

# FIGHTING FANTASY

[www.fightingfantasy.com](http://www.fightingfantasy.com)

Presents a Fighting Fantasy amateur adventure

## Nightshade

by

**Mark Lain**

FightingFantasy.com  
Amateur Adventure

# Nightshade

© Mark Lain 2014

Two dice, a pencil and an eraser are all you need to embark on this competition adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress. It is up to YOU to decide which routes to follow, which dangers to risk and which foes to fight.

Please read the introduction closely as this adventure has some unique rules in addition to those usually found in Fighting Fantasy.

## CONTENTS

INTRODUCTION	4
ADVENTURE SHEET	7
BACKGROUND	8

## INTRODUCTION

This is the first part of a series of adventures where YOU play the part of a lesser demon known to human demon lore as Pesmagroth, although your real name is beyond the wit and pronunciation limits of the average human. You were imprisoned in a sacred stone, the Sircarstone, decades upon decades ago and have now successfully duped a weak-willed sorcerer into performing the complex (and totally forbidden) dark ritual required to release you from your prison.

On completion of this part of the cycle, you will need to keep the details of your winning character (stats, items, and very importantly, your final human host form) as you will be using the same character in the next instalment.

Before you take part in this quest, you must first determine your own strengths and weaknesses. You use dice to work out your initial scores on an *Adventure Sheet*, which you may use to record details of your adventure. On it, you will find boxes for recording your SKILL, STAMINA and DEMONIC INFLUENCE scores. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures. Full details governing rules can be found in any of the Fighting Fantasy Gamebooks as well as on the Official website: [www.fightingfantasy.com](http://www.fightingfantasy.com).

### SKILL, STAMINA, DEMONIC INFLUENCE

To determine your *Initial* SKILL, STAMINA, and DEMONIC INFLUENCE scores:

- ❖ SKILL Roll one die. Add 6 to the number and enter this total in the SKILL box.
- ❖ STAMINA Roll two dice. Add 12 to the number and enter this total in the STAMINA box.
- ❖ DEMONIC INFLUENCE Roll one die. Add 6 to the number and enter this total in the DEMONIC INFLUENCE box.

For reasons that will be explained below, all your scores will change constantly during the adventure. You must keep an accurate record of these scores, and for this reason, you are advised to write small in the boxes or to keep an eraser handy. Never rub out your *Initial* scores, although all three stats can exceed their *Initial* scores should any stat bonuses raise them high enough. This allows for the changes caused to you by the advantages (or indeed, disadvantages) of any given host body you may possess. As a demon, you have the power of transference which allows you to possess living creatures and take them as a host body.

SKILL reflects your general expertise in fighting and combat; the higher the better. STAMINA score reflects your general constitution, your overall will to survive, your

determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. You do not have a LUCK score in this adventure as Lady Luck cannot smile on a creature of pure evil. Instead you have a DEMONIC INFLUENCE which indicates how capable you are of calling on the raw power of evil to influence and/or change a situation.

## **BATTLES**

During your adventure, you will often come across pages in the book, which instruct you to fight a creature of some sort. You must resolve the battle as described below.

First, record the opponent's SKILL and STAMINA scores in the first empty Encounter box on your *Adventure Sheet*. The scores for each opponent or creature are given in the book each time you have an encounter. You should also make a note of any special abilities or instructions, which are unique to that particular opponent.

The sequence of combat is then:

- 1.** Roll two dice for your opponent. Add its SKILL score. This total is the opponent's Attack Strength.
- 2.** Roll two dice for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
- 3.** If your Attack Strength is higher than your opponent's, you have wounded it. Proceed to step **4**. If your opponent's Attack Strength is higher than yours, it has wounded you. Proceed to step **5**. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step **1** above.
- 4.** You have wounded your opponent; so subtract 2 points from its STAMINA score. Proceed to step **6**.
- 5.** Your opponent has wounded you; so subtract 2 points from your STAMINA score. Proceed to step **6**.
- 6.** Make the appropriate adjustments to either your opponent's or your own STAMINA scores.
- 7.** Begin the next Attack Round, starting again at step **1** with your current SKILL score. This sequence continues until the STAMINA score of either you or your opponent reaches zero (death). If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must start all over again by creating a new character.

## **DEMONIC INFLUENCE**

At various times during your adventure, either in battles or when you come across other situations which could be changed by exerting the power of evil (details of these are given in the relevant pages themselves), you may use your DEMONIC INFLUENCE to make the outcome more favourable to you. However, beware! Using DEMONIC INFLUENCE is a risky business and, if you are unsuccessful, the power of evil has failed you, either due to your weakening powers or because the power of good is too strong a force (for example, if dealing with a priest.)

The procedure for *Testing your Demonic Influence* is as follows: roll two dice. If the number rolled is less than or equal to your current DEMONIC INFLUENCE score, you have exerted your malign influence and the outcome will be in your favour. If the number rolled is higher than your current DEMONIC INFLUENCE score, you have failed to use the power of evil in your favour.

Each time you *Test your Demonic Influence*, you must subtract 1 point from your current DEMONIC INFLUENCE score.

Thus, you will soon realise that, the more you rely on sheer evil to reach your goal, the more risky this procedure will become.

### **SKILL**

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give you instructions to increase or decrease your SKILL score.

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

### **EQUIPMENT**

You will start your adventure with no equipment at all as you are a spirit that has been trapped in a stone prison for longer than you care to remember. It is possible to collect items along the way (if your host body has somewhere to store them.)

# ADVENTURE SHEET

<b>SKILL</b> Initial Skill =	<b>STAMINA</b> Initial Stamina =	<b>DEMONIC INFLUENCE</b> Initial DI=
<b>EQUIPMENT</b>		
<b>NOTES</b>		

## ENCOUNTER BOXES

Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
Skill = Stamina =	Skill = Stamina =	Skill = Stamina =

## **BACKGROUND**

The ritual is complete. You are finally free! After enduring two hundred years of torment in the sircarstone, the accursed rock that has been your prison since your physical form was destroyed by that glorified conjuror Yaztromo who somehow bested you, your thirst for revenge is unquenchable. The foul pestilence that is the force of pure good fills you with such intense rage that you must not hesitate in setting about your work of purification.

But even in the euphoric haze created by your liberation, you know the limitations of having no tangible presence. To wreak the havoc of your vengeance you must find a physical form to act as a new host body. However, the ritual has taken almost three hours to complete leaving you with little time to find a body to occupy before dawn. As a lesser demon your ability to survive outside the demonic plain is limited to times of darkness only and exposing your non-physical self to daylight will destroy you instantly. That is, at least, until the hordes of the underworld over-run the earthly plain once and for all, then darkness will reign for all eternity.

For the moment you can exist only by night, but once you can find a human host to act as your vessel you are free to roam the earthly plain at least without fear of daylight.

Time is short.

**NOW TURN OVER**



## 1

You quickly scan the scene where you have been released. The sircarstone lies shattered on the ground below, the sorcerer who liberated you rests on his knees bowed in reverence at your awesome presence. Your heightened senses can smell his fear at what he has done. Your eyes flick about and you can easily see a village at the bottom of the hill, the hill that was, until just now, topped with your prison.

You must work fast. The village will surely contain suitable shells for you to inhabit. Will you try to take over the sorcerer's body? Turn to 47  
Or, will you not waste any time on his pathetic form and make haste for the village below immediately? Turn to 73

## 2

The approaching figure folds its hood back to reveal the face of a man whose eyes are bright and youthful, but whose scarred and aged face betrays a tough life of demon-slaying and witch-hunting. He extends a hand to you in greeting (although you can't help noticing that he pulls it away before you are able to touch him) and says:

"Welcome stranger. Please, join me at my table for a mug of ale. It is not the finest of brews, but it is refreshing and invigorating all the same."

You sit at the table and he regales you with tales of past victories against the forces of darkness. You are filled with rage at this, but the ale mixed with your drunken host body prevents you from betraying yourself. The ale is warming and makes your new body feel good (add 2 Stamina and 1 Demonic Influence points). Eventually the barman calls time and asks if you wish to rent a room for the night for 3 gold pieces.

Do you accept (turn to 27) or head back out into the night (turn to 57)?

## 3

*Test your Demonic Influence twice*

If you fail either or both tests, turn to 24

If you pass *both* tests you manage to break the circle and can fight the priest:

PRIEST SKILL 9 STAMINA 8

If you defeat the priest you leave the building via the front door which came open as the priest fell back onto it in his death-throes.

Turn to 84 and choose somewhere else to visit that have not already investigated.

## 4

The man succeeds in taking hold of your host body and bundles you into some blankets that covered one of the beds. Totally trapped and unable to move or make direct physical contact with the man to attempt transference, you feel yourself being flung over his shoulder as he carries you outside the house and into the night.

After what seems like only a few steps, you hear a door being knocked at. The door creaks and a voice is heard welcoming the man. Lowered voices that you cannot make

out due to the muffling effect of the blanket talk rapidly and you feel yourself being lowered to the floor as the blankets that cover you are tied around another object. You feel the part of the blanket that covers your head being pulled away and you are faced with a terrifying scene for one of your kind. Your arms and legs are bound to a wooden chair on which you are seated. Before you stands the child's father with a second man, a portly priest, who presses a huge metal cross against your forehead. The impact burns you horribly (lose 5 Stamina) and, if you are still alive, you see the priest raise a small vial and sprinkle some of its contents over you. At first you think it may be acid damaging the child's body, but your worst fears are confirmed as the priest begins to mutter religious words to follow the anointment with the holy water you are now being burned by (lose a further 4 Stamina points.) If you are still alive after this holy onslaught, you see the priest raise the Book of Libra and realise that you are in the midst of the demon's worst nemesis – an exorcism is being performed!

“The power of Libra compels you!” he screams and you must use all your cunning to defend yourself.

*Test your Demonic Influence three times*

If you fail *any* of the three tests your spirit form is ejected from the child's body and you are instantly destroyed by the Holy Circle the priest had previously created around the afflicted child. Your adventure ends in the worst way for a demon.

If you pass *all three* tests you are able to focus your evil powers enough to send both the priest and the man into a state of despair and self-doubt. Turn to 42

## 5

Staring through the blackness you see that the inside of the house is totally ransacked with tomes and what you recognise to be the tools of witchcraft scattered everywhere. It appears a witch once dwelled here, but she must now be long gone, burned perhaps by superstitious locals or, you hope, merely moved on to another place where her good work can flourish without interruption from meddling fools. As you turn away to leave, a series of runes scratched into the far internal wall catch your eye. They are written in amnia, the script of demons, and tell you that the former inhabitant went by the name of Gredian. Add 1 Demonic Influence point for this spirit-raising discovery. Now turn to 39 and choose a different building to investigate – you cannot return to this house again.

## 6

A combination of the already weakened state of your host body and the exertion of battles has seriously damaged your physical form to the extent that this body will not be suitable as a long-term solution. You must seek another host before this one starts to suffer any further. You leave the scene of carnage in the tavern and have two options left to you: to try the houses turn to 18, or to go to the church turn to 88

## 7

You glide through the left window into a single-roomed house. Two beds and a small dining area in front of a raging hearth constitute the only furniture. The sound of tuneful singing can be heard. Looking to the right side you see the figure of a large man who

turns around as if sensing your presence. Behind him cowers a small child. You cannot easily reach the child, but you could try to possess the man (turn to 55) or will you simply flee (turn to 75)?

### 8

The room is furnished simply with a wooden bed and a small bowl for washing in. Your body relaxes as you lie on the bed and you drift easily into a deep sleep. Turn to 66

### 9

You reach for his hand and hold it in a grip like a vice. His expression changes to one of sheer terror and his face blanches as he feels your malign presence overcome his body. It takes only seconds to completely possess the man due to his vulnerable state. This was a cunningly evil act and you can award yourself 1 Demonic Influence point. The now empty body of the labourer that once hosted you drops to the ground as you expand yourself into the larger man's physique. You may add 1 Skill and 4 Stamina due to the sheer strength of your new host. Now turn to 11

### 10

You manage to lock onto the mind of one of the locals outside and convince him to suggest to the others that the demon hunter is mistaken. Encouraged by this, you decide to attempt mass mind control of the crowd beyond the tavern walls to try to persuade the entire throng that the doubter is correct. But this will not be easy!

*Test your Demonic Influence a second time*

If you succeed, turn to 80

But if you fail this tough test, turn to 94

### 11

You decide to enter the house to silence the second figure you saw in case your actions cause a reprisal. You look around inside the house and can see a tiny child cowering in a far corner, weeping and begging you not to harm him. He keeps repeating that he knows he has no father anymore.

Will you kill the child? Turn to 53

Or will you silence him by transference and take him as your host instead. After all, who would suspect a child of playing host to a demon? Turn to 72

### 12

You gather up all the tables and chairs from around the tavern and block up the front door and the two windows completely. You are pleased to see that the key is in the back of the door so you lock the door for good measure.

*Test your Demonic Influence*

If you pass the test, turn to 10

If you fail, turn to 94

### 13

You move silently and deftly around the back yard and approach the horse. The animal can sense your inherent evil and becomes agitated.

*Test your Demonic Influence* to attempt to appease the steed to enable you to freely mount it. If you succeed, turn to 50.

If you fail, turn to 87

### 14

You knock at the door and can hear heavy footsteps approaching. The door opens and a portly but young-faced priest stands before you. The proximity of this house to the church should have suggested to you that this could be a parochial house. You will need to approach this situation with great care and skill to avoid being exposed by this holy man. It takes all of your concentration to focus on behaving how a local would in the presence of his preacher, in spite of the blind hatred welling up inside you.

Do you wish to attempt to possess the priest? Turn to 91

Will you talk with him initially? Turn to 26

Or do you think better of this dangerous situation, apologise by saying you are mistaken and have the wrong address due to your drunkenness, and bid him farewell? Turn to 58

### 15

The horse calms quickly allowing you to put your foot in a stirrup and swing yourself over its back and into the saddle. Turn to 100

### 16

You are about to pass through the open window when you hit an invisible barrier that sends a shockwave of pain through your body. Lose 4 Stamina points. As you recoil you notice a line of brick dust running all the way along the foundation of the house. Someone has scattered this around the outside of the building to prevent evil from either entering or maybe even escaping from the house. There may be a potential ally trapped inside somewhere! The inside of the house is in total darkness, however. Will you risk looking through the open window? As long as you do not attempt to cross the line of brick dust this should not harm you. If you wish to try this, turn to 78. If you would prefer to go to another building that is less threatening to your type, turn to 39 and choose another dwelling, but you cannot try this house again due to the shock of the brick dust barrier.

### 17

Before you can attempt to pursue the escaped demon hunter you must conclude the battle with your remaining living foe(s) - see the battle out from the stage you were at:

BARMAN SKILL 8 STAMINA 9

LONER SKILL 9 STAMINA 7

If you are victorious, turn to 61

**18**

As you get closer you see that there are actually three separate houses, two have light coming through the windows, the third appears to be in darkness.

Will you look for a host in the first house with lights (turn to 43), the second lit house (turn to 65), or do you feel safer trying the house in complete darkness (turn to 76)?

**19**

The priest screams in terror as he feels your form enter his body and take over his very being. You get a sensation of him trying to mentally block you out as he mumbles holy words to himself but, in spite of his faith, he is only a lowly village priest and your malign influence is eventually too much for him. You are now inhabiting the body of the young (if rotund) priest. This could be a very cunning disguise for a demon such as yourself. Gain 2 Demonic Influence points for this success, but reduce your Skill by 1 as this body is not made for combat. Now turn to 32

**20**

You approach the right-hand window and, looking through, you see a man wearing labourer's clothes much like yours. He is pre-occupied, bending over and singing tunefully to what seems to be a child, although your view is obscured by the bulk of the man.

Will you call out to the man? Turn to 85

Or will you try banging on the door? Turn to 69

**21**

As the man fall dead in front of you, you see a small figure dart through the shadows within the house. Turn to 11

**22**

The labourer drops to the ground in front of you, having finally succumbed to your raking claws. Unfortunately, to be able to enter and use a body the host must be alive otherwise you will be controlling nothing more than an immobile rotting corpse.

Do you possess the dead labourer anyway? Turn to 46

Or do you think it better to find a less potentially useless host? Turn to 63

**23**

To look through the right window, turn to 20

To see what is through the left window, turn to 96

**24**

The priest reaches into a pocket of his robe and produces a bottle with a cross motif on it. Within a moment you see the liquid contents flying towards you and your last sensation is of it burning into your body as you are doused with the holy water. The power of good is not to be underestimated and you are quickly destroyed.

## 25

Before you have time to approach anyone, one of the seated strangers stands up and moves towards you. He is thin and his face is obscured by the shadow cast from the thick hood he wears, although piercing, intelligent eyes peer from the gloom.

“Do not come any closer demonspawn” he cries as the barman and the second lone stranger draw swords and move to stand behind him.

*Test your Demonic Influence* adding 1 to the die roll for already being effectively exposed to these obviously superstitious locals:

If you succeed turn to 37

If you fail turn to 77

## 26

In spite of your slurred words, you still speak unusually intelligently for a simple labourer and the priest looks quizzically at you. All of a sudden he begins to speak to you in your own demonic tongue. The priest is using the Speak Demon talent that many religious orders learn as a basic element of their training. *Test your Demonic Influence* twice to avoid betraying yourself. If you fail either test, you reply in the demonic tongue and are exposed. (turn to 91). If you are successful twice, you somehow manage to avoid being tricked and continue to speak in the human tongue. You can now either attempt possession by turning to 40, or you can apologise and explain you must have the wrong house due to your slight drunkenness and get away quickly by turning to 58

## 27

You hand over the 3 gold pieces (deduct them from your Adventure Sheet) and the barman leads you to a back room beyond the bar area.

Turn to 8

## 28

You peer cautiously around the slightly opened door and can see no-one. Many large extinguished torches are lying around on the ground immediately outside the tavern and you are grateful that you did not fall prey to the hysterical crowd. Gain 1 Demonic Influence point for defeating these foolish humans.

You must now look for somewhere else to explore:

To try the church, turn to 88

To try the dwellings, turn to 18

## 29

The local man may have had too much to drink, but he is strong from years of working the fields and the drink makes him all the more aggressive. Before you can attempt to enter his body you must first weaken him:

DRUNK LABOURER SKILL 8 STAMINA 11

If his Stamina is reduced to 3 or less you can attempt possession, turn to 60

Or if you kill him outright turn to 22

### 30

Satisfied that, in spite of its weaknesses, you have managed to secure a suitable physical host you must now accept the limitations of a human body, especially such a young one. You feel very tired and. Closing the door and both windows, you climb into a bed and settle down to sleep. Turn to 93

### 31

You decide to silence the small child as quickly as possible in case your actions cause a reprisal. The child is now curled-up in the far corner, weeping and begging you not to harm him. He keeps repeating that he knows he has no father anymore.

Will you kill the child? Turn to 53

Or will you silence him by transference and take him as your host instead. After all, who would suspect a child of playing host to a demon? Turn to 72

### 32

You start to familiarise yourself with the feel of your new host body and decide it would be wise to rest it as the showdown with you may have weakened it. You pass an uneventful night in the priest's uncomfortable but nonetheless welcome bed (add 4 Stamina) and wake up ready to face the daylight safely. Turn to 99

### 33

You are unable to discern anything in the darkness other than that the inside of the house is totally ransacked with tomes and what you recognise to be the tools of witchcraft scattered everywhere. It appears a witch once dwelled here, but she must now be long gone, burned perhaps by superstitious locals or, you hope, merely moved on to another place where her good work can flourish without interruption from meddling fools. There is nothing here for you. Turn to 39 and choose a different building to investigate – you cannot return to this house again.

### 34

Your mind taps directly into the hooded figure's psyche and, although he is temporarily stalled, he must suspect that you are a demon as he moves to speak to you in the demonic tongue!

*Test your Demonic Influence a second time*

If you fail this time turn to 86

If you are successful once again, turn to 2

### 35

As you approach the door you recoil in horror. Along the edge of the door is a line of brick dust. As you look to either side of the doorframe you notice that the brick dust in fact runs all along the outline of the house's foundation. Someone has scattered this around the outside of the building to prevent evil from either entering or maybe even escaping from the house. There may be a potential ally trapped inside somewhere! You cannot reach the door, but you may be able to risk looking through the open window? As long as you do not attempt to cross the line of brick dust this should not harm you. If you

wish to try this, turn to 78. If you would prefer to go to another building that is less threatening to your type, turn to 39 and choose another dwelling, but you cannot try this house again due to the shock of the brick dust barrier.

### **36**

You walk on for only a few feet before a hail of arrows flies down on you from above. You are just able to turn to see a second group of brigands, twice the number of the first, firing crossbows and yelling “No-one kills our brothers and lives to tell the tale.” Their crossbow bolts are deadly accurate and you are hit with five simultaneously in different parts of your chest and back. The wounds of your host body do not bleed, but instead your spirit form begins to leech out, burning on contact with the lethal rays of the sun. It is not long before your entire being is a mass of blue gaseous flames as you are torn inside out and simply vapourise in the cleansing morning sun. Your mission ends here.

### **37**

You quickly focus your thoughts on the three men and, with some considerable effort and at a cost of 2 Stamina, you manage to create the illusion that you are a child terrified by the revelation of the presence of a demon. You scream with terror to maintain the credibility of the illusion and run from the tavern slamming the door behind you. Confused voices come from within and you must quickly decide where to go. If you haven't already you can try the houses (turn to 18) or the church (turn to 88)

### **38**

The window hangs open and you start to glide in through it but witness a scene that fills you with dread and hatred. A priest lies on a simple wooden bed in a single room with a straw-covered floor. You find yourself unable to move through the window as there are crosses hanging on all four internal walls which create a holy barrier to defend against threats such as you. The priest has not yet felt your evil presence, but it will not take him long to sense you given his training in these matters. Will you retreat and go somewhere else? Turn to 84 and pick a location you have not yet tried.

Or, will you attack him in an attempt to take him as your host? Turn to 98

### **39**

To head for the first house with lights showing, turn to 43

Or to visit the second lit house, turn to 65

### **40**

Turn to 91

### **41**

The fire spreads quickly as the dry thatch burns as if lit by a tinderbox. It is not long before the wooden roof beams that support it start to weaken in the flames and the roof itself begins to collapse in on you. Your physical form is trapped so, once the fire has burned itself out, you have no alternative but to release yourself from the now blackened corpse. Looking upwards as you break free you notice with horror that, even with the



blazing roof now impacted there is still dim light coming from above. Day is breaking!  
Turn to 44

#### 42

The priest, questioning his abilities as a true holy man, drops his guard and you are able to cause him such stress as to induce a heart attack. He drops down dead. Looking on in horror at the scene of mayhem, the child's father tries to make a run for the front door which you slam shut with a flash of your flaring red eyes. You feel almost drunk with demonic power and you may restore your Demonic Influence to its *initial* level due to the intensity of the evil force that now flows through you. You psychically hurl the man's body at the wall, the impact of which breaks his neck like a twig, killing him instantly before he falls to the floor in a crumpled heap. The final act in your reverie of evil is to heat your bonds to the point where they ignite in flames and drop harmlessly to the floor.

You stand up, still in your child's host body and walk out of the house. You glance around and, incredibly, recent events have not attracted any attention. You must now rest your human form and decide it would be wisest to sleep in the child's actual house to avoid anyone questioning you when you emerge from the priest's house instead of "your own" in the morning. You close the door behind you and make for the house you came from. Turn to 30

#### 43

You approach a small modest house with a tiny but neatly tended flower garden out front. There is only one window, positioned to the left of the front door. A faint light flickers from within, presumably from a single candle.  
Are you in the body of a labourer? Turn to 14  
Or are you still in spirit form? Turn to 38

#### 44

Liberated from your charred physical form you are now fully vulnerable to the effects of the sun's rays on your demonic form. With terrifying speed you feel your very being become ripped apart from the inside. It is not long before the demon Pesmagroth simply ceases to exist. You have failed miserably.

#### 45

Turn to 25

#### 46

Your inhabiting the dead labourer's body takes no effort at all as he can no longer put up any resistance. The years you spent trapped in the sircarstone must have dulled your mind as you are now imprisoned in an immobile corpse.

#### *Test your Demonic Influence*

If you succeed, you manage to reach out mentally across the dark fields and a second, far drunker labourer lumbers by and, as he bends down to shake and try to rouse your dead host, you transfer yourself into the second labourer. Turn to 97

If you fail, you are trapped in the corpse until daybreak. As the early morning shift begins in the fields, the labourer's workmates find his body and, as transpires to be the bizarre tradition of this village, they douse the body in oil and cremate him in situ. Your spirit form dissipates from the burning body and you literally disintegrate on contact with the early morning sun. Your vengeance ends here.

#### 47

In his terrified condition you have little difficulty in taking control over the sorcerer's mind and fusing with his body. But, something does not feel right. Before you have time to realise that he has been dangerously weakened by performing the ritual of freeing, he dies from the sheer physical strain of your presence in his vulnerable body and you must work fast to escape.

#### *Test your Skill*

If you are successful you manage to release yourself from the crumpled body and head swiftly for the village. Turn to 73

If you fail, you are trapped until the sun rises and, as it does, the night sorcerer's body disintegrates and you are literally dissolved in the sun's cleansing rays. Your planned vengeance has failed as soon as it began!

#### 48

The priest screams with pain at your final blow and drops to the ground at your feet. You cannot attempt to search him as the cross-sword has fallen across his corpse and repels you from touching his body. Looking into his house you see very little of interest in the candlelight. He lived simply with straw strewn on the floor and a small wooden bed covered by a thread-bare blanket. Crosses hang on all four walls around the interior of the one-room house and you can feel yourself being prevented from entering by the holy barrier they radiate. Thankful that you have survived this encounter, you can add 1 Demonic Influence point, but you must now look somewhere else. Turn to 84 to choose somewhere else to visit that you haven't already tried.

#### 49

Both windows hang open. Do you wish to pass through the left window (turn to 7), the right window (turn to 83), or will you try a different building that seems less likely to contain multiple potential dangers (turn to 75)?

#### 50

The horse calms quickly allowing you to put your foot in a stirrup and swing yourself over its back and into the saddle. You leave the village and begin to head into a pass in the hills that surround the area. Suddenly you hear a cry of "Forwards!" and see a small group of riders charging down the hillside towards you from both sides. They surround you and you must fight. You may not attempt possession whilst fighting at such a height and numerical disadvantage:

FIRST BRIGAND SKILL 8 STAMINA 7  
SECOND BRIGAND SKILL 9 STAMINA 6

THIRD BRIGAND SKILL 8 STAMINA 8  
BRIGAND LEADER SKILL 10 STAMINA 9

If you win the horses bolt with their dead riders pathetically hanging sideways from the stirrups. Turn to 100

### 51

All the older man could do was look on in paralysed horror as his son was consumed by your evil spirit. Now able to move again, the man makes a grab for your small form.

*Test your Demonic Influence*

If you pass the test, turn to 71

If you fail, turn to 4

### 52

You leave the village and begin to head into a pass in the hills that surround the area. Suddenly you hear a cry of “Forwards!” and see a small group of riders charging down the hillside towards you from both sides. They surround you and you must fight. Your Skill is reduced by 1 point for this combat due to their height and movement advantage. You may not attempt possession whilst fighting at such a height and numerical disadvantage:

FIRST BRIGAND SKILL 8 STAMINA 7  
SECOND BRIGAND SKILL 9 STAMINA 6  
THIRD BRIGAND SKILL 8 STAMINA 8  
BRIGAND LEADER SKILL 10 STAMINA 9

If you win you may try to mount one of the brigands’ horses and ride away swiftly (turn to 95) or you can continue on foot if you prefer (turn to 36)

### 53

You grab the child and easily snap his neck. You drop him to the floor. Gain 1 Demonic Influence point for such a cold-blooded act.

Being in a physical body demands that you rest as a human would even though your spirit form can take far more abuse than your outer “shell” is able. You close the front door, bed down for the night and drift into a welcome sleep.

You awaken the following morning at dawn, rested and grateful that the sunlight flashing through the cracks in the window shutters has no effect on your new body. Gain 4 Stamina points. You realize you must swiftly make tracks to pursue your ultimate goal and leave the village before anyone suspects what you have done. As you walk away from the building you notice the house has a small back yard with a horse tethered within it. You will make swifter progress away from the village and on to your next destination on horseback, but do you wish to risk spending any further time in this village?

If you leave immediately, turn to 52

To try to mount the horse, turn to 13

**54**

Turn to 68

**55**

You reach for his hand and hold it in a grip like a vice. His expression changes to one of sheer terror and his face blanches as he feels your malign presence overcome his body. It takes only seconds to completely possess the man due to his vulnerable state. This was a cunningly evil act and you can award yourself 1 Demonic Influence point. You move about as you get used to the man's body which has a large physique. You may add 1 Skill and 4 Stamina due to the sheer strength of your new host. Turn to 31

**56**

As you stumble awkwardly towards the tables, one of the occupants stands up and moves towards you. He is hooded and thin. You cannot yet see his face but you do make out a curved dagger shining at his waist. In horror, you discern that the weapon is a kris knife. Before he has the chance to utter a word, you realise that you must try to convince the man that you are a normal human otherwise he may expose you as it is highly likely that he is a demon hunter as no average villager would be carrying such a specialised tool. Has your release already been discovered?

*Test your Demonic Influence*

If you succeed turn to 34

If you fail turn to 86

**57**

As you inhabit a human shell you must find somewhere to rest for the night sooner or later.

Do you seek sanctuary at the church (turn to 88) or the dwellings (turn to 18)?

**58**

The priest eyes you suspiciously for a moment and then accepts your story. "Go in peace, friend" he says, turns back into the house, and closes the door. His referring to you as a "friend" makes you laugh inwardly, but you feel relief at avoiding a potential showdown. Turn to 84 and choose somewhere else to visit that you have not already investigated.

**59**

You are chained to a hitching post in the centre of the village and cannot possibly move. Curse the limitations of being in a human form! The demon hunter drives his deadly kris knife into your chest area to make certain that you really are a vessel of evil. He laughs manically as you writhe with almost unimaginable pain. Lose 8 Stamina points due to the power of this weapon over your kind.

If you are still somehow alive you quickly lose consciousness as being in a human host makes you susceptible to the limitations of the body you occupy. Turn to 66

### 60

The labourer is weakening under your attacks and now is the moment to attempt to merge into his body.

*Test your Demonic Influence*

If you succeed turn to 97

If you fail return to 29 and see the fight out to the death

### 61

You can hear the shouting of several people outside the tavern.

Will you open the door (turn to 74) or try to barricade yourself in (turn to 12)?

### 62

Your period of imprisonment has evidently dulled your wits for no demon in either physical or spirit form can ever safely enter a religious building. No sooner have you crossed the threshold of the holy sanctum and you feel the burning you experienced outside engulf your whole being and you are instantly torn apart from the inside outwards and simply vapourised. Titan is rid of another potential demonic scourge. Your vengeance ends here.

### 63

After wasting almost half an hour scouring the dark fields you find no other living beings and decide to make for the village centre. Turn to 84

### 64

Protected from within his Holy Circle there is no possibility of you reaching or attacking the priest. You turn to flee through the window but you have failed to notice that the priest had moved behind you whilst you focussed your mind on trying to prevent him from creating the circle and he has closed the window trapping you within the building. You cannot pass through solid materials such as wood or stone even in spirit form and are now the priest's prisoner.

Will you attempt to destroy the Holy Circle? Turn to 3

Or will you wait to see what the priest's next move is? Turn to 24

### 65

You approach the house which is slightly larger than the other two, but still small and modest and no less crudely constructed. There is a small patch of vegetables at the front and the house is generally well-kept in spite of its basic appearance. The front door is positioned centrally, with a window on either side from both of which light and the sound of music emanate. Shadows of at least two individuals, one noticeably smaller than the other, move about inside.

Are you in spirit form? Turn to 49

If you are possessing a drunken labourer, turn to 82

### 66

You are violently awoken by a sudden feeling of cold dampness – the increased sensation of your host body makes this all the more noticeable. You look around you to see that it

must be the next morning and that a huge crowd is assembled below you and, looking directly down, you realise that you are bound with chains to a stake positioned atop a huge pile of wooden faggots. The crowd must surely consist of all of the village plus many many more people brought in from the surrounding areas to witness a major spectacle. At the front of the crowd stands the demon hunter holding an empty metal pail. He rants and raves about bringing to justice another witch-demon who has cavorted with the dark lord (not actually an untruth in your case) and whips the crowd into total hysteria. There is no way you could ever hope to influence so many people already gripped by such collective mania and can only watch as the hunter places a burning torch into the base of the pire on which you are tied. The wood must be very dry as it catches quickly and the fire spreads. Soon you are engulfed in flames, although your demonic senses are sharp enough to hear, through the loud crackling, cries of “Cleanse the witch” amidst the general screaming and cheering. As your host body is now burning rapidly you are finally able to release your spirit form and rise up out of the flames. Turn to 44

### 67

He seems a little baffled but eventually makes a sarcastic comment about “the unreliability of drunks” and slams the door shut in your face. Lose 1 Stamina point. You need to find somewhere else to go. Turn to 75

### 68

You make for the central building which, as you get closer, has a tavern sign hanging over the door. You enter the tavern and can see two lone figures seated at tables. Behind the bar is a fat bearded man wiping out the insides of glasses with a filthy towel. Will you approach one of the individuals at a table? Turn to 79  
Or will you head straight for the bar? Turn to 45

### 69

You rap loudly on the door and the singing stops abruptly. You here a deep voice telling a far shriller second voice to be quiet as there could be danger outside. Heavy footsteps are then heard coming towards the door. The door opens and a large burly man with an unkempt beard stands before you. His hostile face quickly turns to one of welcoming recognition as he holds his arms open and says, in a booming voice, “Mounsey, my good man. I wondered where you had got to. Quaffing the rough stuff out in yon field again, I shouldn’t wonder” and he laughs knowingly.  
How will you handle thus now less perilous situation?  
If you want to try to transfer your spirit into this man, turn to 9  
If you wish to attack the man, turn to 81  
Of if you prefer to tell him he is mistaken and bid him goodnight, turn to 67

### 70

As you walk away from the building you notice that a house that was showing signs of life last night has a small back yard area with a horse tethered inside it. You will make swifter progress away from the village and onto your next destination on horseback, but do you wish to risk spending any further time in this village.  
Do you leave immediately on foot? Turn to 52

Or will you try to steal the horse and make off mounted instead? Turn to 13

### 71

You utter an ancient demonic curse and the man's body is hurled violently against a wall. You hear a sickening snapping sound as his back breaks and the man crumples to the floor. You approach him and are pleased to see that he is dead. You cannot take a dead human as your host so you need to make plans to escape the village in the child's body instead. Turn to 30

### 72

You reach forwards and easily take hold of the struggling child. He cries out with fear as your spirit fills his small body and you have no trouble at all in possessing him. Being in the form of a child is not without its problems and you must lose 2 Skill and 5 Stamina due to his tiny undeveloped frame. However, acquiring such an unassuming disguise as this is such a sheer act of malign brilliance that you can award yourself 5 Demonic Influence points.

Is the child's father still alive?

If so, turn to 51

Otherwise, turn to 30

### 73

You glide easily down the hillside, relishing the feeling of movement and freedom that you have waited for for so long. Too long, in fact. In a matter of moments you are at the boundary of the village which you note from a makeshift sign with a childish script scrawled upon it is called Coven. The irony is not lost on you! Looking about, you see that the village is very small with only a handful of rough crudely-built wattle-and-daub dwellings, a small stone church, and a central building with a flickering glow in its windows, behind which shadows pass frequently. In spite of the darkness it is quite clear to you that this place has been hastily erected and evidence of destruction of what must have been a previous village on this site is everywhere with charred brick ruins and small impromptu burials here and there. You cannot resist raising an evil smile at this. On scanning the area you can also see the outline of some well-tended fields before the entrance to the village – these may contain a vulnerable stray wanderer alone in the dark. Do you want to go to the church? Turn to 88

Will you head for the building with signs of activity? Turn to 54

Do you want to try the crude dwellings? Turn to 18

Or would you prefer to try to trap a loner in the fields? Turn to 92

### 74

As foolish as it may seem, you choose to open the tavern door and are immediately set upon by a mob of crazed yokels driven into a frenzy of superstitious hysteria by the rantings of the demon hunter. They tie you hand and foot, being careful not to make prolonged contact with you under the advice of the hunter who is fully aware of demons' powers of transference. Turn to 59

## 75

To try the other lit house, turn to 43  
To try the seemingly deserted house, turn to 76  
To try the larger building, turn to 68  
Or to try the church, turn to 88

## 76

You approach the seemingly deserted house and notice that a window hangs open and flaps in the wind.  
Do you wish to investigate the open window? Turn to 16  
Or to try the door, turn to 35

## 77

You attempt to conceal your true form by creating an illusion of your being a terrified child but it fails – the demon hunter in front of you is very skilled at his art and you may have under-estimated him. Perhaps you are not as powerful a demon as you once were. Perhaps the years of incarceration have seriously affected you.  
You must fight all three in order, although you must also roll Attack Strengths for any others of the group still alive as well. If you roll higher than the secondary foes you have simply defended against their blows, but if they roll higher than you they have wounded you for 2 points of Stamina in the normal manner. You cannot attempt possession whilst fighting this many opponents, plus your true nature has been revealed and your opponents are careful to fight at weapons-length to avoid you touching them long enough to try to enter their bodies:

BARMAN SKILL 8 STAMINA 9  
LONER SKILL 9 STAMINA 7  
DEMON SEEKER SKILL 11 STAMINA 10

If you have not defeated the first two foes within twelve Attack Rounds, the demon seeker makes a dash for the tavern door. You can attempt to stop him by *Testing your Demonic Influence*, but you will automatically take a wound from *each* remaining living opponent, due to having to briefly change your focus from the battle. If you successfully test your Demonic Influence, the hunter is stopped in his tracks and the combat continues as before. If you fail the test or do not wish to attempt this, the demon hunter escapes through the door, yelling a hullabaloo into the village outside (turn to 90). If you defeat all three, turn to 6

## 78

Peering into the gloom you attempt to pierce the darkness with your heightened demonic sight.

*Test your Skill*

If you pass the test, turn to 5  
If you fail, turn to 33



**79**

Are you occupying the body of a drunken labourer? If so, turn to 56  
Otherwise, turn to 25

**80**

It takes some considerable effort and concentration but, to your great relief, you soon begin to hear people telling others that they must be mistaken and the demon hunter might be a fraud. After all, there has been no witchcraft or evil of any kind uncovered in Coven since Goody Gredlin was brought to “justice” last year. The crowd seems to be calming and, in spite of the demon hunter’s insistent protestations, you eventually hear the voices grow less distinct and the crowd is obviously dispersing. You must however lose 3 Stamina for the sheer strain that ensuring your safety has caused you. Will you now open the door and leave? Turn to 28  
Or will you hole up in the tavern until daybreak? Turn to 89

**81**

The man’s expression quickly turns to one of almost hurt surprise. He believed you were a friend. Now you must fight the man, who is un-armed but strong all the same:

STOUT VILLAGER SKILL 9 STAMINA 12

If you wish to attempt to possess him you can do this once his Stamina is reduced to 3 or less by turning to 9. If you kill him instead, turn to 21

**82**

You can either try knocking at the door (turn to 69) or peering through an open window (turn to 23)

**83**

You glide through the right window into a single-roomed house. Two beds and a small dining area in front of a raging hearth constitute the only furniture. The sound of tuneful singing can be heard. Directly in front of you, you see the figure of a large man who turns around as if sensing your presence. Behind him cowers a small child. You cannot easily reach the child, but you could try to possess the man (turn to 55) or will you simply flee (turn to 75)?

**84**

To try the church turn to 88, if you prefer to head for a dwelling turn to 18, or to investigate the lit building with evidence of a lot of activity turn to 54

**85**

You shout to get the man’s attention but he does not turn away from what he is doing. You decide to try knocking on the door instead. Turn to 69

**86**

“Evil One” he cries out, pointing his finger at you. The barman and the other seated person jump quickly towards you. You must fight all three in order, although you must

also roll Attack Strengths for any others of the group still alive as well. If you roll higher than the secondary foes you have simply defended against their blows, but if they roll higher than you they have wounded you for 2 points of Stamina in the normal manner. You cannot attempt possession whilst fighting this many opponents, plus your true nature has been revealed and your opponents are careful to fight at weapons-length at avoid you touching them long enough to try to enter their bodies:

BARMAN SKILL 8 STAMINA 9  
LONER SKILL 9 STAMINA 7  
DEMON SEEKER SKILL 11 STAMINA 10

If you have not defeated the first two foes within twelve Attack Rounds, the demon seeker makes a dart for the tavern door. You can attempt to stop him by *Testing your Demonic Influence*, but you will automatically take a wound from *each* remaining living opponent, due to having to briefly change your focus from the battle. If you successfully test your Demonic Influence, the hunter is stopped in his tracks and the combat continues as before. If you fail the test or do not wish to attempt this, the demon hunter escapes through the door, yelling a hullabaloo into the village outside (turn to 90). If you defeat all three, turn to 6

### 87

The horse panics and begins to whinny furiously, kicking out with its back legs against the tethering post that holds it. You must get away quickly and so make a run for the road. Turn to 52

### 88

You approach the church and begin to feel shockwaves passing through your body. You have never felt so much burning pain. Do you continue on regardless and into the church itself (turn to 62) or, change tactic and head for a less putridly good place: maybe the dwellings (turn to 18), or the building with light (turn to 54)?

### 89

You search around inside and it is not long before you find a small room at the back of the tavern that is obviously a bedroom. The room has one small window and is simply furnished with just a wooden bed and a bowl for washing, but rest will be welcome after the strain of tonight's efforts on both your spirit and on your host body. You lie on the bed and fall into a deep sleep. Turn to 99

### 90

Are either or both of your other two opponents still alive?

If so, turn to 17

If they are both already dead, turn to 61

## 91

You reach out to the priest and try to grasp his hand in greeting. As your grip tightens your eyes flare with demonic glee and the priest's expression changes to one of terror. "Demon!" he screams and, with his free hand, produces a short sword from under his vestments that is fashioned to appear cross-shaped. You must fight:

### PRIEST SKILL 8 STAMINA 8

Once the priest's Stamina is reduced to 4 or less you can attempt to possess him by testing your Demonic Influence, but you may only try this once as his mental defences will block any further attempts. If you succeed, turn to 19. If you fail, fight to the death and turn to 48 if you are victorious.

## 92

The fields are veiled in darkness and you feel less exposed and far safer here than in even the half-light cast from the village's few buildings. It is not long before you find a drunken labourer lolling about amongst a crop of beets. Do you wish to try to possess him (turn to 29) or would you prefer to look for a less inebriated host body in the village main (turn to 84)?

## 93

You awaken early the following morning and shyly open a window. You are pleased to note that the daylight has no effect on you and resolve to be on your way before your evil acts of the night before are discovered. You realise you must swiftly make tracks to pursue your ultimate goal and, as you walk away from the building you notice the house has a small back yard with a horse tethered within it. You will make swifter progress away from the village and on to your next destination on horseback, but do you wish to risk spending any further time in this village?

If you leave immediately, turn to 52

To try to mount the horse, turn to 13

## 94

With horror you begin to hear the sound of crackling coming from outside and soon smoke starts to billow in from the now rapidly burning straw roof. Will you attempt to escape by going outside to face the mob? (turn to 74) Or will you remain inside and see if the blaze calms down? (turn to 41)

## 95

You approach one of the horses and reach out to grab its bridle and mount it. The animal can sense your inherent evil and becomes agitated.

*Test your Demonic Influence* to attempt to appease the steed to enable you to freely mount it. If you succeed, turn to 15.

If you fail, the horse rears up and then bolts in panic, followed by the other three horses that charge away in pursuit. You can only continue on foot (turn to 36)

**96**

You approach the left-hand window and peer through. The interior is one large room containing two beds and a small dining area in front of a raging hearth. On the far side of the room you can see shadows moving about near the right-hand window.

Will you now try rapping on the door? Turn to 69

Or will you look through the right window where there seem to be signs of life? Turn to 20

**97**

You succeed in entering the labourer's body and memories come flooding back of how your final physical form felt before you were defeated and trapped in the sircarstone. You kneel down and touch the earth with "your" fingertips. You feel in the pockets of the white overshirt that your host wears and find 5 gold pieces that feel cold as you touch them. The ground you can once again walk on feels firm under "your" feet, although you do perceive a slight deadening of your normally very sensitive senses of smell, sight and hearing. Perhaps occupying a drunk human might not have been wise and you must reduce your Skill by 1 point for as long as you are in this body. However, he is also physically strong and you may add 3 to your Stamina. Once you have got used to the slightly uneven manner of walking that your host body's state demands, you make for the centre of the village to seek victuals and a room until morning as having a physical form also carries the inconvenience of human needs such as sleep and food (and sobriety!)

Turn to 68

**98**

The priest is facing away and you reach forwards with your claws to try to grasp his head. He suddenly leaps up and starts to mutter words that you recognise as those intended to create a Holy Circle around him.

*Test your Demonic Influence* twice

If you are successful *both* times, turn to 19

If you fail either or both tests, turn to 64

**99**

You awaken as the first glimmers of the sun cast shadows through the window of the building you have spent the night in. You are relieved as you note that the sun's rays do not harm you in any way as you rise, steady yourself on your new legs, open the door and step out into the daylight. It would be wise to leave the village as quickly as you can to embark on the next stage of your revenge. You set off immediately by taking a single-track roadway that leads away from the far side of the village. Turn to 70

**100**

With a flick of the reins you spur your horse into a gallop and head along the road. As you make your way through the pass you can hear men shouting from the hillside accompanied by the distinctive crack of crossbow bolts in the air. Looking back briefly you can see the bolts passing harmlessly behind you. This horse is very deft on its feet and is a fine stallion.

You ride away safely, now completely free from that damned rock that held you back for so long. Now in physical form and safe from the dangers that blight your spirit body, you can begin to plan the next step towards your ultimate vengeance.

You are successful, for now.