearo some way behind, you have a clear ride. You pass through a couple of small hamlets before you see the outline of Goldthorn on the horizon, against the setting suns. It's well named, as it seems to shine like a golden beacon in the low sunlight.

You ride on, but you must feed your horse twice before you arrive at the town gates. If you don't, then you must reduce your horses **ENDURANCE** by 4 for each meal lost.

If the horse gets to an **ENDURANCE** of 0, turn to **400**

Otherwise, your journey to the town walls is pleasantly uneventful. Turn to **427**



430

As Elrad charges his horse, he stands in his stirrups and swings his huge axe. But your horse is surprisingly aggressive and doughty. It charges forward, straight into Elrads horse. He is at the top of his backswing, with his axe over his head. The impact of the horse jars him, and he loses control on the axe.

It swings down, forward, with Elrads arms still rigid above his head. The broad blade strikes him full in the face, splitting his nose and burying itself deep into his brainstem. He drops to the floor off the horse. Dead. As he falls, he falls into his horse, which is already knocked off balance. It falls over the edge of the bridge with a scream.

Elrad is dead. But now Spearo moves his horse onto the bridge, swinging his sword.

Turn to **435**

431

As Spearo charges his horse, he stands in his stirrups and swings his sword. However, you nimbly and quickly reign your horse to one side, and with amazing speed he complies. Your horse moves sideways, and Spearo's sword whistles through thin air. But the momentum keeps him moving forward and his horse is near the edge of the bridge.

Then Spearo is flying through the air, over the edge of the bridge, and down into the river. His horse rears and also follows him over the edge of the bridge. You hear a crunch and splash and then a much larger splash. You risk a look over the bridge, and you can partly see his body



in the river, unmoving. His head has been stowed open on a large rock and blood flows freely downriver.

Spearo is dead. But now Elrad moves his horse onto the bridge, swinging his axe.

Turn to **437**

432

You must both fight mounted. If you need to rules on horse to horse combat, turn to **275**. If one of the horses dies, then check the rules on mounted versus on foot combat, turn to **101**.

If both horses die, resolve the fight in the normal way

Return here for the fight

Elrad **FIGHTING SKILL 10 ENDURANCE 17**

Horse **AGGRESSION 19 Current ENDURANCE 11**

In the unlikely event of you winning, Spearo is still alive and he spurs his mount onto the bridge.

Turn to **435**

433

Spearo stops and glances at Elrad, who nods once. Spearo trots his horse onto the bridge and draws an evil looking scimitar. He smiles at you, a friendly open smile. And then he spurs his horse forward.

If you are riding the white horse, or the grey, turn to **431**

If not, turn to **437**

434

You feel like you may be outmatched, and even if you do prevail then you may need your strength to continue this mission.

The fingers of your right hand encircle the silver ring on your left middle finger. You turn it, and wish for the name Astaroth.

There's a shudder, as if this reality has somehow ruptured, and then the youthful figure appears.

“Ah, good Shadow, thou doth seek our aide. What doth thou seek”

You gesture towards Elrad

“IS that all thou require, for us to dispose of a human. We are disappointed, Shadow. Still it will be done.”

Astaroth gestures, and Elrad starts to cough. Then he holds his throat and his breath comes in shallow rasps. Then he goes white, then red, and then finally purple until he topples of his horse, dead.

“Hmm, interesting. Beware, Shadow, all is not as it seems. This mortal is more than he appears. We may have stopped him now, but he may return.”

Then Astaroth, without any more words of explanation, disappears.

Note down that you have used the Ring of Communion once. You can only use it three times.

But with Elrad and Spearo down, you can now travel to Goldthorn unopposed.

You pass through a couple of small hamlets before you see the outline of Goldthorn on the horizon, against the setting suns. It's well named, as it seems to shine like a golden beacon in the low sunlight.

You ride on, but you must feed your horse twice before you arrive at the town gates. If you don't, then you must reduce your horses **ENDURANCE** by 4 for each meal lost.

If the horse gets to an **ENDURANCE** of 0, turn to **400**

Otherwise, your journey to the town walls is pleasantly uneventful. Turn to **427**

435

You must both fight mounted. If you need the rules on horse to horse combat, turn to **275**. If one of the horses die, then check the rules on mounted versus on foot combat, turn to **101**.

If both horses die, resolve the fight in the normal way

Return here for the fight

Spearo

FIGHTING SKILL 9 ENDURANCE 11

Horse

**AGGRESSION 14 Starting
ENDURANCE 11**

If you win and there is a horse alive, then you manage to get back in the saddle and ride towards Goldthorn, turn to **427**

If you win and both horses are dead, turn to **400**

436

Calmly, you sit astride your horse, half way across the bridge. You may appear calm, but inside your heart is racing and your blood is pumping. You draw your sword.

Elrad and Spearo approach the bridge. Throw 1d6

If you roll 1-3, turn to **433**

If you roll 4-6, turn to **439**

437

If you have a Ring of Communion, turn to **434**. If you do not, you will have to fight Elrad. Turn to **438**

438

You must fight Elrad when you are both mounted. For the rules of fighting horse to horse, turn to **275**.

If one of your horses are killed, turn to **101** to see the rules for a rider fighting a man on foot. If both horses die, fight as normal.

Elrad

FIGHTING SKILL 10 ENDURANCE 17

Horse

AGGRESSION 19 Current ENDURANCE 11

If you win and both horses are dead, turn to **400**

If you win and there is a horse alive, then you manage to get back in the saddle and ride towards Goldthorn. If you are now riding Elrad's horse then note down that horses current statistics.

You ride on, but you must feed your horse twice before you arrive at the town gates. If you don't, then you must reduce your horse's **ENDURANCE** by 4 for each meal lost.

If your horse has enough strength left, turn to **427**

If the **ENDURANCE** of the horse you are riding gets to 0, turn to **400**

439

Spearo stops and glances at Elrad, who nods once. Elrad trots his horse onto the bridge and draws a huge axe. He stares at you, unemotionally. And then he spurs his horse forward.

If you are riding the black horse, or the painted, turn to **430**

If not, turn to **432**

440

Somewhere in another dimension, Bael sits atop his living throne of the bone and sinew of sinners. He fumes in silence.

Two Daemons dare approach him. One is small, wirey and slight, the other is tall, broad, and heavily muscled.

“Sire” starts the smaller, with a bow **“You summoned us”**,

Bael says nothing for some time, and seems to ignore his subordinates. Then he turns his great head and stares down at the two Daemons.

“YES. WE HAVE NEW PLANS TO MOVE FORWARD. I MAY HAVE BEEN DENIED THE MORTAL WORLD FOR NOW”

“But, Sire” continues the Daemon **“at least you have escaped from your cell. You are back in your rightful place. You are King of the Hellscape once more”**

“TRUE, THAT IS SOME CONSOLATION. BUT I YEARN TO FEAST ON THE LIVING SOULS OF THE MORTAL WORLD. AND I WAS SO CLOSE....”

He brings his massive fist down on the arm of the living throne, shattering through bones and nerves. There is a moan of pain from the throne.

“STILL, I HAVE BEEN PATIENT FOR MILLENNIA, STUCK AS A PENITENT IN A CELL. YET REPENTANT I AM NOT. THE MORTAL WORLD WILL BE MINE. HOW GOES OUR PLANS?”

“Well, Sire. Things are progressing well. We are manufacturing the gem from the stone fragments of the key-stones that held you. It will be powered by souls of your believers on the mortal plane. It will take time, but once complete, it will break down the walls between the realities”

“WHAT IS TIME TO DAEMON-KIND? WE ARE PATIENT”

“Indeed, Sire”

“GOOD, THEN PROCEED. I HUNGER”

The Daemon’s bow and turn, leaving Bael alone in his vaulted throne room. Planning and plotting his next assault on the mortal world.

But for now, you have stopped him.



441

A horseman, shrouded in black, finds Elrad's dead body

He dismounts and tethers his horse to a nearby bush. He crouches down by the side of it and opens Elrad's tunic to bare his huge, muscular chest. He places his right hand on the chest, over the heart. On his middle finger is a large, obsidian signet ring. He starts to chant, a low, compelling chant.

As he chants, the ring seems to glow and waves of darkness like tendrils creep out from it, until the body is almost shrouded in night.

Then the body starts to twitch.

The horseman re-mounts and goes in search of Spearo's body.

Turn to **427**

442

A horseman, shrouded in black, finds Spearo's dead body

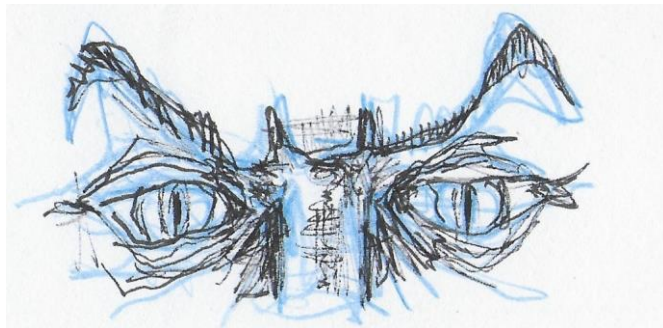
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As he chants, the ring seems to glow and waves of darkness like tendrils creep out from it, until the body is almost shrouded in night.

Then the figure starts to twitch.

The horseman re-mounts and goes in search of Elrad's body.

Turn to **427**



443

As Bael breaks the chain of white light, the diamond smashes and all of a sudden, it is as if a tornado has been released in the cavern. The sound of wind wails and echoes around and there is a rushing of air past your ear that makes your ears pop. Then all of a sudden in front of you is standing, or hovering rather, an air elemental. It is made purely of air and wind and it constantly whirls and swirls.

AIR ELEMENTAL

FIGHTING SKILL 13 ENDURANCE 20

Write down the elementals details and turn to your previous reference.

444

As the black shackle breaks, the obsidian stone detonates in eerie silence. Released from it is a dark form, shorter but broader than a human, although it is hard to tell its form, as it's composed of darkness and shadow and seems to absorb the light.

SPACE ELEMENTAL

FIGHTING SKILL 16 ENDURANCE 18

Write down the elementals details and turn to your previous reference.

445

As the red chain breaks, so does the ruby with a huge torrent of flame that reaches up to the ceiling. This jet of flame hurtles around the cavern creating a pyrotechnic display that dazzles your eyes. Then eventually it settles in front of you and forms into a vaguely humanoid figure made of flame. It has no legs but instead a tail of flame. Its upper torso is ablaze and its eyes are ruby red like coals of a fire. It has a mane of fire for hair. In one hand, it carries a sword made out of living flame.

FIRE ELEMENTAL

FIGHTING SKILL 13 ENDURANCE 18

Write down the elementals details and turn to your previous reference.

446

The green shackle snaps. From the smashed emerald rises a creature from the earth itself. The ground opens up and a humanoid creature

forms from mud and stone. It is almost as wide as it is tall, and has huge hands on the end of its massive arms.

EARTH ELEMENTAL FIGHTING SKILL 11 ENDURANCE 14

Write down the elementals details and turn to your previous reference.

447

As the blue chain snaps, the sapphire explodes, and out of it flows a blue figure, seemingly made of water. It has no legs but moves almost like a snake across the floor with its torso raised. Its arms constantly flow and change shape, like the movement of the tides and instead of hair on its head, it has white peaks of surf that go all the way down its back.

WATER ELEMENTAL FIGHTING SKILL 13 ENDURANCE 16

Write down the elementals details and turn to your previous reference.

448

The two elementals released from the shattering key-stones that you did not use will aide you in your fight.

In Bael they see a great evil that will throw the world out of balance. They all pass onto you their **FIGHTING SKILL** and **ENDURANCE**.

Add up the **FIGHTING SKILL** of the elementals that have emerged from the stones and add this to your **FIGHTING SKILL**. This is your new **FIGHTING SKILL**.

Then add all the remaining **ENDURANCE** from the elementals and add it to your **ENDURANCE**. This is now your **ENDURANCE**.

You feel your body swelling as it takes on this power and the ceiling seems to shrink towards you. Then you realise it is you who is growing towards the ceiling. As you expand, so does your sword. Soon you are almost a match for the size of Bael, holding a sword 20 feet long.

The blade of the sword shimmers with the colours of the elementals who have temporarily joined with you. The elemental power of Elenisha surges through you - a power that would reject Bael from this world forever.

You are no longer the Champion of Laeveni, or Goldthorn, or Elenisha, but of the whole world itself, as the planet seeks to reject this ancient evil.

For each elemental that gives you their strength, you also have an extra attack you can use once and will do additional damage:

Fire	Fire bolt	6 ENDURANCE damage
Air	Whirlwind attack	5 ENDURANCE damage
Water	Maelstrom	4 ENDURANCE damage
Earth	Earthquake	4 ENDURANCE damage
Space	Photon attack	5 ENDURANCE damage

If you want to use these attacks, you must first win the attack round, and then **TEST YOUR FORTUNE**. If you succeed the attack lands, if you fail, you only do the normal 2 **ENDURANCE** damage. Each roll costs you are **FORTUNE** point.

Turn to **399**

449

The elemental released from the final shattering key-stone that you did not use will aide you in your fight – as will any remaining elementals who survived their fights with Bael’s creatures.

In Bael they see a great evil that will throw the world out of balance. They all pass onto you the **FIGHTING SKILL** and **ENDURANCE** they have left.

Add up the **FIGHTING SKILL** of the elementals that you have alive and add this to your own **FIGHTING SKILL**. This is your new **FIGHTING SKILL**.

Then add all the remaining **ENDURANCE** from the elementals and add it to your **ENDURANCE**. This is now your **ENDURANCE**.

You feel your body swelling as it takes on this power and the ceiling seems to shrink towards you. Then you realise it is you who is growing towards the ceiling. As you expand, so does your sword. Soon you are almost a match for the size of Bael, holding a sword fully 20 feet long.

The blade of the sword shimmers with the colours of the elementals who have temporarily joined with you. The elemental power of Elenisha surges through you - a power that would reject Bael from this world forever.

You are no longer just the Champion of Laeveni, or Goldthorn, or Elenisha, but of the whole world, itself as the planet seeks to reject this ancient evil.

The new elemental that was released from the stone has an extra attack you can use once and will do additional damage:

Fire	Fire bolt	6 ENDURANCE damage
Air	Whirlwind attack	5 ENDURANCE damage

Water	Maelstrom	4 ENDURANCE damage
Earth	Earthquake	4 ENDURANCE damage
Space	Photon attack	5 ENDURANCE damage

If you want to use this attack, you must first win the attack round, and then **TEST YOUR FORTUNE**. If you succeed the attack lands, if you fail, you only do the normal 2 **ENDURANCE** damage. Each roll costs you are **FORTUNE** point.

Turn to **399**

450

Cel'Dron is finally revealed in his true Daemon form. This makes him susceptible to the power of the Ebony Arrow – as a successful shot will return him back to his own plane of existence.

To do this, roll two dice and add it to your **FIGHTING SKILL**. Now do the same for Cel'Dron. If your total is higher, it hits. Turn to **453**

If you miss, or cannot or will not use the Ebony Arrow, return back to **318** and complete the fight.

451

When you realise that Elrad is nearly upon you, you draw your bow and try to shoot at him before he reaches you. Roll 1d6 and divide it by 2 (rounding down). This is how many arrows you have time to try to shoot at your opponent. . If you have 1d4 you can use this instead and use the number you roll.

To determine if you hit your target it will be a battle of your **FIGHTING SKILL** versus Elrad's, who has a **FIGHTING SKILL** of 10.

For each arrow, **TEST YOUR FIGHTING SKILL** as if it was a normal fighting round. If your score is more, then your arrow strikes.

Now roll 1d6. If it is 1-3, then the arrow does 2 **ENDURANCE** damage to Elrad. If its 4-6, it does 2 **ENDURANCE** damage to his horse. Make sure you make any changes to Elrad or his horse's **ENDURANCE** when you return to the previous section. Now turn back.

452

If you want, and you have enough arrows, you can try to shoot at Spearo before he reaches you. Roll 1d6 and divide it by 2 (rounding down). This is how many arrows you can try to shoot at your opponent. If you have 1d4 you can use this instead and use the number you roll.

For each arrow, **TEST YOUR FIGHTING SKILL** as if it was a normal fighting round.

Spearo has a **FIGHTING SKILL** of 9.

If your score is higher, then your arrow strikes.

Now roll 1d6. If it is 1-2, then the arrow does 2 **ENDURANCE** damage to Spearo. If its 3-6, it does 2 **ENDURANCE** damage to his horse. Make sure you make any changes to Spearo or his horse's **ENDURANCE** when you return to the previous section

Now turn back.

453

The arrow flies true, and its thick broadhead slams into Cel'Dron's thin chest. The arrow scythes through his scaly hide and finds his small heart – if Daemons have such a thing.

Cel'Dron throws his head back and screeches, a high, piercing sound. Then his body starts to tremble, and the floor cracks open beneath him. A chasm opens, dropping down into roaring flames. Cel'Dron tries to grab onto the side of the chasm, but is pulled inexorably into it. His scream sounds out as he falls and falls into the flames. Then the chasm snaps closed.

De-Villiers looks shaken at the loss of his servant. But then he advances, holding his twin white swords of smoke.

SPIRIT OF DE-VILLIERS FIGHTING SKILL 13 ENDURANCE 23

As he has two swords, De-Villiers attacks twice each round. Roll 2d6 for each combatant and add it to their **FIGHTING SKILL**. Whoever has the highest score wins that round and injures their opponent by 2 **ENDURANCE** points

Otherwise:

If you defeat De-Villiers, then:

If Shadow and Vostede are still alive, turn to **350**

If Shadow is killed, turn to **454**

If Vostede is killed, turn to **459**

If you both die, turn to **330**

454

As the final stroke cuts down into the ethereal form of De-Villiers, he screams out,

"Lord Bael, why have you forsaken me. You promised me life again."

His form slowly starts to dissipate into dust and smoke and as he does he stares at you with his cold dead eyes. Deep in those eyes you can see anger and contempt, but also fear and a begrudging respect for you - as you have defeated him.

Then he says in a voice as quiet as death,

"But you are too late. All the stones are now here. My master stirs even now. You face obliv....."

His form explodes in a flash of light, but there is no noise, but there is a terrific rush of air.

Turn to **360**

455

The pentacle in the centre of the chamber continues to pulse, and the figure caught inside it seems to be tearing at the thin fabric of reality that seems to separate him from your world.

But, you reason, there was no blood sacrifice, so surely he can't free himself.

Then you see with horror that one of De-Villiers ghostly swords has come to rest leaning against one of the podiums, point on the floor, hilt against the podium. It has blood on its blade. The point intersects one of the lines of the pentacle, and the blood is trickling down the blade to the point.

You move too slowly and when it reaches the ground, and the blood breaks the stream of light, there is a blinding red flash. A voice booms,

"AT LAST, MY SHACKLES ARE WEAKENING. SOON I WILL BE FREE. AND THEN YOUR PUNY WORLD WILL SUFFER TORMENT UNLIKE ANY OTHER IN ETERNITY"

You can see that the shadowy form is becoming more distinct, as if it is crossing over from another plane. The large figure seems to be bound by

5 fey chains. Around his left ankle is a shackle of blue light, with a similar chain of green light around his right ankle.

He struggles to free his arms, flexing his massive chest, but they are bound by a shackle of pure white light around his left wrist, and a similar one of negative black light on his right. Around his thick, muscled neck is a collar of fire, red and burning.

Each of these shackles has a beam of light of the same colour, reaching back through the void, and seemingly chained to something unseen. These manacles are stopping Bael from breaking through into this world.

So Bael is not free yet. You decide what you must do.

Turn to **458**

456

He must now fight you.

The figure slowly starts to form. He is fully 30 feet tall, and is a thing of chaos and terror. His face sneers contemptibly towards you and raises both of immense arms up and plucks two giant hooked chains from seemingly nowhere. Both glow with an eldritch light.

"SO MORTAL, YOU HAVE BEATEN MY SQUIRES, BUT YOU ARE NO MATCH FOR BAE. I AM AS OLD AS THIS UNIVERSE AND WILL EXIST UNTIL IT ENDS. YOUR PUNY SKILLS MEAN NOTHING TO ME".

He flicks his wrists and the chains fly out like whips, and one lights up with a stream of green fire along its length, the other has cold ice cascading down its length.

However you sense that Bael is bluffing. He may be unshackled, but he is a Daemon on the mortal plane and cannot draw power from the damned souls in the Hellscape - and so whilst he may be mighty compared to you, he is in no way omnipotent.

"SO MORTAL, WILL YOU STRIVE WITH BAE AND DIE, OR WILL YOU KNEEL AND WORSHIP BEFORE ME. YOU WOULD BE MY MOST FAVOURED DISCIPLE".

You shake your head and raise your sword. Turn to **449**

457

He must now fight you.

The figure slowly starts to form. He is fully 30 feet tall, and is a thing of chaos and terror. His face sneers contemptibly towards you and raises both of immense arms out and plucks two giant hooked chains from seemingly nowhere. Both glow with an eldritch light.

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"SO MORTAL, WILL YOU STRIVE WITH BAE AND DIE, OR WILL YOU KNEEL AND WORSHIP BEFORE ME. YOU WOULD BE MY MOST FAVOURED DISCIPLE".

You shake your head and raise your sword. Turn to **448**

458

However, the room starts to shake. Rocks start to fall as this reality starts to dissolve into the unknown realm that has housed Bael for untold millennia.

"The keystones" you think "If I destroy them then it may stop the passage to our world."

You try to sneak towards the plinths using all your skills as a thief, but Bael is aware of your plan

"NO, YOU CANNOT, YOU WILL NOT. YOU MAY HAVE DISPATCHED MY SERVANTS, BUT I HAVE OTHER MINIONS AT MY BECK, AND NOW I AM SO CLOSE I CAN SUMMON THEM"

Then the outline raises his arms to the ceiling of the cavern, and he says something in an ungodly language. Then a dark portal opens in the cavern and through it flies a creature.

Turn to **303**

As the final stroke cuts down the ethereal form of De-Villiers, he screams out,

"Lord Bael, why have you forsaken me. You promised me life again."

His form slowly starts to dissipate into dust and smoke and as he does he stares at you with his cold dead eyes. Deep in those eyes you can see anger and contempt, but also fear and a begrudging respect for you - as you have defeated him.

Then he says in a voice as quiet as death

"But you are too late. All the stones are now here. My master stirs even now. You face obliv....."

His form explodes in a flash of light, but there is no noise, but there is a terrific rush of air.

Turn to **300**

Somewhere in another dimension, Bael sits atop his living throne of bone and sinew of sinners. He fumes silently.

Two Daemons dare approach him. One is small, wiry and slight, the other is tall and broad and heavily muscled.

“Sire” Cel’dron starts with a bow **“You summoned us”**

Bael says nothing for some time, and seems to ignore his subordinates. But then he turns his great head and stares down at the two Daemons.

“YES. WE HAVE PLANS TO MAKE. I MAY HAVE BEEN DENIED THE MORTAL WORLD FOR NOW”

“But, Sire” continues Cel’dron **“at least you have escaped from your cell. You are back in your rightful place as the King of the Hellscape. You are King once more”**

“TRUE, THAT IS SOME CONSOLATION. BUT I YEARN TO FEAST ON THE LIVING SOULS OF THE MORTAL WORLD. AND I WAS SO CLOSE....”

He brings his massive fist down on the arm of the living throne, shattering through bones and nerves. There is a moan of pain from the throne.

“STILL, I HAVE BEEN PATIENT FOR MILLENNIA, STUCK AS A PENITENT IN A CELL. YET REPENTANT I AM NOT. THE MORTAL WORLD WILL BE MINE. HOW GOES OUR PLANS?”

“Well, Sire. Things are progressing well. We are manufacturing the gem from the stone fragments of the key stones that held you. It will be powered by souls of your believers on the mortal plane. It will take a generation in human time to be fully crystallised and absorb the power to break down the walls between the realities”

“WHAT IS TIME TO DAEMON-KIND? WE ARE PATIENT”

“Indeed, Sire”

“WHEN IT IS READY, CEL’DRON, YOU WILL BE SENT AS MY RIGHT HAND TO THE MORTAL PLANE IN A CORPOREAL GUISE, AS THE FATES SAY THERE IS ONE MORTAL WHO WILL BE ABLE TO OPPOSE US”

“Of course, Sire, I will gladly suffer the pain of earthly confinement in your service. Who is this mortal?”



"AS CHANCE WOULD HAVE IT, HE IS OF KIN TO OUR LAST SERVANT. HIS BROTHERS SON, WHATEVER THAT MEANS. HUMANS PLACE SUCH STOCK ON THESE RELATIONSHIPS. I HAVE BEEN WATCHING HIM. HE IS BUT A YOUNG SOLDIER IN THE CHURCH ARMY, BUT IN TIME HE WILL RISE IN POWER. WITHOUT DOUBT, HE WILL TRY TO STOP US"

"Can he not be turned? To serve us willingly?"

"NOT THIS MAN. HE IS PURE OF HEART AND DETERMINED OF SPIRIT. IT'S ALL RATHER SICKENING."

"Then I will be ready, Sire. To live is to serve you."

He gestures at his huge companion

"And what of El-rad? Will he aide me"

NEY, CEL'DRON. HE WILL REMAIN HERE. I HAVE A NEED FOR HIM"

"As you wish, sire. Then what is the name of this mortal?"

"ULRAC DE-VILLIERS"



To find out more about Bael's next assault on the mortal world, read

*The Hellscape Book 1:
Straight to Hell*



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"Feeling uneasy, you walk towards the shimmering portal and pass through it. Time and space seem to meld into one. Then you appear in a hexagonal chamber. Everything is black but accented with silver. Black wax candles stand all around you, flickering seemingly with an arcane silver flame.

In the centre is an altar and Devero kneels before it. Atop the altar is a pentacular Sigel that you are familiar with. Behind the altar is a black statue of a beautiful young man. Possibly the most beautiful being you have ever seen. On the breast of his robe is the mark of the 5 pointed star."

Once again, you find yourself in the centre of a plot that threatens everything you know and hold dear. You are just a common thief, and yet fate, or chance, has given you a responsibility to stop a great evil. But can you do it alone. You will need help – and if you can win, then can a thief become a hero?

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**Black Dog
Gamebook**