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RULE OF THE ZOMBIES

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FightingFantasy.com
Amateur Adventure

RULE OF THE ZOMBIES

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.

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INTRODUCTION

You are about to take the lead roll in an adventure that will make you into a living legend, renowned and respected throughout the world. Before you take part in this quest, you must first determine your own strengths and weaknesses. In this adventure you can choose to be a warrior with great weapon skills, a thief with an eye to pilfer and finally a choice of two wizards. The two wizards are the black and the white wizard; the black wizard can cast harmful spells like fire etc. whereas the white wizard casts healing spells to add stamina etc

You use dice to work out your initial scores. On pages **13-14** is 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 LUCK scores. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

SKILL, STAMINA, LUCK AND ALLIES

To determine your *Initial* SKILL, STAMINA, and LUCK scores:

- ❖ Roll one die. If you have chosen to be a warrior add 6 to this, otherwise only add 4 to the SKILL points on the *Adventure Sheet*.
- ❖ Roll two dice. Add 12 to the number if you have chosen to be a warrior, otherwise only add 10 in the STAMINA box on the *Adventure Sheet*.
- ❖ Roll one die. Add 6 to the number and enter this total in the LUCK box. If you meet any allies on your quest roll a die and add 6 to the number and enter this total to the allies' 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. However, never rub out your *Initial* scores, except on those very rare occasions when the text specifically tells you so.

Although you may be rewarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *initial* Scores, except on very rare occasions, when you will be instructed on a particular page.

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. LUCK score indicates how naturally lucky a person you are. Luck – and Magic – are facts of life in the fantasy world you are about to explore.

BATTLES

During your adventure, you will often come across pages in the book, which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if choose to attack the creature anyway – 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 opponents 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 is, you have wounded it. Proceed to step 4. If your opponent's Attack Strength is higher than yours is, 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 steps 1 above.
4. You have wounded your opponent; so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below). Proceed to step 6.
5. Your opponent has wounded you; so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see below). Proceed to step 6.
6. Make the appropriate adjustments to either your opponents or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
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.

WEAPONS

An important note is that you start this adventure without a weapon of any kind! To reflect this, you start out with a penalty to your *Attack Strength*. Whenever you enter a combat without a weapon, you must deduct 3 from your *Attack Strength* before

comparing the result to your opponents. That is, when you roll two dice to add to your skill, deduct three and then compare it to your opponents *Attack Strength*. Should you find a weapon during the course of your adventure, you may remove this penalty. Remember, a weapon could mean the difference between life and death.

ESCAPING FROM BATTLES

On some pages you will be given the option of *Escaping* from a battle should things be going badly for you. However, if you do run away, your opponent automatically scores one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice! Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is given to you on the page.

FIGHTING MORE THAN ONE OPPONENT

In some situations, you may find yourself facing more than one person or creature in combat and will have to fight them all at the same time! When you find yourself fighting multiple opponents, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents you roll the dice for your Attack Strength in the normal way; if your Attack Strength is greater than your opponent's is, in this instance, you will not inflict any damage; you can regard it as if you have parried an incoming blow. If your Attack Strength is lower than your adversary's is, you will however be wounded in the normal way.

ALLIES

During this quest you may encounter allies. On the adventure sheet are 2 ally boxes. Fill in the luck scores of each ally you meet that you know the name of. To do this, do what you have done for yourself. Sometimes you may have to test their luck, so remember to take a point off their luck score every time they do. Sometimes if an ally is mentioned just ignore it and follow the other instructions on the reference.

LUCK

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

The procedure for *Testing your luck* is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the outcome

will be in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalised.

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

USING LUCK IN BATTLES

In battles, you always have the option of using your LUCK either to score a more serious wound on an opponent you have just wounded or to minimise the effects of a wound you have just received.

If you have just wounded an opponent: you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound; deduct an extra 2 points from your opponent's STAMINA score. However, if you are Unlucky, however, your blow only scratches your opponent, and you deduct only 1 point from your opponent's STAMINA (instead of scoring the normal 2 points of damage, you now only score 1).

If the opponent has wounded you: you may *Test your Luck* to try to minimise the wound. If you are Lucky, your opponent's blow only grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 extra STAMINA point (i.e., a total of 3 points from your own STAMINA). Remember: you must subtract 1 point from your LUCK score each time you *Test your Luck*.

RESTORING SKILL, STAMINA, and LUCK

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, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary.

At various times during your adventure, you will be told to *Test your Skill*. The procedure for this is the same as that for *Testing your Luck*: roll two dice. If the number rolled is less than or equal to your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your SKILL each time you *Test your Skill*. Your SKILL score can never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of SKILL (see later) will restore your SKILL to its *initial* level at any time; except when engaged in a battle.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop because of wounds received through combat, or by falling foul of traps and pitfalls; and it will drop after you perform any particularly arduous task. If your own STAMINA score ever falls to zero or below, you have been killed. Stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

There will be (rare) occasions when you will be told to *Test your STAMINA*. The procedure for this is a little different from the procedures required when *Testing your Luck* or *Testing your SKILL*; and is as follows: roll four dice. If the number rolled is less than or equal to your current STAMINA score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current STAMINA score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your STAMINA each time you *Test your STAMINA*.

You can restore lost STAMINA by drinking Healing Potions. You start the game with ten of these potions. You must keep track of how many potions you have left by filling in the details in the Healing Potions box of your *Adventure Sheet*. Each time you drink a potion you may restore up to 4 points of STAMINA, but remember to deduct 1 potion from your Healing Potions box. You may stop and drink any number of Healing Potions (as many as you have left in fact) at any time except when engaged in a battle or, of course, when you have run out. Your STAMINA score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *initial* level at any time; except when engaged in a battle.

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or created your own luck by some other action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *initial* level at any time, and increase your *initial* LUCK by 1 point.

Special Note

There will be times during your adventure when you will come across an unusually dangerous situation and your SKILL, STAMINA or LUCK will be tested to the full; for example you may be instructed to *Test your Skill*, 'adding 2 to the number rolled'. This simply means that when you roll two dice you must add 2 to the total; if you had rolled a 1 and a 3, for example, your modified total would be 6 (1 + 3 + 2 = 6). You then compare

this outcome with your current SKILL score to discover whether you have succeeded in the test.

FOOD AND WATER

Every adventuring warrior knows that food is vital as a form of sustenance. You begin this mission with no meals to consume during your arduous journey, but you may find some during the course of the adventure. However, there is one point to remember in using these vital supplies: the text shall instruct you to eat a meal at certain times in your adventure. This means you'll have to erase one meal automatically without gaining STAMINA! Venturing into any adventure may prove arduous indeed; therefore you need food just to keep your strength up. This then leads to a second possibility: if you have no provisions and the text tells you to eat a meal, you must reduce your STAMINA by 3 points! Any other time you eat a meal, you may restore 4 lost STAMINA points, except during combat or when performing any other similar action.

EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a mace and are dressed in chain mail armour. You have a backpack to hold your Provisions and any other items you may come across.

In addition, you may take one bottle of a magical potion, which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of SKILL restores SKILL points

A Potion of Strength restores STAMINA points

A Potion of Fortune restores LUCK points and adds 1 to *initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *initial* level (and the Potion of Fortune will add 1 point to your *initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure; i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up your potion.

Remember that you may only choose *one* of the three potions to take with you on your trip, so choose wisely!

SECRET REFS

When attempting this adventure you must remember that this book is devious beyond belief! If ever you come to a point in the adventure that seems impossible to past beyond, you may require a Secret Ref to help you. Secret Refs are paragraph numbers that can only be reached if you have acquired special knowledge of their existence, but how do you go about finding that knowledge? Play the book and look for it!

HINTS ON PLAY

This adventure is dangerous. You might well fail on your first attempt. Make notes and draw a map as you explore - this map will prove invaluable when making further forays in this adventure, and it will enable you to progress more rapidly to unexplored sections. Remember: when you are travelling through any environment, it is a good idea to make a note of where such encounters lie in the adventure ahead, including useful objects and information to aid you on your dangerous quest.

Be wary about testing your Luck, unless a paragraph instructs you to do this! When it comes to fights, you should *Test your Luck* only to keep yourself alive if an opponent's blow would otherwise kill you. However, be warned! If you decide to use Luck in this way, be certain your adversary is worth it- Luck points are precious!

You start this mission with very few possessions, but will be given opportunities to collect food, weapons, and items. However, choose your equipment carefully - although many are precious or magical, others are red herrings and of no real value at all.

You will soon realise that paragraphs make no sense if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other sections lessens the excitement and surprise during play. The only true way to success in this adventure involves minimal risk; even if your character scores are low, you should be able to find magical artefacts and weapons that may increase your chances of victory in battle.



ADVENTURE SHEET

SKILL

Initial
Skill=

STAMINA

Initial
Stamina=

LUCK

Initial
Luck=

EQUIPMENT
LIST

GOLD

JEWELS

POTIONS

PROVISIONS
REMAINING



MONSTER ENCOUNTER BOXES

Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
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Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
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Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
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Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
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BACKGROUND

In the peaceful country of Agron where fairness ruled the land and the King was good, strife began to enter. For Galadain the Evil, King of Fernstrana was preparing to invade. Luckily the king's general Daniel thwarted Galadain and killed the Dark Soldier sent from hell by Zeno ruler of Hades. The King with the marriage of his daughter awarded him. Galadain was nowhere to be found, and a price was put on his head.

Little did people know that Galadain had been to Hades to beg Zeno to open the lost portal to the Other World? Giving in to the request, Zeno opens the sealed portal with the black magic of all the evil gods. Coming from the portal were zombies in the millions. Galadain then found another minor portal and appointed a Zombie King as Guardian of the Portal.

The zombies from the Other World were massed and on the next day that the portal was opened they invaded Agron. As the zombies were invading the local prophet made a prophecy... "Galadain has taken these zombies from the portal that was sealed a century ago. But he has found another one, for there are 2 portals to the Other World. By opening this portal he has doomed this world. Yet there is a chance that this world can survive. But that chance is so small, it is like balancing a pint of water on your sword with no container. But if Nicholas the jester can do that, this world may stand a chance. If the main portal is destroyed first the smaller portal will never be sealed and zombies will rule this world. However if the smaller portal is closed first we may stand a chance against the zombies. The small portal is on the hills of Gold. Keep your swords sharp!" he says. But as he said this a swell of zombies swept over him and killed the old man.

Witnessing this prophecy you swear to avenge the old man and you think of revenge as you parry the blows of the zombies. You see your elven friend Prislord and run towards him. "My friend, we must flee and obey the old man." Prislord tells you. "OK!" you reply.

Both of you slay at least 50 zombies and finally get out of the country. You head towards the hills where gold was found so few years ago. It was lucky that no gold prospector encountered the portal. Somebody must save Agron and the world. That somebody is you...

Turn to **1**

NOW TURN OVER

1

You walk towards the barren hills with a pouch at your side containing 30 gold pieces. You walk for a few minutes with Prislord and the sun is beginning to set in the distance. Suddenly a cry for help comes from behind you and falters. Prislord gets his bow and arrow and asks you if you both should investigate. Will you run towards the direction of the screams (turn to 17), ignore the screams and carry on with your quest (turn to 31) or will you search the ground for anything useful (turn to 35)?

2

“You know...” Zombaryia says to you, “There are only 15 of those boxes ever made in all the worlds.”

You note this to yourself. Turn to 23.

3

Walking past the dead bodies, you run past the remainder of the hill. In the distance you see the setting sun and you decide to rest. But then you hear the sound of marching and look at the fields below you. You hear a windy sound behind you and you look back quickly. Your face turns pale as you realise that Kazeja the God of Air was behind you. A gust of wind shoots from his mouth. Test Your Luck. If you are lucky turn to 26 and if you are unlucky turn to 7.

4

You draw your sword, Zombaryia takes his broadsword and Prislord takes his long dagger and you all charge at Kazeja.

Kazeja Skill 16 Stamina 20

This is a 3 on 1 battle so you can each strike a hit on Kazeja if your Attack Strength is higher than his. To determine whom Kazeja attacks roll a die. If it is a 1 or 2 he attacks Zombaryia, if it is a 3 or 4 then he attacks Prislord and if it is a 5 or 6 he attacks you.

When his stamina is reduced to 4 or less turn to 19.

5

You walk down the path and you see it is beginning to become dark. Suddenly Prislord is struck down and shouts in anger. A little jib-jib is on top of him. But the jib-jib had sharp teeth... ‘The new type of jib-jibs called the Jab-Jabs!’ you think to yourself. Then a Jab-Jab jumps on you and gnaws your neck. You struggle to get him off, but to no avail. He bites deep into your neck and you faint. You never wake up again...

6

You carry on down the path, with Prislord still leading. Suddenly he bumps into something. Then Zombaryia runs forwards and hits this invisible barrier. You have no choice but to turn around and go backwards. You look for the house but its not there...

it's disappeared! Leaving you no choice at all everybody decides to go back to the junction and go the other way. Turn to 5.

7

The gust of wind hits you sharply on the head and you can feel blood trickling down your head. You fall to the ground, landing on your head. You see Kazeja and 2 zombies cutting down everybody near them. You have failed in your mission...

8

You take the right path and you see the sun beginning to set in the distance. You have reached some fairly large fields, which are ideal for a camp. Will you carry on with your journey turn to 20, will you sit down and rest turn to 30 or will you set up camp turn to 38.

9

A gust of wind flies at you. You dodge it and fall on the muddy floor on your face. You gradually get up and your face turns chalk white. Kazeja the God of Wind is in front of you! Turn to 13.

10

The warrior manages to kill his 3 zombies and looks at the remaining zombie. It swings its rusty sword and charges blindly at Prislord then he turns and charges towards you but then he charges to the warrior. Roll a die. If it is a 1 or 2 he charges at the warrior, if it is a 3 or 4 he charges at Prislord and if it is a 5 or 6 he charges at you.

Zombie Skill 11 Stamina 4

If the zombie chooses to battle the warrior he wins the match. If he chooses Prislord roll for Prislord .If he chooses you, the warrior and Prislord win turn to 33.

11

Have you got a bronze key or a jewelled box? If not, you run at Kazeja with your sword, turn to 21. If you have either of those items you can throw the bronze key at Kazeja, turn to 24 or open the box and put it on the ground before you. To do this turn to the number of boxes there are in all the worlds.

12

You search the zombies but find nothing at all, so you decide to set off once again. As you and Prislord walk along, you see some Wild Hill Men scatter past you behind an outline of hedges. Prislord holds out his dagger ready to fight but quails when arrows

start flying at you both. Prislord dodges quickly but you are slow in response and see an arrow hurtling at you. Roll a die. If it is a 1 or 2 the arrow misses you and sinks into the muddy ground beside you, if it is a 3 or 4 the arrow grazes your arm, lose 4 stamina points, if it is a 5 the arrow hits you in the chest and you lose 8 stamina points and if it is a 6 the arrow hits you in the head and you fall down dead.

3 Wild Hill Men charge down the hill spinning their unclean swords. You and Prislord prepare for battle and charge back at them with daggers and swords raised.

Wild Hill Man Skill 9 Stamina 8

Wild Hill Man 2 Skill 8 Stamina 10

Wild Hill Man 3 Skill 11 Stamina 5

Roll for each of their Attack Strength and then roll yours and Prislord's. If any of their Attack Strength is higher than yours and yours is lower than Prislord's all of them who rolled a higher Attack Strength than you will hit you. If they roll a higher Attack Strength than Prislord and his is lower than yours, all of them who rolled a higher Attack Strength than him will hit him. If any of their Attack Strength is higher than yours and yours is the same as Prislord's roll a die. If it is even they target Prislord if it is odd they target you. This system works visa-versa except that you and Prislord get to choose who you hit.

When all the Wild Hill Men have died turn to 23.

13

You draw your sword and charge at Kazeja.

Kazeja Skill 16 Stamina 20

When his stamina is reduced to 4 or less turn to 19.

14

You all smile as you get the bronze key from your backpack. You put it in the keyhole and open the door. The old woman looks at all of you in surprise. "Come here lads and I'll give you some advice and shelter." She says.

The old woman leads you to a warm room and sits you all down. "I'll give you the advice first..."

You are probably heroes on a mission to slay the zombies. Well the Zombie King is the first zombie to cross the dimensions and therefore guards the portal. Many people know him as Tarem Hyter and he is very crafty. Tarem can only be defeated by being killed with this..."

She passes you a sword from the wall and you eye it interested.

“This sword is known as Libra’s sword and belongs to the armoury of Arkelton. This is the only weapon that can hurt Tarem Hyter. I shall give you this sword at a price.” She carries on. “You name the price...”

Will you give her 20 Gold Pieces turn to 16, 30 Gold Pieces turn to 36, all of your money turn to 44?

15

You open the box that Zombaryia Zombie Slayer gave you and put it on the ground. Kazeja sees this and wails, “No the box of Retintye!! Please be already full!” As if the box was answering, the red sapphire at the front of the box flashes.

“NO!” yells Kazeja and he is absorbed into the box. The box then rumbles and shakes and a hole in the air appears. ‘The zombie dimension!’ you think to yourself.

The box is then sucked into the zombie dimension and as soon as it enters the other dimension it begins to burn. The hole begins to close up and a scream is heard and it completely closes. Zombaryia and Prismlord shout loudly celebrating the defeat of Kazeja the God of Wind. With new determination you decide to head onto the darkening portal. Since Kazeja is defeated add 1 point to everybody’s initial luck score and then restore all luck. Turn to 39.

16

“WHAT!” she screams. “You must have more money than that!” She looks at you and then smirks and shouts, “ZAP!” and a bolt of lighting comes bolting at you and hits you in your eyes. You have failed in your mission...

17

You run towards the direction of the screams and see a young warrior dressed in leather armour fighting 10 zombies on his own. “Will you help me here or not?” he shouts turning to you but quickly counters a blow a zombie thrusts at him. Will you help him (turn to 28) or will you walk away and continue with your quest (turn to 34)?

18

The arrow misses him and 2 zombies charge at you and Prismlord. You take one of them each.

Zombie Skill 10 Stamina 12

If you defeat him roll for Prismlord’s battle.

Zombie 2 Skill 9 Stamina 14

If you and Prislord win turn to 12.

19

Kazeja weakened by your attacks howls in rage. He shouts something and he turns into a huge tornado around 15 feet tall. He heads towards you and knocks you back. Lose 8 stamina points. If you have an item from your backpack, that you would like to use against Kazeja, turn to 11. If you want to fight the newly formed Kazeja with your sword, turn to 21.

20

In the distance you see the setting sun and you decide to rest. But then you hear the sound of marching and look at the fields below you. You hear a windy sound behind you and you look back quickly. Your face turns pale as you realise that Kazeja the God of Air was behind you. A gust of wind shoots from his mouth. Test Your Luck. If you are lucky turn to 26 and if you are unlucky turn to 7.

21

You charge at Kazeja but he laughs and mocks you. You are quickly absorbed into the tornado. You faint and never wake up to see the endless horrors that were waiting for you in the pits of hell...

22

You draw your sword and Prislord takes a long dagger from his cloak. You both charge at Kazeja.

Kazeja Skill 16 Stamina 20

This is a 2 on 1 battle so you can each hit Kazeja if your Attack Strength is higher than his. To determine whom Kazeja attacks, roll a die. If it is even he attacks you and if it is odd he attacks Prislord.

When his stamina is reduced to 4 or less turn to 19.

23

You search the Wild Hill Men's bodies and find a bronze key with the number 14 on it and 12 Gold Pieces. You may put any of these items on your Equipment List. Turn to 3.

24

You throw the key at Kazeja but it is just absorbed by him. Test your luck. If you are lucky a blast of wind comes from Kazeja but misses you. Will you battle Kazeja turn to 21 or use another item turn to 11? If you are unlucky a blast of wind hits your backpack and it flies off into the distance. You have no choice but to battle him, turn to 21.

25

The arrow hits Prislord in the eye and he falls down dead. You scream in terror and run around in circles. Your screams are quickly silenced as a zombie cuts a red smile on your throat...

26

The gust of wind hits the soft ground about 1 foot away from you, hitting the soft muddy ground next to you. You draw your sword in anger and strike at Kazeja. Kazeja laughs and punches you in the face. You go flying backwards and hit the ground. How many people do you have with you? If you just have Prislord with you turn to 22, if you have Prislord AND Zombaryia with you turn to 4.

27

You search the zombies but find nothing at all, so you decide to set off once again. As you, Zombaryia and Prislord walk along, you see some Wild Hill Men scatter past you behind an outline of hedges. Prislord holds out his dagger ready to fight but quails when arrows start flying at you both. Zombaryia takes cover under a huge boulder and watches. Prislord dodges quickly but you are slow in response and see an arrow hurtling at you. Roll a die. If it is a 1 or 2 the arrow misses you and sinks into the muddy ground beside you, if it is a 3 or 4 the arrow grazes your arm, lose 4 stamina points, if it is a 5 the arrow hits you in the chest and you lose 8 stamina points and if it is a 6 the arrow hits you in the head and you fall down dead.

3 Wild Hill Men charge down the hill spinning their unclean swords. You and Prislord prepare for battle and charge back at them with daggers and swords raised.

Wild Hill Man Skill 9 Stamina 8

Wild Hill Man 2 Skill 8 Stamina 10

Wild Hill Man 3 Skill 11 Stamina 5

Prislord fights the second hill man; Zombaryia fights the third while you fight the first. If everybody wins their fights turn to 2.

28

You decide to help the young warrior and rush towards him with your sword drawn. Prislord quickly follows wielding a short white knife. The zombies seeing this split up

into 4 groups; 3 attacking the warrior, 3 attacking Prismlord, 3 attacking you and 1 preparing to fill in for one of the zombies who die.

Zombie	Skill 11 Stamina 5
Zombie 2	Skill 10 Stamina 7
Zombie 3	Skill 12 Stamina 4

These are the zombies attacking you. If you win this battle, roll for Prismlord's battles.

Zombie 4	Skill 8 Stamina 3
Zombie 5	Skill 5 Stamina 15
Zombie 6	Skill 9 Stamina 6

If you and Prismlord win the battles turn to 10.

29

Prismlord then decides to look around for the portal in the distance. You look to your right and see an arrow hurtling itself towards Prismlord. *Test His Luck*. If he is lucky turn to 18, if he is unlucky turn to 25.

30

You decide to rest for a while. Add 5 stamina points. You hear the whizzing of arrows and you jump up. You see Prismlord dropping to the ground with an arrow in his head and you see zombies cutting down Zombaryia down. You run away with the jewelled box in your hands but arrows hit it and it falls out of your hands. You decide to carry on towards the setting sun running quickly. Lose half your Luck points for this unfortunate mistake. Turn to 9.

31

You ignore the screams and walk onwards towards the fields you can now see below you. Prismlord then decides to look around for the portal in the distance. You look to your right and see an arrow hurtling itself towards Prismlord. *Test His Luck*. If he is lucky turn to 18, if he is unlucky turn to 25.

32

More zombies come towards you. You are left with just 2 options; to fight them turn to 47, to run away and try to find the zombie king turn to 41.

33

You search the zombies and you find a skull necklace on the leader of them. Add this to your equipment list if you want. The warrior walks up to you and shakes your hand

vigorously and says, “Thank you my friend for saving me. My name is Zombaryia Zombie Slayer and I hunt down zombies. For your deed I will give you a gift...?” He pulls out an elaborate box from his brown backpack and gives it to you. The box is studded with a red sapphire at the front. “They were made by dwarves during the Great War. Nobody knows what they are for, but they are worth a great deal.” Zombaryia continues, “I will also help you in your quest and be an ally.” You are fortunate to find this man (add him to the allies box), so increase your initial luck by 1. His Skill score is 13 and his stamina score is 15. You carry on down a path and find a junction. If you want to go left turn to 27 but if you want to turn right turn to 8.

34

Turn to 31.

35

You search the ground for anything useful but find nothing of any value. The screaming has stopped and you decide to carry on with your quest and walk towards some fields you can now see below you. Turn to 29.

36

“That’s a fair price for the sword...” she says. She hands you over the sword and you give her your old one to keep with the money.

“That’s the advice done now for the shelter. She leads you to a bedroom and leaves food there for everybody. Add 4 stamina points to everybody. In the morning she wakes you up and says it is time to go. You leave her house cheerfully and Prismlord and Zombaryia look determined to beat the zombie king. Turn to 45.

37

As much as you try you cannot get past the bulk of the zombies. One by one your friends are slaughtered and a zombie captures you. He takes you to Tarem Hyter and he draws his sword and cuts your throat. You have failed in your quest...

38

As you begin to set up camp you hear the whizzing of arrows and you jump up. You see Prismlord dropping to the ground with an arrow in his head and you see zombies cutting down Zombaryia down. You run away with the jewelled box in your hands but arrows hit it and it falls out of your hands. You decide to carry on towards the setting sun running quickly. Lose half your Luck points for this unfortunate mistake. Turn to 9.

39

You walk on towards the portal. The sky is gradually getting darker but you decide to carry on. Prislord leads the way with his sharp elven sight. You walk on for about 3 miles and he suddenly stops. "There is a junction here," says Prislord. Will you turn left, turn to 5 or will you turn right, turn to 46.

40

You skid down the cliff safely and zombies charge at all of you.

Zombie	Skill 11 Stamina 1
Zombie 2	Skill 7 Stamina 8
Zombie 3	Skill 12 Stamina 3

These zombies attack you. The 3 on 1-battle rules apply here.

If you survive that battle roll for Prislord's battles.

Zombie 4	Skill 7 Stamina 6
Zombie 5	Skill 4 Stamina 24
Zombie 6	Skill 10 Stamina 7

If Prislord dies in that battle take over for him. If Prislord survives the battle or you do roll for Zombaryia's battles.

Zombie 7	Skill 10 Stamina 5
Zombie 8	Skill 12 Stamina 1

If he dies take over the battles for him. If all the zombies have been defeated turn to 32.

41

You make the right decision and run to find Tarem Hyter. Yet many zombies are blocking your way. Add up everybody's stamina score. If the total is under 50, turn to 37, if the total is over 50, turn to 43.

42

You knock on the wooden door of the house and the old lady comes to answer it. She doesn't open the door though...

"Who's there?" she asks. You say that you are a group of heroes who need shelter and advice.

"I'm not letting you in. You may carry Jab-Jabs!! Unless you carry a key to this house, which I highly doubt, I'll never let you lot in" she replies.

Do you have a bronze key with you? If so turn to the number on the key. If not you have to go back to the junction and take the other turn, turn to 5.

43

You all manage to squeeze through the zombies and head towards the portal. There you finally see Tarem Hyter sitting on a golden throne. You fling yourself towards him and hold out Libra's sword. But a zombie jumps in the way and catches the blow. He falls down dead. 3 zombies then come from behind Tarem Hyter and draw their swords. You each take a zombie to yourself.

Zombie Skill 12 Stamina 5

If you defeat this zombie, roll for Prislord's battle.

Zombie 2 Skill 11 Stamina 7

If Prislord loses this battle fill in his place. If Prislord or you win this battle, roll for Zombaryia's battle.

Zombie 3 Skill 13 Stamina 2

If Zombaryia loses this battle fill in his place. If he or you win these battles turn to 48.

44

"You must be rich... I really need money nowadays... I would do almost anything to get money!" she says.

She looks at you and then smirks and shouts, "ZAP!" and a bolt of lighting comes bolting at you and hits you in your eyes. You have failed in your mission...

45

You walk along the path and after a few hours of walking you reach the edge of a cliff. You hear the marching of zombies down below you and you also see the portal. But you think of how many zombies there are. You have no choice but to skid down the cliff with Prislord and Zombaryia and fight the zombies in hand-to-hand combat. Test your Luck. If you are lucky turn to 40, if you are unlucky turn to 49.

46

You take the right path and walk quickly along it. After a few minutes you can see a house. Smoke is puffing from its chimney and you decide to look through one of the windows. You can see an old woman reading a book and cackling like a witch. Will you

knock on the door turn to 42, go back to the junction and go the other way turn to 5, or will you carry on down the path turn to 6.

47

You stand your ground against the zombies back to back with Prismlord and Zombaryia. You slew many zombies but more kept on coming from everywhere around you. Finally you missed a stroke and a mutant zombie stabbed you in the heart. You have done well in this mission but not well enough...

48

With many zombies dead around him Tarem Hyter stands up and draws his long blade. Since only you have Libra's Sword you must fight him by yourself.

Tarem Hyter Skill 15 Stamina 5

If he wins 2 consecutive Attack Rounds his dark blade paralyzes you and you have failed in your mission. If you defeat him turn to 50.

49

You skid out of control and land head first at the bottom of the cliff. Your fate is sealed as 10 zombies slash you with their swords...

50

Tarem Hyter falls down to the dusty ground dead. As soon as he dies the portal near him seals and disappears. Every zombie on the battlefield looks at you in anger and all charge at you. Then a neighing sound is heard and knights come charging at the zombies on horseback. You recognise one of the knights as the Grand Wizard of Analand and he suddenly stops and holds out a white staff. "Retyh Merat irratus hodium, servus et servi clamus abrore!!" he shouts. A great blast of white light covers the battlefield and the zombies all shriek in anguish. In a massive wave all of the zombies fell down lifeless.

You are in your study and the War of the Portals is now over... The White Knights of Analand have defeated the zombies of the main portal and with the help of you sealed it. Your reward is tuition from the Grand Wizard of Analand. But you are troubled for King Steiner has lost the Crown of Kings to the Archmage of Mampang and you are chosen to take it back...