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Destroy the Necronomicon

by Tim Phillips
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Background information:

Year 2345

The land is at peace. All is well in the far away kingdom of Nador. Few creatures of foul descent roam the land in the name of evil. They do not dare harass the good peoples of Nador. The ruling monarch of Nador has made it clear to the goblin, ogre, and giant hordes that a raid on human, gnome, or furfoot settlements would produce a quick and harsh response.

Goblins, ogres, and giants understand force very well. They live in relatively close proximity to the more refined races. A state of harmony exists between the two sides.

Year 2375

The sight of an occasional goblin, ogre, or giant in the streets of a Nadorian city is not uncommon. For many decades now, peace has enabled the outcast races to forge a sense of belonging among the lands of Nador. They begin to see the benefits of law and order as they prosper and flourish.

Year 2432

Many new quarters spring up in Westmoore, the capital city of Nador. These quarters are populated chiefly by goblins and giants. They live in relative harmony with the humans, dwarves, and furfoots of Westmoore.

Year 2471

A strange tower appears on an island close to the city of Westmoore. Queen Selene confers with her most respected and knowledgeable sages, wizards, and priests in an effort to determine the bastion's nature and purpose.

Little is learned of the strange tower until the night a portal appears on the tower's side. Vile creatures pour forth. Many of the town's inhabitants are slaughtered and murdered. The battle is on, a battle that shall determine the very fate of the Realmz. As the queen rallies her army of humans, ogres, and giants to repel the nether worldly invaders, a second bastion appears, then a third and a fourth. Each bears a deadly cargo of demon spawn. The very fabric of everything you know and consider holy threatens to unravel.

Your Task:

Discover the nature of these evil towers. Attempt to send them back to the Abyss from which they came. It will not be easy. Little is known about their origin and primary purpose.

Venture to the city of Westmoore. Destroy the foul towers. Send their occupants back to the foul hells which spawned them.

Registering Destroy the Necronomicon

Registration Fee: \$13

To register "Destroy the Necronomicon", fill out the order form in chapter 3 of the manual or PRINT the order form by selecting "Print Order Form" under the apple menu.

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