



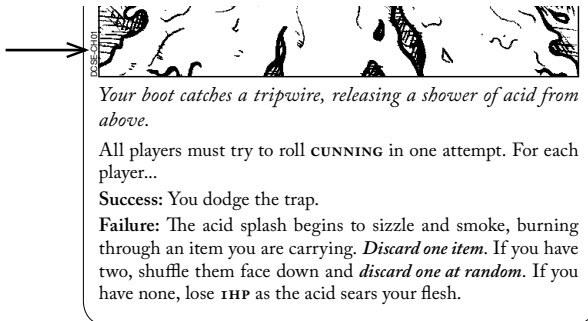
*The  
Death Book*

# INTRODUCTION

This book is for use with Escape the Dark Castle®. On the following pages you will find over one hundred contextual death scenes, adding a new dimension to gameplay as you learn the gruesome story of your prisoner's demise at the climax of each adventure.

## HOW TO USE THIS BOOK

Every card in the Escape the Dark Castle® range has a unique code printed in the border near the lower left edge.



When a **CHAPTER CARD** brings about the death of a character, simply cross-reference the code printed on the card with the contents page of this book. The contents page will send you to the corresponding part of the book, and from there you can follow the section numbering to find the matching death scene. **BOSS CARDS** and **ITEM CARDS** are simply listed by name on the contents page.

When you have found your death scene, read it aloud to bring complete narrative closure to your quest.

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**DCSE-CH01**

You clutch your acid-soaked arm as it bubbles and froths. You fall to your knees, gasping in wide-eyed horror as the flesh is steadily melted away. When it is done, you collapse onto the cold stone floor, reduced to a quivering, jabbering wreck.

Clearly incapable of any further contribution to the escape, you are left behind, but without you the rest of your party is soon captured and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

### DCSE-CH03

The creature proved too strong, too wild and furious, its foul hungers empowering it with a tireless ferocity you could not withstand. You are torn limb from limb, slavered over, and ravaged.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

**DCSE-CH04**

The arrow has pierced something vital. Blood begins to spill from your mouth as you falter onwards. You see an open door in the passage ahead, and a blinding light beyond. As you reach for it there is the sound of evil laughter and it vanishes. You fall forward, landing hard on the stony ground and all fades to black.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCSE-CH05**

You fight well, but simply do not have the skill to parry so many expert strikes. First one, then another gets past your guard. As the sand begins to turn dark with blood beneath you, your last sensation is the blade of the arena champion plunging deep into your belly.

You slump to the arena floor, and as you fade from consciousness the last thing you hear is the furious demise of your fellow prisoners. In time your carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

**DCSE-CH06**

The beastman moves with astonishing speed. Your spine is shattered by the impact of its devastating charge, sending you sprawling to the ground. There, you are quickly pinned under its immense weight and with a flurry of razor-sharp claws your bones are entirely stripped of flesh.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. Your mutilated carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

**DCSE-CH07**

With each booming strike of the bell you descend further into madness. You clutch your head, your screams inaudible beneath the agonising din. In a final act of desperation, you sprint to the edge of the tower and fling yourself from the battlements, never to be seen again.

Without you, the rest of your party is soon captured and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCSE-CH08**

You hear the cracking of your own skull as the blacksmith brings down a heavy blow. You fall to the ground where you lie twitching until he rolls you over, smiles, and draws back his hammer to finish the job.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

**DCSE-CH09**

You are overpowered and knocked unconscious. You awake bound and gagged beside a roaring fire-pit. The cannibals take their time with you, carving thin slices from your limbs and carefully keeping you alive long enough to smell the roasting of your own flesh.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCSE-CH10**

You are impaled by a thrust of the creature's horns and tossed high into the air. You come down hard, gasping for air as your innards spill across the stable floor. What life remains in you is soon crushed under the heavy hooves of the marauding beast.

As you fade from consciousness the last thing you hear is the furious demise of your fellow prisoners. In time, your bodies are forced back to life by the power of dark magic, your rancid carcasses twisted into reanimated horrors, damned to wander the castle in perpetual undeath.

*Your adventure ends here.*

## DCSE-CH11

The guard draws his sword and begins barking slurred, incomprehensible commands. His wild, clumsy swipes in your direction are amusing at first. That is, until the tip of his blade catches your throat, and you realise there is little your desperately clutching hands can do to stem the outpouring of your lifeblood.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCSE-CH12**

You open your eyes. You are floating, looking down upon your corpse. You scream, but it makes no sound. You reach out, it is not felt. A dark mass begins to flood the passage, swirling towards you. You turn and glide away. The darkness follows.

Without you, the rest of your party is soon captured and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

### DCSE-CH13

A thin, perverse smile draws across the man's face as you buckle over in agony, clutching your belly. You bring up bile, blood, and fleshy chunks that nearly choke you. You try to crawl, but you are wracked with agonising spasms as the poison does its job.

With one of their number fallen, your fellow prisoners are unable to survive the ensuing onslaught of evil. In time, your bodies are forced back to life by the power of dark magic, your rancid carcasses twisted into reanimated horrors, damned to wander the castle in perpetual undeath.

*Your adventure ends here.*

## DCSE-CH14

Long lost to the spiralling depths of madness, this rampant escapee can no longer distinguish friend from foe. Despite your protestations, he wrestles you to the ground, and with his full weight draws tight his chains around your neck. Your windpipe, along with your fate, is sealed.

As you fade from consciousness the last thing you hear is the furious demise of your fellow prisoners. In time your carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

**DCSE-CH15**

You are consumed in a blaze of demonic fire, your body reduced to a smouldering husk, a hideous charcoal figure - arms raised as if in desperate appeal for an end to the agony.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

## DCSE-CH16

Imbued with an impossible strength, the skeleton's jagged blade hacks deep into the bones of your arms, over and over as you try in vain to shield yourself. Your hands are soon severed, leaving you helpless to prevent decapitation.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

Your adventure ends here.

*Your adventure ends here.*

**DCSE-CH17**

The spirit rises to form a towering wave which crashes down upon you. You are engulfed, submerged, and carried away down the passage. You feel its implacable form holding you under, forcing its filthy water into your lungs until they rupture.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

## DCSE-CH19

As you grapple with one of the hounds, the jaws of another clamp down into your calf. With a shake of its head, the entire muscle is torn from the bone. Another sinks its fangs into your forearm and drags you to the ground where a fourth dog rips out your throat - tossing it aside as the pack run off to seek new prey.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. Your mutilated carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

**DCSE-CH20**

You are ended by a meaty thrust of the cook's keen blade, and your death is swiftly followed by the equally merciless slaughter of your fellow prisoners. You are each promptly skinned and filleted. Your flesh is cubed, boiled, and seasoned to make a filling for the next batch of pies.

After you have been baked to perfection, you are gobbled up by hungry guards, processed with difficulty, and at length deposited into the depths of the castle privies.

*Your adventure ends here.*

**DCSE-CH21**

The more you struggle, the more the plant tightens its grip, and the more its razor-sharp thorns bury themselves under your skin. You are stretched and twisted, crying out in agony until the moment your limbs finally pop from their sockets and you are silenced.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

## DCSE-CH22

As the claws of the ghoul sink deep into your flesh you feel the life being drained from your body. Your mind becomes foggy, your limbs too heavy to lift. The ghoul pulls you close and stares deep into your eyes with unnatural hunger. As your eyelids droop and close, the ghoul opens wide and places its mouth over yours.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. In time, your bodies are forced back to life by the power of dark magic, your rancid carcasses twisted into reanimated horrors, damned to wander the castle in perpetual undead.

*Your adventure ends here.*

**DCSE-CH23**

More members of the gang spring from the shadows and seize your arms on either side. You are held upright, stripped of your clothing, and a game ensues. Dagger after dagger is plunged into you, to see who can illicit the loudest cry.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

## DCSE-CH24

The creature lifts you by the ankles and dashes you against the chamber wall over and over. When you eventually fall limp it takes you up, cradles you in its arms and begins stroking you, rocking back and forth and petting you as if your shattered frame were one of its young.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCSE-CH25**

You are cut to ribbons by the elegant strokes of the nobleman's rapier. You fall to your knees, bloody and defeated. With his blade at your throat the nobleman asks if you have any last words?

*Speak them aloud now, so all players can hear you.*

The man chuckles darkly, and with expert precision delivers the coup de grace before slipping away down a side passage.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCSE-CH26**

You are aware of being lifted high into the air by many hands. You feel the sensation of a cold, hard surface beneath you. There is the sound of chanting. Everything seems distant. You feel drowsy and unable to move, even as the tip of a blade begins to slowly tease across your belly.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. Your mutilated carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

**DCSE-CH27**

As the runes settle unfavourably you look up in horror, locking eyes with the witch. Staring into her black, glassy orbs, you begin to feel sleepy. A drop of blood falls from your nose and your head hits the table with a thud.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCSE-CH28**

You are bitten clean in two by the immense jaws of this hideous predator. Half of you is immediately devoured, the other half dragged deep into the creature's lair and stored for later consumption.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

**DCSE-CH29**

“Pretty. So pretty...” mutters the putrid captain as he drags you dazed and battered through the dank castle passages, your fellow prisoners nowhere in sight. You realise your hands and feet are bound, your screams muffled by an odorous rag...

With one of their number missing, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCSE-CH30**

You have battled through many of the castle's most grotesque horrors, but nothing could prepare you for the challenge of fighting yourself. Your doppelgänger's impossible lack of fatigue eventually wins out, and the last thing you see is yourself, smiling down at you and drawing back a fist.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

**DCSE-CH31**

As the sword of the revenant is buried into your gut, your mind is flooded with visions. You are riding into battle, a line of armoured knights roaring beside you as you bear down upon a vast sea of demonic warriors. The sword is withdrawn, along with your entrails, and the vision is replaced by eternal darkness.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

**DCSE-CH32**

The moment your lifeless body hits the ground, the hags swarm over it, muttering and probing your corpse with their long fingers. Your flesh withers, your skin becoming pitted and leathery. Soon you risen, floating among them, doomed to rise and fall in perpetual undeath.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCSE-CH33**

You fall to the ground, pulsating violently. As the power of dark magic courses through your veins, you are wracked with spasms. You feel a burning sensation; your limbs swell and your eyes bulge. Your flesh explodes in a shower of gore, and all that remains is a blackened, shimmering skeleton.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

### DCSE-CH34

For each skeleton you strike down, two more emerge from the shadows. They soon surround you, and your unheeded pleas expose them for what they are – mindless servants of a dark power without mercy. You are hacked to death by blow after blow of their rusty weapons.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. Your mutilated carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

### DCSE-CH35

The waters churn and a violent current pulls you downward. Your lungs begin to burn as you thrash furiously, making little progress towards the light. With the last of your strength you surge upward, striking your head on the jagged rocks before being sucked into the depths below.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

**DCSE-CH36**

You feel several sets of fangs sink deep into the back of your neck. Your skin is punctured, your blood instantly corrupted with a powerful venom. You lose your sight, your body becomes rigid, and then you are taken - swept up and carried away in a roar of wingbeats.

With one of their number missing your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCSE-CH37**

The pattern of the blades is perplexing, inconsistent. *Swoosh*. Your leap is misjudged, and one of the enormous blades slices clean through you, its deadly rhythm unaffected. As the two halves of your body slowly peel apart, your insides gush out and splatter to the floor.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCSE-CH39**

There is no rescue, no reprieve, and soon your will is broken. You experience new depths of suffering at the hands of the torturer as he carries out his most depraved fantasies, your flesh a canvas for his perverse, excruciating art. When there are no more ways for your body to be ruined, you are finally disposed of.

With one of their number missing your fellow prisoners are unable to withstand the ensuing onslaught of evil. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

**DCSE-CH40**

You skilfully negotiate the first of the traps, but just as you make one final leap towards the chest the traps move, changing places and altering their configuration – the work of a powerful illusion! Several of your vital organs are impaled as you thump to the bottom of a deep pit of spikes.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCSE-CH41**

The guards haul your battered body back to the cellblock and present you to the jailer. He rewards them with a challenge: They must immediately fight to the death, and the winner will be permitted to do with you as they please. As the scrawny men desperately claw at each other's throats, you slump into unconsciousness, the jailer's eerie chuckle ringing in our ears.

Your torment and eventual death are followed by the slaughter of your fellow prisoners. Your mutilated carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

**DCSE-CH42**

The apparition swoops towards you and swings its outlandish blade. You brace yourself to parry the blow, but the spectral scythe passes clean through your guard. There is no blood, no visible wound, but you slump to your knees nonetheless – eyes dead, mind blank, your body now an empty vessel. Your soul has been harvested.

Your death is swiftly followed by the harvesting of your fellow prisoners. In time, your bodies are forced back to life by the power of dark magic, your rancid carcasses twisted into reanimated horrors, damned to wander the castle in perpetual undeath

*Your adventure ends here.*

### DCSE-CH43

The creature seizes your broken body in its jaws and scuttles away, dragging you through the sewers before stashing you in its foetid lair. You briefly regain consciousness and look down in horror to see it feasting on what little remains of crippled legs. You cry out, and darkness consumes you.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCSE-CH44**

You open your eyes and blink away a thick layer of dust. Darkness surrounds you. You cannot move. You hear distant, muffled shouts, the faint crunch of shifting stone. You try to draw breath, but there is too much weight pressing down on you. You try to move but find no feeling in your limbs. You close your eyes, and the darkness takes you.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

## DCSE-CH45

The creature locks you in its powerful talons and with a beat of its wings you are taken, carried high into the darkness above at sickening speeds, rolling through the rafters and then out – suddenly soaring high into the cold night air, circling the castle. The creature lets out a deafening screech, and with a single motion plucks your head from your shoulders. Your body is released, plummeting through the churning skies and finally slamming into the ground some distance from the castle.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCKS-CH01**

Just as you fully extend yourself in a desperate dive for safety, the portcullis slams shut – severing your body at the waist. Your torso and legs skid to a halt in opposite directions, connected only by a gruesome smear of entrails.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCKS-CH02**

The phantom knight delivers an almighty sweep of its longsword, severing both of your legs below the knee. Your cries of agony are almost immediately silenced by a swift decapitation.

Your death is promptly followed by the merciless slaughter of your fellow prisoners. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

**DCKS-CH03**

Dozens of hands plunge into you, and you feel the cold rush of something being ripped from your chest. You look down expecting to see a terrible wound but there is not a single drop of blood - it is your soul that has been taken. You fall to the ground a hollow shell.

As you fade from consciousness, the last thing you hear is the furious demise your fellow prisoners. In time, your bodies are forced back to life by the power of dark magic, your rancid carcasses twisted into reanimated horrors, damned to wander the castle in perpetual undeath.

*Your adventure ends here.*

**DCKS-CH04**

The jailer holds you down, pressing his heavy boot onto your neck. He calls out and is soon joined by several greasy looking guards. He allows each of them five minutes alone with you to do as they please.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

**DCKS-CH05**

A brutal body punch slams into your side and you collapse to the ground. The strongman nods and strides off into the darkness. Something inside you has ruptured, and your next breath is the last you are able to draw.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCKS-CH06**

The rocky fists of the elemental bludgeon you over and over, one knocking out your teeth, the next cracking your spine. The final strike caves in your skull and you are dead before you hit the ground.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your mutilated carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

**DCKS-CH07**

You tumble from one level to the next, each drop further than the last. Your arms are broken by the first fall, your legs shattered in the second, and finally you hit the ground head-first - snapping your neck. Death is instantaneous.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCKS-CH08**

With one terrifying bite your upper body disappears into the creature's snake-like throat. Its jaws clamp around your waist and it slithers away, dragging you kicking and screaming into its domain somewhere deep within the castle walls, where you are slowly digested over a thousand years.

With one of their number missing, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCA1-CH01**

With a series of quick, agile leaps, the Bloodthirster is upon you. Pinning you down, it tears open your chest and burrows its head deep inside, savagely gorging on your organs as blood sprays wildly into the air.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

**DCA1-CH02**

Your dazed state intensifies, and a gentle smile crosses your face as the chamber around you appears to transform - sprouting colourful flowers and layers of sweet, luscious grass. The soothing sound of birdsong fills your ears and you decide to lie down, resting against a pile of twigs and branches, just for a little while...

Without you, your fellow prisoners perish in the next chamber, their cries of anguish sounding to you like jubilant laughter as you fade from consciousness once and for all.

*Your adventure ends here.*

**DCA1-CH03**

The captain brings down his expert blade with such power that the arm you instinctively raise in defence is severed at the elbow. As you cry out and clutch the stump, pulses of blood squirting high into the air, the man is already lining up another attack. He lets out a roar and swings his blade again, this time removing your head from its shoulders in a savage arc.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

**DCA1-CH04**

The chamber trembles and large chunks of masonry begin detaching from the arches overhead, crashing to the ground with terrifying impact. You sprint for the exit, but a few yards short of the door you disappear altogether, pulverised beneath a huge slab of falling stone.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCA1-CH05**

With blood-crazed strength you are wrestled to the ground and throttled. As your life slips away, all pain leaves you, replaced with a deep and bitter sense shame that you should fall at the hands of a fellow prisoner after coming so far. As you stare deep into his eyes, you see only spheres of darkness, a vast and churning blackness where anger rages in the void.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCA1-CH06**

The cultist claws at you with inhuman strength, his very grasp tearing the skin from your bones. “Die, Brother!” he screams, as you are torn to pieces in a frenzy of insane rage.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

**DCA1-CH07**

You are bludgeoned into the ground by the butt of the executioner's weapon. You try to crawl away, but his heavy boot slams down to hold you in place, crushing your lungs as it does so. As you gasp for air, he wastes no time in bringing down his immense axe, sending your head spinning across the chamber floor like a child's plaything.

With one of their number fallen, your fellow prisoners are unable to survive the ensuing onslaught of evil. In time, your bodies are forced back to life by the power of dark magic, your rancid carcasses twisted into reanimated horrors, damned to wander the castle in perpetual undeath.

*Your adventure ends here.*

**DCA1-CH08**

As you twist to parry one of her axes, the woman buries the other deep into your spine. You fall paralysed to the ground, where you lie twitching and gasping. She crawls on top of you, bites deep into your neck and proceeds to slurp down gulp after gulp of fresh blood, noisily savouring every last drop.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCA1-CH09**

You are flung to the other side of the chamber under the immense power of the banshee's wail, pinned back against the far wall as if by impossibly vigorous winds. It is so unrelenting that your brain is soon reduced to mush within the confines of your skull, slowly sliding out from your ears and nostrils to dribble onto the floor.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCA1-CH10**

The reptilian takes hold of you and throws itself into the rushing river of filth below. You hit the water hard, thrashing helplessly as you are rolled over and over, tightly constricted by the claws, spines and jaws of the water-beast. In a few terrifying moments you are crushed, drowned and dragged under, disappearing below the unending torrent of sewage.

Without you, the rest of your party is soon overcome by the forces of darkness and slaughtered. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

## DCA1-CH11

The crooked spikes of the cultist's club slams into your face, puncturing your cheek, skewering your eyeball and lodging firmly into your skull. The cultist sharply pulls the weapon back, ripping away half of your face with it. You stagger forward, half blind and wailing in agony, only to be met with a dagger thrust firmly into your gut.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. Your mutilated carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

## DCA1-CH12

You fall to the ground exhausted and delirious. There was no heroic battle, no valiant climax to your quest - just too much strain on a body and mind not fit to bear it. Weak and jabbering with madness, you rise and stagger off into the darkness, destined to wander the castle in a state of physical and mental ruin until you eventually succumb to cruel starvation.

With one of their number lost, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

### DCA1-CH14

You awake in a dark cave, wedged under a pile of rotting carcasses – some apparently human, some you cannot identify. As you begin to crawl out, you hear the creature approaching. You lie still, trembling as it feels its way towards you. It dabs at a body just beside you but tosses it aside with a grunt of distaste. Then it reaches out and touches your feet. You freeze. It leans in close, sniffing along the line of your body, until it comes face to face with you and lets out a long, satisfied growl. Each of you lets out a furious roar as it tears into you.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

**DCA1-CH15**

You struggle with all your might, but in your exhaustion the elder has you pinned, face down under his surprising weight. He rips aside your prisoner's rags, draws his blade and slowly carves a hole into your side with ritualistic precision. You cry out in pain as he thrusts his hand deep inside. The sound of his mesmeric chanting fills the air as his fingers tighten around your heart.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. Your mutilated carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

## DCUQ-CH01

Incensed by your pitiful lack of precious items, this covetous ghoul mercilessly tears into you instead, gouging deep with tooth and nail, as if searching for its lost relics beneath your very skin.

“Mine...all mine!”

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. In time, your bodies are forced back to life by the power of dark magic, your rancid carcasses twisted into reanimated horrors, damned to wander the castle in perpetual undeath.

*Your adventure ends here.*

## DCUQ-CH02

The projectile shatters your skull and when your head hits the ground your brains spill out across the passage floor. You awake, wrapped in a shroud and lying in a cold stone tomb. You cannot move. After some time, the lid slides open and an agitated man looks in at you. He is distracted by something and flees. In a moment, the faces of your fellow prisoners are looking down on you, but without recognition. You try to cry out, but can make no sound.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCUQ-CH03**

You are savaged by the beast, taken by the throat in its ferocious jaws and shaken - your brutally mauled body flapping like a rag doll until there is no life left in it.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

### DCUQ-CH04

You are caught by the ankles and dragged down under the floorboards. In the darkness below, you cry out in terror at the sensation of skeletal hands clawing at you from every side, and dozens of unseen mouths gnawing on your bones.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

## DCUQ-CH05

You are beaten, finally falling exhausted to the cold stone floor. The Undead King glides over to you and places his hand upon your brow – capturing your soul just moments before you pass beyond. It is brought before the Undead Queen and proclaimed as a new slave to fuel her inexhaustible armies.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. In time, your bodies are forced back to life by the power of dark magic, your rancid carcasses twisted into reanimated horrors, damned to wander the castle in perpetual undeath.

*Your adventure ends here.*

## DCUQ-CH06

There is the sound of sinister laughter as the image of the gatekeeper fades away. Just then, a black mist begins to seep into the room from beyond the archway, rolling out across the flagstones with slow menace. You back away but it follows, picking up speed and rising into the air to swirl around you. The shroud of darkness steadily thickens until you are completely enveloped, disappearing from view. You let out a short, sharp cry of fear but the sound is abruptly cut-off as your body dissolves into the mist. In the silence which follows, the strange fog slowly dissipates leaving no trace of you.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days

*Your adventure ends here.*

## DCUQ-CH07

The horseman charges you, striking a blow and then vanishing. He reappears to land a blow from the other side before vanishing once again. In this way, over and over, you suffer the sting of his mighty flail, until finally you are trampled under the hooves of his spectral stallion.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

**DCUQ-CH08**

You slam to the ground below, a broken heap of shattered bones, gasping for air. As you perish at the foot of the wall, your remains are sucked up into the structure to form a new part of its hideous tapestry.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

## DCUQ-CH09

One of the spirits surges forward and engulfs you. It changes its shape to match yours, encompassing your entire body in a strange glowing shroud. It then moves to re-join the procession, and you are carried with it, trapped for all time within its strange ethereal form.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

## DCUQ-CH11

The flames of this unnatural fire flicker with a strange green energy. Suddenly, they reach out for you, taking on the form of ghostly hands. They haul you into the fire where your flesh is quickly melted to the bone, your desperate screams the only thing louder than the flames' malevolent crackle.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

## DCUQ-CH12

You are hacked, stabbed, beaten and battered senseless by countless skeleton warriors as the seemingly endless horde storms past, mindlessly pursuing whatever unholy mission they have been summoned to carry out.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. In time, your bodies are forced back to life by the power of dark magic, your rancid carcasses twisted into reanimated horrors, damned to wander the castle in perpetual undeath.

*Your adventure ends here.*

### DCUQ-CH13

The mechanism jolts into motion but your arm is trapped, crushed between two large, rusty cogs. With a yelp you are dragged deeper into the contraption as it gathers speed, your body twisted and mangled, jamming up the works and bringing the whole thing to a grinding halt once more.

Your fellow prisoners are forced to turn back, and without you they are soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

### DCUQ-CH14

The dragon roars and with it lets out a burst of green-tinted flame which shoots across the chamber to engulf you. When it fades, all that remains is a smouldering husk.

Your death is swiftly followed by the merciless slaughter of your fellow prisoners. Long after your mortal frames have rotted away your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

## DCUQ-CH15

You are scooped up by the giant in one of its enormous hands, lifted to its eye level and inspected closely. Though you cannot understand its thick-lipped speech there is an unmistakable tone of mockery in the words and occasional beats of booming laughter. When your humiliation is complete, you are held down and pulverised.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCPL-CH01**

Beaten unconscious, you are dragged away and tossed into a dark, long-forgotten cell, where row upon row of rotting plague victims reach out through the bars with decayed hands. In time you join them, baying mindlessly for an end to your suffering until the day you die.

With one of their number missing, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCPL-CH02**

The foul-smelling tunnels are uncomfortably tight, low and narrow. Forced to crawl single-file on your bellies, you make slow progress. After a time, you pause in the darkness to listen as a distant roar grows steadily louder. It becomes deafening, and just then a great torrent of sewer water rushes down the passage towards you. You are unable to avoid taking great gulps of the thick, lumpy liquid before the passage is totally flooded and you are all drowned in the darkness.

*Your adventure ends here.*

**DCPL-CH03**

For each rat you strike down, two more leap for you. You are quickly overwhelmed, buried beneath the unending swarm, fading from consciousness as countless rats savagely gnaw your every limb to the bone. The last thing you hear is the furious demise of your fellow prisoners.

Long after your mortal frames have rotted away, your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

**DCPL-CH04**

The water is so cold you struggle to draw breath. Your body begins to go numb, until you can no longer muster the strength to swim. You slip beneath the icy waters, drawn down by the current into a deep, spiralling abyss below.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCPL-CH05**

The creature moves quickly, lashing out with its tail and dragging you to the ground where it sinks its vile fangs deep into your flesh. Its infected bite floods you with agonising pulses of venom, sending you into violent, frothing spasms as you corrode from within.

As you fade from consciousness the last thing you hear is the furious demise of your fellow prisoners. Your mutilated carcasses are dragged away - your only legacy a smear of blood upon the flagstones.

*Your adventure ends here.*

**DCPL-CH06**

The unexpected impact of the immense barrel sends you reeling to the ground, where your skull splits open like a ripe fruit upon the jagged flagstones. As your brains slowly ooze out across the cold stone floor your fellow prisoners look on in horror, unable to help.

Without you, they are soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCPL-CH07**

The mob closes around you, striking you with long spears and batons to avoid getting too close. When you can no longer defend yourself you are set alight, burned alive to prevent the spread of plague. Your death is swiftly followed by the equally merciless slaughter of your fellow prisoners.

Long after your mortal frames have been reduced to ash, your spirits live on – tortured souls doomed forever to haunt the castle passages, never finding peace.

*Your adventure ends here.*

**DCPL-CH09**

Both of your legs are broken by sweeping blows of the brute's heavy club. After he has rendered your fellow prisoners unconscious, you are dragged screaming before the Plague Lord and presented to him as a 'clean-flesh'. He responds with fury, launching into a fit of rage and snapping the neck of his simple servant, followed by yours.

Your fellow prisoners eventually come to, but with one of their number missing they are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCPL-CH10**

You fall forward and cough-up thick, black bile. Your whole body has become riddled with sores - here dry and flaky, there slick with weeping puss. You raise your hand to reach out for help, the large abscesses under your arms crippling your movement. Your fellow prisoners back away. You begin to crawl, leaving a dark ooze in your wake as parts of your blackened flesh begin to slide from the bone like well-roasted meat. In a few yards there is nothing left of you but a smear of festering gore. The plague has taken you.

Exposed to you for so long, your fellow prisoners soon suffer a similar fate - each in turn steadily reduced to repulsive monstrosities before finally succumbing to gruesome power of the plague.

*Your adventure ends here.*

**DCPL-CH11**

The plague bear tears into you with the unbridled fury of the wild. You are dragged to the ground and mauled senseless - eyes clawed out, genitals torn away, limbs ripped to unrecognisable shreds.

Your fellow prisoners are soon hunted down and suffer equally brutal deaths. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

## DCPL-CH12

You fall forward and cough-up thick, black bile. Your whole body has become riddled with sores - here dry and flaky, there slick with weeping puss. You raise your hand to reach out for help, the large abscesses under your arms crippling your movement. Your fellow prisoners back way. You begin to crawl, leaving a dark ooze in your wake as parts of your blackened flesh begin to slide from the bone like well-roasted meat. In a few yards there is nothing left of you but a smear of festering gore. The plague has taken you.

Exposed to you for so long, your fellow prisoners soon suffer a similar fate - each in turn steadily reduced to repulsive monstrosities before finally succumbing to gruesome power of the plague.

*Your adventure ends here.*

### DCPL-CH13

You are dragged away into the darkness, your mind delirious with infection. Soon you lose your sight to the plague, and your limbs no longer obey your commands. You are left only with the sensation of your abductor's foul skin rubbing against your own.

As you fade from consciousness, the last thing you hear is the furious demise of your fellow prisoners. Your remains are briefly toyed with, then tossed aside and left to rot – the ensuing stench your most memorable achievement.

*Your adventure ends here.*

**DCPL-CH14**

You lose your footing and stagger into the swamp. To your surprise, it is only knee deep! You laugh and try to climb out, but your feet do not budge. You look down in terror as you slowly sink waist deep into the bog. The more you struggle, the more it pulls you down. Soon the suction has pinned your arms below the surface. The mud bubbles and shifts and to your horror you sink deeper still. As it reaches your neck you cry out, helpless to stop it overflowing into your mouth, muffling your cry as your head disappears below.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

## DCPL-CH15

You fall forward and cough-up thick, black bile. Your whole body has become riddled with sores - here dry and flaky, there slick with weeping puss. You raise your hand to reach out for help, the large abscesses under your arms crippling your movement. Your fellow prisoners back way. You begin to crawl, leaving a dark ooze in your wake as parts of your blackened flesh begin to slide from the bone like well-roasted meat. In a few yards there is nothing left of you but a smear of festering gore. The plague has taken you.

Exposed to you for so long, your fellow prisoners soon suffer a similar fate - each in turn steadily reduced to repulsive monstrosities before finally succumbing to gruesome power of the plague.

*Your adventure ends here.*

## THE DEMENTED PRIESTESS

*DCSE-BC01*

You are battered into submission and dragged from the chamber at the Priestess's command. Your fellow prisoners are restrained in an equally brutal fashion, each disappearing into separate darkened antechambers. You awake bound to a chair several days later, weak, hungry and feverish - once again imprisoned in some intolerably foul cell. Day after day the servants of the Priestess visit you, rasping and spitting her foul sermons at you, screaming into your ears the words of her deranged prophecies, beating you brutally when you deny them, rewarding you with food and water only when you acknowledge 'the truth'. In time, when all else has been purged from your mind, you are broken, reduced to a mindless, stooping, scurrying follower of the Demented Priestess - warped to do her bidding, your outlook singular, all that you once were forgotten.

*Your adventure ends here.*

## TERROR OF THE UNDERWORLD

*DCSE-BC02*

You are bested, falling to your knees with blood streaming from the countless vicious wounds inflicted upon you during your futile battle against the Terror. With sickening clarity, you realise he has only been toying with you. He has kept you alive and, after forcing you to witness the slaughter of your fellow prisoners, you understand why. Slowly, he approaches you, leaning in close to scrutinise the fear that freezes your face – it seems to amuse him. You can smell the blood on him, some of it yours, mixed with the gore of his previous victims – their encrusted remains smeared across his lipless mouth. His dead eyes unmoving, with one stroke of inhuman strength he plunges his hand deep into your chest and plucks out your heart. He bites into it savagely, and the last thing you see as you fall to the ground is it being held aloft, drawing cheers from his lurking retinue.

*Your adventure ends here.*

## THE DARK ONE

*DCSE-BC03*

From the strange, clawed fingertips of The Dark One a terrible torrent of dark magic pours, crackling through the air and striking you down. The unrelenting stream intensifies, coiling around you and holding you in place like spectral chains. You roll and twist on the chamber floor, wracked with agony, foaming at the mouth. With a single motion of its staff, The Dark One sends you hurtling through the air. Your body slams into each your fellow prisoners, the impact knocking them from consciousness one by one. By an upward motion of the staff, you are now sent soaring high into the air, only to be released as The Dark One turns his back and glides out of the chamber. As quickly as you rose you tumble helplessly downward, slamming to the cold stones and exploding in a shower of gore.

*Your adventure ends here.*

## THE MASTER OF DARKNESS

*DCKS-BC01*

As the Master of Darkness pull his punch-blade from your liver and kicks your lifeless body to the floor, his plan for your remains is already in motion. While he goes about cutting down your fellow prisoners with practiced ease, his foul gargoyle goes to work plucking out your eyeballs, compelled only by the power of its master's mind. After the Master has consumed them, the skulls of you and your band are cracked open like hard boiled eggs, your brains eaten fresh before they cool. Only in this way will your sight, your experiences, your memories seep into his own hungry consciousness. Everything you have ever seen, everything you know about the castle and its outlying lands are fused with his own mental map, ready to be drawn up whenever his mind takes flight, fleeing his mortal frame to soar through the castle passages as a winged shadow in his quest to become all-seeing, all-hearing, all-knowing.

*Your adventure ends here.*

## THE SHAPESHIFTER

*DCKS-BC02*

As you attempt to land a desperate final blow, the shapeshifter catches your fist and pulls you closer. Just then, it changes, enveloping itself into the form of a void. The dark mass begins a slow advance along your arm, inch by inch. You cry out and try to pull away, but the darkness holds you in place as it draws over you – your limbs are steadily erased, replaced by emptiness, and your body becomes nothing more than a gaping portal to a sky full of stars, somewhere beyond. Soon, all that remains of you is the void, a black hole in the centre of the chamber into which your fellow prisoners are immediately swallowed, tumbling into the endless dark from whence the Shapeshifter came. The portal closes, and the chamber falls silent.

*Your adventure ends here.*

## THE DEATH KNIGHT

*DCA1-BC01*

The Death Knight parries your pathetic attempt at an attack and responds with a powerful counter-stroke, lopping off one of your arms. You clutch the stump, screaming in agony as powerful spurts of blood fly across the chamber. The Death Knight pivots, drawing back his blade and spinning, decapitating you and your fellow prisoners alike in one almighty sweep. Before your rolling heads have come to rest, he flicks the blood from his blade and commands that you must all be made an example of. You are skinned, your streaming corpses suspended from the walls of his personal arena – a fitting decoration, serving doubly as a warning to any other fools who might dare to oppose him.

*Your adventure ends here.*

## THE UNDEAD QUEEN

*DCUQ-BC01*

Your capture marks the beginning of a long, agonising process in which the souls of you and your fellow prisoners are slowly wrenched from your living bodies. By the power of the Undead Queen's dark and ancient knowledge, they are imprisoned - trapped in a suspended state within the ethereal plane while your fleshy frames are forced back to life, reanimated with the souls of monsters and despatched to join the foetid ranks of her undead armies. Your enslaved souls are then permitted only enough awareness to watch, looking-on helplessly from their boundless prisons, ensuring that you fully experience the great depravities to which your former bodies are subjected. In this way, you are promised of an eternity of anguish, ever to bear witness to these unthinkable atrocities, fully assured of never finding release.

*Your adventure ends here.*

## THE PLAGUE LORD

*DCPL-BC01*

You fight well, and though you are defeated The Plague Lord takes a liking to you - choosing to keep you as his 'clean-flesh' concubine. A collar is placed around your neck, and a hefty chain ensures you are never able to stray from his side. You watch in horror as your fellow prisoners are slaughtered and served up to satisfy his disgusting, ceaseless appetite - their blood drunk, their flesh eaten, their bones scraped clean of gristle and sucked dry of marrow. In time, your body becomes host to a great many foul infections both internal and external in nature, your skin breaking out in countless oozing pustules such that everywhere you are dragged you leave behind a slick trail of black ooze. This only makes you all the more attractive to the Plague Lord, which in turn increases your suffering until finally you succumb to his endless ravages once and for all.

*Your adventure ends here.*

## CHAMPION OF THE FIGHTING PITS

*DCCB-BC01*

Your attacks hammer against the champion's shield until, with a sudden forward rush, you are slammed to ground. For a moment you are dazed and in one fluid motion the champion brings about his flail, drawing it over his head at speed and then down with all his might. The spiked ball strikes you square in the face with devastating effect. Your head is stoved in, your limbs twitching as the champion moves on with unbroken stride to slay your fellow prisoners one by one. When the deed is done, your bodies are strung up above the pits like human puppets, rigged to a series of levers and pullies so they may be animated into grotesque motion – your legacy to be nothing more than faceless combat dummies on which the heartless fighters of the pit can perfect their mutilation techniques over and over.

*Your adventure ends here.*

## THE BEASTMASTER

*DCCB-BC02*

You stagger backward, blood-soaked and terrified as the shadow-beast stalks you, darting at impossible speed from one dark corner to the next, preparing to make its killing strike. Finally, it pounces - its fearsome maw tearing open your throat as its claws spill your guts across the chamber floor. Your fellow prisoners turn to run but are cut down in quick succession. Then the creature vanishes. When the chamber falls silent, the Beastmaster walks slowly among your bodies, admiring the work of the beast he chose to summon for this battle. He pauses when he gets to you, holding out his hand above your corpse and muttering a strange, rhythmic mantra. You flinch and writhe as he raises his voice, the incantation growing louder. Your spine arches, your head is thrown back and a dark, swirling shadow begins to emerge from your throat, rising into the air to take on the form of a terrible shadow creature. It roars and lunges for the Beastmaster, claws and teeth bared, but he waves his trident and calls out a forbidden phrase to bring the apparition in line. Your inner beast has been harvested, transmuted into its shadow form, ever ready to be summoned from the darkness to do the bidding of its new master.

*Your adventure ends here.*

## THE ENTITY

*DCCB-BC03*

Though you try to dodge, the tendrils of the Entity repeatedly lash out to strike you, each one burning your flesh and leaving a searing imprint like the lash of a slaver's whip. Soon your body is covered in agonising burns and you begin to feel the last of your strength ebb away. All the while, you cannot take your eyes from strange dark centre of The Entity's swirling mass. You and your fellow prisoners are all suddenly lashed again by its tendrils, as if the Entity has decided the time for play has ended. They bind your ankles and wrists and draw you all slowly inward. You begin to hear sounds from within the Entity, voices echoing from another plane. You see glimpses of other worlds flashing past in the sickening spin of its core - great ships of metal sailing among the stars; vast, looming structures glistening under the light of many suns. The Entity moves through you, sucking you into itself where your essence is dissolved as you drift out into the endless dark beyond.

*Your adventure ends here.*

## THE HYDRA

*DCCB-BC04*

The Hydra strikes with lightning speed, seemingly anticipating your movement and sinking its teeth deep into your side. You feel its venom pumping into your bloodstream. Your heartbeat slows, your body goes rigid. You are lifted into the air, juggled in the jaws of the beast and swallowed, devoured as its other heads effortlessly strike down your fellow prisoners with lightning-fast attacks.

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You open your eyes. You are moving through the castle, high in the passage. You see in sharp, vivid colour. You travel smoothly and at speed, but the direction is not of your choosing, you are part of a larger whole, one of others like you, a collective. You feel their impulses surging through you. *Hunt. Feed. Endure.* You have no memory, but you are compelled to extend your long, powerful neck, to lunge forward and snap at the terrified humans who flee before you – their movements slow and laboured, easy to track. Your jaw aches with the pressure of venom ready to release.

*Your adventure ends here.*

## THE KEEPER OF THE HOARD

*DCCB-BC05*

Under the expert eye of the Keeper and his assistants, you and your fellow prisoners are stripped of your items, your clothing, your teeth, your fingernails – everything deemed to be of any worth. These are collected, stored, and later sold or traded to a vile assortment of castle dwellers – all for considerable profit, of course. Naturally, your still-living bodies themselves are not wasted. There are many foul denizens of the castle who place great value on such things - from Plaguers in search of a ‘clean-flesh’; to masters of the fighting pits seeking new combatants; to those with darker intentions still, who prowl the castle in search of slaves to brutalise. Until such time as a buyer is found, you are locked in a wooden chest, kept alive by only the most meagre provisions and forced to overhear the various offers made to the Keeper, experiencing every detail of the all-too-graphic negotiations about what they plan to do to you, and the price your life is worth.

*Your adventure ends here.*

## THE PLAYER OF GAMES

*DCCB-BC06*

Your mind is the first to break, but by sheer force of will the Player of Games quickly reduces all of you to quivering wrecks – your bodies undone by way of the mind. You kneel before her dribbling, arms limp at your sides, dead eyes following her obediently as she paces before you. She makes one final pass, touching each of you on the temple in turn, a smile drawing across her face as she then glides from the chamber and disappears into the darkness. At her touch, you are granted hellish visions – rich in detail and colour but wholly dark and fearsome in nature. You see your past, your future, alternate pasts, alternate futures, but only the very worst of each – every mistake, every failure; the agonies, the loss, the torture. These visions flicker from one to the next, over and over until you can no longer distinguish which of them have truly come to pass. In this state you are doomed to remain, rocking back and forth, lost in the infinite, driven mad by all you have seen.

*Your adventure ends here.*

**DCA1-IC01** – Accelerated Decay

You watch in horror as the curse moves across the floor towards you, a snaking shadow, cracking the old stones as it goes. You back away, but the dark magic accelerates, reaching your feet and surging up through your body. It does it work quickly - you hunch over in agony, ageing dramatically, rapidly withering to a wrinkled husk before parts of you begin to flake and fall away. In moments you collapse into little more than a pile of dust on the chamber floor.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days.

*Your adventure ends here.*

**DCA1-IC03** – Temporal Vortex

You are sucked into the vortex, suddenly hurtling through an impossible tunnel of light and sound. You soar over star-filled skies, hear the booming voices of ancient kings, share in the impossible dreams of demonic beasts. Suddenly, your form is obliterated, shattering into a thousand pieces that drift slowly apart, in time absorbed into the immense cosmic tapestry of the endless dark.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCUQ-IC01 – Crumbling Spellbook**

The air around you stirs as you mutter the ancient words of the spell. You watch in wide eyed wonder as the pages of the book begin to turn by themselves, coming to rest on a blank page. There, an image starts to appear - a single, slowly lengthening line, as if some ghostly figure were moving its quill across the page. The line becomes a curve, winding into a dark, swirling pattern, moving ever outward, wider and wider with each stroke of spectral ink. The pattern begins to rotate, rising from the page, turning hypnotically as you stare deep into the emerging portal. You are mesmerised, your face being pulled closer and closer towards the page. Suddenly you realise you cannot release your grip upon the book. Your fingers sizzle and smoke as you wrestle to break free. You cry out as your head disappears into the portal, then your shoulders. The sound of rolling thunder shakes the chamber and in a blinding flash of light you vanish. The spellbook slams shut in mid-air and falls to the ground. You are never seen again.

Without you, the rest of your party is soon overcome by the forces of darkness and hauled back to the deepest, darkest of cells, where their screams ring out in vain for the rest of their days

*Your adventure ends here.*

**DCKS-IC01** – Golden Axe

The Golden Axe begins to throb, growing hot and vibrating furiously. It breaks free of your grip and rises into the air before your very eyes. There is the sound of deep, evil laughter and the axe begins to rotate faster and faster. It suddenly flies through the air, slicing your head clean off as it passes, disappearing down the passage and spinning away into the darkness beyond, beckoned by the call of its powerful former master.

With one of their number fallen, your fellow prisoners are unable to withstand the ensuing onslaught of evil. They are soon rounded up, enslaved, and damned to an eternity of torture.

*Your adventure ends here.*

**DCPL-IC01 – Plague**

You fall forward and cough-up thick, black bile. Your whole body has become riddled with sores - here dry and flaky, there slick with weeping puss. You raise your hand to reach out for help, the large abscesses under your arms crippling your movement. Your fellow prisoners back way. You begin to crawl, leaving a dark ooze in your wake as parts of your blackened flesh begin to slide from the bone like well-roasted meat. In a few yards there is nothing left of you but a smear of festering gore. The plague has taken you.

Exposed to you for so long, your fellow prisoners soon suffer a similar fate - each in turn steadily reduced to repulsive monstrosities before finally succumbing to gruesome power of the plague.

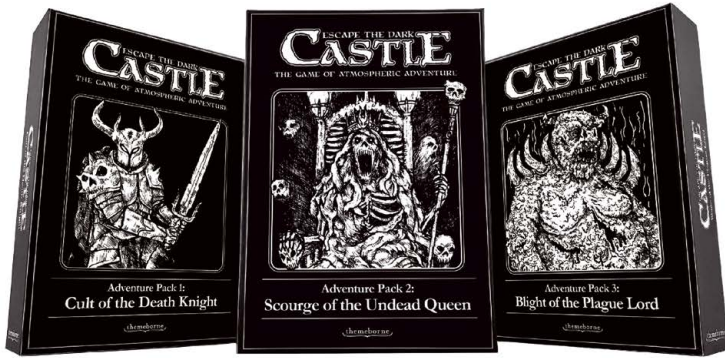
*Your adventure ends here.*

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