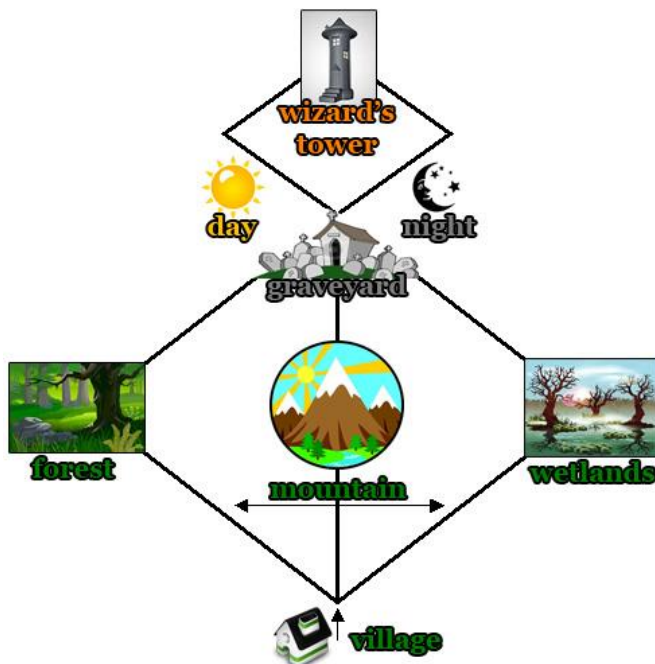


## Short Gamebook Adventure

1. You are a brave young hero, one of the finest in your village. An evil wizard is terrorizing your people. He lives up north, beyond the wicked graveyard that is located in the bottom of the Deadly Mountain. You want to end this terror once and for all, so you grab your father's sword, pack your bag with food and water and leave the village to find and defeat the evil wizard. Take a note that you are starting with 10 Health Points. Also, write down that you have 1 Blessing! You can use it to re-roll a die at any point of the game when you are asked to roll 1d6 and you are not satisfied with the result. Of course, that would have to be at the expense of 1 point of Blessing. Now you have to make a choice! Read section 2, if you want to go around the mountain through the Cursed Forest. Go to section 3, if you want to hike through the mountain. If you prefer to pass through the Forbidden Wetlands, turn to 4!

2. You are now in the Cursed Forest. It is very dark and scary. You hear all kinds of strange sounds from probably even stranger creatures, but none of them are interested in you. Unexpectedly, you see somebody walking on one of the trails. He is one of the monks who live near the forest. After he learns about your adventure, he says "May God Bless You for your courage, young hero!" Increase your Blessings by one point (you should know how to use it by now) and proceed to the Wicked Graveyard at section 5!

3. The mountain is really unfriendly. It is not a coincidence that it was named Deadly. A cold front moves in very quickly while you are hiking and causes a snowstorm. Roll 1d6 and remove the result from your Health points due to the frostbite you experience. You take cover in one of the caves and you find a soldier's corpse in there. His sword is not better than yours, but you can definitely use the Crusaders Shield he owned. Add a Crusaders Shield in the list of your items and continue to the Wicked Graveyard at 6!



4. The wetlands are difficult to cross over, after all it is full of swamps. No wonder that they are forbidden. You hardly make it out of the mud a couple of times during your travel. Roll 1d6 and remove the result from your Health Points! However, passing through, you see a flower that reminds you of your childhood. Your mother used this herb to heal any wound or scratch you got home with. Take a note that you have a MystFlower! You can use it at any time of the adventure to heal your Health Points back to the initial number of 10. Proceed to section 5 to explore the Wicked Graveyard!

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5. The Wicked Graveyard is not welcoming at all. You have to choose now, if you want to cross it in the middle of the day (turn to 6), exposing yourself to the wizard in the tower or do you want to travel under the cover of the night when you have to face whatever undead creatures live here (turn to 7) ?

6. The graveyard is not very dangerous when the sun is out as all skeletons, vampires and zombies sleep through the day. However, the Evil Wizard notices your presence. Not sure if you are a real threat, he only casts a spell that creates a Hungry for Blood Wolf for you to fight. Throw 1d6 and remove the result from your Health Points! If you are still alive, continue directly to the Wizard's Tower at section 8!

7. All kinds of evil creatures get up from the graves and walk around at night here. You have to fight a Bloodthirsty Zombie and a Skeleton Warrior. Throw 2 dice and remove the total from your Health Points! If you survive this battle, you find a glowing in the dark Magical Amulet on the neck of the Skeleton. Take a note of that in your adventure sheet right now! You get to the Wizard's Tower a little bit before sunrise. Now turn to 8!

8. You get right inside the tower and take the round stairs up to the wizard's quarters. He is furious that a normal human is disturbing his day uninvited. He casts a deadly spell against you. If you have the Magic Amulet, turn to 9. If not, throw 1d6 to calculate how much damage the spell does to your Health Points! If you are still alive, turn to 9 now. Otherwise, you become the next victim of the Evil Wizard and your adventure ends here.

9. The Evil Wizard is quite surprised that his magic didn't kill you, so he casts another spell, this time on himself, and his body changes its shape into a bigger masculine warrior. He grabs his wooden staff and tries to beat you to death with it. If you have a Shield in your list of items, it protects you from two hard blows. If not, roll two dice to calculate the damage and remove the result from your Health Points. If you are still alive, turn on 10 at this instant! Otherwise, you become the next victim of the Evil Wizard.

10. Your opponent is quite surprised that you were able to survive his attack. You use that short confusion that keeps him unprotected for a moment and slice him with your sword. You are victorious! You defeated the evil wizard and your village is now safe for generations to come. You are well celebrated by your fellow villagers. In a sign of appreciation, they even rename the deadly mountain after you. Congratulations!

