

# CITADEL OF BLOOD

BY ERIC LEE SMITH



1-6P|10+

1-3H



In the Valley of the Great Sword stands a massive fortress. It serves as the refuge for the most powerful Mage in the world, X the Unknown. With the aid of an Orc army, he has transformed tumbled-down ruins into this, the strongest fort in existence. Once secure in the Citadel, however, the Mage betrayed the Free Peoples of the valley into the hands of the Empire during the Third War of the League of Aralve. The Empire rewarded him richly for this treachery. Since that time, the Mage's power has grown steadily, spreading throughout neighboring lands. However, his success to date is as nothing when compared to the darkness he is now prepared to loose. His possession of the ancient and powerful Hellgate now poses a threat to the Empire itself.

Citadel of Blood represents a series of raids on X the Unknown's Citadel by a mixed force of Free People, representatives of the Empire, and mercenaries. The game is similar to many fantasy role-playing games, but it requires no games-master. It may be played solitaire or with 2 to 6 players. The characters and premise of this game are taken from SPI's game, Swords and Sorcery.

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