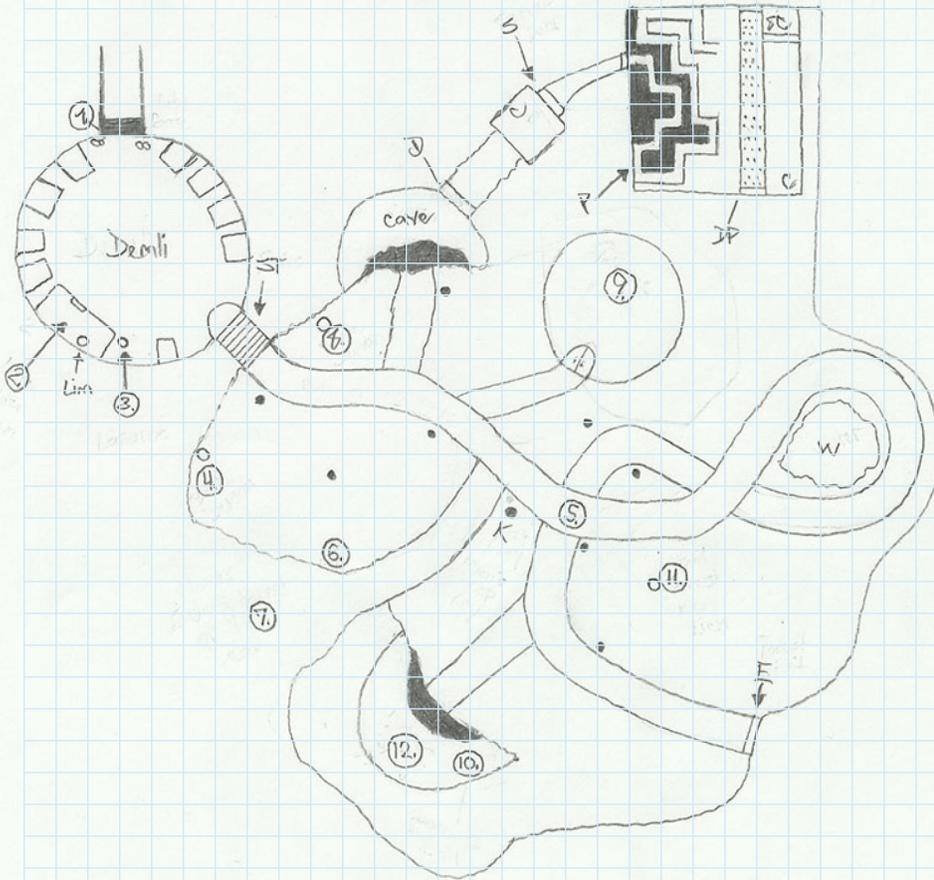


A LIVING-DEAD NIGHTMARE

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Story start

Our heroes start out in the City of Demli. Demli is a quiet place and it connects to the forests of Demli. Demli contains a few houses and the Lone Rider Tavern. The Lone Rider Tavern is where passerbys go to get a good night's sleep or just to enjoy high spirited drunkards. They wander into the Forests of Demli, and The Black Demon starts to chase them. Will they get away alive?

Extras

There is an incentive if anyone in the party makes it out of the forest alive. Whoever dies on the way to victory will come back to life.

Legend

S-Secret Door
DP-Death pit
C-Treasure Chest
P-Puzzle
D-Door
ST-Stairs
K-Moon's Keep Key
W-Water
E-Exit
Black Dots-Undead
SC-Secret Chest

Landmarks, People and Monsters Descriptions

- 1.City Gate-** The city gate is heavily guarded by the huntsmen. They are an elite bunch of rogue archers turned city protectors. Nobody gets into the City of Demli, without first being interrogated.
- 2.The Lone Rider Tavern-**Run by a man named Lim. The Lone Rider Tavern is a place of very high spirits. It is conveniently located on the way into the forests of Demli. You can get a stiff drink or just sit and trade war stories with the other patrons.
- 3.Lazarus the Lazy-** A drunkard who sits outside of The Lone Rider Tavern begging for change for one more drink. Lazarus once had a great life. Until one evening he came home from work and found his wife dead on the floor. Since then he has never been sober in order to forget what happened to her.
- 4.The Black Demon-** Evil Incarnate and waiting to catch someone off guard and kill them. Stands eight and a half feet tall, and has razor sharp claws that measure one foot long. The Black Demon is the creature chasing our heroes into the Forests in the beginning of the story. The Black Demon's always at odds with the White Demon, They are always trying to kill each other. The Black Demon is always trying to kill the people who enter the forests when the White Demon is trying to save them.
- 5.Path of the Righteous-**The main path leading through the Forests. It is very easy to get drawn off of the path by the many distractions. If you stay on the path, you will be led to victory, and in turn leave the forests alive.
- 6.Bell of the Dead-** This bell leads into the Never Ending Forest of the Dead. When rang, the forest opens up and lets down its forcefield. Once you ring the bell, your life ends.
- 7.The Never Ending Forest of the Dead-** A Forest full of zombies that rang the bell when they were alive. Once you go in you cannot come back.
- 8.White Demon-** Protector of the Forests of Demli and the people who go into them. The white demon stands eight feet tall and has white shell armor. It has claws that measure nine inches long. Brother to the Black Demon. Long ago the Black Demon killed the White Demon's wife and they have been forever since trying to kill one another.
- 9.Moon's Keep-** A Fort once ruled by the werewolves that ruled over The Forests of Demli, The Dark Wolves. Legend has it that the spirits of The Dark Wolves can still be heard, howling at the moon on bright nights. Enter at your own risk.
- 10.Wailing Succubus-**Lives in The Cave of Despair. She was once a very happy woman when she was alive. Until one day, her children were murdered and she committed suicide. She now wanders aimlessly looking for her children's murderer and killing any who enter her cave.
- 11.The Evil Forest Keep Lich-**Murderer of the Wailing Succubus' children. He is an evil, demon like creature that preys on the weak. The Lich is blind but senses movement. He can make himself invisible when he senses movement, or is attacked. His only goal in life is to kill the Wailing Succubus who took his eyes, and kill anything that moves.
- 12.The Cave of Despair-**Home to the Wailing Succubus. To enter the cave would mean a painful and excruciating death.