



Welcome, reader!

Join us on a unique adventure of your own making, and enter the world of legendary Britannia, where you'll take the role of one of the brave knights from King Arthur's court. During your quest you'll have to make important decisions that will change the outcome of the events and might even influence your own traits and resources. Luckily, you won't have to face these challenges on your own: over the course of your thrilling adventure you'll have the chance to gather knights to aid you in your struggles.

First you need to read this rules section to get a grasp of the game mechanism. Don't worry, it's really easy. We recommend that you keep your character sheet close at hand while browsing through the rules to gain a better understanding of the game.

General rules

This book is a special novella where you are the reader and the protagonist in one person, capable of influencing the flow of events with your decisions. Unlike in most stories, you won't progress page by page. Instead you have to follow the story by jumping to numbered paragraphs. These paragraphs give you detailed accounts of the current situation, ending with a list of the possible choices you can take in that particular situation. When you opt for one of the decisions, the bold numbers tell you which paragraph continues your story. For example:

*If you want to avoid the flock of refugees and turn west, go to **18**.*

In this case you need to look up the paragraph numbered 18 and continue reading there.

Occasionally you'll face decisions that have a certain prerequisite. In such cases you can only choose that decision if you meet the requirements. For example:

*If you want to hire the knight for **80** gold, go to **87**.*

You can only choose this alternative if you already have 80 gold coins in your possession.

The traits that define your character might change in certain situations (if he gets injured, finds an item, hire a knight etc.). You'll find the instructions that you have to apply at the end of the given paragraph in brackets, so they don't interfere with your reading pleasure. Note that you only have to modify those traits on your character sheet that we specifically ask you to. Take a look at the following example that shows you how the story would progress if you chose to hire the knight in the previous example:

87. *The knight grabs the thick purse with a wide grin and assures you of his absolute loyalty. While he makes the necessary preparations to ride out, you stare silently at the column of refugees shambling in the mud. Suddenly you notice an ornamental coach approaching with two knights riding along. Meanwhile the knight has finished and you can now leave.*



❧ (Subtract 80 gold and add +1 knight)

If you want to avoid the flock of refugees and turn west, go to **18**.

If you approach the coach and the knights to have a better look at the travellers, go to **42**.

If you follow the refugees to the north, go to **88**.

Before you turn to the paragraph marked with the number indicated, don't forget to record all the changes on your character sheet (if there are any).

You have to record all the traits and resources of your hero on the character sheet. These traits could influence either the outcome of the events or your possible decisions, so it's important to keep track of the changes. You can certainly play in a more free-form way, if you ignore the traits, but bear in mind that in most cases the outcome of the events you'll face during your adventure are not direct consequences of one particular decision, but rather of a chain of previous decisions that had already influenced your traits; if you ignore this you'll never get realistic results.

And now it's time to take a look at those traits - which are going to be very important during your adventure. You might want to use this opportunity to fill in your character sheet (we recommend using a pencil; it makes it easier to record the changes).

❧ Gold

On numerous occasions you will find or spend Gold. You'll meet knights who will only serve your cause for a given sum of money (see previous example) and some-

times you can buy equipment for Gold. You begin the adventure with **800 Gold**: write down this amount on the character sheet.

❧ Religion

Your hero can be either a **Christian** or a follower of the **Old Faith**. You are free to decide, but note that your choice cannot be reversed later and it also plays a very important role in certain situations. Choose your religion and write it down.

❧ Hit points (Hp)

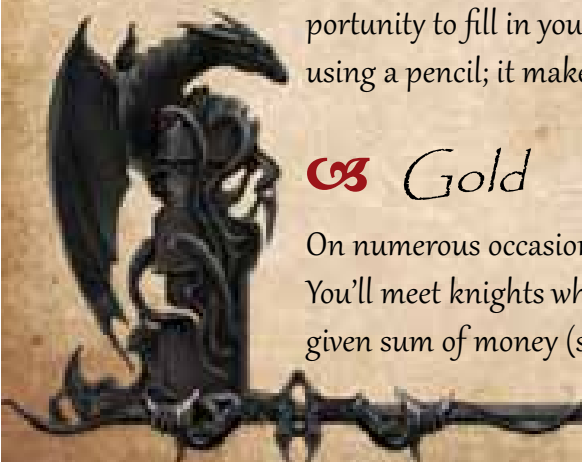
The number of Hit points (Hp) you have shows your hero's health and the amount of damage that he can take before he dies. Battles, certain items or events can change the Hp score. You can gain Hp (e.g. by drinking a healing potion) but you can't exceed the initial score. If your Hp drops to **0** or below, your adventure is over.

You begin the game with **90 Hp**. Record it on your character sheet.

❧ Mana points (Mp)

The number of your Mana points (Mp) is an indication of the number of spells that you can cast during your adventures. The text always tells you when you are in a situation in which you are able to cast spells. You can gain Mp (e.g. by drinking a magical potion) but you can't exceed the initial score.

You begin the game with **80 Mp**. Record it on your character sheet.



☞ Serious injuries

You are embarking on a dangerous adventure – sometimes you will have to fight, sometimes unfortunate accidents happen to you – in other words, you may be injured multiple times: in such cases the text reads **+1 serious injury** (in brackets). You must mark these injuries on your character sheet: as soon as you have accumulated **4 serious injuries**, the hero dies and the adventure is over.

☞ Knights

Even if you can't avoid the bloodshed, you don't have to stand your ground alone... after all you have recruited other knights to your cause. For **each** knight who helps you in battle, you can subtract 2 Hp from the damage inflicted upon you. **NOTE THAT THIS RULE ONLY APPLIES TO INJURIES SUSTAINED IN BATTLE!**

You begin the game with **four knights**. Mark this on your character sheet.

☞ Specialization

King Arthur's knights have extraordinary abilities that border on the supernatural. Each of them has one particular field of expertise that we call a specialization. Your hero can specialize in one of the three possible vocations and be either a fighter, a priest or a wizard.

If you decide that your hero will be a **fighter**, you'll lead an excellent warrior to the upcoming battles and

his valiant deeds are likely to be kept alive in the songs and legends for eternity.

Fighters begin the adventure with **+ 30 Hp**.

Priests are healers who can purge diseases and heal wounds. They are the pillars of the community and their fame will live on in the tales of their virtue passed down to future generations.

Priest heroes can **subtract 2 serious injuries** during the adventure.

Wizards are masters of the arcane arts and mystic energies. They command great powers and leave their heritage in the thick tomes of the ancient libraries.

Wizards begin the adventure with **+ 20 Mp**.

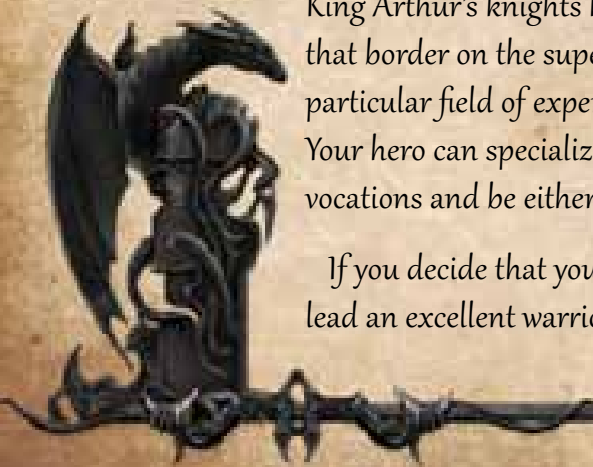
Choose **one** specialization and mark it on your character sheet.

☞ Artifacts

Artifacts are magical items that you'll find during your adventure. Each one is different: you'll see the necessary details on the mechanics in brackets; be sure to record these on your character sheet and not just the name of the artifact. For example:

(Add +1 magic medallion to your inventory: it has the capacity to turn all your Mp into Hp and vice versa, except in a battle)

It means that if you have 74 Hp and 8 Mp, but you need 30 Mp, you subtract 22 from



you Hp score and add this amount to your Mp. It leaves you with 52 Hp and 30 Mp.

Battle

Considering the limitations of size and playability, you don't have to learn the rules of a specific battle system to play this short adventure. Your choices are limited, but you can always decide if you want to fight or not; and if you do, you can choose your weapon, be it of steel or magic or something else. Battles always end with the amount of your Hp and Mp losses in brackets and the phrase "...for the injuries suffered in the battle" – if you see this particular instruction, don't forget to subtract the amount from your current score. And beware: **IF YOUR HP DROPS TO 0 (OR BELOW), YOUR ADVENTURE IS OVER.**

Prologue

You are one of the bravest knights in King Arthur's Camelot. You began your service as a page, back in the glorious years of Britannia, when the Once and Future King ruled from Camelot with the might of the Holy Grail. It was a time of peace and prosperity, after Arthur had already united the war-torn lands and claimed his rightful place on the throne.

You are now the leader of the Royal Guard, but you have always wanted to truly prove your worth to get the

attention of the Knights of the Round Table. You never suspected that your time would finally come just as the whole world falls apart.

Catastrophe struck without warning, when on a fateful night someone tried to assassinate King Arthur in the sanctuary of the Holy Grail.

The king, miraculously, was spared, but he is barely alive, with a gaping wound in his side that just won't heal. The Holy Grail was shattered, and a blinding light swept through the provinces like an ill-fated omen.

In the first days following the events, Camelot was in chaos, still reeling from the shock of the unfathomable incident. But when the first messengers began to arrive from all corners of the realm, everyone in the court began to realize that the King wasn't the only victim of the maiming blow: the land of Britannia was deeply wounded as well.

So it's true what they say: when the high king suffers, the whole realm feels his pain.

Camelot is crumbling apart. Townspeople flood the streets in terror; rumours and lies lead to looting, violence and mad bloodshed. And when the first refugees appear at the gates, shrieking about monsters that ravage the countryside, everything seems to be lost.

Britannia needs King Arthur more than ever, but first he has to leave Camelot. He must get away from the chaos, out of reach of possible further assassination attempts and the approaching, monstrous hordes. With the Knights of the Round Table scattered all over the land, fighting this new threat, and the army becoming more and more untrustworthy every day,



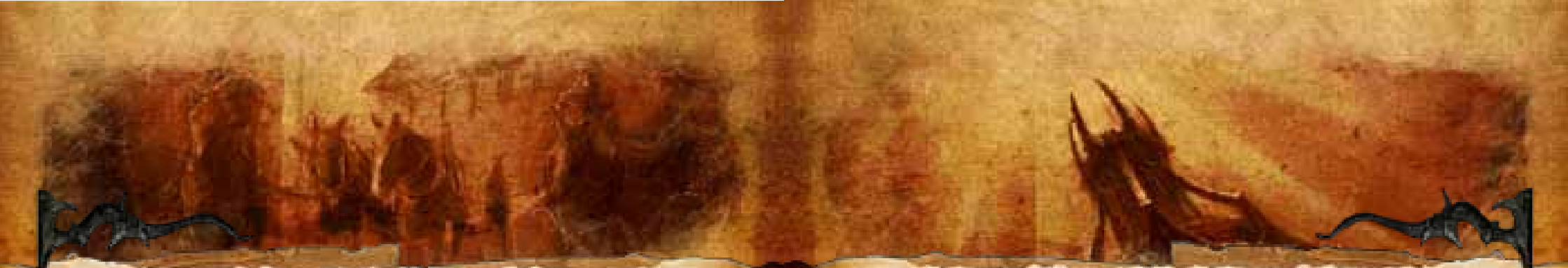
it's the task of the Royal Guard to take the wounded, unconscious king to the last safe place in Britannia, to the legendary Forest of Bedegraine.

Bedegraine used to be a magical wilderness where the Lords and the Ladies of the Sidhe lived (you still call them the faerie folk, although you know that they are far from the creatures that you knew from the old wives' tales). It remained a mystic woodland with enchanted glades and pathways that lead friends to safety and enemies to their demise: it could truly be the safest place in Britannia right now.

The night before leaving the city you say your prayers and prepare for the greatest quest of your life. Yet sleep evades you, and you twist and turn this way and that, your mind racing. You know that you must protect your King at all costs: if you fail, everything is lost.

By the morning, all your doubts have disappeared. You walk down the stairs with a spring in your steps: the adventure begins here and you will not fail.





You check that the King's palanquin is safely fastened to the saddle and then you give the order to leave. The city has never seen such a crowd as the one seething within its walls today. The inns are full, with rooms holding twice as many people as they normally would. Many a knight who lost his liege has turned mercenary and is wandering around the city, looking for a new lord. They may not be perfectly trustworthy, but most of them are excellent swordsmen.

If you want to hire a few experienced knights, go to **157**.

If you would rather leave the city, go to **60**.

1.

The forceful attack shatters the gates and the pieces fall ringing on the smooth marble floor. You step forward and see a gigantic hall. The ceiling is many storeys high: it is the roof of the tower. The marble floors of the hall are laid in intricate magical patterns. In the middle, you see a carved fountain. The gargoyles might once have spouted wide arcs of water, but the fountain has completely dried up by now. Your knights sneak into the hall behind you with deeply suspicious expressions. Only the enchantress seems to be entranced by the sight. You walk up to the fountain and much to your surprise, you see water sparkling in some of the shell-shaped vessels, even though it should have evaporated ages ago.

❧ (Subtract 40 Mp)

If you want to taste the water, go to **59**.

If you do not take this risk and would rather go on the Sidhe pathways, go to **67**.

2.

You let the enchantress talk to the Sidhe council while you rest in the central hall with your knights. The Seelie woman returns shortly afterwards with a magician, who tells you that the Seelie council has granted you permission to continue your journey. He asks you to follow him, and leads you to a windowless room. The entire floor is covered in one single, gigantic pentagram.

If you follow the Old Faith, go to **73**.

If you are a Christian, go to **87**.

You are taken aback for a second but then you realize that it's only the wind playing with the thick fog. You killed the spectre and it's not coming back to life again. As for how long the dancing lights will continue their unceasing journey across the marshlands, that's a mystery. You call your knights and you leave the glade.

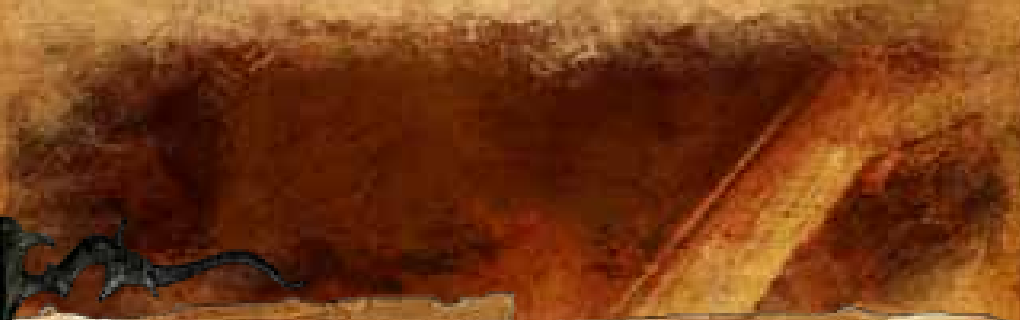
If you try to get out of the swamp by travelling east,
go to **102**.

If you choose to go southeast, go to **33**.

If you turn north, go to **25**.

3.

4.




You sneak right up to the window and wait. Soon, a figure dressed in grey rags steps out of the bushes and vanishes among the trees a moment later. It looked human, but you saw its eyes flash yellow for a second, which gave it a definitely predatory look.

If you go on down the corridor to see where all of this leads, go to **147**.

If you first explore the room on your left, go to **85**.

If you check the room on your right, go to **111**.

5.



Flailing, you try to fight your way up. Suddenly strong hands grab your arms and your shoulder and haul you out of the mire. Your lungs are filled with sweet, fresh air. For a few minutes you just lie on the ground coughing and retching. When you finally recover a little, you stand up and tell your men to leave.


If you go northwest, go to **77**.

If you head northeast, go to **17**.

If you choose to turn southeast, go to **69**.

If you go east, go to **91**.

6.




The high priest tells you that when word got around about the attempt on the King's life, many people were filled with fear, while others saw it as an opportunity to strengthen their positions. When news, then signs of the chaos arrived at the city, the people almost immediately started to riot. The Sidhe sorcerers who had settled in the city during Arthur's reign sided with the council in trying to keep order, but almost all of the nobles rebelled and started fighting one another for the control of the city. Right now, half the town is on fire, and the streets are dangerous because of the looters and the warriors of the nobles. The palace and the Sidhe tower standing there is under siege, and it is almost impossible to get into. But there is a small chapel on the main square, and a secret tunnel leads from its crypt to the palace court. You need to be careful, though, as the tunnel is full of traps. You thank him for the information and leave the church.

If you take the street leading west, go to **145**.

If you go east, go to **92**.

If you turn north, where the city is being devoured by smoke and tall flames, go to **41**.

7.




Swiftly, you dig out the rope and throw it to one of the knights. After you have hauled him out, you turn towards the other, who has by now sunk into the mire up to his neck. He tries to grab the rope you throw him, and soon enough, he lies panting right beside the other. While the knights are resting, you discuss the situation with the enchantress. The Seelie advises you to find an area rich in magic as soon as possible so that she can try opening a gate to the Seelie paths again—hopefully this time with more success.

If you go south in the swamp, go to **17**.

If you turn east, go to **143**.

If you go southwest instead, go to **102**.

8.




The sound of your footsteps echoes so loudly in the empty corridor that you only notice the creaking of the floor when it's already too late. The corridor collapses under your feet and you and your companions fall. Luckily, you don't fall too far, but you still hurt yourself. When you pick up the torch you dropped, you see a stuffy old corridor around you. You hear the rush of water to the north, and after you have made certain that the King came to no harm, you move towards the sound. Soon, the corridor turns left and opens into a sizeable room.

☞ *(Subtract 10 HP for the bruises caused by the fall)*

Go to 106.

9.



You pass the door and move into a richly furnished, elegant room. A dozen paintings hang on the wall, and a loveseat covered in brocaded silk stands in front of the window. Opposite the door, you see a massive table. On top of it is a small chest. You step closer and flip its lid open. To your surprise you find it is full of gold coins. You take the chest, and, finding no other useful items, you leave the room.

☞ *(Add +200 gold. If you got in using magic, subtract 10Mp)*

If you came by the ruined corridor, go to 96.

If you came through the carpeted corridor, follow the ambulatory, the main corridor circling the floor, go to 49.

10.

The building is a monastery, which looks a few hundred years old.

Even though it is half ruined, its walls still stand, and even its roof has survived the storms of the centuries relatively intact. You order the knights to set up camp near the entrance and you walk towards the double doors all alone. This way the King and the knights can rest while you find the shortest route to the tower. The rusty hinges of the thick oaken doors open with a creak. You light a torch, enter the monastery, and find yourself in a dimly lit hall full of cobwebs. Rusty suits of armour stand between the columns supporting the ceiling, and the further walls are covered in huge, cracked canvases of old paintings.

Opposite the entrance, you see two stairs ascending, one on the left and the other on the right side of the far wall, and between the two flights of stairs, a door leads to the rear of the monastery. The side walls also have doors, most likely opening into the wings of the building.

If you first look around on the upper floor, go to **40**.

If you pass through the door between the stairs, go to **118**.

If you choose the door on your right, go to **89**.

If you choose the door on your left, go to **75**.

11.


The road is not bad, but the landscape is featureless and time drags, as your company ride along in silence, night is already falling when you see a keep looming up in the distance. You urge your horses forward, and reach the gate with your knights before darkness sets in. The guards ask you who you are and what your business is in these parts. You tell them as much as you have to, and ask them to escort you to their lord. The lord of the castle gives you a warm welcome: he is a knight himself. Over dinner, you ask him if he could spare a few knights to escort you, as you are on an important mission. The greying noble shakes his head sadly. He too wants to gather new knights, and is holding a tournament the very next day for that exact purpose. If you and your knights were willing to take part and add to the glory of the jousting, you could also hire a few knights for yourself.

If you stay for the tournament to hire more knights, go to **128**.

If you leave early next morning and go on north, go to **139**.

Or you can turn northwest instead, go to **86**.

12.



You miss a step and fall headfirst into the swamp. The mud starts to drag you down immediately even though you're flailing wildly, trying to stay on the surface. You feel a hand grabbing around, feeling for you, and finally gripping you, but the man must have lost his balance as well, and he falls on top of you. You fight for breath, you try to lift your head out of the mud, but it sucks you down. Your head is spinning, you can't even use magic, and slowly, the world grows dark around you.


✂ *Your adventure ends here.*

You look around and see your exhausted men. In the distance, there is another horde of demons closing in for the attack. Even though the fight has drained you, too, you order your men to move. You must get closer to the gates! Your knights grumble, but follow you hastily, hoping to avoid another confrontation.

13.

14.

Go to **146**.



The magical pathways have led you to a dark and stuffy place this time. You light a torch and size up the rather generous hall you ended up in. You see cold stone walls everywhere, with steep, grilled vents letting in the air. On the floor, there is an unarmed man wearing a monk's habit. The medallion hanging around his neck looks valuable, so you take it to examine it later on. Following this, you go to the only door you see on the walls. It glows with magic runes. You are certain that you cannot break through it, either with brute strength, or with magic, but you see a round opening that could be the place for some sort of magical key.


❧ *(Add +1 magic medallion to your inventory: it has the capacity to turn all your Mp into Hp and vice versa, except in a battle)*

If you have a rune key, go to **47**.

If you have 50 Mp and would like to try breaking through the door, go to **97**.

If you have neither a rune key nor enough Mp, use the power of the magic medallion!

15.




The enchantress draws a pentagram on the floor, steps into the centre, and cuts your arms a few times. As she begins to cast her spell, the blood barely seeping from your shallow gashes starts to pour forth, and you can feel dark magic invading your body. The crystal gate starts to turn black and crumbles into dust. You exit the pentagram with aching bones, and enter the tower. You find one single, gigantic hall inside. The marble floors of the hall are laid in intricate magical patterns. In the middle, you see a carved fountain. The gargoyles might once have spouted wide arcs of water, but the fountain has completely dried up by now. Your knights sneak into the hall behind you with deeply suspicious expressions. Only the enchantress seems to be entranced by the sight. You walk up to the fountain and, much to your surprise, you see water sparkling in some of the shell-shaped vessels, even though it should have evaporated ages ago.

❧ *(Subtract 30 Hp, and reduce your maximum Hp by 10)*

If you want to taste the water, go to **59**.

If you do not take risks but move on through the Sidhe paths, go to **67**.

16.




The mosquito bites torment you more and more and mud squelches in your boots with every step. You look at your knights: they don't seem to be enjoying themselves, either, but walk on with steely determination.

If you have already fought the Wyvern, go to **112**.

Otherwise go to **124**.

17.



After the new journey, you find yourself on a meadow of soft grass. Ancient trees lift their branches to the skies. You can almost touch the silence: even the creak of your knights' armour and weapons feels like sacrilege. The Seelie woman stands by a tree with her eyes closed, her body held rigid as a statue. The idyll is shattered when one of your knights cries out. You turn and see that a whirl of grey fog surrounds the King's palanquin, and it starts to spread out across the entire glade.

Go to **155**.

18.

Though the cellar is huge, it only holds few items of interest. A couple of desiccated wine barrels, a number of broken chests and rats running screeching back into the darkness as soon as they see the light. After a while you find a skeleton in a niche made for barrels. He must have been a monk once, hundreds of years ago. The torchlight glints on a small crystal key hanging on a metal chain around his neck. If you want, you can take the key. Finding nothing else, you leave the cellar.

✎ (Add +1 Crystal Key to your inventory.)

If you haven't been to the garden, take a look around there: go to **76**.

If you have been to the garden, go on following the ambulatory, the main corridor circling the floor, go to **126** (if you arrived here by the crumbling corridor), or go to **80** (if you came here by the carpeted corridor).

19.



The corridor leads to a massive looking door glowing with magic runes. The runes are so strong that even those who hardly know magic from hearsay would have goose bumps standing in front of them. You are almost certain that you can't break through them either with force or with magic, but you see a round opening that could be the place for a magic key.

If you have a rune key, go to **151**.

If you have **50** Mp and try to break the runes, go to **125**.

If you go back to the fork in the road and turn west, go to **9**.

20.



The spectre's body is hardly thicker than the fog, and as it slides towards you, you can only follow its movements by its red eyes. Magic and magical weapons are your best bet against such spirits, and magic light that can dissolve its body. Certainly, you can destroy it with normal weapons as well, but it would be far more difficult and costly.

If you have a light crystal or are fighting with blessed swords, go to **61**.

If you fight it with normal weapons, go to **95**.

21.

You try to keep to wooded areas and orchards. You often see dragons circling around high peaks or flying along the ridges, and each time you draw back into the cover of the trees. The King's condition is getting worse, and the knights also seem weary to the bone. The enchantress tries to use her powers to find a Sidhe building nearby, but she doesn't succeed. Of course, she didn't expect to: she explains that her magic is more suitable for other types of spells.

If you have **5** Mp and want to try a scrying spell, go to **81**.

If you don't use magic, go to **42**.

22.

You hurry along an east-west corridor barely as wide as a man. Soon enough, you come to a flight of stairs branching off to north. It leads down into the stuffy deeps.

If you go down the stairs, go to **153**.

If you go on west and stay on the corridor, go to **123**.


23.

The garden is neglected but lush and green, as if no-one has been around to tend it for decades. The crystal tower sparkles in the middle of this forest of vegetation. You walk forward to scout out the garden, and have a closer look at the tower. A few steps away from the tower, you wade into thick underbrush. Trees block the sky. You have barely taken a few steps when the bushes erupt and something attacks you. The figure looks like a man and is covered in tattered, greyish rags, but it is feral. One sweep of its paw tears a bloody gash on your arm, and then it flings itself at you and tackles you. You fall to the ground. You manage to get your sword out, but you can't really use it lying on your back. You can't run away and your opponent is on top of you, so you cannot use magic, either. You can only rely on your melee skills.

 (Subtract 10 Hp)

24.

Go to **140**.



The thick, muddy water soon gives way to the treacherous mire again, and the sandbanks fail to reappear. You cannot find a safe path from one foothold to the next, and the swamp threatens to swallow you up with each step you take.

If you carry on, regardless of the uncertain footing, go to **13**.

If you try your luck south, go to **77**.

If you go southeast, go to **102**.


25.

You leave two knights with the king, and order the others to attack. Your first charge breaks the enemy's line, but as your momentum falters, the fact that the outlaws outnumber you starts to come into play again. Even though they have virtually no armour, and their weapons are inferior, their ferocity makes them fearsome opponents.

If you use magic against the robbers as well, go to **64**.

If you don't waste your Mp on such rabble, go to **150**.

26.



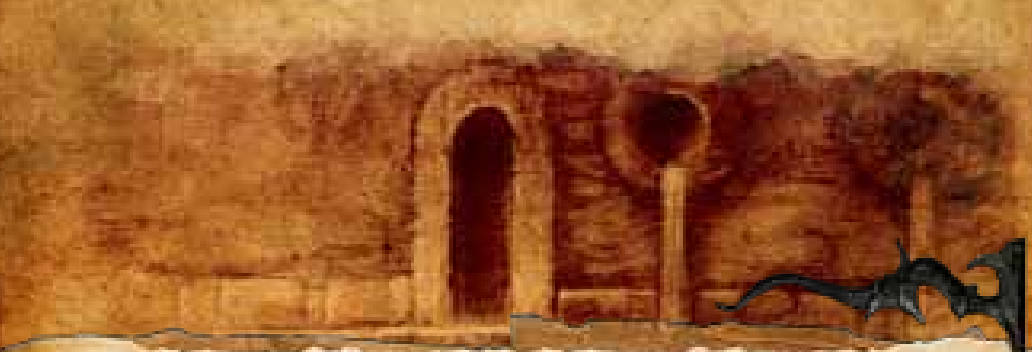
You lead your knights to the courtyard by the safest route, the carpeted corridor. You cross the garden and stand before the closed doors of the tower. You look at the Seelie woman for advice, but she says that without the right key, you can only get inside by consuming most of your magical powers or with a gate opening spell using blood magic, which is very dangerous and requires your blood.

If you have a crystal key, and you try to open the lock with it, go to **115**.

If you have 40 Mp and try to open the door using magic, go to **2**.

If you take the risk of blood magic, go to **16**.


27.



Your fall ends with a splash, and you sink into a thick, foul smelling liquid. You have fallen into the central chamber of an underground sewer. It looks like a huge room. Water and sewage flows in torrents through openings on the wall. A pavement-like path runs along the entire length of the eastern wall, and half the northern wall. It is barely as wide as a man and is just slightly higher than the level of the sewage. Halfway across the northern wall, you see what looks like the opening of a corridor. This is where you climb out with your comrades and drag out the King's palanquin as well. The Seelie woman starts to mumble to herself, and suddenly, you feel a gust of wind. The gale roots you to the spot. You suffer no harm, but your clothes dry out, and the foul smell goes away with the wind as well. You look at the Seelie gratefully, clamber to your feet and follow the corridor north.

Go to **137**.

28.



The air is stifling and humid in the swamp, and you suspect it's poisonous, too, because it gives you a headache. You find it hard to breathe, and you stumble among the reed beds and old roots hiding just under the surface. It seems as if the marshlands surrounding you go on forever. You come upon a shallow body of water almost like a small lake. From its shore three, seemingly safe paths fan out.

✂ (Subtract 2 Mp because of the poisonous air)

If you go north, go to **143**.

If you turn west, go to **17**.

If you head south, go to **91**.


29.

Thick, dark smoke swirls inside the house, trapped by the walls. You cover your mouth and your nose with your cloak, but even so, the air you breathe is stifling with smoke, and you can hardly see through the tears streaming from your eyes. You stumble on coughing, half blind.

If you continue your search, go to **134**.

If you'd rather leave the house and walk on towards the main square, go to **71**.

30.




You clamber over the rubble and finally reach the door opening. The door has been shattered, with splinters crunching under your boots. When you look around the room, you only see more debris. The torchlight is not strong enough to illuminate the entire room, so you need to climb up the fallen rubble to fully investigate it. It seems to be a dangerous undertaking.

If you go into the room to investigate, go to **122**.

If you go back to where the corridor branches off, and take the ambulatory, the circular corridor, go to **49**.

31.



You wave to your knights to surround the group of monks and Saxons, and dismount and go closer yourself. The leader of the monks is the first to see you, and he orders you to leave the territory of the holy church. You tell him that it's King Arthur's land and you are the king's knight, and you cannot accept that any of his subjects should be treated so, regardless of their religion. The Saxon knights eye your knights nervously, and are reluctant to draw their weapons. The leader of the monks would argue more, but the Saxon knight standing behind him places a gauntleted hand on his shoulder, which seems to clear his mind. They quickly untie the druid and disappear into the infirmary. The old man is very grateful for your intervention. He takes a bone amulet off his neck and hands it to you. You accept the gift, and help him build a pyre to burn the body of the younger man. You take the old druid with you, and say goodbye to him only a few miles from the infirmary.

❧ (Add +1 bone amulet to your inventory. It enables you to subtract 3 points instead of 2 from each injury you suffer during battle after your knights)

Go to **90**.

32.

You wade through muddy water: sometimes it comes up to your knees, at other times it's waist deep and often, you have to search for the shallows to go on, and not be washed away. You're walking through a knee high part when your foot hits something hard. You cry out and fall headlong into the depths. You sink down in a second as your clothes and your backpack soak up the water. You can't even see which way is up in the muddy swirl.

If you are wearing armour, go to **149**.

If not, go to **6**.

33.

Looking through the merchant's wares, you only find three things of interest. One is a jar of fire balm for 60 gold. It soothes burned wounds. The other is a healing potion for 40 gold pieces, it makes wounds heal faster. The third one is a refreshing balm for 60 gold. If you rub your temples with it, it enhances thinking. If you buy any of these, add them to your character sheet and subtract the gold you paid. After you have concluded the business, you go to sleep, and the next day you ride on following the dusty road. Soon, you reach a crossroads and have to decide which way to go.

❧ *(The fire balm reduces fire damage by 10 HP. Using the healing potion grants you 15 Hp. The refreshing balm gives you 15 Mp. All of these items can only be used once!)*

If you turn north, go to **86**.

If you take the road leading northwest, go to **139**.

34.

The windows along the corridor give you a view of the monastery wings. Time hasn't been kind, with roof tiles missing in patches, but the building is still majestic. The corridor turns after a while. Through the almost perfectly preserved windows, you can look out onto the back garden of the monastery. You also see two doors on the other side of the corridor. The Sidhe tower is down there in the garden, looming over the lush vegetation. As you stand there marvelling at the sight, you think you see something move among the trees, just outside your field of vision.

If you observe the garden for a while, go to **5**.

If you would rather investigate the room on your left, go to **85**.

If you prefer to see what is behind the door on your right, go to **111**.

If you don't care about the rooms, just hurry on to get to the tower as soon as possible, go to **147**.


35.

You give your knights the order to attack, and are the first to launch yourself at the ruffians. The rough, unwashed marauders turn on you with a ferocious anger. Hearing their comrades' cries, more and more appear from the nearby houses and alleys. In the end, there more than two dozen robbers squirming around you, and you are forced onto the back foot. The long battle still favours you: the marauders miss most of the time, and even when they hit you, your armour protects you from serious injury. But each of your attacks almost always kills or at least incapacitates one of your opponents. Finally, the ruffians take to their heels, and the knight you saved from this dire situation turns to you gratefully and asks if you could use one more warrior in your train. You soon come to an agreement and travel on together.

✂ (Subtract 10 Hp for the injuries suffered in the battle and add +1 knight)

36.

If you survived the fight, go to **71**.




Some kind of healing potion would be good for your many wounds. The wise woman smiles at you happily. "Few strangers trust me enough to buy my potions, and this trust binds me as well!" She hurries to a shelf full of jars and starts to rifle through the various tinctures. In the end she chooses a slightly purplish potion, and hands it to you with a gesture intended to be very formal. You pay her the hundred gold she named as the potion's price, and listen to her monologue on the effects of the tincture.

❧ *(Subtract 100 gold and add +1 healing potion that can only be used once: it negates one serious injury and gives you back 20Hp and 10Mp)*

If you have **50** gold and want some information, go to **65**.

If you say goodbye to the witch, go to **138**.

37.




You return to the locked room, and are happy to see the key fits in the lock. The door opens into a richly furnished, elegant room. A dozen paintings hang on the wall, and a loveseat covered in brocaded silk stands in front of the window. Opposite the door, you see a massive table. On top of it is a small chest. You step closer and flip its lid open. To your surprise you find it is full of gold coins. You take the chest, and, finding no other useful items, you leave the room.

❧ *(Add +200 gold)*

If you haven't yet searched the room on the left, and are willing to do so, go to **85**.

Or you can go further down the corridor, go to **147**.


38.



You have never embarked on a journey as bizarre as this. It all seems like a vague dream of walking foggy paths with uncertain steps, of meeting spirit-like apparitions and translucent beings who sparkle like glass. Your first clear memory is of falling over a row of wooden benches in a dimly lit room, with your fellow knights cursing all around you. As you swear loudly, torchlight flares up near you, and the light falls upon a round, rather scared face peeping in through a window. It turns out you have landed in a Christian church, most likely in one of the nearby towns. You greet the frightened monk, and while you try to climb out of the wreckage of the upturned benches, you ask him just where you are.

Go to **103**.

39.

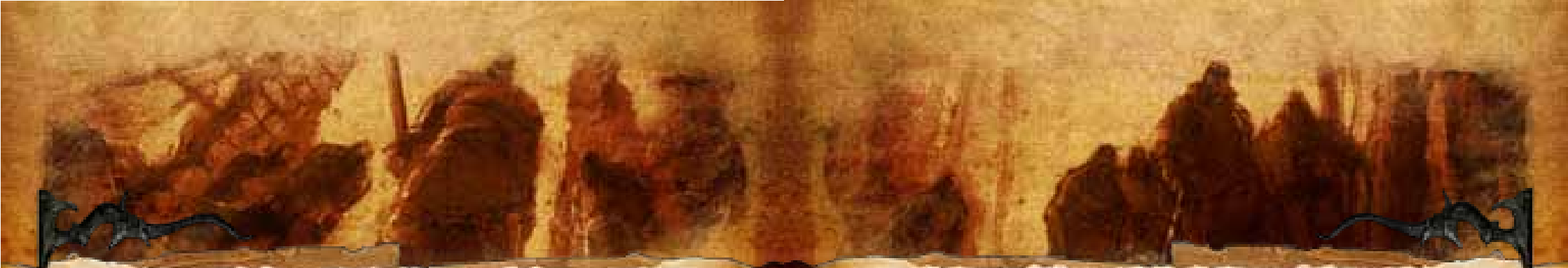


The two staircases meet in the middle and merge into one before reaching the gallery. From the vantage point of the gallery, you can see the central hall, though the columns restrict your vision. Doors lead into the first floor rooms from both side of the gallery.

If you pass through the door on the right, go to **130**.

If you pass through the door on the left, go to **108**.

40.



You walk down cobbled streets towards the city centre. Soon you reach the first burned out houses. They look down on you from the other side of a longish square. The fire passed some time ago, and the square protected the outer areas. As you walk further in among the skeleton houses, thick clouds of smoke engulf you, and you stumble on, coughing.

If you go on, go to **62**.

If you use **10** Mp to build a magical shield against fire, go to **99**.

If you try to go around this area to the east, go to **92**.


If you try to go around this area to the west, go to **145**.

41.

As your feet walk the mountain paths, your thoughts turn to the mechanism of the Sidhe paths. Finally, you reach a conclusion, and you quickly explain it to the Seelie lady. The enchantress considers it at length, and then agrees that it is possible your idea would work. The Sidhe paths are strongly connected to the veins of magical energy that run through the world. Usually it's sensible to choose a place with a magical focus both as your starting point and as your destination. This makes travel safe. The destination is always set by the enchanter who opens the gate. But what happens when someone opens a gate without defining a destination? The door should then open to the nearest spot suffused by magic.

Go to **133**.

42.




You have barely reached the cover of the rocks when the dragon sets the entire plateau where you've just been standing on fire. As long as the beast can scorch the rocks from the air, you don't stand a chance, so you have to force it to the ground. You shout over to the Seelie enchantress hiding behind a nearby rock to help. She starts casting a spell immediately. Lightning bolts flash down from the clouds above, and though none of them hit the dragon, the monster feels it would be safer to fly lower.

If you have at least 20 Mp and want to use your magic, go to **58**.

If you fight the dragon with weapons, go to **72**.

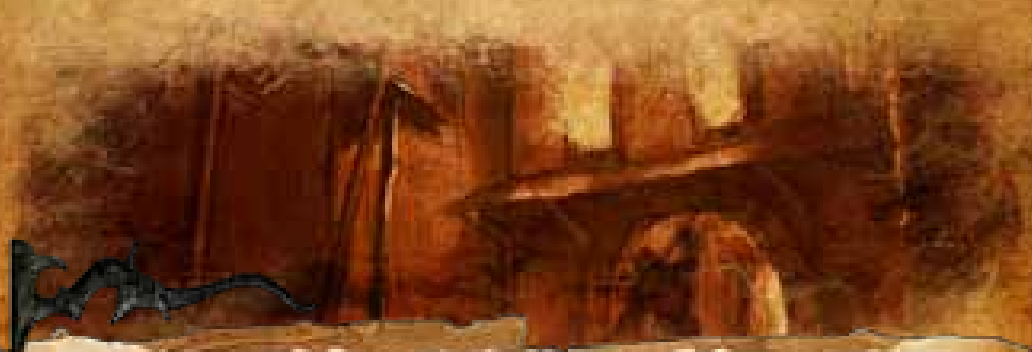
43.



The door of the hut is made of animal skin reinforced with thick vines, hardened by the swamp mists and the occasional glare of the sun. As you open this flap, you nearly bump into a woman hurrying out. She is middle aged and flashes a kind smile at you as soon as she sees you. "I heard you coming, so I was just going outside to see who it was!" she says. She is beautiful. She invites you in with a gesture. You step into the small hut all alone, and stand motionless for a moment. Even though there is a surprisingly neat order to things, the general impression is still chaotic: the hut is filled with drying herbs, empty and full bottles, cauldrons, and spoons. The woman sees your face and starts to laugh. "I'm a healer, a wise woman, though they usually just call me the swamp witch in the nearby villages." This sounds rather ominous, and you feel cold sweat trickling down your back.

Go to **117**.

44.




Passing through a warren of small alleys, you reach a sizeable square all covered in dead bodies. Rebels and town guards lie there unburied and the windows of the houses peer down at them impassively. You tell your knights to see if there are any wounded in need of help. As you slowly walk through the square, you find the corpse of the commander of the guards. He clutches a wooden circle inscribed with runes in his left hand. You take it from him and you also take his purse, which holds 20 gold. You find nothing else of interest, so you and your men move on towards the main square.

☞ (Add +20 gold and +1 rune key, which is not a magic item)

Go to **71.**

45.




“Milord!” One of your knights turns to you. “I know this place, I served around here as a page! The devil take me if we’re not in the Welsh mountains!” His words are followed by a short and stunned silence. You were just a week’s march away from the forests of Bedegraine, and now it would take you months to get there, unless you find a Sidhe tower that lets you enter its mystic pathways.

If you ask the Seelie woman standing to one side whether she can help, go to **136.**

If you would rather look around to find out what cut your journey short, go to **93.**


46.



You try the object you found by the commander of the guard, and watch the magic runes protecting the door slowly fade into nothing with unabashed relief. You push the door open and see a corridor vanishing into the darkness.

Go to **159**.

47.




The demons come at you in an impenetrable wall, with blood-curdling, thunderous shouts. You hold up your shields, form a wedge and plough on with relentless, grim determination. Your arms move as one when the grey flood is within strike, and your blades break the seemingly impenetrable lines of the demons. As the beasts surround you the enchantress conjures fire to close off the back of the formation, and you only have to deal with the demons breaking through the flames from that direction.

If you have **15** Mp and want to use your magic, go to **127**.

If you fight on with your swords, go to **158**.

48.




In the middle of this stretch of the corridor, there is a vaulted door-frame leading down to the cellars. Opposite these stairs, there is a half broken door opening out onto the monastery's inner garden. The cellars ooze cold and the draft wafting out into the gardens is heavy with the smell of mould and age.

If you go down to the cellar, go to **19**.

If you look around in the garden, go to **76**.

If you have been to both places, you can go to the ambulatory, go to **126** (if you arrived here by the crumbling corridor), or go to **80** (if you came here by the carpeted corridor).

49.




The inside of the chapel is every bit as simple and frugal as the outside. The whole building consists of two rooms and a central hall for prayer. It is here that you find the stairs leading to the crypt, which is also the entrance to the secret tunnels.

If you run down the stairs without hesitation, go to **84**.

If you first investigate the chapel, go to **101**.

50.

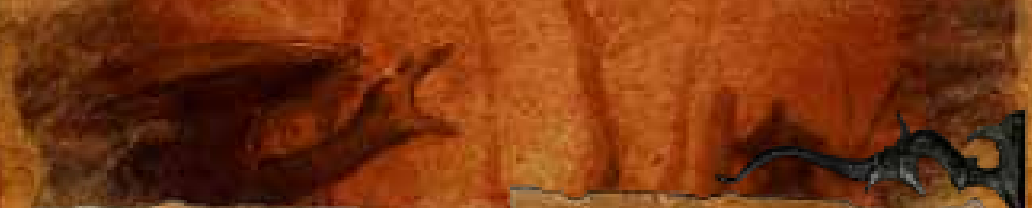


The spell of the Seelie enchantress is a pleasant hum compared to the thundering roars of the dragon, and soon enough, the glowing rectangle of a magical gateway appears. The knight you leave behind launches himself at the dragon and inflicts a gaping cut across its muzzle, while you carry the King's palanquin into the whirlpool of the gate. This time, the journey only lasts a few heartbeats, and you find yourselves in a forest glade. The knights put the palanquin under a huge tree and you just begin to consider going back to the plateau when the knight you left behind falls on top of you through the gate. His armour is dented, bloodied and scorched, but he appears to have suffered no grave injuries. The dragon will doubtless be on the hunt for you, so you had best keep moving. If you want to leave the Welsh mountains behind you as soon as possible, you should go east, but if you are looking for a place that opens onto the Sidhe paths, you should go north, towards the mountains.

If you take your knights north, towards the mountains, go to **22**.

If you turn east, go to **129**.

51.




It is your knights' task to hold the creature at bay while you start casting your magic. You conjure a jet of fire at the wyvern, and successfully paralyse its wings. The beast is scorched and forced to the ground. Now you are at an advantage against the slowly moving monster, and you use it well. Your swords cut into its flesh, and the battle draws to an end.

✂ (Subtract 15 Mp and 5 Hp for the injuries suffered in the battle)

If you survived the fight, go to **94**.

52.




The high priest asks you to follow him and leads you into a smaller room with a small altar and countless candlesticks. You all kneel down before the altar and the priest starts to chant a blessing litany. Much to your surprise, you immediately feel refreshed in body and mind, and some kind of magic aura glows around your weapon. Once you're done here, you ask the priest whether he knows anything that might help you in your quest.

☞ *(Add +20 Hp and +15Mp. Your weapons are blessed now.)*

Go to **7.**

53.




The enchantress leads you into a large hall. Before she starts to cast her spell, she warns you that the Sidhe paths have become unstable in the chaos ravaging Britannia, and it is possible that the journey will take longer or will not lead you to the exact place you wanted. Since it is completely irrelevant for the King which part of Bedegraine he gets to, you wave to the Seelie to start casting her spell. The woman puts the item you gave her in the centre of a pentagram, and all of a sudden you realise she did not want it for herself but as a magic focus for her spell. You watch the item slowly dissolve as the Sidhe lady speaks her magic words. A glowing blue gateway appears in its place. The enchantress is the first to step into the whirl, and you follow her after some hesitation.

☞ *(Subtract a magic item)*

Go to **39.**


54.



You see your knights grab the hilt of their swords, and you understand the silent question in their eyes. You hesitate for a few heartbeats, and then shake your head. By the time the Seelie reaches her goal, and her people gather against you, you will also have received help. Until then, the fog snaking from the King's body will hide you. You nod to two of your knights to lift the palanquin and you go on your way.

Go to **160**.

55.



You try to clear your mind but it's dizzy from the journey. You slowly remember the right magic words. The swamp turns grey around you as it dries out, and the knights stop sinking. You hastily nod to the others, and you use your daggers to dig out your less fortunate comrades. When you finally succeed, you get back on safe terrain panting. While your knights take a rest, you hold council with the enchantress. The Seelie advises you to find an area rich in magic, so that she can open another gate to the Sidhe paths, this time hopefully with more success.


✎ *(Subtract 15Mp from yourself)*

If you head south through the marshlands, go to **17**.

If you turn east, go to **143**.

If you go southwest, go to **102**.

56.




After about fifty steps, the corridor branches off towards the west. The walls of this passage have empty torch sockets and the ceiling above is blackened with soot. You take a few steps ahead, but this part of the corridor is no different from all the other parts you've walked through.

If you want to go on west, go to **9**.

If you go on north, go to **20**.

57.

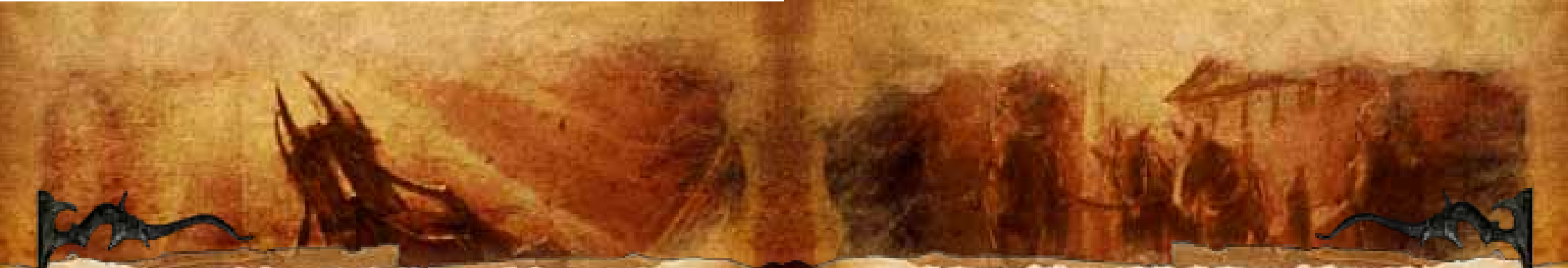


You step out of the cover of the rock and a jet of fire shoots towards you almost immediately. Luckily, the dragon is still ducking lightning bolts, so you aren't engulfed completely in the flames. You start chanting the words of a spell out loud and a huge lightning bolt strikes down from the clouds and hits the dragon. The beast falls onto the rocks with an angry roar, and you launch yourself on it. Your knights rush to your aid, and together you fight the heavily muscled monster. The dragon's claws find you many times, but it's losing strength as your swords strike it. In the end, the beast's huge body collapses on the rocks with a thunderous noise, and the dragon's final roar is turns into a grunt.

❧ *(Subtract 20Mp and 25Hp for the injuries suffered in the battle and 20 Hp for the fire)*

If you survived the battle, go to **144**.

58.



The water of the fountain is refreshing and almost certainly magic, as you can feel it infusing your body, soothing your throbbing wounds and refreshing your spirit. You wave your knights to follow your example, and turn to the Seelie enchantress only after you're done.

☞ *(Add +20Hp and +10Mp and you can also subtract one serious injury).*

Go to **67**.

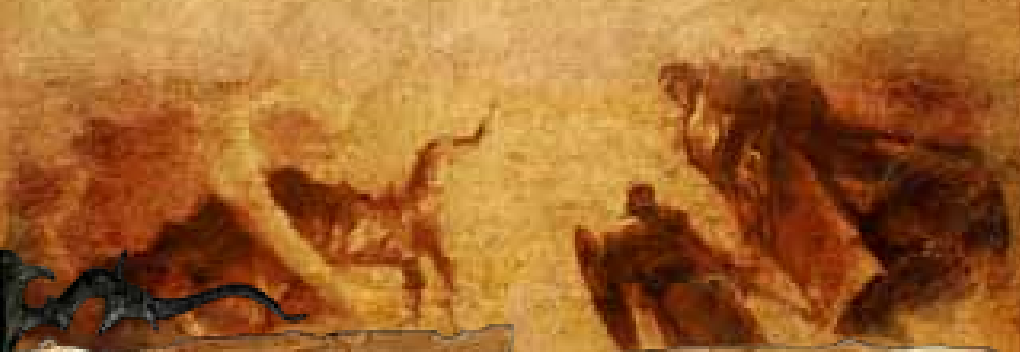
59.

There is a huge crowd by the gate. People from the far villages and small towns have fled here to avoid the chaos, placing their trust in the strength of the province's governor, or rather, in his soldiers. Most of them live in the camps that have sprung up outside the city walls, but the more wealthy and cowardly try to buy or beg their way into the city proper. The city guards are for the most part unyielding: they have strict orders to keep the flood of refugees outside. The population of the city grows regardless, as the most desperate find cunning new ways to get inside. Once you have fought your way clear of the throng, you follow the old trade route northwest. A few miles from the city, the road forks. Both roads lead towards Bedegraine - who knows which is the less perilous for you to take?

If you keep going northwest, go to **110**.

If you turn north, go to **12**.

60.




The spectre attacks you with its spirit arms open wide. Yellow lights dance at each end of them. If you want to use magic against it, you have to subtract 2 Hp less for each Mp used after the battle. The knights surround the raging monster in a loose formation to have enough space to dodge the yellow flames that burn deep, scorched lines whenever they meet flesh. The battle is long and exhausts all of you.

❧ *(Subtract 20 Hp for the injuries suffered in the battle. If you used magic, subtract the amount of Mp used in the battle.)*

If you survived the battle, go to **142**.

61.




The stones of the burned out buildings still radiate heat, and you suffer several smaller burns as you make your way among the ruins. You reach a narrow street and see a house that remained perfectly intact, but is surrounded by thick black smoke. Right beside it you see an inn engulfed in an inferno, but flames seem to lean away from the strange house.

❧ *(Subtract 10 Hp for the burns)*

If you want to take a look around in the strange house,
go to **30**.

If you'd rather make a hasty departure to get away from
here as soon as you can, go to **71**.

62.




The tower was obviously built by the Sidhe. The high crystal walls scatter the sunlight infusing its surface in a million colours, and, in stark contrast with the monastery, it shows no signs of age. The sumptuously carved doors feel warm to your touch as you try to push them open, but to no avail. The tower was locked by their former masters. You trust the Seelie enchantress to open the gate, leave the tower and return to the corridor.

If you haven't been to the cellar and want to go down, go to **19**.

If you keep to the ambulatory running around the upper floor, go to **126** (if you arrived here by the crumbling corridor), or go to **80** (if you came here by the carpeted corridor).

63.




The battle rages on for another quarter of an hour, but as the marauders lose man upon man, their determination wavers and they start to flee at first one by one, then in numbers. You pursue them for a while and kill a few more of them, then return to the caravan. The people gather around you gratefully, and an elderly wise woman offers you her healing potions for half the price to help with the wounds you received in this battle. You can buy three healing potions, each for 20 gold. After you've tended your wounds, you say goodbye to the caravan and move on.

❧ *(Subtract 10 Mp and 25 Hp for the injuries suffered in the battle. When reducing the injuries, you have to take it into account that you left two knights behind and do not get a bonus for them. Add as many healing potions as you bought and subtract their price. You can use each healing potion once, and they grant you 10 Hp)*

Go to **90**.

64.

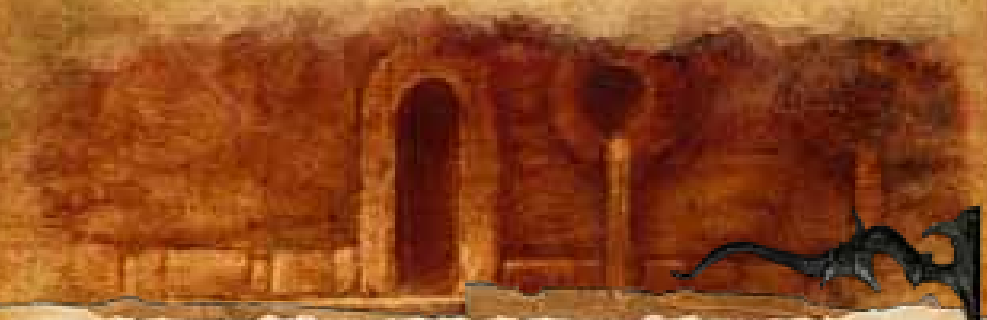


You learn that you are in the swamps of the Tanglemoor, which, if memory serves well, is in a hidden corner of east Mercia, quite close to Bedegraine. The witch warns you that there is a dangerous spectre haunting the western reaches of the swamp, luring its victims with dancing lights. She also tells you that the fastest way out of the swamps is to the southeast.

If you haven't done so, you can still buy a healing potion from the witch for 100 gold. Go to **37**.

Or you can say goodbye to her. Go to **138**.


65.



The corridor is gently sloping down and soon you hear the sounds of running water ahead of you. This distracts you and you only notice the protruding stone slab when you step on it and activate the trap mechanism. You hear a great crash behind you, and the sounds of running water are drowned out by the grating of stone on stone. You soon realise that a huge stone ball is rolling towards you down the sloping corridor. You and your companions start running the other way immediately. After a few steps, your feet tread on air and you start to fall.

66.

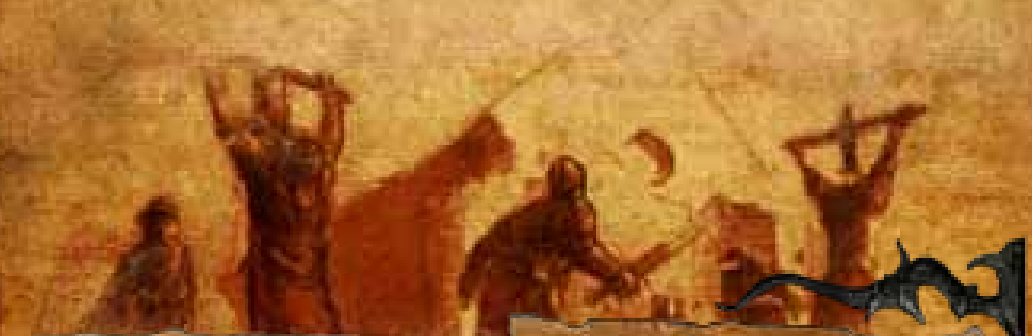
Go to **28**.



The enchantress walks around the room examining the floor. When she finds what she's been looking for, she calls you with a happy cry. As you get closer, you see she's standing in the centre of a dimly glowing pentagram, and as you gather around her, she starts chanting the words of the gate-opening spell. A few heartbeats later you are all surrounded by a glowing blue aura, and you start another journey on the Sidhe paths.

Go to **131**.

67.




Following your orders, your men charge the monks and knights. You kill the three Saxons and the monks a short and fierce battle. After this you free the druid, and cut the dead body of the younger man from the cross. The old man is very grateful for your intervention. He takes a bone amulet off his neck and hands it to you. You accept the gift, and help him build a pyre to burn the body of the younger man. You take the old druid with you, and say goodbye to him only a few miles off the infirmary.

❧ *(Subtract 20 Hp for the injuries suffered in the battle. Add +1 bone amulet. It enables you to subtract 3 points instead of 2 from each injury you suffer during battle after your knights)*

Go to **90**.

68.




After a long hike you come upon a sizeable stretch of dry land covered in lush, green grass and a few stunted scrubs. You can see that the road leads on in three directions, including the one you came by. Somebody has placed a skull on a pole by the south western path as a warning. The question is, travellers arriving from which direction should heed its dire message?

If you go southwest, following the trail marked by the skull, go to **135**.

If you head northwest, go to **33**.

If you go northeast, go to **91**.

69.




These were the sleeping chambers of the monastery's former occupants. You find personal items and torn folios everywhere. Most of these have been gnawed by the rats scampering around in the corners, but even those untouched seem to be of no interest to you. The only thing you could use here is a coil of rope. After you put it in your backpack you leave the room and go on down the corridor.

☞ (Add +1 rope coil)

70.

Go to **35**.



You move more carefully, the main square is not far off. You use the cover of the houses nearest the square to assess the situation, and then you withdraw. The siege is holding solid and strong enough to prevent you from fighting your way into the palace. You soon find the chapel the high priest told you about in a corner of the square. You are certain you can make it there unnoticed. The alternative is that the Seelie opens a Sidhe path to the palace court. When you bring this up, the enchantress shakes her head. Knowing her people, she would not recommend trying the Sidhe paths, as the palace must be under magical protection to repel attempts of this nature.

If you want to go in following the Sidhe path, regardless of the Seelie's warning, go to **15**.

If you try to find the secret passage under the chapel, go to **50**.

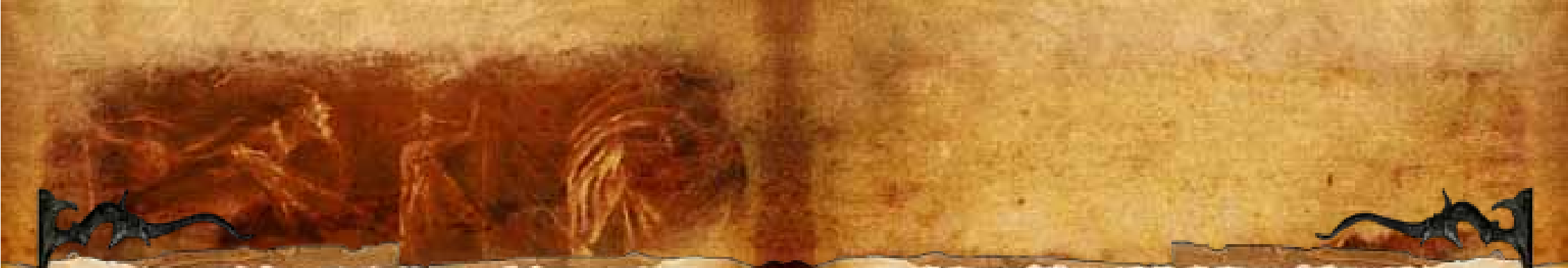
71.

You step out of the cover of the rock and a jet of fire shoots towards you almost immediately. Luckily, the dragon is still ducking lightning bolts, so you aren't engulfed completely in the flames. The dragon lets out an angry roar and dives at you with talons outstretched. Your knights rush to your aid, and together you fight the heavily muscled monster. The dragon's talons rip into you many times and a lash of its tail sweeps one of your knights off the cliff, but it weakens as your swords strike it. In the end, the huge body collapses on the rocks with a thunderous noise, and the dragon's final roar turns into an eerie rattle.

❧ *(Subtract 35 Hp for the injuries suffered in the battle and 20 Hp for the fire and subtract 1 knight)*

If you survived the battle, go to **144**.

72.



The magician herds you to the centre of the pentagram and hands the Seelie woman a small item. The enchantress puts the magic item in the centre of a pentagram and starts to chant. You watch the item slowly dissolve as the Sidhe lady speaks her magic words. A glowing blue gateway appears where it was. This time, you are the first to step across the gate, and you feel the familiar dizziness.

Go to **100**.

73.


After a quarter of an hour you get back to the spot you arrived at leaving the Sidhe paths. The broken earth still carries the reminders of your efforts to save your fellow knights. You realise you should perhaps make a map to avoid walking in circles in the seemingly endless marshlands.

If you go south through the swamp, go to **17**.

If you turn east, go to **143**.

If you choose southwest, go to **102**.

74.

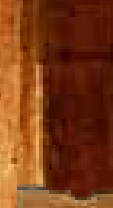


The door leads you into a corridor that turns right after a few steps. A thick, but sadly worn carpet covers the floor, and washed out paintings adorn the walls. To your left, you see a series of doors that only reveal empty rooms. You hurry on and come to a fork. Straight ahead, the passage ends in a doorframe gaping darkly at you, while to your right, the ambulatory completes its circle by going through the right wing of the monastery.

If you go straight towards the door leading into darkness, go to **104**.

If you turn right and continue on through the ambulatory, go to **49**.

75.

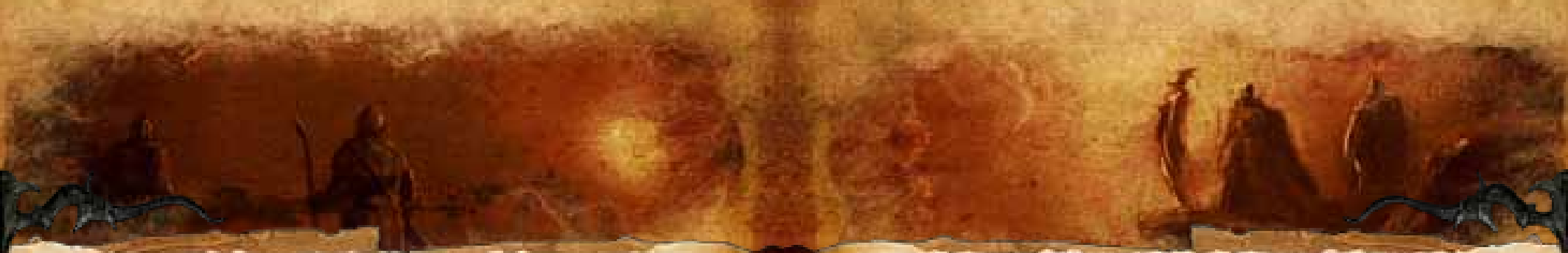


The door is massive and its corner seems to be stuck under the weight of the tilted construction. You try to move it a couple of times and you even give it a few choice kicks before the thick wooden door gives a little and opens wide enough to let you out into the garden.

If you have seen the garden from the upper floor and spent time watching it from above, go to **113**.

If you haven't seen it, go to **24**.

76.



The air in the swamp becomes thicker and more stifling around you and soon you can't even see your feet, which can become fatal. You start thinking about what to do when you see a pale, dim glow close ahead of you. You turn that way and find a bobbing spot of light. It could be torchlight. You shout to draw attention, but the light moves away from you, towards the west.

If you follow the light, go to **120**.

If you try to get out of the marshes by turning east, go to **102**.

If you choose to go southeast, go to **33**.


If you go north, go to **25**.

77.

The enchantress looks at the area with frank interest. She acts as if she hasn't even heard what you said. In the end, she turns back to you and says in her melodious voice that the Sidhe paths aren't as trustworthy as they once were. You were swept far off course, and doubtless there is some sort of extremely strong magic radiation in this region that aborted your journey. You need to find another place where you can access the paths.

78.

Go to **46**.




The Wyvern would surely triumph against one man, but it cannot dodge swords cutting him from multiple directions. It still is a tough beast to beat, and even after you manage to ground it with a successful strike at its wings, it wounds you and your men with its claws and teeth. But your swords bloody it as well, and the battle slowly comes to an end.

✂ (Subtract 20 Hp for the injuries suffered in the battle)

If you survived the fight, go to **94**.

79.




The corridor branches again. Here, everything is covered in rubble, the ceiling and the walls are broken and riddled with jagged holes. There is a door a few steps to your left, at the end of the corridor. To walk there you have to balance on the rubble. The door has been shattered, with splinters crunching under your boots. When you look around the room, you only see more debris. The torchlight is not strong enough to illuminate the entire room, so you need to clamber over the fallen rubble to fully investigate it.

If you go into the room to investigate, go to **122**.

If you leave the room alone and go back to the central hall, go to **96**.

80.




You gather your spiritual energies and slowly spin your magic and cast it into the world as a spider casts its web. You search the blaring nothingness for a long time, then finally a sharp jolt breaks your concentration. You couldn't say what it was exactly that you felt, only that you have found something in a small valley northwest of here.

✂ (Subtract 5Mp)

If you want to follow this uncertain trail, go to **141**.

If you stay on your earlier path, go to **42**.


81.



You are few, you have to protect the King as well, and on top of it you have no idea just how many marauders are hiding in the nearby houses and alleys. You cannot take this risk. You lead your knights towards a side alley and go on unmolested.


82.

Go to **71**.



For a while it seems that you can fight your way up, but then your hand cramps and even though you let the armour go, you cannot reach the surface with only one hand. The air is ripped out of your lungs in one huge bubble and the world grows dark around you as you sink further down into the gloomy depths.

❧ *Your adventure ends here.*



At the bottom of the stairs, after a short stretch of the corridor the way is blocked by a massive iron grille that you can lift by turning the wheels by the stairs. You pull out the arm blocking the mechanism and can easily open the contraption relying on the counterweights. The corridor leads to the other side and you also see a passage fork off to west.

83.

84.

If you turn left, due west, go to **23**.

If you go straight north, go to **57**.

As you open the door, golden light floods the corridor. It outshines the sunlight pouring in through the windows. The room is a simple sleeping chamber just like the others you searched, but there is a crystal shining with magical light on the table by the wall. You don't know who left it here or why, or why those who robbed or just explored the building left it alone. You suspect a trap and move carefully into the room, but seeing that nothing happened, you take the crystal and leave the room.

☞ (Add +1 Light crystal)

If you haven't done so yet, you can search the room on your right, go to **111**.

Or you can move down the corridor, go to **147**.


85.

You are a little sleepy after lunch and you ride along the road at a comfortable pace when all of a sudden you hear the distant sound of battle. You urge your horses forward and soon you see the fight. Almost fifty robbers are attacking a caravan whose defenders are in a tight spot indeed. They will be swept away unless they receive aid, but it could be that even your help would not be enough.

If you attack the robbers, go to **26**.

If you decide not to risk your mission and avoid the fight, go to **154**.

86.

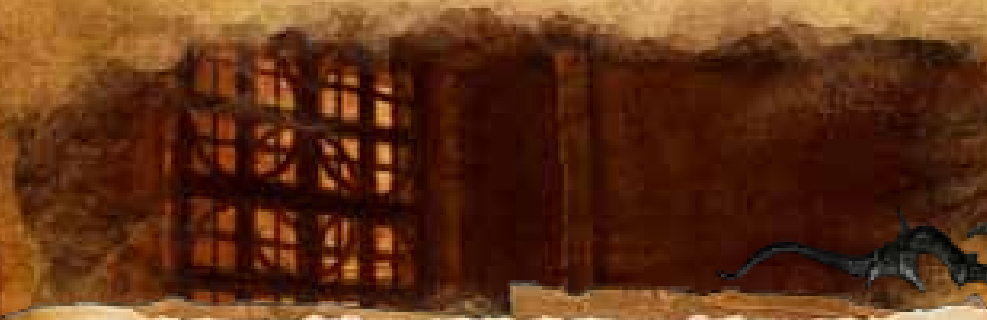


The magician herds you to the centre of the pentagram. Then he turns to you and asks you to give him 200 gold or a magic item, which is needed to open the Sidhe paths leading to far off journeys.

If you have 200 gold and pay with that, go to **132**.

If you have a magical item and give it to the Seelie, go to **156**.

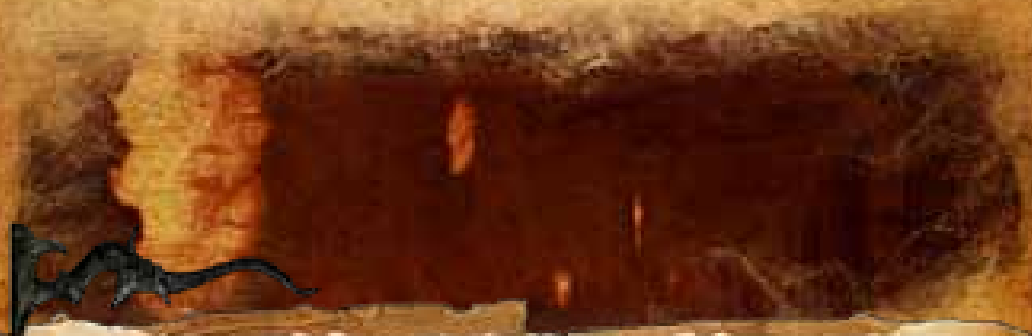
87.



The corridor ends in thick iron bars that close off the entire passage. To your right, towards west, you see another corridor disappearing into the gloom. Beyond the iron bars, you see a long flight of stairs leading upwards, and the sharply defined rectangle of a door at the top. You also see a turning wheel that most likely operates a counterweighted lever, but you cannot reach it from this side. Having no other choice, you take the corridor leading west.

Go to **23**.

88.




Behind the door you find a corridor that turns left after a few steps. The ceiling and the walls are broken and riddled with jagged holes. The floor is covered by a thick carpet of debris, and you really have to watch your steps. A series of doors open to the right, looking through them you see ruined, empty rooms and the fallen outer walls beyond, then the trees of the forest surrounding the monastery. As you walk through the corridor, sometimes grabbing at fallen beams, your footsteps start small avalanches. Finally, you reach a junction. The corridor runs straight on towards a doorway gaping darkly at you, while to your left, the ambulatory takes a left turn to circle around the monastery.

If you go straight ahead to the door leading into the gloom, go to **31**.

If you turn left on the ambulatory, go to **49**.


89.



On the fifth day of your journey, one of your knights reports that the King's condition is getting worse. The forest of Bedegraine is still at least a week's ride from here, but the King obviously only has days left. You order your men to stop and rest, and you think about what to do. In the end, you see that there is only one possibility. The fair folk of the Sidhe travel magical pathways throughout Britannia and to other worlds as well, if you can believe what the wise men say. They could help you get to Bedegraine. You seem to recall that there is a Sidhe tower to the west, barely a day's ride away. You jump to your feet and give the order to depart. You gallop until sunset, and by the time it gets dark, you can see its crystal turrets glinting in the distance.

Go to **121**.

90.



Your sombre mood is only lightened when you reach a largish dry area where bushes and even a few stunted trees grow. The scrubs hide a small reed hut. In front of it, you see a fireplace set with stones.


If you haven't been to the hut and would like to go in, go to **44**.

If you leave the glade and turn north, go to **29**.

If you go west, go to **33**.

If you head southwest, go to **69**.

91.

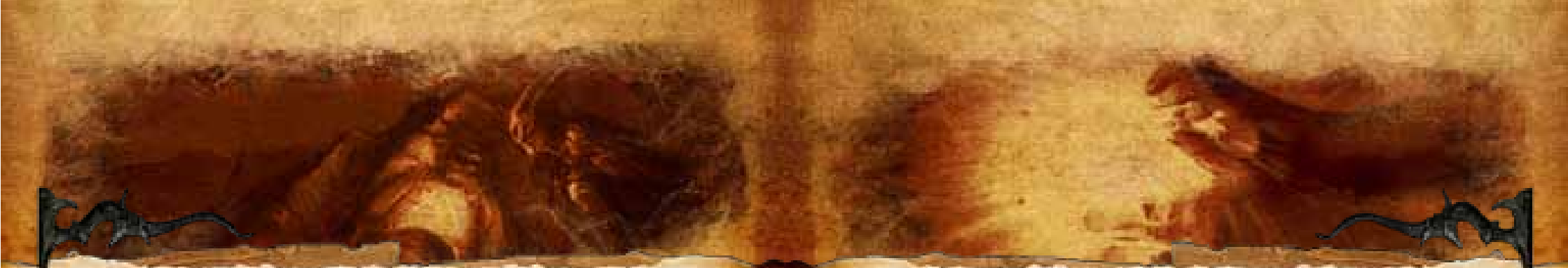


This part of the city looks relatively calm, but you still don't see many people out on the streets. Those you meet scamper out of your way like rats, but at least you can go on your way unhindered. You reach a small square and see a man with a weathered face wearing chain mail and brandishing a sword. At first, he tries to evade you, but as soon as his eyes find the enchantress and the palanquin, he stops and turns towards you. It turns out that he is a fence who would like to sell his wares to you.

If you take a look at what he has to offer, go to **119**.

If you leave the man and his goods and go on your way, go to **45**.

92.



You've just realised that the enchantress has been standing by a rock half the size of a man for a while now, intently studying something. You go closer and you immediately notice a charred skeleton wearing bronze-silver armour with runes scratched upon it. The moment you lean down to take a closer look at the sad remains, a thundering roar shakes the mountains, and when you look up, you see the silhouette of a huge dragon against the afternoon sun. For a moment, you stand there frozen, but as the beast launches itself at you, you send your knights to cover and run to hide behind a rock yourself.

If you want to fight the dragon, go to **43**.

If you would rather find a way to escape, go to **107**.

93.

Once the creature is dead, you examine the injuries you suffered and then set out to find the wyvern's lair. You find the nest built of reeds and dry branches soon enough. It is full of the remains of small swamp animals and a few suspiciously human looking bones. You also find a purse there with 35 gold pieces inside. After you searched the nest, you order your knights to move on.

☞ (Add 35 gold)

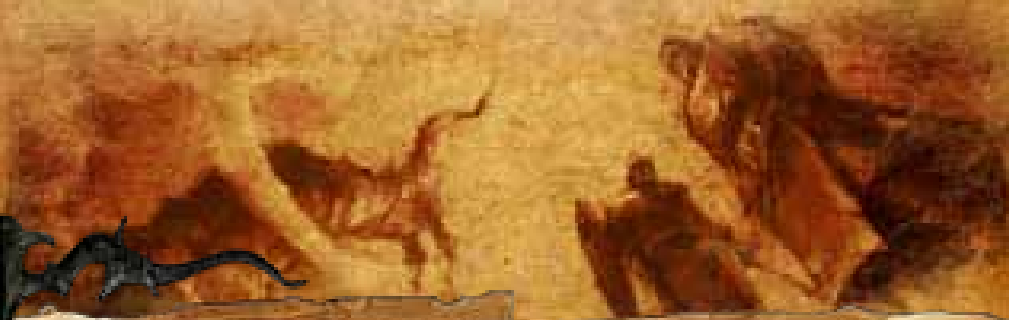
If you continue your way east, go to **29**.

If you go west, go to **102**.

If you decide to take the northern direction, go to **74**.

You can also go southwest, go to **33**.

94.




The spectre attacks you with its spirit arms open wide. Yellow lights dance at each end. If you want to use magic against it, you have to subtract 2 Hp less for each Mp used after the battle, but you can only use maximum 10 Mp. The knights surround the raging monster in a loose formation to have enough space to dodge the yellow flames that burn deep, scorched lines whenever they meet flesh. The battle is long and exhausts all of you.

❧ *(Subtract 1 knight and 35 Hp for the injuries suffered in the battle. If you used magic, subtract the amount of Mp used)*

If you survived the battle, go to **142**.

95.



After a short walk, the corridor leads you back to the central hall. This time, the outlines of the columns are much sharper in the dim glow. Your knights must have been impatient and come inside to have a look at the hall, and they must have forgotten to close the door when they went out again.

If you haven't been to the upper floor and want to see it, go to **40**.

If you haven't been through the door opening between the two flights of stairs, go to **118**.

If you have already been to the tower and know the way there, you can lead your knights there, go to **27**.

96.

You ask the enchantress for help, and concentrating your spiritual energies on the door, you try to break the magical seals. After a while, cold sweat starts beading on your forehead, your temples feel like they've been caught in a vice, but the runes glowing on the door slowly start to fade. You make one final attempt and give the door a mighty push. It opens with a thunderous crash. You collapse panting, and it takes some time before your knights can get you on your feet again. You are a little relieved to see a corridor disappearing into darkness beyond the door.

❧ *(Subtract 50 Mp and reduce the number of your maximum Mp by 30)*

Go to **159**.

97.

Even though you have never met a swamp spectre all your life, you heard stories and you don't want to get into a fight with such a creature. You order a retreat and disappear under cover of the marsh fog.

If you try to get out of the marshes by going east, go to **102**.

If you choose the south-eastern direction, go to **33**.

If you decide to head north, go to **25**.

98.

The stones of the burned out houses radiate heat, but luckily your magical aura protects you. You reach a narrow street and see a house that has remained perfectly intact, but which is surrounded by thick black smoke. Right beside it you see an inn engulfed in an inferno, but flames seem to curiously lean away from the strange house.

✂ (Subtract 10 Mp)

If you want to take a look around in the strange house, go to **30**.

If you'd rather make a hasty departure to get away from here as soon as you can, go to **71**.

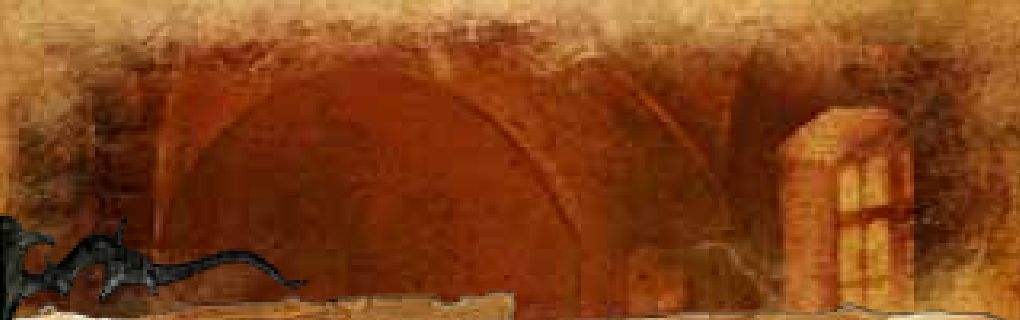
99.

The journey feels like a dream once again: you travel the already familiar foggy paths, see the spirit-like apparitions and the crystal beings that you liked so much. And once again, the arrival is less than smooth: when you step back into the real world, your head hits a cliff wall, and dazed you fall to your knees on a windswept plateau of rock. The cold air brings you quickly to your senses and you immediately know you have ended up in the wrong place again. You can only see bare hills around you, and only the deepest valleys hide forests.

If you want to ask the Seelie enchantress about this new mistake of hers, go to **78**.

If you ask your knights if anyone knows where you have ended up, go to **46**.

100.




The chapel has apparently been visited by robbers, as both of the smaller rooms are in a state of disarray, and if there had been anything valuable in them, it is long gone now. You are disappointed as you return to the prayer room and have a look there as well. When you examine the table before the pulpit, you find a small drawer set in it, and inside that you find a small vial containing some kind of turquoise liquid. You put it away, and go to the stairs leading down to the crypt.

❧ *(Add +1 magic potion, which grants you +10 Mp. It can only be used once.)*

Go to **84**.

101.



You see fewer and fewer sandbanks, and the swamp seems to dilute with every step you take. You wade through muddy water, with huge swathes of reed sighing all around you. Leeches stick to your legs and even if you tear them off by the dozen, more and more find their way under your trousers. You forge ahead grimly, trying to find your way out of this hell full of bloodsuckers.

❧ *(Subtract 3Hp for the injuries caused by the bloodsuckers)*

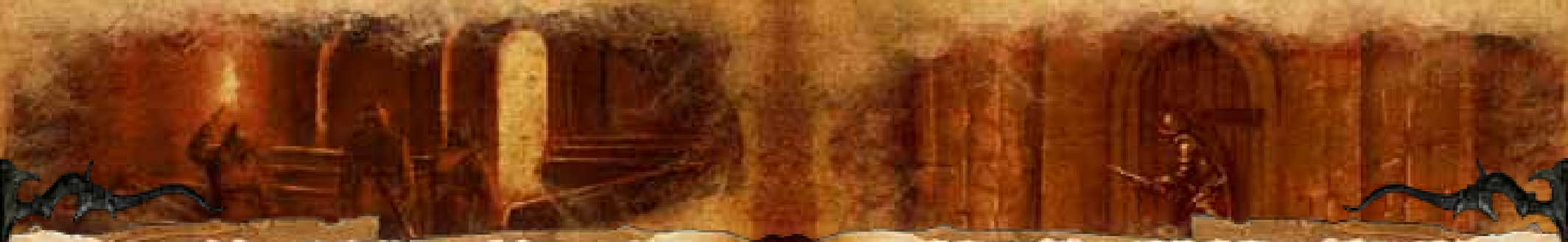
If you go east, go to **17**.

If you head west, go to **77**.

If you turn northeast, go to **74**.

If you choose to go northwest, go to **25**.

102.



The monk scuttles out from behind the door, and tells you that you are in the town of Viroconium, where at the moment rebel nobles are fighting. When they heard the noise, he and his holy brethren feared that a heathen noble was attacking their church. As he says this, he eyes the Seelie enchantress suspiciously. Meanwhile more priests appear in the doorway, and the one wearing the most ornate habit, most likely the high priest, steps forward. "What are you seeking here, in God's house, where you cannot get any other treasure but our blessings and a few bits of information?" he asks most piously. You tell him that you have to get to Bedegraine in an urgent matter trusted to you by the King's advisors. Time is running out, so you have to find a Sidhe tower, or some other place of magical focus to continue with your journey.

If you are Christian, you can ask his blessings upon you and your mission, go to **53**.

If you want information, go to **7**.

103.

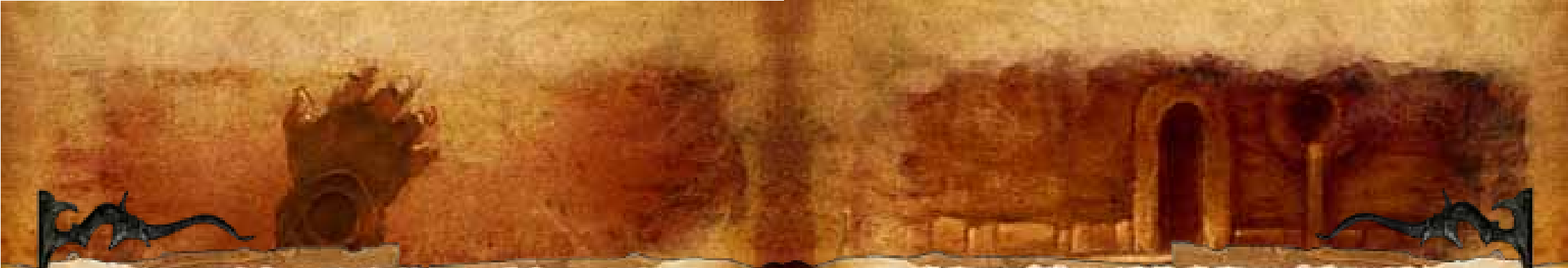
You find the door closed, and no matter how hard you push against it, it holds fast. You take out your dagger and try to wedge it between the frame and the door near the lock to force it open, but to no avail. You can only pass this door with the right key or perhaps with the help of magic.

If you have a bronze key with you, go to **10**.

If you have at least **10** MP and break the door with magic, go to **10**.

If you go back to the junction and follow the ambulatory, go to **49**.

104.



You hastily look around the sandbank covered in swamp water and a longish, root-like plant catches your eye. You drag it out of the mud and throw it towards the knight nearest to you. Once you have dragged him out successfully, you turn to the other knight, who has sunk up to his neck in the meantime. He tries to grab the root you throw him, but it's too short and the exertion of reaching it has pushed the knight even deeper into the bog. You have no time to find other means of rescue and you have to watch the swamp swallow the desperately struggling warrior. You toss the root away in disgust and turn angrily to the enchantress to discuss your options. The Seelie suggests you find an area rich in magic as soon as possible so that she can open a way to the Sidhe paths, hopefully this time with more success.

✂ (Subtract 1 knight)

If you go south through the swamp, go to **17**.

If you head east, go to **143**.


If you go towards southwest, go to **102**.

105.

You are in the central chamber of the underground sewers. It looks like a huge room. Water and sewage flows in torrents through openings in the wall. From where you stand, a pavement-like path hugging the wall leads to the corridor opening halfway across the northern wall. You follow the pathway and then duck into yet another corridor.

106.

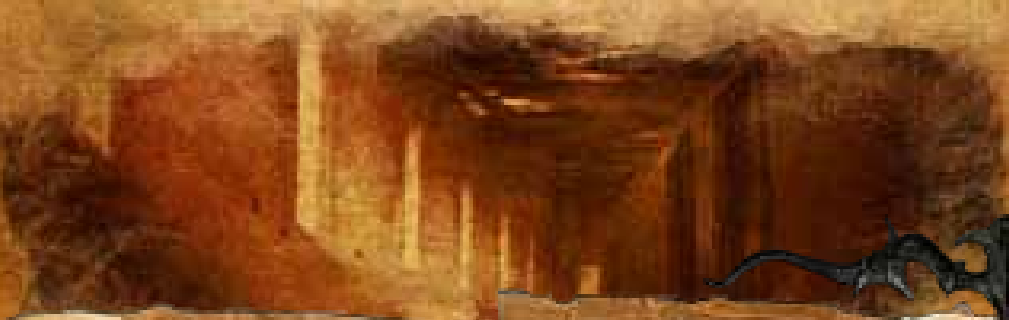
Go to **137**.



You look around looking for a way out while the dragon sets fire to the plateau you were standing on just a minute before. All of a sudden you remember what the Seelie woman said: she can easily bring you down to the valley through the Sidhe paths. You shout to her to open a gate to the furthest place she can. After this you wave your knights hiding among the rocks closer, and you drag the King's palanquin closer as well. You send one knight off so that he can distract the dragon's attention to himself when the gate opens.

Go to **51**.

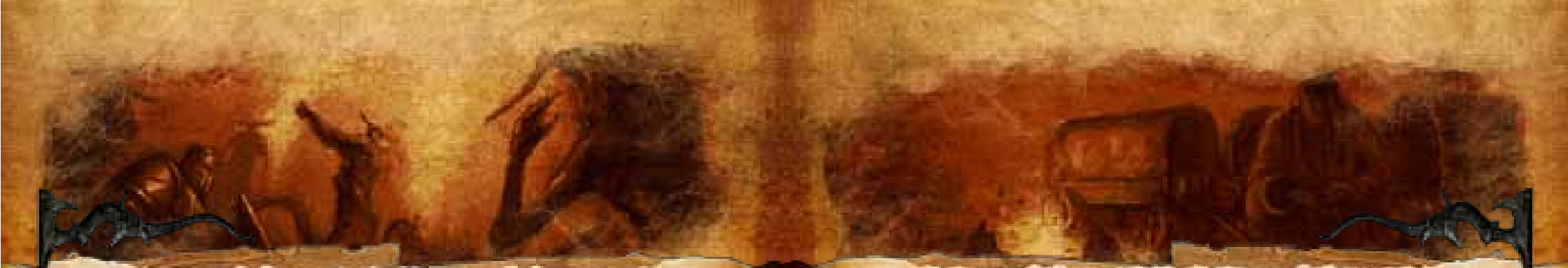
107.



The door reveals a corridor leading to your left, towards the back of the building. There is a row of windows on your right letting in chilly mountain winds. A bit further off on the left you see two doors close to each other, so you move in that direction. In places, the roof has fallen in and blocks your path, so you move as carefully as you can. The doors open onto large halls lined with small chambers, all covered in debris.

If you want to search the rooms, go to **70**.
If you walk on following the corridor, go to **35**.

108.



You pass through the Sidhe ways just to appear right next to the demon gate. All around you demons with fearsome horns and tentacled arms roar in surprise, and before you can even raise your swords, a monster drags down one of your companions. You are separated from each other and beset by demons on all sides. The situation seems hopeless, even with the Seelie enchantress killing as many monsters as she can. You are attacked by three demons while you try to fight your way back to your comrades. With each step you suffer new wounds. All of a sudden, a silvery light shines on your opponents, and you recognise the glow of the gate opening onto the Sidhe paths. You are invigorated by this sight and forge ahead while you see two of your comrades carry the King's palanquin through the gate under tall walls of flame summoned up by the enchantress.

☞ *(Subtract 45 Hp and 1 knight and add +1 serious injury for the injuries suffered in the battle)*

If you are still alive, go to **148**.

109.

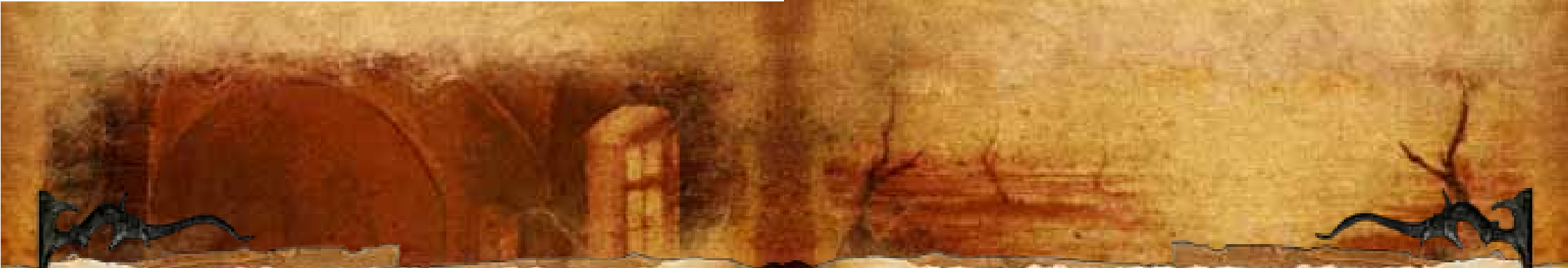
At dusk you come upon a small caravan that has made camp by a small stream. They are on their way to the city. The leader of the caravan is happy to welcome you: your presence might keep them safe tonight as well. After supper, a merchant travelling with the caravan seeks you out in your tent, and offers you his wares. He explains he mostly deals in balms, potions and food.

If you want to buy from the merchant, go to **34**.

If you rather go to sleep and turn north the next day,
go to **86**.

Or you can go northwest, go to **139**.

110.



Even though this sleeping chamber looks slightly more ornate than the others, and the furniture is richer, too, you don't find anything you'd want to take with you. Disappointed, you turn towards the door and your gaze falls upon a bronze key hanging on a chain by the entrance. You step closer and take it. You try it into the door's lock, but it doesn't fit. Apparently, the high ranking monk who lived in this chamber had a key to one of the locked halls of the monastery. For safety's sake you hang the key around your neck and leave the room.

✎ (Add + 1 bronze key to your inventory.)

If you have been to the locked door but couldn't get inside, you can neglect all other options and go straight there, go to **38**.

If you haven't done so, you may search the room behind the door on the left, go to **85**.

If you'd rather walk on following the corridor, go to **147**.

111.

About a quarter of an hour later the swamp begins to change. You see less and less water between the sandbanks and a few gnarled, dried up trees appear through the fog. The place looks familiar, and when you see the wyvern's carcass, you know you've been here before. You can take four paths from the sandbank that was the wyvern's lair.

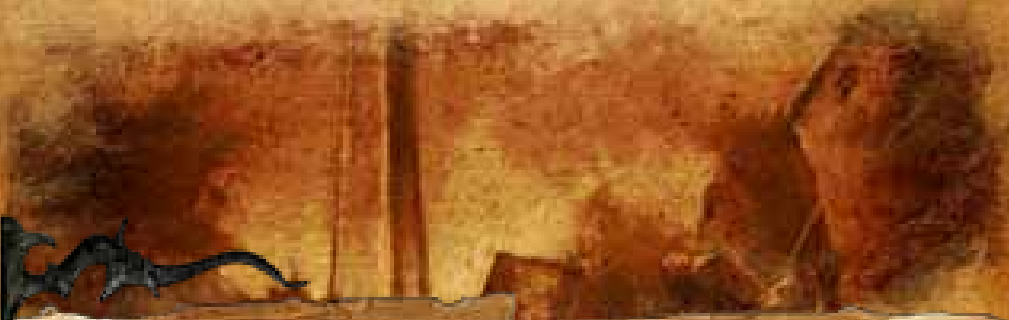
If you continue your way east, go to **29**.

If you go west, go to **102**.

If you decide to take the northern direction, go to **74**.

You can also go southwest, go to **33**.

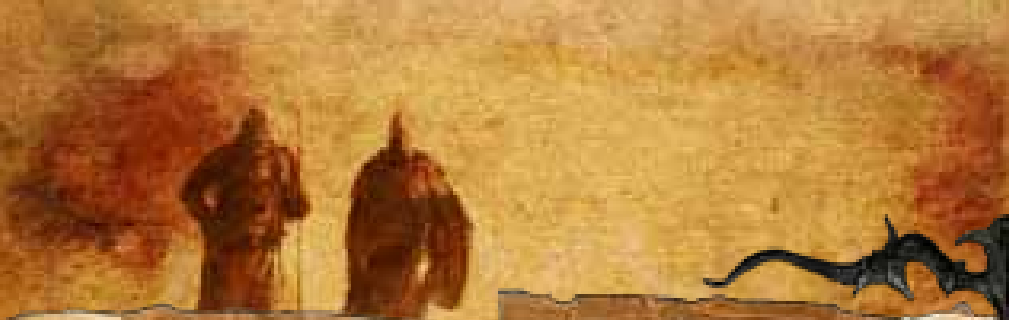
112.



You still recall the figure you saw from the window on the first floor, so you draw your weapon as you step out into the garden. In a few steps you are wading through thick underbrush, and the trees close around you like a living wall. A few more steps and the bushes next to you stir: the shape you saw from the window, that manlike, yet feral creature wrapped in grey rags launches himself at you. You parry his strike with your sword and slice his arm deeply, but its momentum still knocks you off your feet. You also think you hear branches cracking in the undergrowth. You can't run away and your opponent is on top of you, so you cannot use magic, either. You can only rely on your melee skills.

Go to **140**.

113.



You see your knights grab the hilt of their swords, and you understand the silent question in their eyes. You hesitate for a few heartbeats, and then you nod. You hear the sounds battle, you hear the Seelie's last spell, and then the glade falls silent. By the time Sidhe notice the threat against Bedegraine and gather against you, you will also have received help. Until then, the fog snaking from the King's body will hide you. You nod to two of your knights to lift the palanquin and you go on your way.

114.

Go to **160**.

The key fits the lock perfectly and turns easily. The ceiling is many storeys high: it is the roof of the tower. The marble floors of the hall are laid in intricate magical patterns. In the middle, you see a carved fountain. The gargoyles might once have spouted wide arcs of water, but the fountain has completely dried up by now. Your knights sneak into the hall behind you with deeply suspicious expressions. Only the enchantress seems to be entranced by the sight. You walk up to the fountain and, much to your surprise, you see water sparkling in some of the shell-shaped vessels, even though it should have evaporated ages ago.

If you taste the water, go to **59**.

If you do not take this risk and would rather go on the Sidhe pathways, go to **67**.


115.

The enchantress leads you into a large hall. Before she starts to cast her spell, she warns you that the Sidhe paths have become unstable in to the chaos ravaging Britannia, and it is possible that the journey takes longer or does not lead you to the exact place you wanted. Since it is completely irrelevant for the King, which part of Bedegraine he gets to, you wave to the Seelie to start casting her spell. The woman puts the gold you gave her in the centre of a pentagram, and all of a sudden you realise she did not want it for herself but as a magic focus for her spell. You watch the coins slowly dissolve as the Sidhe lady speaks her magic words. A glowing blue gateway appears where it was. The enchantress is the first to step into the whirl, and you follow her after some hesitation.

✂ (Subtract 200 gold)

116.

Go to **39**.




I was just making soup”, says the woman conversationally. “You can wait until it’s ready!” She looks you up and down and finally her gaze rests on the purse hanging from your belt. “What’s more, if you have money, I can give you healing potions and information about the swamp.”

If you have 50 gold and want to know where you are and how to get out of the swamp, go to **65**.

If you have 100 gold and want to buy a healing potion from the witch, go to **37**.

If you would rather just say goodbye, go to **138**.

117.



In the back you find a largish prayer room and a few smaller chambers. Dust and cobwebs you find aplenty, but most of the items and pieces of furniture have been devoured by time. You search all the rooms thoroughly but you don’t find anything interesting. You return to the central hall to try your luck in other directions.


If you haven’t been to the upper floor and want to try your luck there, go to **40**.

If you haven’t been to the right wing, and would like to explore it, go to **89**.

If you haven’t been to the left wing, and would like to explore it, go to **75**.

If you have already been to the tower and know the way there, you can lead your knights there, go to **27**.

118.




You look through the fence's wares and find more than one item of interest. The first is a jar of fire balm for 50 gold: it soothes the pain of severe burns. The second is a cream against bloodsuckers for 20 gold, and the third is a coil of strong rope, also for 20 gold. If you buy any of these, add them to your character sheet and subtract the sum of gold you paid. After you bought what you wanted, you say goodbye to the fence.

❧ *(The fire balm reduces injuries by fire by 15 Hp and can only be used once. The cream against bloodsuckers reduces injuries by bloodsuckers by 2Hp and can be used three times)*

If you continue your journey, go to **45**.

If you turn west, to where the city is being devoured by thick smoke and infernal flames, go to **41**.

119.



You go about fifty steps when the wobbling light stops before you. As you get closer, you notice that it's not the elongated shape of torchlight, but a ball of light floating by a giant of a tree twisted and gnarled into the shape of an attacking monster. All of a sudden you remember the tales of the spirits of the swamp, the dancing lights that lure unsuspecting victims to their deaths. Something white swirls up behind the tree and starts to take on form.

If you have already fought the spectre, go to **4**.

If you haven't battled it but would want to fight, go to **21**.

If you would rather turn and flee, go to **98**.

120.

You reach the tower sometime before noon the next day. You find the doors open and walk into a lofty hall, where a Seelie woman hurries out to greet you. She introduces herself as the lady of this tower and asks you what brought you here. You tell her you need to get to Bedegraine on the Sidhe paths on a very important matter. Even though the Seelie must have been surprised by your destination and that you want to use the Sidhe paths, she conceals her shock. She tells you merely that she can only help if you can give her a magic item or 200 gold. Her demand surprises you because the Sidhe don't hold material wealth or weak, man-made magical items in high esteem, but you don't want to argue.

If you have 200 gold and want to pay her with that, go to **116**.

If you have a magic item and give it to the Seelie, go to **54**.

121.

Stumbling through the debris you suddenly slip and fall. To regain your balance, you grab a beam hanging from the ceiling but it slips too, and as it falls, it pulls down part of the ceiling onto you. You go down in a shower of stones and wooden beams and something hits you on the head. The sharp pain makes you lose consciousness for a second. When you come to your senses, you are lost in a cloud of dust. You clamber to your feet and feel warm blood trickling down your neck. You search the room angrily, but you don't find anything, which only adds to your frustration. You stumble back to the door and leave the room.

❧ (Add +1 serious injury)

If you had come from the carpeted corridor, go to **96**.

If you had come by the ruined corridor, go on down the ambulatory, go to **49**.

122.

After a while the corridor turns right and soon you reach another junction. You see empty torch sockets on the walls of the corridor on the right and the ceiling is dark with soot. The corridor to the north carries a cloying stench and you can hear the sounds of running water from afar.

If you go north, go to **66**.

If you turn east, go to **9**.

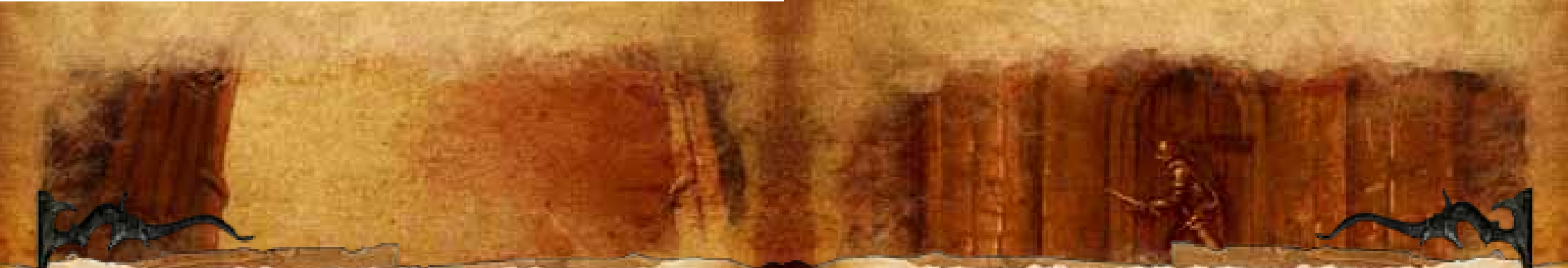
123.

About a quarter of an hour later the swamp begins to change. You see less and less water between the sandbanks and a few gnarled, dried trees appear through the fog. Happy about being on dry land, you order your men to rest, but before you can settle down, you hear a shrill cry. Your voice has woken a wyvern nesting in the vicinity, and it flaps your wings and dives in to attack! There's nowhere to run from the dragon shaped flying monster in the swamp, so you have to fight it.

If you have **15** Mp and want to use magic, go to **52**.

If you fight the wyvern with your swords, go to **79**.

124.



You ask the enchantress for help, and concentrating your spiritual energies on the door, you try to break the magical seals. After a while, cold sweat starts beading on your forehead, your temples feel like they've been caught in a vice, but the runes glowing on the door slowly start to fade. You make one final attempt and give the door a mighty push. It opens with a thunderous crash. You collapse panting, and it takes some time before your knights can get you on your feet again. Behind the door you see a big hall. Palm sized, barred vents allow air in, which makes you suspect this was once some kind of a prison cell. An unarmed man wearing a monk's habit lies on the ground. The medallion hanging around his neck seems valuable, so you take it for later inspection. Finding no other item of interest, you go back to the junction and go on towards west.

☞ *(Subtract 50 Mp and reduce the number of your maximum Mp by 30 and add +1 magic medallion that enables you transform your Mp into Hp any time, except in battle)*

Go to **9**.

125.


The corridor branches again. To the right, you see a door at the end of the corridor, just a few steps away. You hurry there. The door is closed, and no matter how hard you push against it, it holds fast. You take out your dagger and try to wedge it between the frame and the door near the lock to force it open, but to no avail. You can only pass this door with the right key or perhaps with the help of magic.

If you have a bronze key with you, go to **10**.

If you have at least 10 MP and break the door with magic,
go to **10**.

If you leave the door alone and go back to the central
hall, go to **49**.

126.

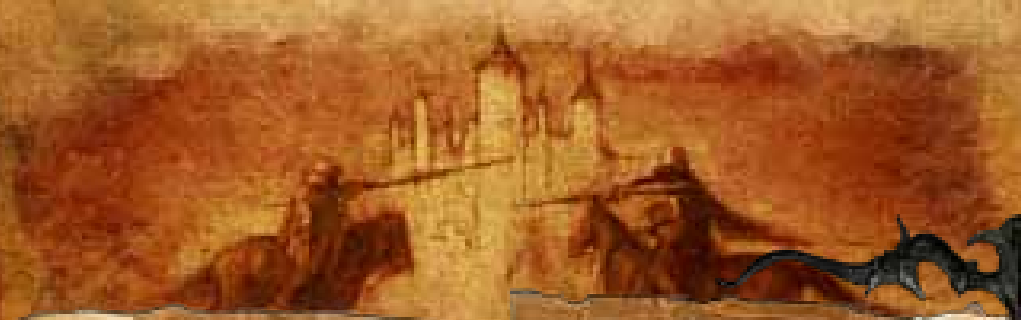


Following the enchantress's example, you conjure up fire, but not to defend yourself. You strike the demons with a roaring inferno. Their cries turn to screams then death grunts, and the battlefield clears up a little around you. When the beasts attack you again, you meet them with your sword in hand. Every time you strike you draw blood, but this blood is black and stinks of decay. Your shield is raked by demon claws incessantly, and a few times they nearly yank your arm out. You bleed from wounds on your shoulder and your thighs and you feel your strength diminishing. Luckily the flood of demons also begins to ebb and soon the time for the last strike comes.

❧ *(Subtract 15 Mp and 30 Hp for the injuries suffered in the battle)*

If you are still alive, go to **14**.

127.




You are surprised to see that almost two dozen knights have turned up for the tournament. You and your men place well at the joust, though in the last round your opponent's lance slips beyond your shield and bruises your ribs rather painfully. The tournament lasts well into the afternoon, so you spend another night in the castle. The next morning the lord of the castle leads two knights to you who would happily go with you for 60 gold. You have to decide whether to hire them.

❧ *(Subtract 10Hp for your injuries. Add as many knights to your character sheet as you hired and subtract 60 gold for each)*

If you continue your journey north, go to **139**.

If you go northeast instead, go to **86**.

128.




You try to keep to wooded areas and orchards. You often see dragons circling around high peaks or flying along the ridges, and each time you draw back into the cover of the trees. The King is getting worse, and the knights also seem weary to the bone. The enchantress tried to use her powers to find an ancient Sidhe building in the vicinity, but she didn't succeed. Of course, she didn't expect to: she explains that her magic is more suitable for other types of spells.

If you have 5 Mp and want to try a scrying spell, go to **81**.

If you don't use magic, go to **42**.

129.



The door reveals a corridor leading to your left, towards the back of the building. There is a row of windows on your left letting in chilly mountain winds. A bit further off on the right you see two doors close to each other, so you move in that direction. At places, the roof fell in and blocks your path, so you move as carefully as you can. The doors open onto large halls lined by small chambers all covered in debris.

If you want to search the rooms, go to **70**.

If you walk on following the corridor, go to **35**.

130.

The journey is like a dream once again, and you travel the already familiar foggy paths, see the spirit-like apparitions and the crystal beings that you liked so much. And once again, the arrival is less than smooth: as soon as you step back into the real world, you sink knee deep into something thick and foul smelling. The awful rotting stench of the swamp soon brings you to your senses, and you immediately turn towards the shouts you hear from behind. You see that two of your knights have arrived at the wrong part of the swamp and are sinking even as they try to crawl to drier land.

If you have a rope, go to **8**.

If you have 15 Mp and want to help them using magic, go to **56**.

If you look for a long branch or something to pull them out, go to **105**.


131.

The Sidhe magician hands the gold you gave him to the enchantress. The woman puts it in the centre of a pentagram and starts to chant. You watch the coins slowly dissolve as the Sidhe lady speaks her magic words. A glowing blue gateway appears where it was. This time, you are the first to step across the gate, and you feel the familiar dizziness.

✎ (Subtract 200 gold)

132.


Go to **100**.



The Seelie enchantress stops the host at a point where the road widens and chants to open the gate to the Sidhe paths. You are the first to cross over the gateway and for a few dizzy moments you feel as if you were swaying on the wing of the winds. Then you feel solid earth under your feet again and you are standing on a dusty road near a weathered building. A slim crystal tower rises towards the sky from the back of the building.

Go to **11**.

133.

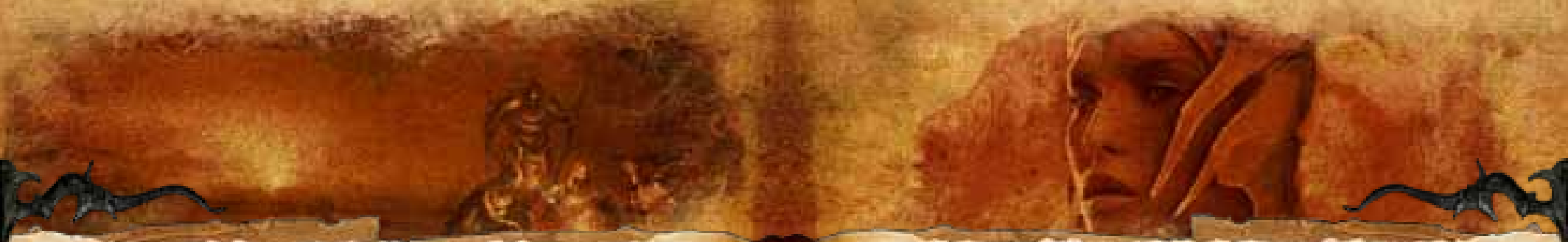


You stumble ahead coughing and half blind you have already searched over half a dozen rooms when you find a cloak on a chair. It is embroidered with a multitude of runes in a silvery thread. You hastily grab the cloak and turn towards the nearest exit. More and more often a searing pain shoots into your lungs and your head feels as if it were caught in a vice. When you get back out into the fresh air, you feel another, different pain slice into your lungs. You pull yourself together with some difficulty, put the cloak around your shoulders and move on with your companions.

❧ *(Add +1 serious injury and +1 magical cloak that wards off all fire damage, and every time you use magic in a battle, you can add +10 Hp)*

134.

Go to **71**.



The swamps slowly turn into grassy plains and you leave the fog behind as well. To the north you see the shining ribbon of a river in the fading light of the setting sun. You head that way. Even though you do not make it to the river by nightfall, you find a smaller stream and camp there for the night. When darkness sets in, you see eerie lights on the northern banks of the river and you hear the howls of demon hordes. The enchantress starts to meditate in silence, and when she comes to herself she says the demons guard a forming gateway that radiates huge energy. You immediately grasp the importance of this information and ask the Seelie woman how close you have to get to enable her to open a Sidhe path to Bedegraine. The enchantress is uncertain about the answer, but she is quite sure she can use the energies of the forming gateway from about half a mile away. You leave at dawn and make for the river.


Go to **152**.

135.

It is easy to open a gate to the Sidhe paths", the woman says. "I could take you down to the valley with this method, and maybe even up to one of the neighbouring mountaintops, but for a longer journey I would need a place with a magical focus." You look around the land hopelessly. Even if there is a magical place nearby, it will be difficult to find it among the high cliffs and deep forests jealously guarding their secrets. Maybe you should first take a closer look at what it was that aborted your journey.

136.

Go to **93**.



At the end of the corridor you find a flight of stairs leading to a small pavilion in the palace gardens. Almost immediately you are surrounded by a dozen guards pointing their halberds at you. You ask them to escort you to the city council, but the commander of the guard tells you that the palace is under the control of the Sidhe council, and he will lead you to them. You follow the guards through the courtyard to the palace which has already been half transformed by the Sidhe's magic.

Go to **3**.

137.


You say farewell to the witch who waves goodbye with a sad expression on her face, then turns back to the fire and continues preparing some kind of potion. When you go around the hut you see that you can leave the small island in three directions.

If you go southwest, go to **69**.

If you head west, go to **33**.

If you turn north, go to **29**.

138.



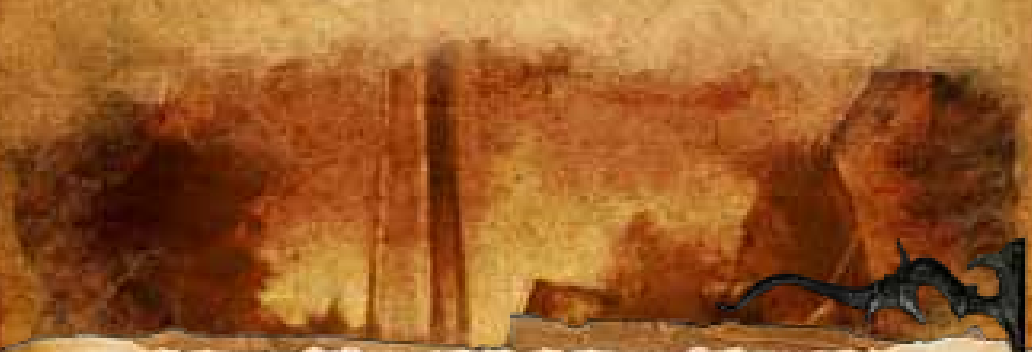
Around noon you reach an infirmary. Near it you see a few monks tying a druid to a cross with the help of three Saxon knights, their armour glinting in the bright sunshine. The old man takes their rough handling with his eyes closed. His lips move soundlessly: he is surely praying to his gods. There is another cross standing near his with the emaciated dead body of a young man hanging on it. Most likely he too followed the Old Faith.

If you are Christian and refuse to interfere because of this, go to **154**.

If you follow the Old Faith and attack the monks and the knights because of this, go to **68**.

If regardless of your faith you think it's wrong to kill someone for their religion, go to **32**.

139.



You punch the monster's chin with your gauntleted left hand and get to your feet. You behead your opponent with one single strike. But already another body slams into you and you are on the ground again, fighting another creature. You can't use your sword in this grapple, so you let go of the hilt and fumble for your dagger. More and more man shaped creatures step out of the bushes. You remember the following few minutes as a blur of blood and metal. When the battle ends, you see half a dozen carcasses wrapped in grey tatters lying at your feet. Half blinded by the blood seeping into your eyes, you feel around for your sword. You investigate the dead bodies. You find a ring on one, which is obviously magical. You wipe the blood off—most of it isn't yours anyway—take a deep breath and stumble on towards the tower.

❧ (Subtract 25 Hp, add +1 serious injury and +1 magical ring to the inventory which enables you to subtract 5 Mp less every time you cast a spell)

140.

If you survived the fight, go to **63**.

You start looking for a safe place to camp as night approaches. You don't dare to light a fire because of the dragons, so you eat dried meat and shiver in the cold night. You get up early and are on your way soon enough, and a few hours later you come to the valley. A dusty road leads to a monastery hiding in the hollows. It looks worn and weathered even from this distance. From the back of the monastery you see a slim crystal tower rising to the sky. Most likely your scrying spell detected its radiation.

Go to **11**.

141.

When the fight is over, you collapse under the branches of the gnarled tree. You don't even glance at the spectral light still hovering there. While you rest, you look at the white bones scattered all around you, and suddenly you see a shield. Upon closer inspection you see that it is magical, so you take it.


✂ (Add +1 magical shield, which enables you to reduce the HP loss suffered in battle by 5)

If you try to find your way out of the marshes by going east, go to **102**.

If you choose the south-eastern direction, go to **33**.

If you head north, go to **25**.

142.



Once you left the most dangerous parts of the swamp behind, you cross sandbanks covered in dried grass and paths submerged in stinking mud. The reed beds seem to be the best route, but mosquitoes hover there by the thousands, attacking you relentlessly. At one spot the sandbanks you've generously taken to calling a path branches in three directions.

❧ *(Subtract 1Hp due to the injuries caused by the bloodsuckers)*

If you go west, go to **74**.

If you choose to go south, go to **29**.

If you would rather go southwest, go to **17**.

143.

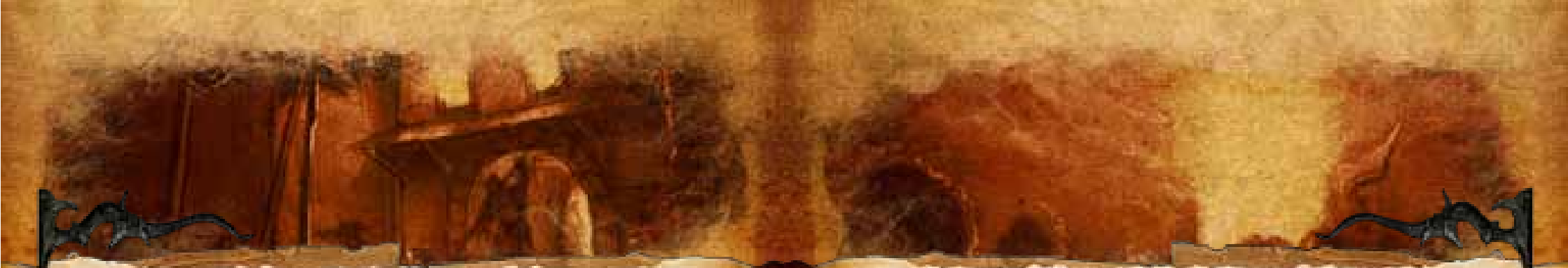
Your knights stand battered and panting on the battlefield and you yourself are bleeding from numerous wounds. You drag yourself to the charred skeleton you found earlier and get the armour off him. Then you ask the Seelie to open a gate to the Sidhe paths, so that you can get down to the valley, to the safety of the forest as soon as possible. This time the journey only lasts a few heartbeats, and you find yourself in a forest glade. Thinking things through you come to the conclusion that the swiftest route to leave the Welsh mountains behind lies to the east, but if you want to find the closest spot suitable for opening the Sidhe paths, you should most likely go north, further into the mountains.

❧ *(Add +1 magic armour to the inventory that enables you to choose to lose 15 Hp whenever you would receive a serious injury instead of adding another serious injury)*

If you lead your knights north, go to **22**.

If you continue your journey east, go to **129**.

144.



Walking down the meandering streets you hear yells and the sounds of battle. Behind the next corner you see looters setting fire to a house. Dead bodies lie on the street. One of them is a woman. There are less than a dozen looters, and their armour and weapons are rather patchy. A knight is fighting against the marauders, but he's outnumbered and bleeding badly and cannot last much longer against the looters.

If you attack the looters, go to **36**.


If you avoid them and take a side street, go to **82**.

145.

Before the next horde of demons could attack you, the enchantress opens the gate to the Sidhe paths. Before you step through, you take one last look at the demon gate. A monstrosity out of your worst nightmares takes shape against its stark glare. Its roar is like thunder and its gaze seems to sear your back as you turn and step through the gate.

146.

Go to **18**.



The corridor turns once more and heads back towards the stairs. This is actually an ambulatory on the upper floors, a corridor circling the entire building and connecting the various living quarters. When you get back to the gallery, you take the stairs and descend into the gloom of the columns in the central hall.


If you haven't been beyond the door between the two flights of stairs, go to **118**.

If you haven't been in the right wing and you'd like to go there, go to **89**.

If you haven't been in the left wing and would like to go there, go to **75**.

If you have already been to the tower and know the way there, you can lead your knights there, go to **27**.


147.



You cut down the two demons that block your way and jump after your knights. You feel the silvery glow swallow you up, and the agony of your wounds becomes a dull throb. You realise that once the journey's over, your pain will flare up again, but then the dullness takes your mind as well.

148.

Go to **18**.




You feel the weight of the magical armour drag you down. Panicking, you try to unbuckle its straps then you start to saw at them with your dagger and cut your hands as well. As soon as you tear the armour off you, you feel a lot lighter and now the weight only drags at your hand.

❧ *(Add +1 serious injury because the wound festers in the swamp)*

If you let go of the armour, go to **6**. (Subtract the armour from your character sheet)

If you try to swim to the surface holding the armour, go to **83**.

149.



The battle rages on for another quarter of an hour, but as the marauders lose man upon man, their determination wavers and they start to flee, at first one by one, then in numbers. You pursue them for a while and kill a few more of them, then return to the caravan. The people gather around you gratefully, and an elderly wise woman offers you her healing potions for half their price to help with the wounds you received in this battle. You can buy three healing potions, each for 20 gold. After you've tended your wounds, you say goodbye to the caravan and move on.

❧ *(Subtract 10 Mp and 25 Hp for the injuries suffered in the battle. When reducing the injuries, you have to take it into account that you left 2 knights behind and do not get a bonus for them. Add as many healing potions as you bought and subtract their price. You can use each healing potion once, and they grant you 10 Hp)*

150.

Go to **90**.

You try the object you found on the commander of the guard, and much to your relief, the runes guarding the door slowly fade. You give the door a mighty push and it opens up to reveal a large hall. You see cold stone walls everywhere, with steep, grilled vents letting in the air. On the floor, there is an unarmed man wearing a monk's habit. The medallion hanging around his neck looks valuable, so you take it to examine it later on. You find nothing else of interest, so you go back to the junction and turn west.

✎ *(Add +1 magic medallion that has the capacity to turn all your Mp into Hp and vice versa, except in a battle)*

Go to **9**.

151.

You cross the river and find a burned and empty wasteland. The demons have not only killed the people but they destroyed every living thing and left a scorched and bare land behind. You can already see the vibrating rectangle of the gate from here, even though you need to go at least another mile to be close enough. Between you and your goal a horde of huge, dog-like demons seethes, and as soon as they notice you, they go for you. It seems you won't be able to avoid a battle, though it occurs to you that maybe the enchantress can open a gate to the Sidhe paths to get you closer to the demon gate, to a spot where you can open a path to Bedegraine itself.

If you fight your way through the demon horde, go to **48**.

If you have the enchantress open a Sidhe path, go to **109**.

152.

You are the first to go down, but when you're on the third step, you trip on a cord stretched out between the walls and fall down to the bottom of the stairs. It's a miracle you haven't broken your neck, but even so your bones ache after being repeatedly bumped against the stairs. You get back to your feet with some difficulty and continue on down the corridor. It turns left and leads you to a hall.

❧ *(Subtract 10Hp for the injuries suffered during the fall)*

Go to **106**.


153.

Some of your knights look at you grimly when they hear your decision. They think neither your quest, faith, nor anything else can be more important than the knightly virtues. You can still hear them talking by the campfire in the evening. Bad morale could be disastrous to your quest, so you stand before them and tell them that whoever refuses to follow your orders and concentrate on the quest should leave immediately. They grumble for a while and then one of them stands up, goes to his horse without a word and rides off. You wait until the sounds of his horse's hooves fade away and then go back to your tent to rest.

❧ *(Subtract 1 knight)*

154.

Go to **90**.




You hurry to the palanquin, walking straight into the fog and you kneel down to examine the King. He is breathing evenly, his skin is dry, and all in all he looks a lot better than any time since you've begun your journey. You look up and meet the Seelie's suspicious eyes and manage to catch the flash of realization when she sees what is happening. The King can only stay alive by sucking the magic of the forest into himself, and this is what is creating the grey fog. "Take your King away from Bedegraine!" she orders you melodiously, and turns to walk into the forest. You suspect that the first thing she'll do is warn the Sidhe about what happened.


If you let the enchantress go, go to **55**.

If you kill her to win time for your King, go to **114**.

155.




The Sidhe magician hands the magic item you gave him to the enchantress. The woman puts it in the centre of a pentagram and starts to chant. You watch the item slowly dissolve as the Sidhe lady speaks her magic words. A glowing blue gateway appears where it was. This time, you are the first to step across the gate, and you feel the familiar dizziness.

 (Subtract a magic item)

156.

Go to **100**.




You walk into the nearest inn and look around the common room teeming with warriors, gentry and foreign merchants. You find a few knights who would fight for you if you paid them. All you have to do is choose whose help you want to buy. You can choose from three knights, or you can hire all three of them, for 80 gold pieces each. After you have picked the knight of your choice, you leave the inn and progress towards the city gates.

❧ *(Add the hired knights to your character sheet, and subtract 80 gold for each.)*

Go to **60**.

157.

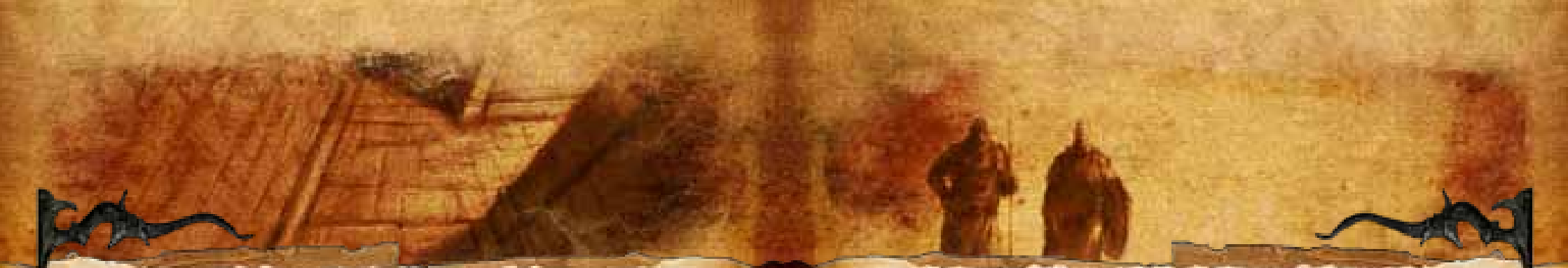


Every time you strike you draw blood, but this blood is black and stinks of decay. Your shield is raked by demon claws incessantly, and a few times they nearly yank your arm out. You bleed from wounds to your shoulder and your thighs and you feel your strength diminishing. Luckily the flood of demons also begins to ebb and soon the time for the last strike comes.

❧ *(Subtract 40 Hp for the injuries suffered in the battle and a subtract a knight)*

If you are still alive, go to **14**.

158.



After about fifty steps a corridor branches off to the west. The walls of this passage are lined by empty torch sockets and the roof above them is black with soot. You take a few steps ahead, but this stretch of corridor is no different from the one that brought you here.

If you want to continue on to west, go to **9**.

If you keep going south direction, go to **88**.

159.

You have successfully completed the quest. The King is safe for the time being. The only tasks left to do are to send messengers to every place you can expect help from, and find a place that can be easily guarded, where you can wait for reinforcements.

The End

160.