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# The Thing That Crawls

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Short Gamebook Fiction

## How to Play

All that is required to play 'The Thing that Crawls' is this game book, a scrap piece of paper and a pencil.

You begin by creating a Hero, the character that will endure the hardships and rewards of exploring the dungeon.

Each Hero has five Stats. In the book, any time you have to engage in combat, or are called upon to perform a specific action, it is resolved in a way similar to a game of Rock-Paper-Scissors; each Stat automatically defeating two other Stats, and are in turn, automatically defeated by two other Stats. If there is a Tie (the same Stat is chosen), then the Stat with the higher numerical value wins.

	Luck	Magic	Skill	Attack	Defend
<b>Defeat</b>	Defend	Luck	Magic	Skill	Attack
	<b>Attack</b>	<b>Defend</b>	<b>Luck</b>	<b>Magic</b>	<b>Skill</b>
<b>Beats</b>	Skill	Attack	Defend	Luck	Magic
	Magic	Skill	Attack	Defend	Luck

In a Combat situation, all five Stats are played over five rounds. You choose in what order they are played before confronting the opponent.

For actions such as jumping over chasms, picking locks or seducing the prettier townsfolk, you choose 1 specific Stat to play.

We will get into the specifics of both shortly, but first we must build your Hero.

You begin by choosing what kind of Hero you want to be: a Wizard, a Warrior or a Thief. Once that is decided, you have ten points to distribute between five Stats. A Stat cannot be 0.

**Attack:** Prowess in physical combat and inflicting physical damage.

**Defend:** Skill in defence and any armour or protection the Hero is wearing.

**Luck:** Fortune plays a role in everything. Winning Luck (see Combat) means that, win or lose, the Hero gains an additional Skill point that they can add to any Stat. Luck also has a role in determining Random Encounters.

**Magic:** Prowess in the magical arts. For Wizards it represents their magical power, and for thieves and warriors it represents their ability to resist spells. Only Wizards can cast spells.

**Skill:** Each Hero begins with one Skill chosen from the list below. They can also pick another each time their Skill level rises to a power of five (ie, a second skill at 5, a third at 10 etc).

**Damage Points:** A starting Hero begins with four Damage Points (DP). A DP is sustained each time the Hero loses a combat or takes damage during the adventure.

Next you choose a specific Skill for your Hero. Starting Heroes have 1 Skill, either from the Common Skill List (Skills available to all Heroes) or from the list for the specific type of Hero. For example, a Wizard can choose Run or Parry (Common), but cannot choose Second Attack from the Warrior list.

Most Skills can only be played if it is successful played in Combat (exceptions noted below).

### **Common Skills**

Any hero of any class can choose to take one of the following Skills.

#### **Run**

If you successfully use the Run skill, you can remove your Hero from combat without sustaining a Wound. You do not gain any Treasure.

#### **Parry**

If this skill is successful, you can add your Skill points to any Stat that has not yet been played. If successful, these points can be used towards your final Combat Score. If you win both Rounds, then the Skill points are counted twice towards your final Combat Score.

#### **Extra Damage Point**

You gain an extra Damage Point. This skill can be taken more than once.

### **Wizard Skills**

#### **Magical Training**

A lifetime of dedication to the magical arts has given the Hero an additional point to their Magic Stat. This skill can be taken more than once.

#### **Second Spell**

The wizard can cast a second spell this round. Use the Skill Stat for casting the spell instead of Magic Stat.

### **Thief Skills**

#### **Steal Away**

If this Skill is successful, the Thief can end combat by slipping into the shadows without tallying final Combat Scores. The thief is also able to steal any Loot their opponent may be carrying. Stat points gained from Luck wins can only be collected if the Hero's Luck won in a previous Round.

#### **Sneak Attack**

If the opponent has also chosen Skill stat this Round, then the Thief can add her Weapon points to her Skill points to determine the winner. The added Weapon points do count towards the final Combat Score.

#### **Thieves' Guild Training**

A lifetime of training adds 1 to your Skill Stat. This can be taken more than once.

## Warrior Skills

### **Mortal Blow**

If this skill is successful, then Combat is now over and no further Rounds are scored. Tally Combat Score for all Rounds played up to this point to determine the winner.

### **Warrior Training**

A lifetime of training has improved your fighting skills. Add 1 to your Attack score. This Skill can be taken more than once.

### **Second Attack**

If this Skill is successful, the Hero is able to inflict a second attack that round. Instead of using the Attack Stat, use the Warrior's Skill Stat and Weapon Points towards the final Combat Score.

## Loot

As you are on a mission for the Deephole Mine, the Hero is provided with a 100' of rope, a lantern and fuel, and enough food and water to last a few days or so. This does not need to be written on your character sheet. Everything else, including weapons and armour, are considered Loot and are written down.

All Weapons and Armour have a Number. The Weapon Number (WN) is added to the Hero's Attack Skill. The Armour Number (AN) is added to the Hero's Defence. These numbers are added into the final Combat Score.

There are other items that may affect other Stats to be found throughout the book.

### **Starting Loot**

- Wizard: Spell book. Leather Armour (AN2). Choice of Staff (WN1), Long Dagger (WN1) or a Wand of Wildfire (WN4, but only has 3 uses before it turns to ash).
- Thief: Leather armour (AN2). Choice of Short Sword (WN2), Light Crossbow (WN2). Lockpicks that add 2 to Skill Stat.
- Warrior: Chainmail Armour (AN3). Choice of Long Sword (WN3), Spear (WN3) or the Hammer of Rage (WN5, but permanently reduces Luck Skill by 1. Cannot be taken if Luck is already 1).

### **Combat**

When faced with Combat of any kind, you begin by choosing in what order you want to play the Hero's Stats. All Stats must be played. Write it down on the piece of paper then turn to the appropriate section as indicated by the text.

Combat always takes five Rounds, each one being the comparison between one of the Hero's stats, with that of the Opponent. The winner of each Round writes down the points of the winning Stat. At the end of five rounds, the winning Stats are added up to get their Combat Score. The highest score wins. If the Hero wins, then they may take any treasure the Opponent may be carrying.

If the Hero has lost, then they do not get any treasures, plus they have now taken a Damage Point. If they have maxed out their Damage Points, then they have died. If they are not dead, they move on to the next encounter.

For example, the Hero is facing a Giant Cockroach so he chooses to play his Stats in the following Order.

Defend 2  
 Attack 4  
 Luck 1  
 Skill 2  
 Magic 1

Turing to the appropriate section, the Hero finds the Giant Cockroach's Stats and compares them.

	Cockroach	Hero
Round 1	Luck 1	Defend 2
Round 2	Skill 1	Attack 4
Round 3	Attack 3	Luck 1
Round 4	Defend 3	Skill 2
Round 5	Magic 2	Magic 1

### The Play by Play

Round 1: As Luck beats Defend, the Cockroach gains 1 point towards their Combat Score (Total 1)

Round 2: Attack beats Skill, so the Hero gains 4 points towards their Combat Score (Total 4)

Round 3: Luck beats Attack, so the Hero gains another point toward their Combat Score (Total 5).

In addition, because the Hero has won with their Luck Skill, they gain a point to add to the Stat of their choice. This is done win or lose, but only after Combat is completed.

Round 4: Defend beats skill, so the Cockroach gains 3 points towards their Combat Score (Total 4)

Round 5: Both characters have chosen Magic resulting in a Tie! However, the Cockroach's Magic score is higher than the Hero's so they have won this round. Adding the cockroach's Magic skill total to its Combat Score for a winning total of 6. The Cockroach has won this combat, and the Hero now takes a Damage Point.

### Ties

In a Round where both characters have chosen the same Stat, and the number of the Stats are also the same (Ie, both Opponent and Hero have Attack 5) then neither side adds any points to the Combat Score that Round.

If at the end of five Round and both Combat Scores are tied, then the character who won the LAST round of combat is declared the winner.

**Magic**

Wizards can use Magic to cast spells, and other characters may come into possession of magical items during their adventure. In combat, the hero must win the round played with their Magic stat in order for the spell to have the desired effect.

Spells**Fire Ice Arrow**

If successful, this Adds your Attack Stat to your Combat stat.

**Summon Armour**

This spell summons a spiritual armour that doubles your current AN.

**Luck of the Gnomeish**

This spell doubles your Luck Stat this combat. Doubling your Luck does allow you to win a round that you had previously lost.

**Read Elder Glyphs**

This spell can be played at any time

**Invisible to Everything but Children**

By casting this spell, you are now invisible and are able to flee combat without taking ANY injuries.

**The Spell Armageddoning**

By casting this spell, the Wizard automatically wins any combat, but at the cost of three Wounds.

**Movement and Random Encounters**

Each time the Hero moves to a new section of the Dungeon, the text will tell you to make a note of which Section Number the Hero is currently at. Then it will ask for the Hero's Luck Stat, which may or may not generate a Random Encounter.

Turn to the Section indicated by the Hero's Luck stat and follow the directions written there. Once you have completed that encounter, return to the original Location (Section Number) and continue the adventure.

There may be instances or reasons why the Hero will want to backtrack or find themselves back in areas they have already visited. Again, make a note of your current Location (Section number), turn to the Section indicated and follow the directions there before returning to the original location.

## Start

“Now, please understand that we had the site verified by one Brother Verdant Llyme, one of the finest sages money can buy, that the site has had no mature magical activity in at least thirty millennium, so we are not expecting anything severe. What we desire from you is simple. We would like you to map the cave system as thoroughly as possible. We would do it ourselves, but we are miners, not tomb raiders and we thought it prudent to hire an expert.

The mine overseer paused for a moment to clean his spectacles with the hem of his beard.

“That is, of course, were you come in. Two days ago while drilling a slag shaft, our workers came across a door embedded, quite deep into the mountain. It was so deep, in fact that we initially assumed it to be some sort of strange natural phenomena. It was only after an acid bath that the faintest of image in the metal, some form of screaming beast, that was revealed. We were able to pry the door open to reveal the caves beyond.

“We posted guards, but at shift change yesterday, both were found to be missing. One has been tracked to a neighbouring town in possession of the door, and is being brought back under guard. The second guard, a Gazpacho, is presumed missing inside the mine. Whatever you can do to help us retrieve him, or his remains, would be appreciated.

“Payment is negotiable of course, which includes any items that you may find while inside the caves. We will, in turn provides any necessary supplies for the duration of our time. Do you understand?”

The air from the open hole smelled stale and dusty as the overseer glanced expectantly at you, then back at the hole. You are aware of the dozens of other dwarves gathered behind you, but you are determined not to turn around.

How did you get yourself into this? It seemed like such a simple notice, a call for adventurer willing to clean out an old mine, something you've read about a thousand times before. Of course your crippling gambling debts, quite literally if Little Emperor catches you and the dozen Shieldbanger's Ales probably had something to do with you stumble into the hills in search of the Deepole mine. A week ago you still an apprentice, for Ion's sake!

Hefting the weapon, borrowed from your master's closet, you smile wanly at the overseer and pick up your lantern. Here goes nothing .....

Go to 38

### 1

The east wall has crumbled away, revealing a narrow tunnel into the bare rock. Inside is Gazpacho, the lost Dwarven miner. He is a typical dwarf with a long, reddish brown beard and he is wearing a white cotton shirt under heavy black leathers. On his head is an old, battered war helm with candles wedged into the holes where the horns once were.

Choose one of the following options...

Go to 24

Go to 57

Go to 91

### 2

Cautiously, you select the item from your backpack and hold it out. Shogfoot leans forward and lets out a mighty laugh! “Well done, manling. Better done than Shogfoot would have thought! For such a fine item, here is what I have to trade,”

He reaches into the front of his trousers and pulls forth a long, white sock. “A cozy to warm up even

the hardest of things, yes? Very powerful magics, if one knows where to stick it!" an with that, he begins to laugh.

If you accept, cross the item off your Loot list and add, "Troll sock.". Then go to 51

If you do not accept, offer him something else and go to 78

Or politely decline while backing quickly out of the room and go to 51

### 3

You encounter a large plant growing in the middle of the tunnel. Despite the dark, it appears to be lush and green, and is growing out of a large earthen pot. Assuming that it must have been dropped here, by someone, you begin to edge around it. Just as you are passing by, the plant lunges at you, attacking in a berserk, leafy fury!

Dire Ficus

Attack 11      Furious Attack!

Defend 2

Luck 2

Magic 1

Skill 1

Loot

In the broken remains of the pot, you uncover a small bottle of Leech Juice. When drunk, it Restores one lost Damage Point, then discard.

### 4

Half drowned, exhausted and extra crispy around the edges, you toss the limp body of the eel out of the pool and hangs limply off the side. Once your breath has returned, you turn and once again dive for the shining object at the bottom of the pool.

This time you reach the bottom without encountering any weaponized congers and discover a small grate at the bottom of the pool. There, wedged between the iron bars is a medallion. Prying it loose, you kick for the surface, hard won treasure in hand.

A little later, now dry and dressed again in armour, you examine your treasures. The eel is about three feet long and a dull blue colour in the torch light. Prying out the green crystal from its forehead, you notice that it has gone dark, but glows faintly under the lantern light.

Loot: Laser Crystal!

This crystal absorbs light, turning it into a powerful weapon. In the dim light of the lantern, it can only charge very slowly. The crystal can be used as a weapon with a WN10, but once used it will dim again and cannot be used for the rest of the adventure. Add to your Loot.

Next you examine the medallion. At best guess it appears to me made of solid gold. It is a flat nonagon about the size of your palm and is scrawled with twisted, undecipherable runes on both sides.

You shrug and stuff it in your pocket. Add to your Loot and go to 88

\*If you think you know where this amulet belongs, you can go back to the hall and return normally through the dungeon.



## 5

Your ear pressed to the door in fearful anticipation, you can feel the rumbling coming closer and closer. Stepping away from the door, you ready your weapons and stand ready to meet the approaching horror.

For your preparedness, gain 3 points to be played towards your Stat in the first Round (only)! Choose your Stats carefully and get ready to face ...

Go to 28

## 6

The wooden door is not locked so after nudging it open with the long piece of equipment you own, you cautiously peek inside. Beyond is a large, man-made chamber tiled in black marble. In the centre of the room there is a tall pedestal.

The base is a life-sized carving of a man with arms outstretched, who is being devoured, or possibly engaged in horrific congress with, a monster that looks like a kraken that has collided with a combine harvester. There are three steps up to the man's outstretched arms, and between them lies a thick book with a glossy black cover. The book is closed and chained to the pedestal by a chain of enchanted glass that can only be shattered only by the screams of a harpy.

Open the book? Go to 66

Quietly close the door and go back to the hall. Go to 88

Have you been here before? Go to 23

## 7

By the edge of the pool, you notice a long silver trident and mighty helm that will fit your now prestigious brow.

Tri-Trident

This trident is nearly seven feet tall, and ends in wickedly barbed prongs. WN7

Helm of Megashark

The helm is made of cold steel, forged in the thermal vents and by the pressure of the sea. It is a high helm, decorated with a fan of tentacles, and the face guard is made of the steel-hard jaws of a megashark. AN5

Equip your new Loot and go to 33

## 8

The troll's head bounces across the room and comes to rest in a corner, his eyes staring in surprise as they watch his body sags to the floor like a sack of dirty laundry.

You quickly seize upon the chance and begin to rummage through the cave. Most of it is broken, rotted or both and there are piles of ... stuff that you cannot bring yourself to examine more closely. After an exhausted search you do find two things of value. The first is a large Zircon nearly the size of your fist. Gems of this size and quality are easily worth hundreds of pennies to the right buyer.

The second is a long knitted sock, made of the softest, purest, whitest Sheepkin wool. It is too

narrow to wear as a cap and there is only one, so it cannot be worn as a sock. It does tingle between your fingers, as if it does hold some magical properties. Add 'Troll Sock' to your Loot. Perhaps you will find some use for it later.

Return to 51

## 9

Under your mighty onslaught the Wright dissipates like a shadow before the sun. The blackness covering the pages fades and is replaced by strange glyphs written on the pages of the book.

Can you read the language of the Dark Dominion, or do you have the spell of Read Glyphs?

Go to 52

Would you like to try to try and decipher the script? Go to 72

All this fancy reading stuff gives you a headache. Go to 88

## 10

Taking the Big Black Bung from your pack, you see that it might fit the drain. With a shrug, you stuff it into the hole, and watch as the milk begins to fill the basin.

It quickly overflows and spills onto the floor. Soon a thin film covers the entire floor of the room. It may be just your imagination, but the milk seems to be pouring from the statue faster now, and with a worried frown, you climb into the basin and try to remove the bung.

You pull and you pull until it feels like your heart will pop, but nothing works. Trying to wedge your weapon into the hole proves futile, so you climb out of the basin and wade through the ankle high milk to smash in vain against the door. Now getting desperate, you rush to the statue and try to stanch the flow of milk, but the teats break off in your hand the milk begins to flow even faster from the cracked stone udder!

It is not long before the milk rises to your chest and you loose track of your Loot in the swirling whiteness. As it rises to your neck, you begin to feel a strange sensation. A sense of euphoria overwhelms your senses as energy unlike you have ever felt makes every cell in your body vibrate with vitality.

You raise your hands to your face to see the lines, scars and stains of age fade before your very eyes. Then suddenly, you double over in crippling pain as your face erupts into terrible red spots, cramps fill your belly, and a constant ache fills every joint and and muscle. But these too soon fade, and now completely immersed in the warm milk, you float serenely as your body quickly recedes through puberty, into the sweaty awkwardness of pre-adolescence and through into the blissful eternity of childhood.

Your final thoughts are that you will die submersed in the fountain of youth and from somewhere you think you can hear the eternally damned laughter of Brother Barge ...

Naked, but unafraid, your body quickly passes through childhood, into infancy and finally into a fetus, embryo, blastocyst, zygote, embryo and then?

**The End**

## 11

There is a hideous shriek and the room fills with a heady stench mixed of blood, sweat and fish. Behind the sound of a woman's scream there is something else, a low humming that wants to squeeze your eyelids shut, force your eardrums to rupture and open your sphincter like a floodgate. Grasping your head, you squint to see an unholy horror unfolding before your weeping eyes!

The statue at the mouth of the pool has come alive, and is now engaged in the act that it was sculpted to do; the squiddy abomination between her legs is pulling itself into this world!

Long tentacles wrap around her stone ankles as the abomination drags itself inch by inch from its prison womb. The beast thrashes in frustration and there is a sudden sound somewhere between cracked stone and torn flesh as a tentacle bursts through her stomach! The screams of the statue grow more agonized until you can barely stand it!

Trying to flee from the room, you stumble as reality itself seems to fold around you ... when suddenly there is a might splash and the screams cease.

Climbing to your feet, you wipe your weeping eyes and clench your streaming buttock. The statue is a wreck, crushed to rubble in most places, but you do not dwell on the agonized expression on what remains of her face.

There are ripples on the surface of the pool. Something large swims below the black water.

Take a closer look? Go to 63

Are you kidding? You quickly gather up your Loot and Go To 33

## 12

With one final, mournful "Ooooh", the spirit of Brother Bargle fades from this plane; doomed to spend eternity in the sixth Netherhell; the Unchanging Litter Box of the Incontinent Hellcats. With a shrug, you eagerly grab the casket!

Inside the casket is a large plug made of black cork. You have hung around enough mead-halls to know that it is used to seal kegs and that proper name for it is a 'bung'. Mystic runes are carved into its surface, clearly marking it as an object of great power.

Not exactly sure where the Black Bung is suppose to go, you put it in your pack for later examination.

Go to 83

## 13

With a wailing cry, the monster crashes to the ground. Leaping onto its bloated skull, you raise your weapon and plunge it deep into one massive eye.

"By the gods, man! What are you doing?" The Overseer, and a large contingent of well armed guards are all staring at you in open mouth horror.

"We hired you to do some simple mapping, not slaughtering children! What sort of monster are you?" He sighs and shakes his head. "You do realize that will affect your payment."

**The End**

## 14

Cave spiders are the bane of dungeon delvers, cavern crawlers and tomb bandits. About the size of a large dog, they are incredibly fast and agile. While not true pack-hunters, they live in close proximity to each other and they will attack anything that stumbles into their path. If the prey is too large, then the sounds of the struggle will call others nearby. This can result in swarming that allows

them to take down creatures much larger than themselves.

Skill 5	Swarm. If the spider wins this Round, it will summon a second spider to join the fray. Double all the Spider's Stat points for the remaining rounds of this combat!
Magic 1	None
Defend 3	The spiders have tough hides.
Luck 2	Nothing.
Attack 5	Cave spiders are vicious and equipped with claws and poisonous jaws.

If you lose this Combat, go to 81

If you win this Combat, go to 64

### 15

The lisping voice that is no-voice once again fills your mind. "I sense that you would spur my gifts. For that I should drink your soul away through the bendy-straw of agony. But then, if not through your actions I would remain entrapped in that prison womb, perhaps for all of eternity.

"So you will live, but by your very existence you will become a herald of my return. Those who look upon you will tremble in the fear, knowing that I once again swim through their dreams." As the horror finishes speaking, the tentacle wrapped around your head begins to squeeze. Though you thrash and try to scream, the agony becomes so great that you lose consciousness almost instantly.

Go to 31

### 16

Are you a wizard?

Yes 94

No 30

### 17

The troll calls out, "Back so soon, manling? Do you bring me something shiny? Be wary, for I grow hungry now."

Go to 78

### 18

There is the faint smell of ammonia in the air but you can detect no change in the waters. Cautiously, you take a small sip. Nothing happens at first, but a small blossom of pain explodes behind your eyes, quickly roaring to a blinding headache that causes you to fall to your knees.

Then in an instant, it is gone. Blinking, you stare again at the pool and the surrounding glyphs. For a second you do not understand why the pool looks different and then it hits you ... you are now able to read the glyphs!

Go to 71

## 19

You bring forth the amulet of Brother Bargle.

“OOOOO! Blackest Blessings be upon thee, bravest of heroes! I beg of thee to take the amulet away from these accursed tunnels so that my soul can rest for eternity between the hundred bosoms of the Black Mother. As a reward, I decipher for you the strange runes of my Order!” He begins to recite what is written on the amulet...

“Sleep a bye baby, in the farthest recesses of night,  
When the moons glow, your crèche will follow the light  
When new age of time breaks, your cradle will hatch  
And you will devour the souls of the believers as they are cast naked into the burning void.

“Oooooh! It’s only a rough translation or course, but recitation of this verse unto The Crawling Thing will cause it to fall into an unwakeable slumber for a thousand years!

“The problem is that it requires the voices of one hundred eunuchs who have drunk the still-warm blood of a clown demon to do correctly, Oooh. Still, you may find some use for it...” and with that, he seems to fade away. His once chilling presence is gone.

Not knowing what else to do with it, you tie the amulet to a string around your neck. It provides +2 to any one Stat (your choice) when facing the Crawling Thing!

Eagerly you quickly grab the casket.  
Open it and go to 26

## 20

On a whim, you slip the Troll Sock over the unicorn’s horn. As you do so, there is a sudden, whinnying cry that fills the room. Before your very eyes, the statue begins to splinter and crack apart, a powerful glow shining from between the cracks. Then, In a blinding flash, the statue flies apart!

Once you have blinked the spots from your eyes, you see the glowing apparition of a Unicorn standing beside the basin.

“Oh, thank you.” says a rich, feminine voice inside your head. “My name was once Peaches Pinkyhoof and many ages ago my spirit was trapped inside that statue by the Dark Dominion, my ghostly teats to be forever milked by infernal, spiky-handed imps to provide sustenance to the Crawling Thing that Crawls in Darkness.

“Though my physical form has long since rotted away, I grant unto thee a boon, brave hero....” You have gained one point to the Stat of your choice!

And with that, the ghost of Peaches Pinyhoof fades forever from this plane. As you wipe a tear from your cheek the room suddenly gives a shudder! A sound like Wralf, God of Chunder emptying his stomach into the golden throne of heaven comes from beyond the far door! You turn to see the door splinter into a million pieces and through it comes one of the most horrible sites that you have ever seen!

Ready your stats, for now you must battle ... Go to 28

## 21

Three tunnels converge here. One ones heading North and West are long and straight. The one heading East quickly bends to the right.

Sometime in the past, there was a small cave in here and though passable, many of the plaster tiles covering the walls have collapsed, revealing the naked rock beneath. A short ways down the North corridor, it has also uncovered a narrow crack in the eastern wall, just large enough for you to squeeze inside if you wish.

Make a note of your current location.

#### Encounter

Ready your Stats. Is your Luck Stat 5 or Higher?

- Yes. Go to 82
- No. Go to 3

#### Movement

- Head East Go to 88
- Head West Go to 33
- Squeeze into the crack? Go to 97
- Head North Go to 83

### 22

There is a faint smell of iodine in the air, but nothing seems to happen. After a cautious sip, you suddenly start to feel much better and all your lost Damage Points are restored!

The water can be taken from here in a canteen. Treat as one dose of Leech Juice.

Examine the statue? Go to 27

Dive in to see what the shiny object is? 45

Or take a long drink, fill the canteen and go to 33

### 23

You look up again at the dias and see that the book is closed. No amount of force you can exert will open it again.

Go to 88

### 24

Shivering with fear, Gazpacho is alive, but terrified to brink of insanity. He wants to escape as soon as possible, but his constant whimpers high pitched screaming at every shadow and noise is distracting and dangerous.

His constant fussing is a constant distraction. Subtract one from your Luck and Attack scores until you return to the Entrance and turn him over to the foreman.

Go to 21

### 25

#### The Walking Squid

Land dwelling cousins of the aquatic variety, Walking Squid have adapted to underground environments by developing a water-bladder that allows them to travel across the ground in search of

prey and new sources of water in which to lay their broods. Standing on eight long, grasping arms, they are uncommon in underground locations that lie close to water sources.

Magic 1	None
Attack 5	Tentacle Strike
Luck 3	Ink Cloud: If successful this round, the squid releases a giant cloud of ink that blinds you, and allows it to escape. You gain no Loot this round.
Defend 3	Natural Armor
Skill 2	None

#### Loot

##### Sword of Infanticide

This majestic great sword was hand crafted by the dwarven monks of to appease the fabled Emperor Bagswaft of Bean, The Bloody Lunatic.

The sword as a standard WN of 5, but when welding against children (of any species), it has a WN of 7.

#### 26

Inside the casket is a large plug made of black cork. You have hung around enough mead-halls to know that it is used to seal kegs and that proper name for it is a 'bung'. Mystic runes are carved into its surface, clearly marking it as an object of great power.

Not exactly sure where the Black Bung is suppose to go, you put it in with your Loot.

Go to 83

#### 27

A closure examination of the many bosom-ed woman isn't as exciting as you hoped. It is a thing of nightmares and particularly grotesquely anatomically correct, as if a real giant-sized, many breasted woman had been frozen in that horrible position. You decide to not examine it that closely.

Examine the water? Go to 54

Examine the stones? Go to 34

#### 28

The Thing that Crawls is a huge and bloated creature, its skin is pale pink, almost utterly without hair. Nearly ten feet high at its shoulder, it crawls on four rounded limbs, with thick fingers grasping as it half drags, half shuffles its bulbous bottom half. A swollen head is dominated by huge, bright blue eyes. Its wide mouth emits a constant stream of vile slobber, dripping from its one crooked tooth. Truly, the creature is obscene in its adorableness.

Summoned from some strange, unthinkable dimension by a cabal of insane wizards, the Crawling Thing, like all infants, is bent only on reigning chaos, destruction and madness down upon all those in its path.

Defend 8	Baby Fat: The Crawling Thing has thick, fatty skin that absorbs most damage
Magic	Fire Breath: The Crawling Thing opens its mouth and unleashes a massive burst of flame! If successful, it inflicts 2 Damage Points.

Luck 5	Someone does a Boomboom! If you lose this Round, you take a direct hit. No real effect, just very, very unpleasant and smelly. You are going to washing your armour out for weeks.
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**Skill 6** Cry in the Night: The Crawling Thing unleashes a terrible wail that pierces your eardrums like a hot knife. The effect is so disorientating that if the Crawling Thing wins this Round, then next round, you have 0 points, regardless of the Stat! This effect lasts one only round.

**Attack 10** Grab and Slam!: If successful, the Crawling Thing picks you up and slams you repeatedly down onto the hard floor. Does 2 Damage Points!

If you win, go to 13

If you lose, go to 89

If you Run, or Steal Away from this battle, go to 53

### 29

“Shogfoot is no longer asking, manling. Give it to me” the troll roars.

If you accept, go to 55

If you still refuse, ready your Stats and prepare for battle! Go to 86

### 30

Your head is suddenly filled with a sharp, blinding pain that passes quickly. Looking down, you look upon the strange glyphs on the page and realize that they suddenly make sense!

You skim through the pages and learn that this book is a history of a cult known as the Dark Dominion. Many ages ago, a sect calling themselves the Black Brethren broke away over a disagreement on how many tentacles their black god, the Great Architoothslip possessed. The resulting war lasted nine hundred years and sank two continents.

To end the war, the Dark Dominion summoned forth a creature known only as The Thing that Crawls. The unearthly creature wiped out the Black Brethren and won the war, but could not be sent back into the demi-plane from which it was spawned. The Dark Dominion then trapped the creature in a deep cavern below the earth and sealed it behind an enchanted iron door. Uncounted ages past and the Dominion eventually broke up to pursuit solo projects, and the creature was forgotten.

There is nothing more to be learned here. Go to 88

### 31

You awaken sometime later. The room is how you left it, but the waters of the pool are mirror still. You sense that whatever presence that was there is now gone, but the room looks strange, as if the perspective has changed, or warped through a fish-eye lenses.

Rubbing your forehead to calm the throbbing, you touch something cold at the same time you feel pressure on your eye. In horror, you scramble to the side of the pool and gaze down at your new reflection in utter horror!

Your mouth has been replaced by a hard black beak, your eyes have swollen to three times their size and your hair has fallen from a head that has swollen almost doubled in size.

Architoosthlep did not lie. Your appearance shall be a warning to all who gaze upon you that the Black Lord has indeed returned.

Once you stop sobbing like a Halfling school girl, you realize that other than your appearance, there are no ill effects.



If you choose to continue bravely on, go to 33

Or you can give up, flee the caves that and hope that somewhere there is someone who knows how to cure to your now ridiculously hideous visage. In which case this is...

### The End

#### 32

The thick milk pouring into the basin sloshes around your ankles as you step into the tub and bend down and feel the edges of the drain. The width of the drain reminds you of something...

- Check the door?      Go to 58
- Check the statue?    Go to 100
- Taste the milk?      Go to 95
- Do you have the Big Black Bung? Go to 10

#### 33

The corridor runs east west here, but a short, wide tunnel branches running northwards. Though you cannot see very far up the north tunnel, there is a definite smell of water. Make a note of your current location.

#### Encounter

Ready your Stats. Is your Luck Stat 2 or Higher?

- Yes.      Go To 25
- No.      Go to 3

#### Movement

- Go East?      Go to 21
- Go West?      Go to 51
- Head North    Go to 59

#### 34

Five stones, each about the size of a small shield are laid out in equal distance around the pool. Each is inscribed with a single, eye-watering glyph that seems to pulse with a faint, green glow in the dark.

- Examine the statue? Go to 27
- Examine the pool?    Go to 54
- Press one of the glyphs at random. Go to 40
- Can you read the language of the Dark Dominion or know the spell of Read Elder Glyphs? Go to 71

#### 35

Shogfoot's final blow knocks you clear out of the chamber and back into the hall. His deep, booming laugh ringing in your ears. "You are a fool, manling, but a brave one. Come back to Shogfoot when you bring something of worth more than your skill in battle!"

Go to 51

## 36

The tunnel ends at a small chamber not much bigger than large closet. It is completely empty except for a small niche on the far wall that holds only a small wooden casket. As you step into the chamber, you feel a supernatural chill and a voice tired and weak begins to speak. It is difficult to tell in the dark, but you get the distinct impression of someone in a black robe standing in the darkened room.

“OooOOOooh! I was once Bargle of the Black Brethren until the day the vile unbelievers unleashed the horror from darkest star to destroy our holy sect.

“OoooOOh! Alas, my fragile form was caught in the Thing’s tooth when it was trapped here and I am now forever damned to wander these halls until some brave soul will help free my soul from this accursed place. Look into the waters and seek the amulet, for it is all that remains of my mortal soul. OooOOOooh!”

The impression of someone standing nearby fades.

If you have a clue as to what Bargle is referring to, go to 90

Try to take the casket anyway? Go to 67

Otherwise go to 83

## 37

You scramble from the pool just as a beam of emerald light bursts from the water. There is a hiss of steam and a burn mark on the ceiling just above your head. Cautiously looking into the pool, you can see something long and snake-like swimming just below the surface.

Dive back into to face the threat? You grip the knife between your teeth, ready your Stats, take a deep breath and dive in to face ... Go to 50

Not a chance. Dry off and get out of there. Go to 33

## 38

A short way in from the entrance, the tunnel branches into two long corridors, one heading East and another to the West. The western corridor is shorter and seems to turn towards right a little ways ahead. Make a note of your current location.

## Encounter

Ready your Stats. Is your Luck Stat 2 or Higher?

Yes. Go to 95

No. Go to 3

## Movement

Head East? Go to 88

Head West? Go to 51

Get out of there! Go to 53

## 39

The battle over, you stumble from the dais and away from the wight's grasp. Fixing you with its glowing eyes, it sinks back into the book, grasping the edge as it disappears and slamming it shut. No amount of force you exert will open it again.

Go to 88

40

With a shrug, you press one of the stones. Choose one of the following options.

- Go to 75
- Go to 11
- Go to 18
- Go to 69
- Go to 22

41

With a tired sigh, Shogfoot gathers your remains and stuffs them into an old burlap sack. Heroes make for good eating, one they've had a week or so to soften up a bit.

**The End**

42

The dark hands squeeze tight until your eyes begin to bulge from his head. With a last desperate heave, you rip yourself away, suffering a Damage Point in the process. Tumbling down the steps, you lie on the ground and watch in horror as black arms grasp the side of the book and begin to push. A humanoid figure made out of pure darkness begins to rise from the book, staring down at you with eyes like two burning embers from the fires of hell.

Run! Go to 88

Attack! Ready your Stats and turn to 61

43

Many weeks later, Ledbeard the foreman of Deephole Mine, returns to the village of Lowhill after trip to the city to explain to the investors the last, terrible days of the enterprise.

That night in the tavern, he tells the gathered patrons that while in the city market, he had come across Gazpacho, the missing miner, and that idiot hero they hired to scout the discovered caves. The bizarre thing, he said, was that both were clad in green togas and turbans, and were handing out pamphlets to passersby.

To refute their pshaws and drunken cries of disbelief, he pulls forth a small box and places it on the bar. Drawing the crowd in closer, he begins to tell them of the miracles of the Church of the Green Glowing Light as he slowly begins to open the box, letting a warm emerald flood the saloon...

**The End.**

44

Cave Croc

While nearly extinct on the surface, these fearsome predators from an earlier age have survived beneath the earth in primordial caves, sometimes breaking through into subterranean labyrinths and dungeons. In appearance, they look exactly like their aquatic descendants, only with pale white skin, small, nearly useless red eyes and the long legs that they use to dig through hard rock, climb through the rough passages and chase down any creature that crosses their path.

Skill 4	Croc Drop! If this round is successful, you are taken completely by surprise as a waiting Croc ambushes you by dropping from the ceiling! Double it Skill Point total to 8 when calculating its final Combat Score.
Defend 3	Thick hide.
Magic 2	Nothing
Luck 2	Nothing
Attack 5	Long, very sharp teeth and claws

Loot

Gloves of Cheating

Found in the belly of the beast, these thin, black gloves made from the finest vampire hide can be used ONCE this adventure to return to any previous Section. The gloves use their effectiveness once their power has been invoked.

#### 45

Piling your equipment and Loot in the corner of the room, you clench a small knife between your teeth and dive into the pool. Swimming downwards towards the shining object, there is suddenly a flash of movement up from the bottom of the pool ...

Swim for the surface? Go to 85

Turn and face the threat? Go to 50

#### 46

The white doors open as you approach. Beyond lies a magnificent room with a high vaulted ceiling and laid out in gleaming alabaster tile. It is a welcome change after the unrelenting black and stone gray of the tunnels.

In the center of the room is a large white basin, two wide steps leading up to its rim. Standing above the basin is a statue of a rearing, and clearly female unicorn. From her swollen udders comes a constant stream of pure white liquid pouring into the basin. At the far end of the room is a second set of doors, also closed tight.

As you step inside, the door swings shut behind you and seal with a soft click.

Check the doors? Go to 58

Investigate the basin? Go to 70

Examine the statue? Go to 100

#### 47

Beside the pool, you see a shimmering robe, made from the black scales of a creature that has never seen the light of the sun. Putting it on, you can feel the power of Architoosthlep coursing through your ichor, filling you with squiddy power!

Robe of the Cetus AN8

Doubles your Magic Stat!

Go to 33

## 48

Gasping for breath, you wrench free of the steel grip. Stumbling down the steps, you collapse onto the floor. You watch in horror as black arms grasp the side of the book and begin to push. A humanoid figure made out of pure darkness begins to rise from the book, staring down at you with eyes like two burning embers from the fires of hell.

Run! Go to 88

Attack! Ready your Stats and turn to 61

## 49

The dog-sized spider quickly makes short work of the dwarf and then drags the still twitching body deeper into the tunnel. You wait a few minutes to make sure the way is clear before you t leave before squeeze into the opening and follow. The passage goes straight for about a dozen paces before it bends sharply to the left. It is another dozen paces before you here the tell tale skittering sound from behind you. Rushing forward, you trip over something in the dark, it is a badly mangled skeleton, coated in a thick layer of spider's silk. Holding your lantern aloft, you can see that the whole tunnel here is coated in piles of dead bodies, all wrapped in heavy layers of webbing.

There is only one opening, a wide near the top of the cave, and from it pours out a stream of slavering spiders. As you try to back out of the tunnel, you can sense the another spider edging up from behind ...

Ready your stats and prepare to fight! Go to 14

## 50

## Crystal Head Eel

This rare eel is most commonly found in shallow, tropical seas with lots of bright sunlight. Brightly coloured, they have been nearly hunted to extinction by eager fishermen who would shine torches at night to attract the animals and sell them to evil megalomaniacs. Their value comes from a large cut crystal embedded in their forehead that allows them to channel and focus the available light into a searing beam of light that can cut through almost anything. These crystals are usually a deep emerald in colour, but red, yellow and blue varieties are known to exist.

Luck 2      Nothing

Magic 1     Nothing

Attack 2    The eel's bite is painful, but not deep.

Skill 6      Laser Beam! The powerful blast automatically does one Damage Point, regardless if the eel wins the combat or not.

Defend 2    Some natural armour

If you are killed, go to 77

If you survive, go to 4

## 51

There is a three way junction here. To the South you can see the corridor curving away to your left. There is a foul smell coming from the West tunnel and to the East there is another long, straight corridor.

Make a note of your current location.

#### Encounter

Ready your Stats. Is your Luck Stat 3 or Higher?

Yes. Go To 3

No. Go to 44

#### Movement

Head West? Go to 62

Head East? Go to 33

Head South? Go to 38

### 52

You skim through the pages and learn that this book is a history of a cult known as the Dark Dominion. Many ages ago, a sect calling themselves the Black Brethren broke away over a disagreement on how many tentacles their black god, the Great Archietooslip possessed. The resulting war lasted nine hundred years and sank two continents.

To end the war, the Dark Dominion summoned forth a creature known only as The Thing that Crawls. The unearthly creature wiped out the Black Brethren and won the war, but could not be sent back into the demi-plane from which it was spawned. The Dark Dominion then trapped the creature in a deep cavern below the earth and sealed it behind an enchanted iron door. Uncounted ages past and the Dominion gradually broke up to pursuit solo projects, and the creature was forgotten.

Are you a Wizard? Go to 94

If not, go to 88

### 53

A week later finds you sitting in a tavern many, many miles away. The rumors say that the mine was utterly destroyed, but that at least a few of the outlying houses in the village were spared. At any rate, the story is that the Crawling Thing was destroyed after some brave idiot dressed up in the stuffed hide of a cave bear and was able to lure it far enough away that it could be collected by some new sect calling itself the Church of the Glowing Green Light.

You don't think that the sketch in the Wanted Posters does you justice, but at any rate there is a bottle of hair-dye in your satchel and the beard is coming in nicely. In the morning you are planning on catching a ship headed to the Kashamass Isles where you plan on living out your days on sandy beaches surrounded by strong drink served by the prettiest servants your treasures will buy.

### The End

### 54

Whatever liquid is in the pool smells like water, but is pitch black in the dim light. Shining your lantern, you notice a glinting back from the bottom of the pool. At a guess, you'd say that the pool is about ten feet wide and perhaps thirty feet deep.

Examine the statue? Go to 27

Examine the stones? Go to 34

Dive for the shiny thing. Go to 45

## 55

“Shogfoot thanks you! Now, be gone from my sight and only come back only when I hunger.” And with that, the giant troll lets out a heavy laugh that rattles your back teeth. With an uneasy smile, you back out of the room.

Go to 51

## 56

The last thing you remember is an intense pain, then darkness. Opening your eyes, the room seems grey and faded, though you are surprised to find that you can see perfectly in the utter darkness.

Brother Bargle is sitting on the floor, no longer a black cloaked shade, but a reed thin man with wild unkept hair and a long scraggly beard dressed in a torn robe. You can clearly see the walls of the room clearly through his translucent form.

“Ah, you are awake.” He says with an unhinged smile. Rising to your feet, you look down at your hands and can clearly see the floor below.

“Your soul, like mine, is now trapped here for all eternity. Fitting justice I say! Though it may be nice to have some company. Would you like to play ‘What I Spy with My Undead Eye?’

**The End**

## 57

The dwarf is yelping fearfully and there is an insidious scratching noise coming from farther up the tunnel. You run inside to find Gazpacho brandishing a broken shovel and trying to hold back a slavering cave spider. The monster leaps at him ...

Oh well, you were too late. Go back to the hall 21

Wait for the carnage to cease then explore the tunnel. Go to 49

Ready your stats and fight! Go to 14

## 58

Both sets of doors are sealed tight and you can find no latch or keyhole. There is not even enough space between the door and wall to wedge in a bar or board to pry it open.

At the far door you gingerly press your ear to the door and begin to knock, listening for hollows, when you feel the door vibrate.

Pulling your head back, you keep your hand on the door and you feel it again, only a little stronger this time. Something is definitely coming....

Stand ready to meet the threat. Go to 28

Quickly check the basin? Go to 70

Quickly examine the statue? Go to 100

## 59

The tunnel widens into a large, irregular room with no other exits. The entire room, including ceiling and floor has been laid with onyx tile. The first thing you notice about the statue of the giant

naked woman is unusual number of bosoms, followed quickly by the fact that she appears to be giving birth to something that can only be described as the unholy union of a cuttlefish, a giraffe and an apache helicopter. Between her outstretched legs lies a black pool, lined with six large stones carved with the same glyphs that were on the Dark Door.

- Examine the pool? Go to 54
- Examine the stones? Go to 45
- Examine the statue? Go to 40

### 60

There is the sound of a spring letting go followed by a sharp pain in your hand. Looking down, you see two small quills sticking out of your hand. You barely have time to swear before the poison kicks in and you collapse unconscious.

You awaken time later with a pounding headache and diabolical cramps in your belly. Take a Damage Point for your troubles.

The casket lies broken and empty on the floor. Judging by the tracks in the dust, some small humanoid, likely a thieving little gnome dragged away whatever was inside. The air around you is seething with the undead fury of Brother Bargle. There is nothing left here for you and you beat a hasty retreat.

It isn't until later that you realize that the gnome has stolen from you as well. Cross the third item off your Loot list.

Go to 83

### 61

Trapped by an evil cult to serve as the guardian of their secrets, the Wight lurks inside the book, and will attack anyone who comes forward without the proper wards. It appears to be a humanoid figure, completely black but with glowing red eyes and mouth.

- Defend 2 Shadow Form. If successful this round, the Hero may not add their Weapon Number to any Stat in any following rounds.
- Luck 2 None
- Attack 4 The Wight fights with its long, claw-like fingers.
- Skills 3 None
- Magic 3 Life Drain. If you lose this Combat, you lose 2 Damage Points instead of one!

- If you win, go to 9
- If you loose, go to 39
- If you are killed, go to 99

### 62

The tunnel comes to an end at a large, natural cave in the rock. There is garbage and bones strewn about the chamber and in the centre, on a mound of rocks piles together into a makeshift chair, sits a troll. Almost ten feet tall with skin the colour and texture of rough granite, he is wearing a blue vest and torn green pantaloons. Next to him is a giant club which was once the thighbone of a thunder lizard.. Sniffing your scent as you lurk in the shadow of the entrance, he begins to laugh.

Have you been here before? Go to 17



If not continue;

"Hello, manling. I am Shogfoot the Troll! Have you come seeking treasure? I may not kill you if you have something worthy to trade."

Judging by his size, fighting him looks to be a very bad idea. You carefully look into your pack to see if you have anything worth trading.

Attack? Ready your Stats and then turn to 2!

Trade? Go to 5

### 63

With every step towards the pool, the ripples grow more frantic, transforming into a bubbling cauldron of froth, then suddenly it grows still, as flat as a mirror in less than an instant.

Cautiously, you lean over and peer into the water, and have no time to act as a tentacle lashes forth from the water and wraps tightly around your skull.

A terrible voice begins to speak. A voice that does not speak, but lisps its way directly into the centre of your mortal brain.

"I am Architoosthlep: Pharaoh King and God of Lost Kalamar, Lord of The **Teuthidian** Night and Master of the Unseen Seas. Fortunate mortal, though I hunger for your sweet, delicious soul, you have freed me from the very uterine prison that did birth the Crawling Thing That Crawls in Darkness. For that I will reward you by making you Emperor and High Priest over all! Rule the world and all I ask is that you give unto me the souls of the unbelievers."

Do you accept?

Yes! Go to 92

No! Go to 15

### 64

Covered in black ichor, you slay the monster and pause to catch your heaving breath. Looking down, you can see an ancient body wrapped in rotting webbing by your feet. Your struggles have torn much of the silk away, revealing a skeletal corpse wearing a badly ruined armour. However, your eye catches on his codpiece, still shining and untarnished as were fresh from the smithy's shop.

Wrenching it free, you wipe the centuries of dust and grime from its surface. In astonishment, you recognize the treasure from a book considered a classic in your circles called, 'The Looter's Lore of Lost Treasures'.

Loot

The Coding Cover of Sir Urungus the Endowed

Add 3 to your Defense Number. This armor can be worn in conjunction with other armor and is considered magical, so its AN does work against Magical or Supernatural attacks that ignore normal armor.

Did you rescue Gazpacho? Go to 2

Otherwise, go to 21

## 65

You have the strangest dream in which something dark and tentacled speaks to you in a voice from beyond the stars. All that you remember is the name, Architoosthlep, and that you shall be a herald of his return.

Go to 31

## 66

The book is two feet long, almost a full foot thick and filled with thick, heavy paper. Opening the cover reveals only ebony black pages. Looking closely, you see that the black is not paint or ink, but a strange darkness, almost as if you fell into it, you would fall forever.

Suddenly, two shadowy black hands reach from the book and grab you by the throat!

Is your Attack equal to or higher than 3? (Do not include WN).

Yes, go to 48

No, go to 4

## 67

You step into the niche, and immediately feel the cold aura of Brother Bargle. Ignoring the chill, you examine the casket.

Is your Skill equal to or higher than 4?

Yes. Go to 10

No. Go to 11

## 68

You offer the amulet you found in the pool out to the troll. He leans forward and spotting the item, a huge smile splits his craggy face. "Well found, manling. Shogfoot will reward you well for this!"

He turns and rummages through his pile for a moment before coming out with a clear crystal the size of your fist.

"A zircon from the crown of the Dour Elves. Now give me the amulet, manling." He says reaching out one stony hand...

If you accept, write the stone down in your Loot and go to 10.

If you decline, go to 29

## 69

You take a long drink from the pool, feeling refreshed as the cool water pours down your throat. Satisfied, you stand and take a long stretch as a huge yawn escapes your lips. Blinking the sleep from your eyes, you decide it is a good time for a nap and promptly fall over backwards...

Is your Magic Stat equal to or higher than 4?

Yes 18

No 65

## 70

You climb the step and peer down at the basin. It is made out of white marble and is oval shaped, about four feet deep and six feet long. It is about half full of the cold, white liquid pouring in from the statue, but it doesn't fill because of a circular drain swirling away at the bottom of the basin.

Take a drink?           Go to 95  
 Examine the drain?   Go to 32  
 Examine the statue?   Go to 100  
 Check the door?       Go to 58

## 71

You read the glyphs carefully and then press one.

- “Be free of all pain.”           Press it? Go to 22
- “Herald His Coming.”       Press it? Go to 69
- “Speak of the Depths”       Press it? Go to 18
- “Conquer the World.”       Press it? Go to 11
- “Press here to clean tank.”   Press it? Go to 75

If you choose not to chance it, leave the room and Go to 33.

## 72

Is your Magic Skill equal to or greater than 3?

Yes, go to 16

No, go to 79

## 73

It takes barely any effort to topple the statue. Reared up on its hind legs, the unicorn overbalances at your touch, falling to the floor and smashing into a thousand pieces. Some of which look disturbingly like organs ...

You do not have time to ponder this as there is a thick sucking sound from the basin. Without the constant supply of milk, the tub has quickly emptied.

Suddenly, the room begins to shudder! A sound like Wralf, God of Chunder emptying his stomach into the Throne of Heavens comes from beyond the far door! You turn to see the door splinter into a million pieces and through it comes one of the most horrible sites that you have ever seen!

Ready your stats, for now you must battle ... Go to 28

## 74

There is nothing here. Go back to your previous location.

## 75

Once the stone is pressed there is a sudden bubbling from the pool. The water level begins to drop quickly and as you watch pool drains in a matter of minutes.

With one final gurgle the pool is empty, leaving a deep shaft that you estimate to be about thirty feet deep. In the lamplight you can see the glint of something lying at the bottom.

Use the rope to climb down? Go to 87

If you would rather not chance things and head out to the hall. Go to 33

76

With an embarrassed stammer, you attempt to explain that you have traded away the amulet to Shogfoot. When you are finished, red flames begin to burn in eyes of Brother Bargle's spirit.

"You traded away my soul to some bastard troll? For that you will die! OOOOOOoooooh!"

The ghost lunges towards you! Ready your Stats and Go to 84

77

The eel turns its head towards you and suddenly there is a flash of blinding light from the jewel embedded into its skull. There is no blood, the hole through your chest is instantly cauterized and you float, unable to move as your body, desperate for air despite the mortal wound gives one last final spasm as the waiting eel moves in to feed.

**The End**

78

Shogfoot watches you expectantly waiting for him to offer something in trade.

Offer him one of your Loot? Go to 2

Offer him something shiny? Go to 68

79

Suddenly you are seized by a blinding headache that causes you to stumble from the dais. Suffer a Damage Point!

Once your head stops swimming, you look up again at the dias and see that the book is closed. No amount of force you can exert will open it again.

Go to 88

80

Is your Skill Stat equal to or higher than 3?

Yes 37

No 85

81

The sounds of your struggle has attracted more of the spiders. You fight bravely, but for every horror you kill, two take its place. Soon there are more than you can keep track of and suddenly one sinks its fangs into the back of your leg.

There is surprisingly little pain, only a cold numbness that slowly works its way up through your body. The spiders have stopped attacking now. They stand back until your feeble twitching ends and then they move in, wrapping you in heavy silks before dragging you deeper into their lair.

There you lay, among the corpses and the dying, completely paralyzed as the venom slowly rots your body from the inside. Your eyes wide open and your mind not yet faded as the monsters constantly crawl across your body, testing its readiness as you lay unmoving and insane, waiting only for ...

**The End.**

## 82

## Killbot

A lost traveler from another time, this monstrosity appears to a large grey keg that flares out on the bottom and a long black barrel sticking out of the front. Around the top of the keg there is a black band about the width of your hand and within this band there is bright red light circling around and around, making a faint, `bleep, bleep, bleep` noise.

Luck 2	None
Attack 8	Megablast! The cannon barrel turns towards you and fires!
Magic 1	None
Skill	Self Destruct Sequence. If successful this round, the Killbot suddenly explodes! It inflicts two Damage Points and the Combat is now over.
Defend 6	The killbot is heavily armored.

## Loot

## Wand of RPGing

This is a large tube is made from heavy steel and is about the length of your forearm. The wand must be loaded manually with the large cast iron balls that fit neatly into the opening. When activated, the wand erupts in a massive explosion that does WN8. The wand comes with four balls or ammunition.

## 83

The tunnel here ends at a T junction. To the West, at the end of a short corridor is a large, white door. To the East and South are long tunnels stretching into darkness.

Make a note of your current location.

## Encounter

Yes.	Go To 3
No.	Go to 95

## Movement

Go West and try the door?	Go to
Head East?	Go to
Head South?	Go to 21

## 84

Brother Bargle is a ghost, but does retain some of his former magical abilities. In appearance he is little more than a grey, cloaked wisp.

Skill 3	Righteous Anger: Inflicts 2 Damage Points, regardless if you win the Combat or not.
Attack 3	Brother Bargle wields no weapons, but his ghostly touch is murderously chilling.
Defend 5	His ghostly form is difficult to harm with conventional weapons.
Magic 6	Bargle's Bad Luck Hex: If this spell is successful, Bargle drains 1 Luck from your Stat and adds it to his own for the following round!
Luck 1	

Did you survive? Go to 39

Have you been killed? Go to 56

## 85 BP 9

As you lunge for the surface, something wraps itself around your leg and pulls you deeper into the water. Suffer a Damage Point as you involuntarily gasp and inhale a lungful of water. Quickly, you turn to face ...

Ready your Stats and turn to 10

## 86

Like all trolls, Shogfoot is a creature of the darkness and cannot stand the touch of the sun. This is why they seek lairs in dark places such as mountain caves, deep forests or under bridges. Despite a reputation as monsters, trolls are an intelligent species, though one driven by hunger and greed. They are guided by an animal cunning and have little time for empathy or mercy. Those that live near cities or large settlements tend to be more reasonable and approachable than their wilder kin.

Defend 4	Though he wears no armour, Shogfoot's skin is very tough.
Luck 2	Nothing
Attack6	Shogfoot welds the thighbone like a club. It is very heavy and you can't even pick it up.
Magic 2	Nothing
Skill 4	If successful this round, Shogfoot automatically inflicts an additional Damage Point regardless if he wins the Combat or not.

Did you win? Turn to 8

If you loose, go to 35

Have you been killed? Go to 41

## 87

With the rope secured to the statue, you carefully climb down the shaft, still slick with moisture. Reaching the bottom you see that there is something shiny wedged into the drain. Pulling it free and wiping some of the grime with your thumb, you see that it is a medallion made of gold!

It is a flat nonagon about the size of your palm and is scrawled with twisted, undecipherable runes on both sides.

You shrug and stuff it in your pocket. Add to your Loot list and go to 33.\*

\*If you think you know where this amulet belongs, you return to the hall and proceed normally through the dungeon.

## 88

Another three way junction. To the West lies the Entrance. To the East there is a short corridor and a door and to the North there is a long corridor that curves to the left.

Make a note of your current location.

## Encounter

Is your Luck Stat 4 or Higher?

Yes. Go To 73

No. Go to 3

## Movement

Try the door? Go to 88

Head back towards the Entrance? Go to

Head North? Go to

89

You are grabbed in one massive, chubby fist and raised towards the giant maw! The last thing the you hear is the horrible, horrible giggle as The Crawling Thing's single tooth crushes your skull like a grape. As for the rest of you, The Crawling Thing is quite taken with its new toy and uses it as a teething toy until it finally falls apart.

Then, once it grows weary of your corpse, it crawls forth from the dungeon and begins to wreck havoc across the countryside.

It is only stopped after a band of brave adventurers undertake a heroic quest to hire a Giant Trollp as a wet-nurse. But that is a tale for another time...

### The End

90

If you have the amulet, go to 19

If you traded it, go to 76

If you think you know where to find it, slip back into the hall. Go to 83

91

The dwarf stands just inside the tunnel but doesn't answer when you call out. Instead he beckons you to follow.

"Follow, friend and join us." He says in a dull monotone, before turning and walking deeper into the tunnel.

You try to stop him as he disappears around a tight bend. Swearing violently, you rush after him and turn the corner.

There you find Gazpatcho standing very still next to a large opening in the wall. There is a strange, calming green light spilling from the hole, making you feel warm and safe. Somewhere, someone is chanting peacefully.

The dwarf motions you to follow, then goes into the green light.

Follow? Go to 7

You think that perhaps you have gone far enough, return to 21

92 BP 22

"You have chosen well, mortal." As the horror finishes speaking, the tentacle wrapped around your head begins to squeeze. Though you thrash and try to scream, the agony becomes so great that you lose consciousness almost instantly.

You awaken sometime later. The room is how you left it, but the waters of the pool are mirror still and you sense that your Master is now gone, but the room looks strange, as if the perspective has changed, or warped through a fish-eye lenses.

Rubbing your forehead to calm the throbbing, you touch something cold at the same time you feel pressure on your eye. In horror, you scramble to the side of the pool and gaze down at your new reflection in utter horror!

Your mouth has been replaced by a hard black beak, your eyes have swollen to three times their size and your hair has fallen from a head that has swollen almost doubled in size.

Are you a Wizard? Go to 47

Are you a Warrior? Go to 7

Are you a Thief? Go to 98

### 93

There is nothing here. Return to your previous section.

### 94

The book contains a number of spells, but as you watch they are fading, almost as if the ink is draining into the page. Choose one quickly and copy into your spellbook.

Armour of the Crab

Doubles the current AN of any Weapons.

Weapon of the Lobster

Doubles the current WN of any Weapons.

Healing Touch of the Hermit Crab

Heal one Damage Point by sacrificing any item of Loot.

Once the spell is copied, it and all the others melt into the page. There is nothing more to be learned here.

Go to 88

### 95

The liquid tastes of milk, but the creamiest, most delicious milk you have ever tasted. As you scoop handful after handful to your mouth, a feeling of euphoria overwhelms you from head to toe. All wounds are healed, your virginity is restored and all diseases are cured.

If not, the healing powers of the milk are so powerful that all Damage Points are restored, you even gain an extra one! Once the feeling of euphoria wears off, do you ...

Examine the statue? Go to 100

Examine the drain? Go to 32

Check the door? Go to 58

### 96

You notice that the casket sits on a small plate of some kind. A moment's examination reveals that it is a simple pressure-bladder jackplate with a spring loaded ejection tube with box magazine and approximately sixty tipped with dire-porcupine quills tipped in Bongo Frog poison. Pretty routine stuff really. You easily disarm the trap and grab the casket.

Go to 26

### 98

Throwing Shark.

Beside the pool is one of the infamous weapons of the Faraway Isles. WN5

Sneakers

This soft soled shoes allow for stealthy maneuvers. Add 5 to any Run or Steal Away attempt.



99

The Wright's hands close in around your throat. Your throat is crushed and your struggles become weaker as the shadowy thing begins to sink back into the book, dragging you with it! Your eyes wide with terror, but unable to fight any longer, you are slowly pulled down into the book until with one last feeble kick of your feet, you are gone.

**The End**

100 CT 5

Made of white marble, the statue is a freakishly detailed statue of a rearing unicorn. Peering closely, you can make out every individual hair carved into the marble. Clearly, this is no ordinary statue. Despite its detailed carving, the statue does not seem to be particularly well balanced and rocks slightly as you touch it ... almost as if it has been carved in a pose of rearing up in fear ...

Check the door?	Go to 58
Check the basin?	Go to 70
Push on the statue?	Go to
Do you have the Troll Sock?	Go to 9