

KNIGHTMARE:

SHADOW OF THE OPPOSITION



A Find Your Path adventure gamebook
by James Aukett

WELCOME!

You are about to take on a brand new Nightmare challenge – Lord Fear has used his technomagic powers to rebuild a former section of the dungeon and only a brave dungeoneer like yourself can go and challenge the fresh obstacles that he has devised.

If you are up for this, then you will need to equip yourself with a pencil and a piece of paper to record any items, spells or useful information which you may collect during your adventure. You will also need a six sided die, for there will be certain parts of the quest where an element of chance and luck are involved.

Finally, there are some rules and guidelines which need to be adhered to if you wish to complete the quest both honestly and successfully. These are as follows:

1. Life Force – You have three possible grades; these are Green, Amber and Red. You begin the adventure on Green, fresh for the challenge on maximum health and not yet injured or wounded. On some occasions during your adventure you may lose Life Force grades, so for example if you were to lose one Life Force grade this would result in your health Life Force decreasing from Green to Amber (medium health). Another loss of one Life Force grade would take it down from Amber to Red (critically low health). If you lose any more Life Force when your grade is at Red this means that you have been killed and must start the adventure all over again.
2. Clue Items – You are only allowed to carry a maximum of two items at any time so make a note of what you're carrying. If you have two items but find another item which you believe may be more useful then you must decide which of the two items you're presently carrying to discard.
3. Spells – You may be fortunate enough to be taught a spell during your adventure. If you have a spell and use it then the spell must be crossed off your list, as it can only be used once.
4. Die Rolls – You will occasionally be instructed to roll a die during the course of your adventure, in which case do so accordingly then go to the section which corresponds with the number you have just rolled. If you decide to go to another section which doesn't tally with the number on your die, remember that you are only cheating yourself and a dishonest dungeoneer can never truthfully claim to have been successfully victorious.

Now it is time read the introduction . . .

INTRODUCTION

Lord Fear is pacing to and fro in his tower of Marblehead when Lissard suddenly bursts in unannounced.

“Don’t you know how to knock, you imbecile?” he shouts angrily to his green-skinned assistant. “Oh yes, I forgot – if you attempted that I’d be only hearing a squelchy tap on the door. Well then, I suppose that it’s all ready now, is it not?” “The new dungeon, Lordness?” replies Lissard. “Why yes, for I have found your henchmen from long ago and invited them back to marvel at your new creations!” “Ah yes, nothing better than having the old gang back together again.” says Lord Fear in delight. “Though I suspect they’ll want some form of payment eventually! And speaking of old, no doubt that grey-bearded dungeon master will have caught wind of what I’ve been up to. Why, I’m sure he’s even already brought in some foolish idiot to become the first dungeoneer as fresh meat for my new dungeon - that I know for certain!”

Meanwhile, you have approached the entrance to the antechamber or Nightmare Castle where Treguard greets you with a somewhat faint and worried smile.

“I’m glad you’re here.” he says nervously. “Lord Fear, the leader of the Opposition has cast his shadow over the greater game once more and rebuilt a whole new section of the dungeon. He’s even managed to locate his former henchmen and got them to loiter within its depths. Thankfully I have been able to react in time and in response, I have tracked down my old allies from the Powers That Be and sent them into there too so that you may have some assistance along the way. And whilst all of that has been going on, still I find time to dust off both the old Helmet Of Justice and the knapsack – I of course trust that you do want to be the one who encounters the new dungeon as an adventurer, don’t you?”

You nod your head.

“Good.” replies Treguard. “Then let’s get you ready.” The time has come . . .

Go to **1**

1

You are now on the verge of beginning your quest. Treguard hands you the knapsack and you sling it over your shoulder, and the knapsack can be used to put food in which will restore lost energy. He then places the Helmet Of Justice over your head.

“As you have no advisors helping you on this quest, there is magic within the helmet which enables you to see normally.” he exclaims. “Yet it is still important that you wear the helmet throughout, for it marks you out as a knight of the dungeon and also partially protects you from some of the dangers lurking ahead. You may hear my voice during your quest occasionally, if only to dispense some advice on the perils that you may encounter. The dungeon now awaits you, as do the Opposition and certain members of the Powers That Be along your way. Lastly I urge you to remember, the only way is onward – there is no turning back. Good luck!”

You thank Treguard and proceed through the portal he points you towards, as you contemplate what lies in store ahead of you within the dungeon.

Go to **13**

2

You emerge into an open chamber, where before you is a table with numerous objects on top of it. A monk holding a staff is standing nearby – his face and body are largely covered by the habit he wears but upon hearing you enter he turns and walks towards you.

“Greetings traveller.” he says. “I am Brother Strange. You may have heard of me before, for my desire to collect various words of wisdom and sayings gives me the reputation of being a proverbial monk. However times change in the dungeon and I believe that I have more than enough proverbs for now. What I would therefore like instead young traveller, is any information you may have collected so far in your quest. Whilst the path you take lies directly ahead, my own path lies in the way you have just come from. Well then, do you have any information you can give me?”

What will you tell him?

“Of the Snapdragons within the dwarf tunnel?” Go to **14**

“Lord Fear’s plans to reconquer the dungeon?” Go to **25**

If you prefer not to give Brother Strange any information, go to **36**

3

You arrive at a narrow alleyway. A sole exit lies at the other end, but two rows of fireballs are consistently shooting across through the alleyway, meaning that your path through to the exit is going to be somewhat difficult to negotiate.

“Timing is crucial here.” you hear the voice of Treguard say. “These fireballs have been implemented by Lord Fear as a line of defence. You may be able to bypass them without being burnt, though it is imperative that your pace and speed

are accurate. If you were able to pick up the correct item from the clue room, then here is where it will be of use to you.”

If you have the speed potion, go to **71**

Otherwise go to **92**

4

You raise your shield to fend off the bat’s attack. It hits the shield and bounces off momentarily stunned, before making a retreat and flying back up into the ceiling. Quickly you head for the exit but a bigger, giant bat then flies down with you in its sights! You ready yourself once again. Roll one die.

If you roll between 1 and 5, go to **89**

If you roll a 6, go to **104**

5

The next room you arrive at has a table in the middle, though various bones litter the floor nearby. You deduce that one pile of bones could make out to be an entire skeleton, as do another pile virtually opposite. You walk over to the table and find a block of cheese and a ring – the cheese is placed into your knapsack. Restore one Life Force grade if wounded.

“Now, what about the ring?” ponders the voice of Treguard. “It may be of vital importance during the final stages of your quest, or has Lord Fear left it lying in wait as a final trap? The choice to investigate is of course, your own decision.”

If you leave the ring alone, go to **19**

If you put the ring on your finger, go to **34**

If you take the ring without deciding to wear it, go to **55**

6

Within seconds of you picking up the bracelet, a white flash surrounds the room followed by the appearance of Hordriss.

“Greetings dungeoneer!” he says. “You have summoned me through the means of making contact with my token. The end of your quest is almost at hand, and I shall gift you a spell for if and when you do battle with Lord Fear. The spell simply goes by the name of BUT. Leave the bracelet on the table, for it has been used now. And here is where we depart – I wish you well dungeoneer, for one final obstacle lies in your way. Good luck!”

Hordriss then vanishes; make a note of the spell he gave you. Filled with a sense of renewed hope and optimism, you leave through the room’s only exit.

Go to **100**

7

You move to the other side of the table and hold the shield in front of your chest before pressing towards the exit. The skeletons are within an inch of the exit themselves and upon seeing you race towards it, swing at you with their swords.

Thankfully their blows bounce harmlessly off your shield, and you make the most of this advantage by leaping through the exit before either of the skeletons can prepare another attack.

Go to **100**

8

You point the ring towards Lord Fear, hoping that something will occur as it did when you put it on. To your dismay, nothing happens!

“Trying to use a beam ring, are you?” asks Lord Fear. “Too bad it only appears to have one charge, which you must have activated when you decided to wear it. Now, as you appear to be defenceless allow me to use my own finger to demonstrate some magic which isn’t as limited!”

He immediately strikes you with a bolt of powerful lightning, which drains you of your remaining energy. Unable to resist, your adventure ends here.

9

You time your run perfectly and avoid being hit by the first row of fireballs. Now it’s time to take on the second row, although these fireballs appear to be shooting out faster. Roll one die.

If you roll 1 or 2, go to **31**

If you roll between 3 and 6, go to **42**

10

You gingerly pick up the troll’s hammer, though are you quiet enough in doing so? Roll one die.

If you roll between 1 and 3, go to **21**

If you roll between 4 and 6, go to **49**

11

One of the skeletons slashes through the side of your body with their sword. Lose one Life Force grade. However, the other skeleton misses you completely and somewhat relieved that you have only attained minimal damage, make your way through the exit before the skeletons can attack again.

Go to **100**

12

You pull out the jester’s stick.

“Ere, are you going to tell us a joke?” asks Sylvester Hands. “Because Lord Fear is very fond of comedians.” The goblins then race towards you and tie you up – within a matter of seconds you have become theirs and Hands’ prisoner. No doubt Lord Fear will have something unpleasant in store when he meets you.

Your adventure ends here.

13

You find yourself walking down a long corridor.

“This is a dwarf tunnel.” you hear Treguard say. “The path through it will lead you to the first stages of the dungeon. But be warned, Lord Fear will surely have not let this tunnel remain unguarded. Think of it as his sort of, welcoming surprise!”

Just as Treguard finishes speaking – sure enough, a snapdragon lunges out from a hole in the dwarf tunnel towards you! Roll one die.

If you roll between 1 and 4, go to **26**

If you roll 5 or 6, go to **39**

14

The mention of the word snapdragon immediately riles Brother Strange.

“Snapdragons?” he says curiously, before then bursting into a fit of laughter.

“Why, one carefully timed blow from my staff ought to take care of them! I thank you for warning me of this young traveller – the items on the clue table will be of great aid to you in your quest ahead. What’s right requires weaponry, and what’s left requires other means. One of Lord Fear’s causeways also lies in wait, and whilst I do not know the safe path across other members of the Powers That Be should be able to provide you with the correct advice. Now the time has come for me to see to those pesky snapdragons. Fair chance to you, traveller!”

Thanking Brother Strange before he leaves, you then proceed to inspect the items on the table.

Go to **47**

15

Raptor laughs as he sees the jester’s stick, but not in the way you intended.

“We only deal with serious business!” he chuckles as the miremen are soon upon you, and moments later you have fallen to the sharp blows of their tridents.

Your adventure ends here.

16

With the hammer in your grasp, you prepare to take action. How will you use it?

By striking it on the ground. Go to **27**

By throwing it at Lord Fear. Go to **59**

17

You dart hell for leather toward the exit, not wanting to be wounded by another bat. Thankfully you get to the exit and pass through just before the giant bat can bite at you with its teeth. Breathing a sigh of relief, you continue knowing that the bats have now been left behind.

Go to **77**

18

The moment you step on to the hexagon, it becomes loose then breaks off from the rest of the causeway. You are unable to react in time and fall to your doom into the dark depths below.

Your adventure ends here.

19

You decide that by touching the ring, you may end up causing something unwanted to happen nearby. With this in mind, you leave the room through the only exit.

Go to **100**

20

You are too slow in avoiding the fireball's blast, Lose one Life Force grade. Pulling yourself together, you get ready to take on the next row of fireballs with a sense of dread. What's worse is that these fireballs appear to be shooting out faster than the first row! Roll one die.

If you roll 1 or 2, go to **86**

If you roll between 3 and 6, go to **98**

21

Thankfully the troll remains asleep as you pick the hammer up. Remaining as quiet as you possibly can, you tiptoe through the exit before the troll realises what's happened.

Go to **100**

22

The next area you come to is small with another two exits directly ahead of you. There is nothing here apart from a loaf of bread on a ledge set into the wall on your left, so you walk over to the bread and place it into your knapsack. Restore one Life Force grade if previously wounded. As soon as you turn to face the exits again however, out from one of them emerges a tall man dressed head to toe in black and carrying a large net.

“Snipper snap – look out, here comes Jack!” he says with a menacing smile.

“Beware, for you must prove to me that you're not a fool. Which means that you'll have to answer both of my riddles correctly, or else I'll naps you!”

Acknowledging this, you tell Snapper Jack that you are ready for his first riddle.

“Here's number one, with nowhere to run!” replies Snapper Jack. “Tell me, how many thieves did Ali Baba encounter?”

If you can guess this correctly, then go to the number which is exactly the same as your answer. You will be told immediately if you are correct.

If you do not know the answer or guess incorrectly, then go to **84**

23

Dodging sideways, you attempt to avoid the bat as it speedily glides towards you. Roll one die.

If you roll between 1 and 3, go to **45**

If you roll between 4 and 6, go to **61**

24

This bat may be bigger, but somehow you manage to avoid this one as well. Instinctively you duck and just miss the giant bat by as little as a few inches. With the exit only a couple more paces away, you head through it before either of the bats return.

Go to **77**

25

Brother Strange laughs to himself.

“Ha ha, that I already knew!” he chuckles. “Still, it doesn’t surprise me that Lord Fear will do anything to stamp his authority at any given opportunity. You may have told me something that was already common knowledge young traveller, but I applaud your efforts and will let you in on a small piece of information I have learned. Lord Fear has reconstructed one of his causeways further on in the dungeon and whilst I do not know the safe passage across, other member of the Powers That Be may be able to assist you provided that you take the correct items from the clue table. Now I must go and face whatever lies ahead in my direction. Good luck!”

You bid farewell to Brother Strange and decide to examine the various items on the table.

Go to **47**

26

You avoid the bite of the snapdragon’s jaws in time. Quickly darting forward, you continue along the dwarf tunnel looking out for any more dangers. The exit from the tunnel is soon in sight but just as you reach it, another snapdragon lunges out! Roll one die.

If you roll between 1 and 3, go to **52**

If you roll between 4 and 6, go to **65**

27

You raise the hammer and send it crashing down on the ground, unleashing a powerful rumbling of magic which makes its way across the floor to Lord Fear. Roll one die.

If you roll between 1 and 3, go to **76**

If you roll between 4 and 6, go to **88**

28

You down the contents of the speed potion. Before the skeletons have fully formed, you have swiftly moved around the table and sprinted through the exit without them having even registered a single attack on you.

Go to **100**

29

You get the knife and thrust it towards Sylvester Hands and the goblins. Unfortunately the goblins are expertly trained in dealing with combat, and they react by rushing forwards towards you. This gives Hands plenty of time to stroll over and tie you up, whilst the goblins take away your knife. You have become their prisoner and an eventual fate at Lord Fear's pleasure will soon await you. Your adventure ends here.

30

The troll puts its foot out in attempt to stop you. You trip as a result and land awkwardly on the stone floor. Lose one Life Force grade. Despite this, you still manage to keep a hold of the hammer and getting yourself back up, you then go as fast as you can through the exit before the troll can hurt you once again.

Go to **100**

31

For the second time, you are quick enough to avoid the fireball's burning touch. Completely unscathed, you then head through the exit with a sense of relief.

Go to **62**

32

You ready yourself with your knife. Against an experienced fighting pirate such as Raptor and his equally skilful mhiremen? All three are soon upon you, wielding their deadly weapons swiftly and with ease. You alone are just no match for them. Your adventure ends here.

33

The potion is able to last just long enough for you to make one final burst forward, and in doing so, you are thankfully able to avoid being hit by a second fireball. With the path now clear, you advance through the exit ahead.

Go to **62**

34

You put the ring on, where a red beam of light immediately emits from it. Note that the ring is now on your finger. At that point, you hear a rumbling and see that the bones are slowly beginning to form themselves together . . .

Go to **81**

35

You have made your way across the first two numbers of the causeway safely. Which numbered hexagon will you step on to next?

The number 7. Go to **79**

The number 8. Go to **105**

36

Shaking his head, you sense that Brother Strange is unhappy with your response. “Alas, that is most unfortunate.” he sighs. “It looks like we will both have to survive solely on our wits alone within the realms of this place. Well then, no point in hanging around so do excuse me for I must depart and face whatever lies in my direction!”

And with that, Brother Strange is gone. You now have a look at the clue items on the table.

Go to **47**

37

You enter somewhere that is empty apart from a bracelet placed on a table in the middle of the room. Walking over to the bracelet, you decide to have a closer inspection at this item. It is gold in colour, though there doesn't appear to be any distinctive markings around its circumference.

“Curious.” muses the voice of Treguard. “The bracelet could prove to be of valuable use to you, but then again it could just be another one of Lord Fear's unwelcome tricks. I'll leave it for you to decide.”

If you pick up the bracelet, go to **6**

If you leave it where it is, go to **54**

38

You think that now is definitely the best time to place the ring on to your finger. As soon as you put it on, it begins to glow then without warning shoots out a red beam of light. Roll one die.

If you roll between 1 and 3, go to **44**

If you roll between 4 and 6, go to **66**

39

The snapdragon is too quick for you – opening its mouth wide, its jaws then bite into your arm. Lose one Life Force grade. With the exit in sight, you run forward before the snapdragon relishes in taking yet another deep bite. Just as you reach the exit though, a second snapdragon lunges out from another hole in the dwarf tunnel! Roll one die.

If you roll between 1 and 3, go to **78**

If you roll between 4 and 6, go to **91**

40

“Yes, that is indeed the number of thieves he did encounter.” acknowledges Snapper Jack. “But let’s see if you can prove to be a good all-rounder!” And with that, you await Snapper Jack’s next riddle.

“Here’s number two, a riddle that’s new. I know of this one old wizard who spent one sixth of his current age at magic school. Then, for a third of his current age he developed his magic further in the role of apprentice sorcerer and for the other half of his current age he has been a grand supreme wizard. This wizard knows of a second wizard who at eighty four, is seven eighths of his current age – so can you tell me the age of the first wizard?”

Think carefully about your answer and go to the number which you believe is correct. Again you will be told immediately if you are. If you do not know the answer, or guess incorrectly then go to **84**

41

You approach a long, thin corridor. There is one exit at the opposite end and the corridor itself appears to be empty, although looking upwards you see that the ceiling is barely visible.

“Be careful.” urges the voice of Treguard. “What may appear to be unguarded tends to have something sinister lying in wait. I advise you to tread carefully!”

Heeding Treguard’s warning, you advance cautiously along the corridor. And then out of nowhere, a bat flies from its hiding place in the ceiling towards you! It appears that you have trespassed in its lair and now you must protect yourself.

If you have a shield, go to **4**

Otherwise, go to **23**

42

This time you are not so fast, as the fireball smashes into you. Lose one Life Force grade. Although slightly in agony, you are at least now clear of the fireballs. Wondering what awaits you next, you make your way through the exit.

Go to **62**

43

There is no other alternative. You’ll have to run for the exit before the skeletrons can get to you. Roll one die.

If you roll 1 or 2, go to **11**

If you roll 3 or 4, go to **60**

If you roll 5 or 6, go to **103**

44

The shot from your beam of light is on target, hitting Lord Fear directly. Immediately he raises his arms and screams in pain as he begins to retreat away before slowly vanishing.

“I’ll get you for this, dungeoneer!” cries Lord Fear. “The next person to take on the dungeon won’t be as . . .” And with that he is gone. You are now free to walk across the cavern unchallenged.

Go to **53**

45

The bat misses and flies back up to the ceiling. You run towards the exit in case it decides to attack once more – but instead a bigger, giant bat flutters down! Somehow you feel that this bat won’t be as easy to dodge. Roll another die.

If you roll 1 or 2, go to **24**

If you roll between 3 and 6, go to **72**

46

You raise your arm to shield yourself from Sylvester Hands and the goblins. The goblins respond by running past and then easily take you down from behind. As they have you pinned to the floor, Hands comes over and ties you up with his rope. Securely bound, you are unable to escape as the goblins get you back on your feet then march you off to a previously unseen exit. This is where you’ll be taken to Lord Fear and become his eventual prisoner.

Your adventure ends here.

47

On the table are a jester’s stick, a knife, a shield, a speed potion and an apple. You place the apple in your knapsack – restore one Life Force grade if you were previously wounded.

Choose which two of the other items you would like to take along with you, and make a note of them. After you have done this, it is time to decide which way to leave. There are two possible exits so which will it be?

The left hand exit. Go to **58**

The right hand exit. Go to **69**

48

Did you place the ring on your finger when you decided to take it?

If so, go to **8**

If you chose just to carry it in your hand instead, go to **38**

49

You pick up the hammer, then glance upwards to find that the troll has woken up! Having seen you make an attempt to steal its treasured possession, the troll bellows out a huge roar of anger. You will have to react quickly in order to escape.

If you still have a shield, go to **67**

If you still have a speed potion, go to **83**

If you have neither of these, go to **106**

50

The shield may protect you from the miremen, but whilst you are fending them off Raptor runs around to the back of you then pierces your vital organs with his sword. Immediately you fall lifeless to the ground.

Your adventure ends here.

51

Unfortunately the potion is no longer effective. You find yourself slowing down just as you step into the line of fireballs – instantly one of them smacks into you which causes you to reel forward, having been burnt. Lose one Life Force grade. Having staggered forward as a result of this, you are at least now well clear from the path of any more fireball assaults, and so you make your way through the exit ahead of you.

Go to **62**

52

Again you are fast enough to dodge the snapdragon's bite. Not wanting to spend another second in this dwarf tunnel, you proceed through the exit in the hope that you have seen the last of those snapdragons.

Go to **2**

53

Well done – you have defeated Lord Fear and successfully completed your quest. After a bit of thorough searching within the caverns, you come across a flight of stairs leading upwards.

Go to **108**

54

You decide not to handle the bracelet. Besides, it is almost bound to have some undesired effects that are perhaps not best triggered, you think to yourself. Nothing else is going to make you want to stay in this room, so you leave through its only exit.

Go to **100**

55

Opting not to put the ring on your finger, you decide to keep it with you anyhow as it may indeed come in useful during the closing stages of your quest. Make a note that you are carrying the ring in your hand. As you return to focus your attention on the exit ahead of you though, you sense that some unwelcome manifestations are occurring around you. Indeed they are, for the bones previously lying on the floor are forming themselves together . . .

Go to **81**

56

You walk again for a while before emerging into an enormously wide open section of cavern. Nothing looks to be present here and the ground beneath your feet is a lot more firm and stable, but you're getting this sensation that everything is not quite what it seems . . .

"Beware!" warns the voice of Treguard. "For I sense an imminent danger . . ."
The dungeon master is unable to finish speaking when in the middle of the cavern appears Lord Fear!

"Ah, welcome dungeoneer!" says Lord Fear with a somewhat sarcastic smile. "You know, when I went to rebuild this dungeon I genuinely didn't expect someone to get this far at the first attempt. My, how you think you're clever but I'm afraid this is as far you go! Let me give you a taste of some of my newly acquired technomagic, you may consider it to be my reward for your unbelievable stroke of luck. And if you don't feel like having it, well tough – you're going to be receiving it anyway!"

You will need to be extremely quick if you want to stop Lord Fear from unleashing his twisted sorcery upon you. What do you have that could prevent him from doing so?

A hammer. Go to **16**

A ring. Go to **48**

The BUT spell. Go to **99**

If you have none of these, go to **107**

57

You decide not to take the hammer in case you do end up awakening the troll from its slumber. Given that you have already consumed its food, perhaps attempting to steal its hammer as well could prove to be one step too greedy. Not wanting to push your luck any further, you leave through the room's only exit.
Go to **100**

58

You enter a chamber where a jester and a lady wearing an elegant dress appear to be concentrating on some form of magic. Instantly you recognise them as Motley and Sidriss.

"Hello helmethead!" says Motley as soon as he sees you. "Don't suppose you could help us out by any chance? We've really got ourselves in a bit of a pickle – though not related to anyone who goes by that name, I hasten to add! Sidriss and I are trying to reveal a hidden portal, but we seem to be missing a vital ingredient. I don't suppose you know what it might be?"

"Do hurry if you can help, dungeoneer." adds Sidriss. "We need to find this portal before the opposition finds *us!*"

If you have a jester's stick, go to **74**

If not, go to **90**

59

You launch the hammer towards Lord Fear – and look on in bewilderment as he catches it with just one hand!

“Here, let me show you how to use this properly!” he indicates as he then pounds the hammer on to the ground. A magical quake then rips through the floor and upon reaching you, its powerful wave consumes your whole body as you then fall into the newly created chasm that has formed. Dropping downwards as you see Lord Fear giving you a mocking wave, your last thoughts are of how you could make such a mistake so close to victory.

Your adventure ends here.

60

Both skeletrons are successfully able to strike, with their blows causing you serious damage. Lose two Life Force grades. If you are still alive, you use whatever energy you have left to hurriedly run through the exit before the skeletrons get a chance to finish you off.

Go to **100**

61

The bat’s claws rake your neck. Lose one Life Force grade. Shaking off the bat, you dash for the exit before it can follow up with another attack – but then suddenly a bigger, giant bat descends towards you having caught the scent of your blood! Roll one die.

If you roll 1 or 2, go to **17**

If you roll between 3 and 6, go to **93**

62

You enter a bright, well lit room. It appears to be deserted and there are two exits at the far end. As you proceed to walk forwards, you keep a beady eye for any surprises or traps which may appear. Then suddenly, out of nowhere appear Sylvester Hands along with two goblins!

“Ooh, looks like we’ve found a dungeoneer!” says Hands to the goblins. “Let’s take them prisoner, but remember that Lord Fear wants them alive. Once we’ve got them, I can steal their belongings on our way back to his lordship!” They are blocking your path to the exits and you will need to act quickly should you wish to continue your quest. What will you use against them?

A jester’s stick. Go to **12**

A knife. Go to **29**

A shield. Go to **46**

A speed potion. Go to **68**

Some homing stars. Go to **80**

The THUNDER spell. Go to **97**

63

The potion is ineffective. The damp conditions of this chamber are well suited to the miremen as they can move around freely and without haste. They soon catch up with you and eventually you succumb to the blows of their tridents. Unable to recover, the last thing you see is their leader Raptor laughing at your demise. Your adventure ends here.

64

The skeletrons have now fully assembled themselves and with swords in hand are advancing towards the exit.

If you still have the shield, go to **7**

If not, go to **43**

65

Unfortunately you not quick enough this time. The snapdragon reaches out and bites your arm. Lose one Life Force grade. With the exit in sight, you hurl yourself through, hoping not to encounter any more snapdragons.

Go to **2**

66

The beam misses Lord Fear and thuds harmlessly into the wall of the cavern. You try to activate the ring again but nothing happens.

“Too bad that ring only had one charge.” gloats Lord Fear. “Here, let me show you some magic which isn’t as restricted in its use!” And with that he invokes a powerful bolt of lightning which fries you on the spot. So near yet so far, the leader of the Opposition has ended your life at the final stage of your quest.

Your adventure ends here.

67

You swing the shield in front of you as the troll attempts to land an almighty punch with its fist. Its blow lands on your shield, yet the force of its attack causes you to retreat backwards before you eventually trip and fall on to the stone floor. Lose one Life Force grade. The troll then gears itself to lash out at you once more, but is slow in doing this. With the hammer still firmly in your grasp, you make the most of this advantage by making tracks for the exit. The troll spots what you are doing but is too lumbering to catch up with you. You are now making your way through a tunnel and hear the troll’s bellows of frustration behind as you advance along.

Go to **100**

68

You drink the potion and go full burst towards the exits. Alas, one goblin is blocking the left hand exit with the right hand exit covered by the other goblin.

Trying to weave your way past them, you soon find to your dismay that the potion has suddenly worn off. The goblins then charge and soon have you surrounded, where Sylvester Hands comes up and ties you with this rope. Firmly bound, you cannot escape as Hands and the goblins then proceed to take you to Lord Fear. No doubt he'll have some uncomfortable torture lined up in wait for you . . .
Your adventure ends here.

69

You enter a chamber where a warrior woman looks hastily distressed, rummaging around in a state of panic.

“Hello there.” she says upon spotting you. “I’m Stiletta, a warrior thief. Its fine, I’m not going to rob you unless you’re working for Lord Fear and his opposition. Trouble is, I seem to have lost one of my valuable hunting knives. You don’t happen to have come across one during your quest, have you?”

If you are carrying a knife, go to **85**

Otherwise, go to **101**

70

The troll lands a very heavy punch on to your body. Such is its strength, you reel backwards from the effects of the blow and painfully hit the wall of the room with your back. Lose two Life Force grades. If you are still alive, you are momentarily stunned but able to make a recovery just in time to find that the exit is thankfully next to you. Turning round, you then run through it before the troll can stop you for good.

Go to **100**

71

You drink the contents of the speed potion. Within seconds you feel a rush of enhanced energy flowing within you and dart forward, easily avoiding the first row of fireballs. Then as you reach the second row, you sense that the potion’s effects are slowly beginning to wear off. However, you are confident enough to deem yourself in with a good chance of swerving past the second onslaught of fireballs too. Roll one die.

If you roll between 1 and 5, go to **33**

If you roll a 6, go to **51**

72

The giant bat is just too big for you are it gashes you with its outstretched claws. Lose one Life Force grade. As the giant bat then proceeds to fly up back towards the ceiling, you respond by making a forward run through the exit before it can launch another attack.

Go to **77**

73

You step on to the hexagon. For a moment nothing happens, then all of a sudden the numbers 1 and 2 tumble down into the pit. You appear to have guessed correctly the first time, so what numbered hexagon will you step on to next?

The number 5. Go to **35**

The number 6. Go to **82**

74

Motley's eyes light up wide open with delight as soon as he spots that you're carrying his jester's stick.

"Perhaps laughter is the missing ingredient!" he chirps as he approaches you.

"Mind if I take that off your hands – and don't worry, you'll be well rewarded!"

You hand the jester's stick over to him.

"Let's see if this works now." muses Sidriss as Motley heads back over to her. A few moments later followed by a wave of Motley's stick and they have revealed the portal they were looking for.

"Fantastic, youngster!" says Motley as he returns to pat you on the back. "Now, I think Sidriss has something in store for you."

"I gift you the spell THUNDER." acknowledges Sidriss. "Thank you for helping us dungeoneer, and be sure to look out for a means of communicating with my father Hordriss later on during your quest."

"You may also encounter a causeway further along." adds Motley. "Let's just say that the way to cross it is a bit odd, whatever that means. On to more direct matters and there's a choice of two exits for you here. The left hand exit requires you to be quick with your feet and the right hand exit requires you to be quick with your brain. Now it's time for Sidriss and I to leave this place, and you best be on your way too. Bye now!"

You thank Motley and Sidriss just before they head through the portal they have discovered. Then you turn and face the other two exits.

If you take the left hand exit, go to **3**

If you take the right hand exit, go to **22**

75

You enter another dark chamber, although this one is thankfully not as damp as the last. A huge troll sleeps in one corner of the room – in front of it are a leg of chicken and a hammer resting on top of a white cloth. You walk over to the items and place the chicken in your knapsack. Restore one Life Force grade if wounded. The troll has not heard you approach it yet and remains asleep whilst you pause to examine the hammer.

"The hammer could be useful." you hear the voice of Treguard say. "But can you pick it up without disturbing the troll?"

If you risk picking up the hammer, go to **10**

If you decide not to touch it, go to **57**

76

The hammer's magic strikes Lord Fear and knocks him off his feet. It then consumes him all over and you watch as he is powerless to defend himself.

"Just you wait, dungeoneer!" he snarls. "If I ever see you again, or anyone else attempting to take on a quest . . ." The great power of the hammer then envelopes Lord Fear completely and soon no trace of him exists anywhere near you. Afterwards you cautiously walk over to the other side of the cavern, but incredibly nothing happens.

Go to **53**

77

The next chamber is damp and dark, though a flicker of candlelight from one of the walls makes it possible for you to identify two exits at the far end. You begin to tread your way over to them, but then from a darkened spot of shade in the opposite corner emerge two miremen along with Lord Fear's expertly vicious pirate captain Raptor.

"What have we here?" sneers Raptor as he approaches you. "Another dungeoneer come to walk our plank? Only there's no plank here, so I'm going to let these miremen deal with you instead!" The miremen are soon upon you before Raptor has even finished speaking. You'll need to think fast and use something if you wish to survive. What will it be?

A jester's stick. Go to **15**

A knife. Go to **32**

A shield. Go to **50**

A speed potion. Go to **63**

Some homing stars. Go to **94**

The THUNDER spell. Go to **102**

78

This time you are prepared for the snapdragon's attack. As its jaws open out towards you, immediately you dodge and leap out of its way. Not wanting another brush with a snapdragon and seeing the exit now directly ahead, you hurriedly run through it and into the next chamber beyond.

Go to **2**

79

Taking a cautious step on to the hexagon, you then watch as the numbered hexagons behind you all slide off down below into the pit. The number 8 also falls, and without any further hesitation you promptly step on to the number 9 then take another step through the portal next to it. You have successfully crossed the causeway!

Go to **56**

80

You unclench Stiletta's homing stars from your fist and throw them towards Sylvester Hands and the goblins. Remarkably, all three are on target as one star finds Hands and the other two easily strike both goblins. With a united cry of pain, Hands and the goblins make a hasty retreat to where they came from. You are now free to leave from either of the exits, so which will you choose?

The left hand exit. Go to **5**

The right hand exit. Go to **37**

81

Arising eerily, the bones join themselves up with a metallic clanking sound. "Skeletrons!" cries the voice of Treguard. "It seems Lord Fear most certainly did not want to leave such a valuable artefact unguarded. If you want to remain alive dungeoneer, then you had better get out of here quickly!"

If you still have the speed potion, go to **28**

If not, go to **64**

82

The hexagon gives way the moment you step on to it, and in an instant you are plummeting into the darkness below.

Your adventure ends here.

83

You drink the contents of the speed potion. Still holding firm on to the hammer, you dash through the exit before the troll even has time to launch its first attack.

Go to **100**

84

You are unable to guess Snapper Jack's riddle correctly.

"Snipper Snap, Snipper Snap, you're a fool and now you're napped!" he cries gleefully as he throws his net over you, which is impossible to escape from. Becoming Snapper Jack's captive, your adventure ends here.

85

You show her the knife that you found in the clue room.

"Excellent!" says Stiletta with a sense of delight. "The very knife I lost! I really should be more careful where I leave my blades in future. Well, if you can let me have it back and explain who you are, then I could be of jolly good use to you." Handing the knife over to Stiletta, you tell her that you are a dungeoneer attempting to stop Lord Fear from wreaking havoc upon the dungeon.

"Ah yes, I heard he was up to no good again." ponders Stiletta as she begins to pull out some items out of her pocket before putting her knife there in its place. "Here, take these three homing stars. They'll be damn useful should you

encounter any of his goons later on in the dungeon. I've also heard that you'll need to get across a causeway to reach Lord Fear himself, though the correct path is uneven of sorts. Okay, now behind me are two exits - you can use either of them to continue with your quest. If you're feeling clever it's best to go through the left hand door, and if you're feeling brave then it's best to go through the right hand one. Nice meeting you dungeoneer, and the very best of luck."

As the three homing stars can all be held together in one hand, collectively they count as just a single clue item. Thanking Stiletta for her help, you walk over towards the two doors.

If you take the left hand exit, go to **22**

If you take the right hand exit, go to **41**

86

You are more prepared on what to do this time. Waiting until a fireball has just gone past to make the path clear, you then race forward into the exit without acquiring further injury.

Go to **62**

87

You will have to guess the numbers you need to cross the causeway safely. Therefore, as you are currently standing on the hexagon numbered 1, which hexagon will you step on to next?

The number 2. Go to **18**

The number 3. Go to **73**

88

Lord Fear easily leaps out of your magic's reach, laughing at your pitiful attempt in the process. One back on the ground, he then responds by unleashing a powerful bolt of lightning which hits you directly in the chest. You fall downwards in agony and then hit your head on the floor, momentarily unconscious. A few seconds later and you have woken to find Lord Fear staring upon your unprotected self.

"You don't know how much I enjoy overlooking everyone else!" he gloats. "Especially if they're stupid, brainless dungeoneers!" It is best not to describe what he then does next . . .

Your adventure ends here.

89

You ward off the giant bat's attack. Its claws grasp the edge of your shield, then it decides to fly back up to the ceiling – taking your shield with it! You may no longer have the shield, but you take this opportunity to sprint for the exit before any more bats decide to swoop down on you.

Go to **77**

90

“Oh dear.” groans Motley. “Looks like you don’t know what to do either.”
“You best be on your way then.” points out Sidriss. “Otherwise we could all be affected, and I dread to think what will occur if that does happen. Take either of the two exits behind us, whilst we try to figure out where we’re going wrong.”
If you take the left hand exit, go to **3**
If you take the right hand exit, go to **22**

91

Again you are too slow to react, as this snapdragon is also able to bite into you. Lose *another* Life Force grade. With the exit now directly ahead, you shake off the snapdragon and waste no time in hurriedly leaving. If the snapdragons are able to do so much damage, then who knows what other perilously difficult obstacles Lord Fear has lined up in the rest of the dungeon!
Go to **2**

92

You will have to be careful when running through the gauntlet of fireballs. Preparing yourself, you get ready to dodge the first row. Roll one die.
If you roll between 1 and 3, go to **9**
If you roll between 4 and 6, go to **20**

93

You have been critically weakened by the previous bat’s attack. The giant bat lands on your shoulder before sinking its teeth into your neck wound, where it then drains out all your blood and any remaining energy. Once it has finished, it then flies off as your lifeless body slumps to the ground.
Your adventure ends here.

94

You launch two of the stars at the miremen. Both find their targets with ease, causing the miremen to be momentarily stunned. Raptor then lunges towards you with anger, and you reply by throwing your last remaining star at him. It hits the pirate captain directly, and he yelps in pain before retreating back into the corner. With all three of Lord Fear’s accomplices making a withdrawal, you decide it’s time to make a getaway. Which of the exits will you choose?
The left hand exit. Go to **37**
The right hand exit. Go to **75**

95

The troll uses its fist to strike an almighty blow down towards you. Too slow to react to its attack, the force of its blow crushes every bone in your body.
Your adventure ends here.

96

Once again you are correct in answering Snapper Jack's riddle.

"Snipper Snap, this one's too smart for Jack!" says Snapper Jack with a begrudging hint of frustration. "The power to naps you with my net, I therefore lack!" A moment later and he departs, leaving you to choose which one of the exits ahead to take. You have done very well here, but there's still some distance in your quest overall to go!

If you take the left hand exit, go to **62**

If you take the right hand exit, go to **77**

97

The spell creates an ominous sound of thunder, followed by a powerful strike of lightning which hits Sylvester Hands *and* both goblins. Panic stricken from the effects and reeling in a state of shock, they hastily make a retreat back to where they came from. You decide to leave yourself before any of them can recover. Which of the exits will you choose?

The left hand exit. Go to **5**

The right hand exit. Go to **37**

98

Again you are badly singed by a fireball. Lose *another* Life Force grade. If you are still alive, you rush forward towards the exit in agony. Using whatever strength you have left, you pass through knowing that the fireballs are thankfully at last behind you.

Go to **62**

99

You cast the spell and from a previously unseen opening in the cavern appears Smirkenorff the dragon! Lord Fear is suddenly taken aback by the great wyrm's appearance and Smirkenorff responds by roasting him with a spectacular blast of fire. The blast is so powerful that it causes Lord Fear to retreat.

"Damn you dungeoneer, that huge green lizard has completely ruined my spell – and my tunic!" he curses. "You may have thwarted me this time, but you can tell Treguard that the next person who dares attempt to take on my dungeon won't be as fortunate!" And with that Lord Fear runs off.

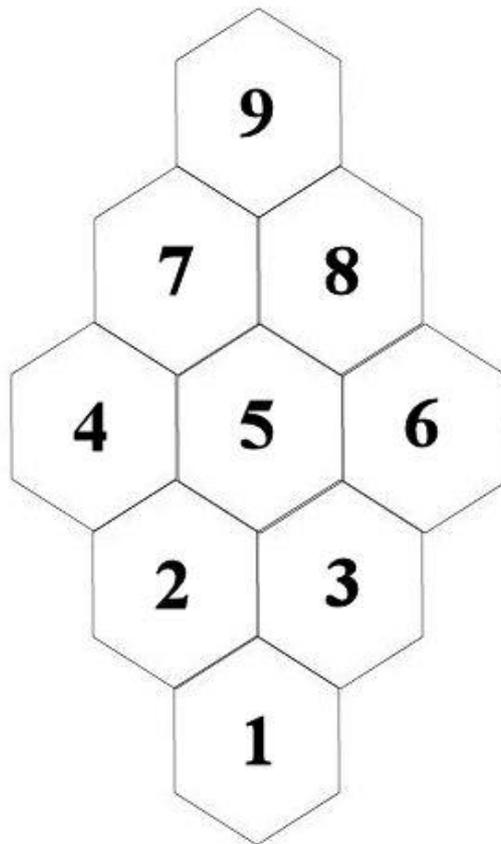
"I do like the smell of burnt technomancers, particularly if they're members of the Opposition!" chortles Smirkenorff. "Now I too must return to where I came from. Dungeoneer, I think you'll find that the way out from here lies a little further ahead."

You thank Smirkenorff for his help as he flies back to where he came from. Then you proceed to walk across the cavern.

Go to **53**

After walking for a short period of time, you soon find yourself stepping on to a hexagon within a large, open cave. The hexagon you are standing on is adjacent to a host of various other number hexagons, all of which appear to be suspended in mid-air above a deep, dark pit. This is a causeway puzzle and at the opposite end stands Lord Fear's right hand man, Lissard.

"Lordness, the kidsie is nearby!" he screams, before turning round and disappearing into the exit behind him. Sensing that your ultimate nemesis is close, you realise that you will have to negotiate the correct path across the causeway in order to reach Lord Fear.



Study the picture above. Each hexagon on the causeway displays a number from 1 to 9. You are currently standing on the number 1 – meaning that the next number you will need to step on is either 2 or 3, with the objective of getting safely across to the number 9 on the other end. During the earlier stages of your quest you may have been given clues as to which of the numbers will get you across the causeway, in which case take the next two numbers of this sequence and go to the section which corresponds with those two numbers (for example, if the next two numbers you need to step on are 8 and 7, you would go to section 87).

If you do not know the first two numbers that will get you across the causeway, then go to **87**

101

“That’s a shame.” says a somewhat disappointed Stiletta. “Oh well, there’s two exits over there – I suggest you go through one and be on your way.”

If you take the left hand exit, go to **22**

If you take the right hand exit, go to **41**

102

The spell gives out a loud tremor of thunder, followed by an incredible surge of lightning which strikes the ground. It spreads across and frazzles the miremen in an instant, before Raptor himself is swept off the floor in agony. Thankfully the effects of the lightning just miss you by an inch.

“You’ve fried my fish!” cries Raptor as examines the charred remains of the miremen in his employ. He then flees back to the darkened corner in a state of terror, leaving you free to make a decision as to which exit to take.

If you head through the left hand exit, go to **37**

If you head through the right hand exit, go to **75**

103

The skeletrons are blocking your way to the exit. You try to push your way past them, but both are easily able to cut you down with their swords. You fall to the ground and before you can get back up again, the skeletrons each land a second successive blow on to you, causing the last of your energy to drain away.

Your adventure ends here.

104

The shield does not fully protect you from the larger, giant bat as its claws gash you. Lose one Life Force grade. In anger, you launch the shield towards the giant bat, however you miss your intended target by quite a mile. The giant bat then prepares to swoop down on you for another attack, so regrettably you decide to abandon the shield and run for the exit with the rest of your life intact.

Go to **77**

105

You step on to the hexagon. It immediately shakes then breaks off from the rest of the causeway, resulting in both you and the hexagon falling into the unescapable depths below.

Your adventure ends here.

106

There is no option but to make a run for it. Roll one die.

If you roll 1 or 2, go to **30**

If you roll 3 or 4, go to **70**

If you roll 5 or 6, go to **95**

107

Lord Fear gloats as he wastes no time in zapping you with a lightning bolt. Immediately you die as the bolt drains you of whatever Life Force you had left. You were so painstakingly close in successfully completing your quest, but unfortunately your adventure ends here.

108

You walk up the stairs and eventually find yourself back in the dungeon antechamber where Treguard is waiting.

“Brilliant work, dungeoneer!” he booms, giving you a hearty slap on the back.

“You have risen a true hero against the shadow of the Opposition, and in recognition of this achievement you have rightfully earned the silver spurs of squiredom. Whilst I am sure Lord Fear and his henchmen will attempt to rebuild the dungeon once more with fresh new challenges, for now let us celebrate the triumphant victory of your quest!”

You are indeed a worthy champion and the Powers That Be within Knightmare salute you on your phenomenal accomplishment.

THE END