SHADOWKEEP ™

NOW A NOVEL BY

ALAN DEAN FOSTER

TRILLIUM ™

CURSED be the wicked Dal'brad! It is he who has brought such a darkness upon our land as none have ever seen, and as none might ever conquer. Yet our hope remains unvanquished, that some brave adventurer shall appear whose powers are the equal of Dal'brad and his demons. Thus we have set our trust in the four intelligent races of the universe: the Zhis'ta, the Roo, the Human, the Thalidar.

**T**HE Zhis'ta are a highly evolved race of bipedal, intelligent, and cunning reptiles. Their amazingly quick reflexes along with an in-born ability to move quickly and quietly have given them a distinct advantage when moving in the less honorable circles of society. Though they have gained a reputation as thieves, they have an inbred hatred of everything that is evil.

FROM a far-off land of deserts and veldts has come a race of hearty fighters known as Roos. They are a large, highly developed form of marsupial that has evolved in a very rough frontier, developing their physical endurance and fighting ability. They are highly regarded as explorers, and prized as friends.
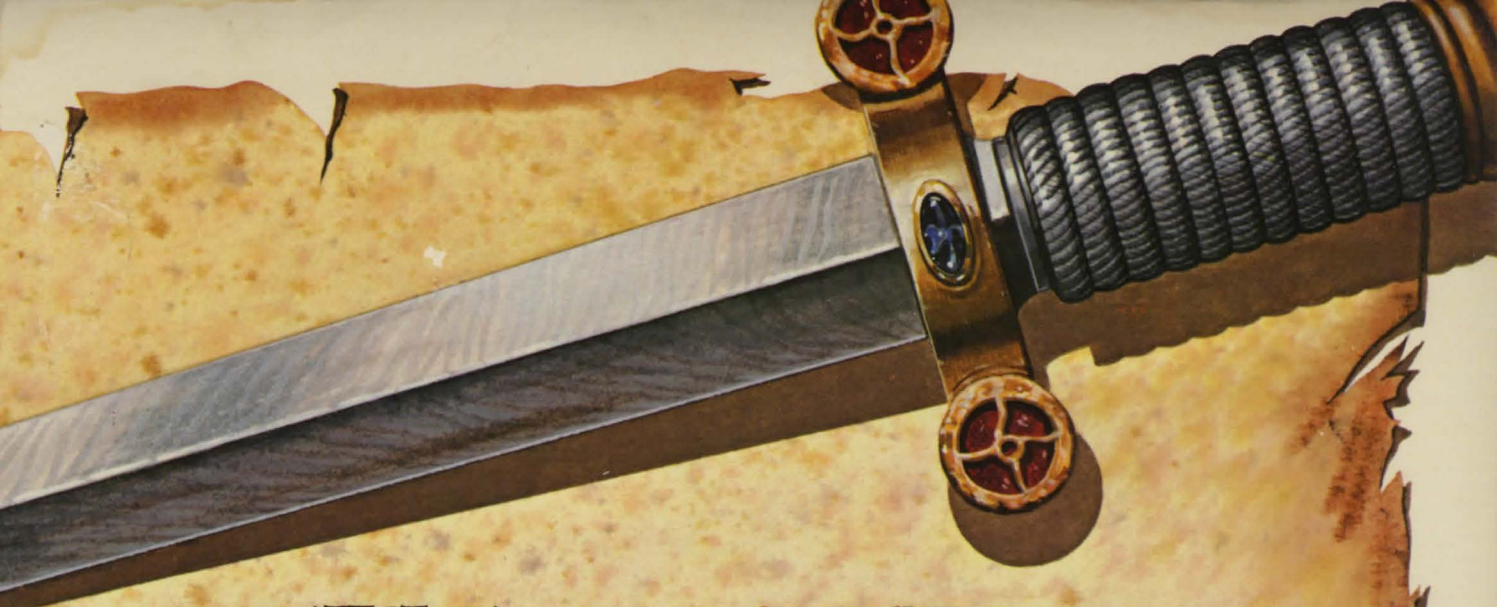
LATEST of the races to appear in the galaxy is the Human. Their ability to breed quickly has allowed them to proliferate throughout the known worlds. Because of their almost irrational belief that all things are possible, Humans have quickly become a major influence in the affairs of the Four Planets.

THE eldest race is the Thalidar. Their long lives have allowed them to perfect control of their own minds and the life force their minds possess. They are well known for an ability to perform great acts, which others often refer to as magic.

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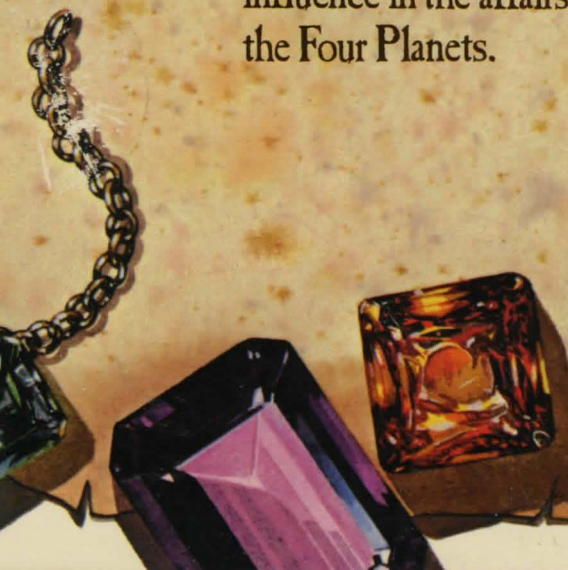
"The wise learn many things

TO all that enter the land of the Shadow-keep, be warned! The evil Dal'brad has unleashed a horde of monsters so invincible that not even the most powerful magician has been able to contain them all. As an aid to those that attempt to fight this evil, herein are catalogued some of the most evil of the horde, yet many more are unseen, and some may even live within you. If you dare to enter, do so with utmost care—and may the forces of good protect you.
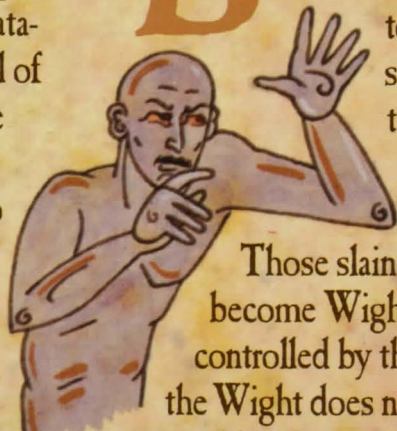
STOOR WORM: a large snake-like creature with the head of a dragon. It is often chosen to guard a great treasure. Like the mythological Hydra, it has the ability to regenerate lost limbs. Beware: the Stoor Worm will release a cloud of poison gas at those that attack it.
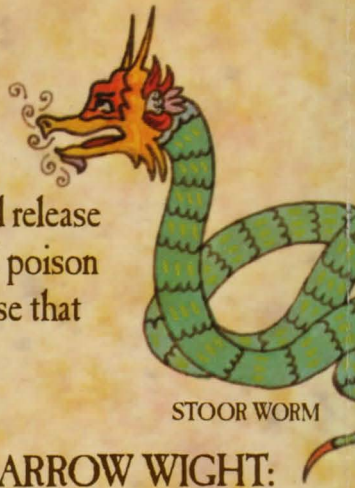
STOOR WORM

BARROW WIGHT: A ghostly humanoid that is bound to a particular site, often the grave of a victim of Dal'brad. Those slain by a Wight become Wights, forever controlled by the slayer. Since the Wight does not live in our world, only magic can affect it.

BARROW WIGHT

FACHAN: An unworldly creature that is almost all trunk. It has one arm sprouting

FACHAN

from its torso, and only one leg upon which it bounces around. It has a large, lidless eye on the top of its head, and is surrounded by an armor of feathers.

BLOOD BLOS-SOM: A green, frondy creature that was originally a plant. It has a lethal sting. When slain, it transforms into a silver rose, heavily laden with good magic.

BLOOD BLOSSOM

BROLLACHAN: A shapeless blob of a creature. It has two beads for eyes, and an enormous mouth, capable of swallowing victims in one gulp. The Brollachan has a huge appetite, and tends to live in marshes, where the supply of food is large enough to satisfy it.

BROLLACHAN

BARGUEST: A huge, wolf-like creature that guards temples and other places of power. It can demoralize an opponent with just a stare. Dal'brad has given the Barguest the power of immortality, yet it is possible to drive the creature

BARGUEST

from this plane of existence back to the netherworld from which it came.

RED CAP: An inherently evil creature that thrives on bloodshed. It has often been used by those doing wrong— bands of robbers, brutal lords and unwise kings have all retained its services. The Red Cap requires only that it be allowed to keep its metal cap wet with the blood of its victims.

GARGOYLE: A short humanoid creature with bat-like wings, a spiked tail, spurs on its elbows and a horn on its head. Its skin is gray, the color of the dawn, and is rough and hard to the touch, much like stone.

TROLL

RED CAP

OGRE

GARGOYLE

TROLL AND OGRE: These two creatures evolved on Earth, the Human's home planet. Humanoid, but with a hideous appearance, they are misshapen, with Human eyes and a tough, scaly skin. They are evil and very cunning. They dislike sunlight, but have been known to travel during the day when given the opportunity to hurt others. They have the ability to regenerate lost limbs.

DEMON: No picture of the Demon can communicate the tremendous evil that it possesses. Its magenta eyes glow like the embers of the fire burning within its soul. Fangs protrude from a reddish mouth and the rest of its featureless black body glows with an unnatural aura. Only the most brave or the foolish would dare face the Demon.
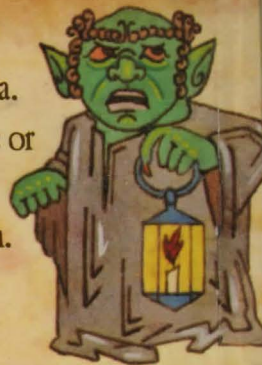
DEMON

GHOST

GOBLIN: A small, dirty, gray creature. It is very ugly, and dresses in tattered, moldy clothing. The hideous life of the Goblin has made it more and more evil and cunning . . . and compassionless.
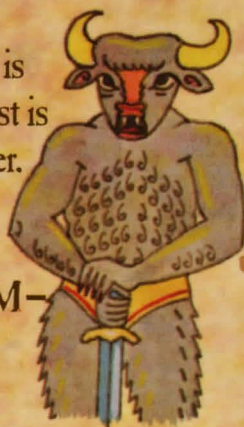
GOBLIN

GHOST: Though often misrepresented by the legends of the Four Planets, the Ghost is very real. Often bound to a spot due to the unfortunate death of a once-living being, the Ghost cries

out in frustration over its confinement. Though it is ethereal, the Ghost is also a very real danger.

MINOTAUR

VENOMOUS SHEEP: Dal'brad has bizarrely reconstructed this once peaceful creature of Earth. Large fangs can inject a powerful poison that has no known antidote. These Sheep are automatons, and very aggressive. Do not be fooled by their appearance.

VENOMOUS SHEEP

SALAMANDER: A large lizard, in no way related to the Zhis'ta. Brought in from another plane, the Salamander is very quick and difficult to harm.

SALAMANDER

MINOTAUR: It has the appearance of a large, muscular Human with the head of a bull. It combines the worst, most wicked traits of each of them.

COCKATRICE: A thoroughly evil creature composed of the head, wings and feet of a large fighting cock. Its body is covered with scales and it has a long, barbed serpent's tail.

COCKATRICE

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SHADOWKEEP™

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It is a time when the land is blighted with evil. The powers of darkness prevail unchecked, their withering curse gripping the landscape around their fortress, the forbidding Shadowkeep.

Yet it was not always so. Once the Shadowkeep held the forces of good, the gentle powers of the good wizard Nacomedon. In those times the land was not barren and dark, but fruitful, and verdant, full of life.

But now Nacomedon is a prisoner, encased in a crystal by the evil Dal'brad—and every level of the Shadowkeep is infested with Dal'brad's myriad demons. There within the tower lies the heart of his crushing wickedness, now threatening to engulf the world. And there lies the captive Nacomedon, his powers perhaps destroyed, perhaps subverted, perhaps intact.

Many a brave and skillful fighter has set forth to restore the forces of good to the Shadowkeep—but none has ever returned. As Dal'brad's evil influence spreads, all hope turns to you.

The challenge is compelling—yet you realize that even with your cunning and courage, success is neither simple nor certain. To win even a single victory against Dal'brad's powerful monsters would be a remarkable achievement. But ignoring a challenge, however formidable, is not your way. You accept—hoping, as you gather your band of adventurers and set forth, that the demons, the traps, the uncharted mazes you will certainly encounter, will not exact from you the ultimate price.

Shadowkeep is the first Role Playing Fantasy game to have inspired a novel by a major science fiction author, Alan Dean Foster. Brilliant graphics, great animation, realistic battle sequences, and a superb parser give you state-of-the-art game play. **Shadowkeep** lets you create and control up to nine different adventurers at once, each with their own abilities. A truly challenging game!

ALAN DEAN FOSTER, best-selling author of **Dark Star** and the film novelization of **The Black Hole**, is the author of the novel based on this game. He is perhaps best known for his **Spellsinger** series.

ULTRASOFT, a company which has been in the vanguard of fantasy game development since its founding in 1982, wrote and produced the program. An adventure game development language of their own design, Ultra II, has allowed them to create some of the most sophisticated computer games ever produced.

> "Everyone seems to look upon the computer as a tool, but it's actually not a tool, it's a gate. It's a gate into other worlds, the fringes of which we've only begun to explore."
>
> *Alan Dean Foster*

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