

# KNIGHTMARE CHOOSE YOUR OWN ADVENTURE BY ANTHONY THOMPSON

## 1

Treguard equips you with the knapsack which when food is placed in it will sustain your life force. He also gives you the helmet of justice, which you wear on your head. "Now, a few words of advice. The dungeon is a dangerous place and fools will not survive. You may carry up to 3 objects at once and 4 spells at any one time. However all objects and spells can only be used once, but they can be dispelled more times. Also I can tell you to take the right hand path unless told otherwise"

You face the dungeon door, and take your first steps into the dungeon. You are standing in a well-lit chamber, with four walls and 2 doors at the far end. As you approach to leave this straight forward room, you can hear laughing and joking, when suddenly in prances the 'fool of all the world'. "Hello stranger My name is folly" says the jester. "I suppose you don't know which way to go?...Well I can help you there because you see if I was facing away from the doors, I would pick the door to the right. Cheerio" He jumps off laughing to himself, as you make your choice of exits:

The one on the right        - Go to 2  
The one on the left -        Go to 3

## 2

You have entered a dark circular chamber with a single exit and an old wooden table in the centre. You go over to explore the table and find rats gnawing at left over bits of meat. Suddenly a monstrous roar booms out through the dungeons and you are alerted to the presence of an approaching giant...

"Caution, an Ogre approaches!" Treguard warns.  
What will you do?

Run for the exit in the far wall    - Go to 4  
Stay here and take some meat    - Go to 5

## 3

You are standing in a large bricked up hall with two arch exits in the far wall. There is something in the centre of the room. On going over to explore this you hear a loud thud and are surprised to notice a small pile of rubble beneath the left hand exit, and the brick above it crumbling away...As you walk for the right hand door, a skull appears and begins blocking the right hand path.

You read the scroll and it says "The first step is the nod".

"Ah, the way out doesn't look too promising, If you go through the right door you are bound to lose life force, however If you go through the left you'll probably lose life. But then, it's your choice" announces Treguard. Which exit will you go through?

The one on the right        - Go to 6  
The one on the left -        - Go to 7

## 4

"A wise decision," you hear Treguard announce "for it is foolish to wait around when such a monster approaches, especially as you have been once foolish already to take the wrong door."

You are proceeding down a corridor when suddenly the floor gives way beneath your feet. Jumping for safety you peer down and see the collapsing floor plunder into darkness below.

As you carry on down this corridor, you notice several symbols on the wall. One is a candle, one a spider and one a bomb. As you study these symbols, the wall beneath each gives way and is revealed to be 3 doors. Suddenly you realise that the Ogre is in the corridor with you! You can hurry on or choose a door.

What will you do?

Hurry on - Go to 8  
Choose the candle door - Go to 9  
Choose the Spider door - Go to 10  
Choose the bomb door - Go to 11

## 5

You explore the table in a blind panic and pull away a cloth to reveal a very sharp knife. Note that you have picked this up. Suddenly the monstrous stomping of the ogre shakes the rubble from the ceiling of this very circular chamber. The next thing you experience is being knocked unconscious by the Ogres massive club! LOSE TWO LIFE FORCE GRADES "Foolish"  
If you are still alive, proceed to 4

## 6

As you dash through the darkness you hit the skull and LOSE ONE LIFE FORCE GRADE. You emerge on a ledge. Peering down you see there is a very deep drop into inky blackness. As you carry on down the ledge, you can see theres a door in the rockface with a chalice above it.

"Ahh it seems you are questing for the chalice" states Treguard gleefully.

"But don't linger here, I think its quite possible that the rock here is not entirely stable". As soon as the almost mocking tone of the dungeon master has said this, a rock crashes down blocking a retreat path. You go through the chalice door.

Go to 13

## 7

As you pass under the archway you are knocked unconscious by a mass of falling rubble. "Oh dear Oh dear, It was a short quest, wasn't it" announces Treguard as you fade away.

Your adventure ends here.

## 8

"A wise choice, no time to choose a door with symbols which by all accounts represents a threat to the quest. You hurry on through the corridor and as you pass under the great doorway, you notice a chalice above it. "Looks like

the object of your quest, at last," says Treguard. You head into the next chamber.  
Go to 13.

## **9**

You enter a large church type chamber with many candles lining the walls and in candleholders. A very gothic looking place and quite unique so far in the dungeon. There is a font with some holy water in it. You drink from this  
"LIFE FORCE STATUS GREEN"  
And leave via the only exit- Go to 14

## **10**

You enter an eerie looking dank square cave. There is a putrid smell and majestic cobwebs coating possible exits from this chamber.  
"Oh dear, you have entered the lair of Ariadne" Treguard's dreaded voice sounds. "The spider, is deadly and should be avoided, but then, have you the means to escape?"  
You stare up at the roof and to your horror are frozen on the spot when a ghastly giant tarantula shuffles uncomfortably forward...  
You need to escape but the doors, are sealed.  
Have you got the knife? - Go to 15  
If you haven't got the knife - Go to 16

## **11**

You are standing in a large orange square room with a huge ticking time bomb in the corner. Quickly you make a dash for the exit.  
(Roll a die)-  
IF you scored 1-3, then LOSE TWO LIFE FORCE GRADES then go to 14  
IF you scored 4-6 you leave before the bomb explodes - Go to 14

## **13**

You emerge in a bright green kitchen. The maid, Gretel is stirring something in a big cooking pot. You decide to go over and speak to her.  
"I can never get the mixture, just right!" she witters,  
"I know what I need, some salt!" If you could bring me some salt, that would be great. I would be eternally grateful. Here" She dashes off after giving you an apple (LIFE FORCE STATUS GREEN) and rummages through a chest to produce a horn. "You can blow this horn once you've found my ingredient." Note that you have Gretel's horn.  
Feeling a little better now you leave via the exit. Go to 14

## **14**

You have entered a brightly-lit hallway with a table in the centre and some objects on it.  
"Congratulations team, you appear to have made it to the level One Clue room"  
On the table is - a jar of salt, a chess piece, a rusty key and a green gem. Just as you are about to make your choice the facing wall in the hall transforms into what resembles a face. The craggy features of Golgarach.

"Caution team, a spot of thinking is what is called for here" Treguard states.  
"If the Pen is mightier than the sword, which bird is mightier than the Hawk?"

Check at ANSWERS to see If you were correct.

- Yes - 17
- No - 18

## 15

You quickly use the sharp knife to carve away the thick strands of web that block your exit, and soon are able to escape before Ariadne has her way. Note that you have discarded the knife. Go to 14.

## 16

You are trapped in this chamber with an approaching giant Arachnid poised at the ready to sink its fangs into you and drain the life force from you in seconds. "Unlucky. But then you shouldn't have taken the spider door really" Your adventure ends here.

## 17

Here is my second-

In dungeons deep and darkness cold, this monster will be brave and bold with spear in hand and quick to try, he has difficulty playing the spy, for he only see's with one great eye. Name him."

Check at ANSWERS to see If you were correct.

- Yes - 19
- No - 20

## 18

Here is my second-

In dungeons deep and darkness cold, this monster will be brave and bold with spear in hand and quick to try, he has difficulty playing the spy, for he only see's with one great eye. Name him."

Check at ANSWERS to see If you were correct.

- Yes - 21
- No - 22

## 19

Here is my third:

Check at ANSWERS to see If you were correct.

Were you correct (be honest) - Yes - 23  
- No - 24

## **20**

"Falsehood" Bellows the wall monster "Cyclops was the truth I seeked.

Here is my third:

Which music note is the sound of light?"

Think, and make your answer.

Check at ANSWERS to see If you were correct.

Were you correct (be honest) - Yes - 25  
- No - 26

## **21**

"Truth accepted" Bellows the wall monster again "Cyclops was the truth I seeked.

Here is my third:

Which music note is the sound of light?"

Think, and make your answer.

Check at ANSWERS to see If you were correct.

Were you correct (be honest) - Yes - 25  
- No - 26

## **22**

"Falsehood" Bellows the wall monster again "Cyclops was the truth I seeked.

Here is my third:

Which music note is the sound of light?"

Think, and make your answer.

Check at ANSWERS to see If you were correct.

Were you correct (be honest) - Yes - 27  
- No - 28

## **23**

"Truth accepted, Ray was the truth I seeked. Three is the score!

The rusty key is useless. She will want an emerald, and don't forget to follow your heart!

The second step is the Hop but it is not the next step."

And with all that information the monstrosity of a wall becomes a normal wall again.

Make your choice of two clue objects. Theres a rusty key, a green gem, a chess piece, and a jar of salt.

You can only carry 3 at a time. Once you have made your decision Go to 31

## **24**

"Falsehood" Bellows the wall monster "Ray was the truth I seeked. Two is the score, you may know more. Your quest is for the cup, yet you may not drink from it.

The rusty key is useless. The second step is the Hop but it is not the next step. All other knowledge is denied you. Rock I was, and rock I become."

And with all that information the monstrosity of a wall becomes a normal wall again.

Make your choice of two clue objects. There's a rusty key, a green gem, a chess piece, and a jar of salt.  
You can only carry 3 at a time. Once you have made your decision Go to 31

## **25**

"Truth accepted, Ray was the truth I sought. Two is the score, you may know more. Your quest is for the cup, yet you may not drink from it. The rusty key is useless. The second step is the Hop but it is not the next step. All other knowledge is denied you. Rock I was, and rock I become." And with all that information the monstrosity of a wall becomes a normal wall again.

Make your choice of two clue objects. There's a rusty key, a green gem, a chess piece, and a jar of salt.  
You can only carry 3 at a time. Once you have made your decision Go to 31

## **26**

"Falsehood" Bellows the wall monster "Ray was the truth I sought. One alone is the score, and it is poor. The second step is the Hop but it is not the next step. All other knowledge is denied you. I scorn you! Rock I was and rock I become." And with all that information the monstrosity of a wall becomes a normal wall again.

Make your choice of two clue objects. There's a rusty key, a green gem, a chess piece, and a jar of salt.  
You can only carry 3 at a time. Once you have made your decision Go to 31

## **27**

"Truth accepted, Ray was the truth I sought. One alone is the score. Your quest is for the cup, yet you may not drink from it. The second step is the Hop but it is not the next step. All other knowledge is denied you. I scorn you! Rock I was, and rock I become." And with all that information the monstrosity of a wall becomes a normal wall again.

Make your choice of two clue objects. There's a rusty key, a green gem, a chess piece, and a jar of salt.  
You can only carry 3 at a time. Once you have made your decision Go to 31

## **28**

"Falsehood" Bellows the wall monster. Ignorance is the path to defeat, and now I FEED ON you!  
The wall monster extends a long sticky tongue, which fastens you to it like superglue, and you scream helplessly as you are dragged in to his rocky oral orifice. Nasty!  
Your adventure ends here.

## **29**

Lillith seems interested for a moment but then gives an alienated look of dismay. "A rusty key?!" She protests.  
"What would I want with a stupid key. Oh well you will just have to attempt to survive in your ignorance. Be gone."

And with that, feeling helpless, you wander out the cave exit. Go to 39

### **30**

You show Lillith the chess piece... "Ahh it's a Bishop, but what do I want with a chess piece" She raises her leg and gives you a swift kick with her sandal. You haven't anything interesting for me, therefore I have nothing interesting for you. Be gone"

And with that, feeling helpless, you wander out the cave exit. Go to 39

### **31**

You have entered a strange wooden room with a loaf of bread in the centre, which you take (LIFE FORCE STATUS GREEN). There is a single exit leading into a rocky wall, but just as you are about to make your choice a magic sword appears in the air and is advancing towards you.

"Touching this sword will damage your life-force" Bellows Treguard.

Roll a die-

If you scored 1-3 - You pass unscathed and go to 32

If you scored 4-6 - You are hit by the sword and lose 1 life force grade.

Go to 32.

### **32**

You are standing in a long purple corridor with 4 exits in the walls. Two on your left and two on your right.

"Ah you'd better move fast because this is the dreaded corridor of the catacomb"

Above the door next to you is a cup, and opposite that a sword. The two doors at the end of the corridor have strange symbols above them. You are about to make your choice when you see the wall in front of you shift forwards. "Ah well, this used to be the great corridor, but it appears to be getting less great by the second. Out fast" Treguard proclaims. The corridor is now a little shorter and shrinking all the time! What will you do?

Go through the cup door Go to 34

Go through the sword door Go to 35

Try and escape through one of the far doors- Go to 33

### **33**

"Oh dear Oh dear That was foolish" You are sprinting for one of the exits when suddenly the wall caves in again and covers up the two far doors in the side walls. You have no escape, as the wall catches up with you and crushes you. Your adventure ends here.

### **34**

You pass through a portal and are stopped dead in your tracks by the knowledge that there is a deep black chasm just a few centimetres in front of you. On inspecting the room, you are in a cave. There is a dark exit across the chasm, but you couldn't possibly jump it.

Suddenly someone calls out to you, "Ahhh a dungeoneer, hello dungeoneer." A woman adorned in white garments is sitting on the rocks at

the opposite end of the chasm. "It's alright dungeoneer. There is a path across, just you can't see it. Step forward to me"  
Will you step forward to her?  
Yes - Go to 36  
No - Go to 37

### **35**

You have entered a long corridor with a single door at the far end. Suddenly a magic sword appears in the air and blocks the way ahead.  
"Problems problems team, you appear to have taken a wrong turning. But to get back on the quest, you will simply have to lose life force."  
You dash forwards but are hit by the sword (LOSE TWO LIFE FORCE GRADES).  
If you are still alive Go to 34

### **36**

You decide that this woman must be telling the truth and confidently step forward. But instead of hitting a mysterious invisible surface you plummet to your death. "Nasty"  
Your adventure ends here.

### **37**

"Oh Very well, I see you are cleverer than you look. But then you look stupid."  
Lillith, lazily raises her hand and points out to you. "Rock to rock and stone to stone, span the pit and cross the zone" A path appears from nowhere and you are able to walk over to her.  
"What have you brought me?"  
If you have the gemstone and wish to give it her - Go to 38  
If you have the rusty key and wish to give it her - Go to 29  
If you have the chess piece and wish to give it her - Go to 30

### **38**

Lillith holds her hands out. "Give to me, Give to me"  
She snatches the emerald from you and stares in wonderment at it in her grasp. "At last"  
"Well, you have given me what I desired so I gift you two spells.  
One is called SHRINK, the other is called TRAP."  
Thanking her, you leave feeling confident, through the exit in the cave wall.  
Go to 39.

### **39**

You have entered a dank looking chamber with 4 doors on the opposite facing wall. There is a ham roll on the floor which you immediately eat (LIFE FORCE STATUS GREEN) As you are about to proceed to one door, they become covered by giant playing cards.  
Covering the four exits is a different playing card.  
The left door, is covered by the 3 of diamonds  
The one next to that is covered by the 4 of hearts  
The ace of spades covers the one next to that



And the furthest right one is covered by the 10 of clubs.

There is one odd playing card on the floor in front of the doors. It has all four symbols on it. Suddenly Treguard's voice rings out:

"Ah, this is where you choose your destined pathway. I hope you can beat this challenge, and choose one of the number of exits available. But If I told you that, it would be too much help."

Which symbol will you tread on?

The diamond- Go to 40

The heart - Go to 41

The spade - Go to 42

The club - Go to 43

#### **40**

You tread on the diamond symbol and the diamond card in front of one of the exits dissolves away. So you progress through it.

Go to 44

#### **41**

You tread on the heart symbol and the heart card in front of one of the exits dissolves away. So you progress through it.

Go to 45

#### **42**

You tread on the spade symbol and the spade card in front of one of the exits dissolves away. So you progress through it.

Go to 44

#### **43**

You tread on the club symbol and the club card in front of one of the exits dissolves away. So you progress through it.

Go to 44

#### **44**

You have passed through the exit into a dark chamber when suddenly you hear a screeching sound, which pierces your ears.

"Caution team, you have to do something now, because a cavern wraith is on guard and its presence is draining your life-force"

If you wish to use the SHRINK spell - Go to 46

If you have the knife and wish to hold it up - Go to 51

If you wish to use the TRAP spell - Go to 54

If you have none of these - Go to 52

#### **45**

You have entered a long square corridor with a single exit at the far end.

You notice a woman sitting at the far end.

"This room seems empty enough"

Do you have the horn? - Yes - Go to 47

If you don't you simply have to pass through - Go to 50

#### **46**

"Spell casting S-H-R-I-N-K" As you say this, you realise that the spell hasn't effected the cavern wraith but it has shrunk you. "Oh dear, at that size, your energy will drain quicker and it will take even longer to reach the exit" Treguard proclaims.

You make a dash for it, but by the time you find the exit in the dank gloomy chamber the cavern wraith has drained plenty of your energy. LOSE TWO LIFE FORCE GRADES.

If still alive Go to 45

## **47**

You blow the horn and can hear the sound of Gretel yelling "Coming, Coming!" Within a few seconds she is in the same corridor as you. She snatches the horn off you and tells you, you won't need it anymore and is awaiting her gift.

If you have the salt - Go to 48

If not - Go to 49

## **48**

"Oh You do?" Gretel jumps up and down in excitement. That is great! because you see, I have the password at the end of this level which is coming up very soon by the way. The password is "Nobleman. I also have another apple for you." LIFE FORCE STATUS GREEN.

"Fair well" She dashes off with the salt and the horn. Note what objects you have. You pass through the door. Go to 50

## **49**

Gretel gives a sigh of dismay. "Oh well, I'm very disappointed. Well, I'd better be going then. Bye" She waves and runs off with her horn, which you no longer have.

You pass through the exit - Go to 50

## **50**

You have entered a chamber where all the walls are rocks like in a cave. There is a wellway in the centre of the room and a knight in a full suit of armour with a broadsword, whom hasn't noticed you yet.

"Ah well done, it has to be said, scuse the pun." Witters Treguard. "This appears to be a wellway to level two"

The knight suddenly gets up and begins pointing his claymore to your throat! "Halt, intruder! The password, or you perish!"

If you know the password and wish to say it (be honest) - Go to 55

If you wish to try the SHRINK spell - Go to

If you wish to try the TRAP spell - Go to 56

Failing these - Go to 53

## **51**

You hold up the knife to the skinless cavern wraith and it disappears in an instant. "Well done team. There are many ways to get through the obstacles in the dungeon, and I suppose that's one"

You feel around the rocky walls for an exit and eventually find it. Go to 45

## 52

You make a dash for the exit, but the cavern wraith has already drained much of your life force. LOSE TWO LIFE FORCE GRADES.  
If you are still alive Go to 45

## 53

The knight raises his broad sword "Right, then intruder! You shall perish!"  
He smites you with the sword down the middle of your head.  
"Ooooooh Nasty, and you really should have had another option available to you" proclaims Treguard. It is the last thing you hear.  
Your adventure ends here.

## 54

"Spell casting T-R-A-P"  
The high pitched whining of the wraith is halted because a box has fallen on top of it and stopped it for now draining your life force.  
As you feel for an exit, you realise the spell has worn off and the wraith is exposed again. LOSE ONE LIFE FORCE GRADE. If you are still alive you manage to escape. Go to 45.

## 55

He demands the password and you say it - "Nobleman"  
"Password accepted. Some advice- Remember the term, Fools Gold. Pass intruder but don't linger"  
Suddenly you can hear Treguard adopt a more sensitive tone, which gives you a feeling of achievement.  
"Well done dungeoneer. You have made it to level 2 and appear to be, in perfect condition." He continues "To descend the level 2, simply climb into the well."  
You put your leg over the well wall and climb over to drop into level 2! Go to 60

## 56

"Spell casting T-R-A-P" Suddenly as he about to smite you, a huge box falls ontop of the guard knocking him on the ground. You can hear him growling furiously behind it.  
"Well done dungeoneer. You have made it to level 2 and appear to be, in perfect condition." He continues "To descend the level 2, simply climb into the well."  
You put your leg over the well wall and climb over to drop into level 2! Go to 60

## 57

You dash up the corridor but unfortunately run too close for comfort near the bright green skull. LOSE TWO LIFE FORCE GRADES. If you are still alive, you can quickly head through the exit with the Omega symbol above it. Go to 90

## 58

You dash past the skull panicking and unwittingly brush against the malignant presence. LOSE ONE LIFE FORCE GRADE. If you are still alive you can run quickly through the exit with the crescent moon symbol above it. Go to 91

## 59

You dash up the corridor but unfortunately run too close for comfort near the bright green skull. LOSE TWO LIFE FORCE GRADES. If you are still alive, you can quickly head through the exit with the crescent moon symbol above it. Go to 91.

## 60

You have landed on a strange spinning disc in a non-chamber with 4 doors. From left to right the doors are numbered 1,2,3,4. Above the third door from the left is a chalice. But it looks like you will have to time the jump into the correct door.

"Welcome to level 2 team, this is indeed an achievement" You start to get depressed as Treguard's voice takes a turn for the worst "But I should warn you that passing every room from here is a challenge and you are likely to perish. Still the path is clear. You will have to jump into the door" Which door will you aim for.

Door 1 - 66

Door 2 - 64

Door 3 - 62

Door 4 - 66

## 61

(Roll a die)-

IF you scored 1-3 - Go to 62

IF you scored 4-6 - LOSE ONE LIFE FORCE GRADE due to grazing your leg then go to 62

## 62

You jump successfully thorough the chalice door to emerge in a dimly lit hallway with a single door at the far end. In the centre of the room is a gold bar but suspended above it a magic sword.

"Seems safe enough. It is always wise to collect any items you can, but sometimes the challenge can be too compromising, but the choice is yours" What will you do?

Pick up the gold bar steadily whilst trying to avoid the sword - 65

Pick up the gold bar boldly - Go to 63

Leave the gold bar completely and leave the room - Go to 64

## 63

You march up to the gold bar and grab it. "WARNING!" The magic sword has activated and come to life, and before you get a chance to leap away, the

sword has struck you. LOSE TWO LIFE FORCE GRADES. If you are still alive, Go to 64

## **64**

You have entered a circular cavern chamber with a huge black exit in the far wall. There is a flat rock in the centre of the room with some objects on it. You walk cautiously forward to inspect them.

There is a 'FIRE' potion, a wizard's staff, a jar of mouse eyeballs and a dead fish.

"Make your choice of 3 objects team" You do this and leave the chamber swiftly, because you can hear some thing approaching... Go to 67

## **65**

You cautiously approach the gold bar and grab it. "WARNING!" The magic sword has activated and come to life, and before you get a chance to leap away, the sword has struck you. LOSE TWO LIFE FORCE GRADES. If you are still alive - Go to 64

## **66**

You jump through the door and have entered a square room with a single exit blocked off by a portcullis. Suddenly you leap back in terror as the entire right half of the room falls away. "Nothing here is stable" Warns Treguard.

You try to walk onward to get through the door but it is no use, and soon, the floor has crumbled beneath your feet.

Your adventure ends here.

## **67**

You are standing in a large hall type room with 6 doors in the far wall. There is a wizard type man in red garments and a huge white beard sitting at a desk mumbling to himself.

"Take care team, this is Hordriss the confuser. He isn't on the side of evil, but he is not on the side of good either. He is a sort of middleman, and very powerful"

Hordriss points you out.

"There you are. Come here and sit down" You do as he says hastily.

"Now, one knows the way you should be going, but you don't so to avoid confusion one will tell you."

"If all the doors from left to right are numbered 1-6, It is considered extremely bad to take any odd numbered door.

Having said that, only one even numbered door is acceptable. The even numbered door that is acceptable isn't the furthest right, but it isn't the furthest left. The others will all lead you to destruction! There, that couldn't be clearer could it?

Oh by the way, one will give you a further clue If you gift one the FIRE potion."

If you have the fire potion - Go to 70

If not - Go to 68

## **68**

"Oh well" states Hordriss "you can't expect to survive If you pick up useless objects. You need to be wise not foolish. Go quickly"  
Go to 69

## **69**

Now you still have the problem of choosing a door. Using Hordriss' system, which door will you take?

Door 1 - Go to 76

Door 2 - Go to 77

Door 3 - Go to 80

Door 4 - Go to 71

Door 5 - Go to 79

Door 6 - Go to 78

## **70**

"Ahaa!" announces Hordriss "Thank you so much! Now you have given one the potion of Fire, I can give you some food. Here is a banana (LIFE FORCE STATUS GREEN). One can tell you that the third step is the 'clap'. One can also tell you, you shouldn't ignore the one on a perch. He likes compliments. Fairwell."  
Go to 69

## **71**

You pass through the door hoping you were right and find yourself in a chamber with an arch door at the far end.

"Well done team, you have chosen the correct door, now lets see how you fare here" mocks Treguard. There are 2 sets of spears jabbing out infront of you blocking the path at intervals. To get to it you will have to time the dash. Hitting a spear will damage your life force.

You will have to make a mad dash through:

If you met Gretel and delivered her the salt? - Go to 72

If not, roll a die:

IF you scored 1-3 - Go to 73

IF you scored 4-6 - Go to 74

## **72**

You dash past the first set of spears narrowly missing the jagged edge, and just as you begin to feel pleased with yourself, the ghostly presence of a skull begins haunting the chamber. "Touching this will damage your life force" states Treguard. You make a dash past the second spears and quickly head through the exit. Go to 75

## **73**

You wait for a while before the path of spear points and then dash, but unfortunately are snagged by one of the points. (LOSE ONE LIFE FORCE GRADE)

If you are still alive, you approach the second set of spears. A skull has appeared in the chamber and contact with it will damage your life force. You make a dash past the second spears, but unfortunately get snagged again.

LOSE ONE LIFE FORCE GRADE. If you are still alive you make it past and quickly head through the exit. Go to 75

## **74**

You wait for a while before the path of spear points and then dash and luckily narrowly avoid the first set of spears. As you approach the second set, a ghastly skull has appeared in the corner of this chamber and is advancing on your position. You run past the second spear path, but hesitate, and for a moment the skull touches you. LOSE ONE LIFE FORCE GRADE. If you survive this, you manage to exit the room. Go to 75.

## **75**

You have entered a dank chamber, which looks like a castle dungeon. In the centre of the chamber is a tall wooden pole, and perched ontop of it is a black Raven. There is also a pineapple on the floor, which you put in your knapsack (LIFE FORCE STATUS GREEN). You are about to leave when suddenly the raven talks! "Squark, who's a pretty boy then?" announces the raven, rather oddly.

"Who's a pretty boy then?"

What will you say?

Nothing - Go to 81

"You're a pretty boy" - Go to 82

"I am" - Go to 83

## **76**

You have not long passed through a door when suddenly you feel an intense heat. This chamber has a massive pit of lava in the centre and 4 doors which all have portcullises blocking them off.

"Oh dear, you have blundered, and now the intense heat of this chamber is draining your life-force"

You try quickly to find a way out but to no avail. Your life force is drained away and you will reside here, forever.

Your adventure ends here.

## **77**

You have not long passed through a door when suddenly you feel an intense heat. This chamber has a massive pit of lava in the centre and 4 doors which all have portcullises blocking them off.

"Oh dear, you have blundered, and now the intense heat of this chamber is draining your life-force"

You try quickly to find a way out but to no avail. Your life force is drained away and you will reside here, forever.

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## **78**

You have not long passed through a door when suddenly you feel an intense heat. This chamber has a massive pit of lava in the centre and 4 doors which all have portcullises blocking them off.

"Oh dear, you have blundered, and now the intense heat of this chamber is draining your life-force"

You try quickly to find a way out but to no avail. Your life force is drained away and you will reside here, forever.  
Your adventure ends here.

## **79**

You pass through a door and suddenly notice yourself falling down a dark abyss.  
The last thing you see before you hit the bottom is the skeletal remains of hapless predecessors who fell victim to this perilous pit.  
Your adventure ends here.

## **80**

You pass through a door and suddenly notice yourself falling down a dark abyss.  
The last thing you see before you hit the bottom is the skeletal remains of hapless predecessors who fell victim to this perilous pit.  
Your adventure ends here.

## **81**

The raven continues talking in its garbled parrot like way "Squawk, who's a cheeky boy then? Squawk. Rude, no help. Squawk,"  
You can hear Treguard laughing heartily "Haha team, I doubt there will be much more you can learn from this abomination"  
You leave via the only exit, and feel ambivalent about whether to take the chamber seriously or not. Go to 84

## **82**

The raven continues talking in its garbled parrot like way, "Squawk, the Omega. Squawk the symbol. Squawk, whose a cheeky boy then?"  
You can hear Treguard laughing heartily "Haha team, I doubt there will be much more you can learn from this abomination"  
You leave via the only exit, and feel ambivalent about whether to take the chamber seriously or not. Go to 84

## **83**

The raven continues talking in its garbled parrot like way "Squawk, who's a cheeky boy then? Squawk. Not the diamond. Squawk. Who's a vain boy then?"  
You can hear Treguard laughing heartily "Haha team, I doubt there will be much more you can learn from this abomination"  
You leave via the only exit, and feel ambivalent about whether to take the chamber seriously or not. Go to 84

## **84**

You have once again entered the corridor of the catacomb. This time, it is a long green, blood stained corridor with 4 exits in the walls. Two on your left and two on your right.



"Ah you'd better move fast because this is a variation of the dreaded corridor of the catacomb, and in level 2 especially, it is haunted..."  
Above the door next to you is a diamond, and opposite that a door with a trident above it. The two doors at the end of the corridor have strange symbols above them, one an Omega, and the other a crescent moon. You are about to make your choice when you see a ghastly bright green skull appear at the far end of the corridor.

Which door will you take?

- The 'diamond' - Go to 85
- The 'Trident' - Go to 86
- The 'Omega' - Go to 87
- The 'Crescent moon' - Go to 88

## **85**

You pass through the diamond door and emerge in a square chamber with 4 doors with portcullises over them. "Well, that'll teach you not to ignore a raven when the opportunity arises"

Suddenly you can hear the menacing cackle of a sorcerer. "Muhahahah, welcome to Mogdred's little play pens. Play a while, play for ever Muhahahah"

Your adventure ends here.

## **86**

You pass through the trident door and emerge in a square chamber with 4 doors with portcullises over them. "Well, that'll teach you not to ignore a raven when the opportunity arises"

Suddenly you hear the dreaded sound of a goblin horn and soon are surrounded in the ambushing goblins. They carry large clubs. That is the last thing you see... "What a shame, because I have the sneaking suspicion you were just about to encounter Merlin" says Treguard.

Your adventure ends here.

## **87**

The Omega door is at the far end of the corridor, and you will have to run past the skull to get to it.

(Roll a die)

IF you scored 1-3 - Go to 57

IF you scored 4-6 - Go to 89

## **88**

The Crescent moon door is at the far end of the corridor, and you will have to run past the skull to get to it.

(Roll a die)

IF you scored 1-3 - Go to 58

IF you scored 4-6 - Go to 59

## **89**

You dash past the skull without hitting it, and dart quickly through the exit with the Omega symbol above it. Go to 90

## **90**

You have entered a type of antechamber with the entire centre of the floor completely missing and in its place a dark abyss.

There are three majestic windows lining the far wall and all you can see outside them is space. There is a platform across the other side of the abyss, with a throne chair on it and just in front of the chair, a tile with a mysterious pattern on it.

"Ah, this is a place of magic, but steps must be taken to invoke the path"  
Do you know the first step (be honest)?

Yes - Go to 95

No - Go to 92

## **91**

You pass through the crescent moon door and emerge in a square chamber with 4 doors with portcullises over them. "Well, that'll teach you not to ignore a raven when the opportunity arises"

Suddenly you hear the dreaded sound of a goblin horn and soon are surrounded in the ambushing goblins. They carry large clubs. That is the last thing you see... "What a shame, because I have the sneaking suspicion you were just about to encounter Merlin" says Treguard.

Your adventure ends here.

## **92**

You do not know the first step to take, and so will have to miss out that one, but it is entirely possible to pass through still...

Do you have the second step (be honest)?

Yes - 96

No - 94

## **93**

You nod your head and suddenly 'PING' a slab appears in front of you over the abyss, which looks like the first step to crossing over to the other side of the room. Go to 97

## **94**

Treguard gives a sigh of discontent. "Oh dear oh dear, what a pity. You do not know the appropriate steps because you didn't receive the relevant clues due to a poor performance in the dungeon. Quite frankly, you shouldn't be allowed to progress here. If it's any consolation, you can't anyway"

A green skull appears in the room and drains your life away slowly, while you ponder taking a massive jump across...

Your adventure ends here

## **95**

You nod your head and suddenly 'PING' the first step across the abyss appears. Do you have the second step?

Yes - 96

No - 98

## **96**

You hop on the spot hoping you are right, and to your satisfaction, the second step appears before you in the form of a tile in the centre of the abyss. "Now you will have to jump, because you failed to get the first step" announces Treguard.

(Roll a die)

If you scored 1-3 - Go to 102

If you scored 4-6 - Go to 103

## **97**

You nod your head and suddenly 'PING' the first step across the abyss appears. Do you have the second step?

Yes - 99

No - 98

## **98**

"Ah well, what a pity, still it is entirely possible to jump the gap where the second step should be. Just hope that luck is on your side" Treguard advises.

Do you have the third step?

Yes - 108

No - 94

## **99**

You hop on the spot and suddenly 'PING' the second step across the abyss appears. Do you have the third step?

Yes - 105

No - 100

## **100**

"What a shame, for it was all going so well. Now you will have to jump that final gap. Just make sure that luck is on your side," warns Treguard.

Go to 101

## **101**

You are about to take a leap of faith across the abyss to the other side of the 'magic steps' chamber.

(Roll a die)

If you scored 1-3 - Go to 107

If you scored 4-6 - Go to 102

## **102**

Standing cautiously you take a leap of faith across the space where the step should be...and miss the ledge.

So you tumble down into the dark abyss...

"What a shame, just as you were about to meet Merlin" proclaims Treguard.

"Still, you shouldn't have missed out any steps. I suppose you are not fit for level 3"

Your adventure ends here.

### **103**

Standing cautiously you take a leap of faith across the space where the step should be...and land successfully on the second step.

Now do you have the third step?

Yes - 106

No - 104

### **104**

You get ready to take a flying leap of faith across to the other side of the chamber.

(Roll a die)

If you scored 1-3 - Go to 102

If you scored 4-6 - Go to 107

### **105**

You clap your hands together and 'PING' the third and final step appears. "Congratulations team, you have all 3 steps" They form a bridge across the abyss. Now you can cross over to the other side of the room. Go to 110.

### **106**

You clap your hands together and 'PING' the third and final step appears. You can walk confidently across the 'sort of bridge' that you have formed across the abyss. "Not a perfect display team, still, you are across. I only hope that doesn't hinder you". Now you can cross over to the other side of the room. Go to 110.

### **107**

You take a leap of faith over the abyss and ... succeed. Although on landing you lose your footing and graze your leg quite painfully on the ledge. LOSE ONE LIFE FORCE GRADE. If you survived that, you can cross over to the other side of the room. Go to 110.

### **108**

You clap your hands and suddenly 'PING' the final step across the abyss appears. However you will have to jump across.

(Roll a die)

If you scored 1-3 - Go to 102

If you scored 4-6 - Go to 107

### **109**

"Falsehood" comes the disappointing reply "The answer was The Phoenix. Well I am sorry, but I cannot give you any advice."

If you are carrying the Wizards staff - Go to 111

If you wish to try and give him the gold, If you have it - Go to 117

If not - Go to 112

### **110**

You walk forward unwittingly treading on the symbol-laden tile, and suddenly there is a brilliant flash of green light, and before you appears Merlin, adorned in bright green gowns.

"Who? What? Who called me?" The old Wizard holds his arms out in a suggestively powerful way. "Oh, a dungeoneer! Greetings, dungeoneer. You have done very well to get this far you know. From now on it gets a lot trickier." Merlin ponders for a moment scratching his head of long white hair.

"Now...what am I supposed to do... Oh yes, I remember now" he exclaims "I am supposed to test you, before you can pass through, now what I want is two out of two, or it simply will not do"

You stand to attention as the old wizard hesitates some more and begins asking you the first of two riddles.

"Name me now, the feathered one who is reborn when engulfed in flame" Guess the answer, and then check at the ANSWERS section.

If you were right - Go to 115

If you were wrong - Go to 109

### **111**

Go to 119

### **112**

If you successfully formed a path of '3 steps' in this chamber - Go to 114

If you didn't - Go to 113

### **113**

Merlin looks at you in dismay "Most tiresome" he states "You are simply not going to receive any help from me. You failed my dungeon, my test and didn't have anything for me. I suppose I should say, Good luck."

And with that, the powerful wizard disappears in a flash of lightning.

Treguard groans loudly before announcing "You didn't get any help from Merlin team, it seems highly unlikely you will ever make it to level 3"

Feeling pathetic you leave via the only exit in the far end of the right hand wall. Go to 122.

### **114**

Merlin peeps around you, to check the path you have created across the abyss. "I see you are not entirely stupid, because you successfully created a path with all three steps. I can give you some help therefore. In level 3, you should watch out for Mogdred, he is my alter ego, and the dark side of my magic. He resides below in competition with a powerful sorceress called Morghanna. We may meet, one more time. Good luck"

And with that, the powerful wizard disappears in a flash of lightning.

Feeling not altogether pleased with yourself, you leave via the only exit in the far end of the right hand wall. Go to 122

### **115**

"Truth accepted! Now listen carefully:

It is a peacock, yet it isn't a bird, it can fly, yet it can't be heard. Nature will let it change when young, and develop one long curled tongue, Name it"  
Guess the answer, and then check at the ANSWERS section.

If you were right - Go to 118

If you were wrong - Go to 116

### **116**

"Falsehood" comes the disappointing reply "The answer was 'butterfly'.  
Well I am sorry, but I cannot give you any advice."

If you are carrying the Wizards staff - Go to 111

If you wish to try and give him the gold, If you have it - Go to 117

If not - Go to 112

### **117**

You hold out little hope that this will work, but show him the gold no less.  
"Why are you showing me a gold bar, when only a fool would carry such an item in this depth of the dungeon. I suppose I should say, Good luck."  
And with that, the powerful wizard disappears in a flash of lightning.  
Treguard groans loudly before announcing "You didn't get any help from Merlin team, it seems highly unlikely you will ever make it to level 3"  
Feeling pathetic you leave via the only exit in the far end of the right hand wall. Go to 122

### **118**

"Truth accepted!" announces Merlin. Well done, you have earned a lot of information, and I would also give you spells, but my staff appears to have been taken.

If you have the wizards staff - 119

If not - Go to 121

### **119**

"You have my staff!" Merlin exclaims excitedly. "That has completely ruined my theory that you can't get the staff these days. Now then, I will give you two spells of high incantation. RISE and SINK. One is defensive, the other is offensive, but not in that order." Merlin proclaims.

If you successfully formed a path of '3 steps' in this chamber - Go to 120

If you didn't - Go to 121

### **120**

Merlin looks at the bridge of 3 steps across his abyss all next to each other.  
"Excellent performance so far, dungeoneer. So I will gift you two healing spells. HEAL and REGENERATE." Go to 121

### **121**

Merlin grabs his magic staff and holds it up "Now, listen to this advice, for you have earned it" Merlin clears his throat.

"In level 3, you should watch out for Mogdred, he is my alter ego, and the dark side of my magic. He resides below, in competition with a powerful sorceress called Morghanna. Mogdred is a BLACK monk and has the sword

as his symbol and Morghanna is a RED sorceress, her symbol is the axe. I of course have the staff and I am a GREEN wizard. In level 3, you should stick to the paths that go down. If you do all this and survive, we will meet once again and I will assist you through the final stages of the greater game. Good bye, bold dungeoneer, and good luck"

And with that, the powerful wizard disappears in a flash of lightning.

Treguard congratulates you, "Well done team, you have performed exceptionally well so far, but there are still plenty of dangers, that you will face. You finally leave via the only exit in the far end of the right hand wall. Go to 122.

## **122**

You have entered a huge rocky cave. Straight ahead is a crack in the rock out of which you can see mountains in the distance. Suddenly you can hear a goblin horn and within seconds they have emerged from an invisible crack in the rock.

"Warning team, the goblins are coming! You must use magic!"

If you have the RISE spell and wish to use it - Go to 126

If you have the SINK spell and wish to use it - Go to 123

If you wish to run because you have none - Go to 124

## **123**

"Spell casting S-I-N-K"

Suddenly you feel yourself sinking into the rocky floor as if it was thick mud.

"Ah, an unusual spell, but then Merlin did say it was defensive not offensive, what was called for here was offensive action" Treguard exclaims to your horror. No matter how deep in the ground you are the goblins approach you and clobber you to death.

Your adventure ends here.

## **124**

You try to make a dash for it, but even more goblins emerge from a passageway in the left-hand side of the cave. You are trapped.

(Roll a die)

If you scored 1-4 - Go to 134

If you scored 5-6 - Go to 125

## **125**

You sprint for the only exit that is unguarded but are bashed by one of the goblins clubs. LOSE TWO LIFE FORCE GRADES. If you are still alive you dive through it into the next chamber. Go to 127

## **126**

"Spell casting R-I-S-E"

As soon as you have cast this spell you notice the goblins suddenly lift off the ground and start to float upwards. You can hear Treguard laughing

"hahahah that's great team, and look, the roof of the cave is lined with stalactites...Ooooh nasty" You can hear the impaled goblins cries of despair, which Treguard seems to revel in much to your surprise.

Now that you have freedom to explore the cave you notice a strange perfume bottle in the corner of the room. Note that you have this item. You can choose one of two doors. There is a door with a red chalice above it to the left, and an exit with a green chalice above it to the right. Which path will you take?

The left hand path - Go to 132

The right hand path - Go to 127

### **127**

You have entered a strange rocky cave type room with a mine cart and a spring of energy on the floor, which is guarded by a ghastly green skull.

"Well, this is the mine-cart which leads to level 3, congratulations on surviving all" Treguard continues,

"However, life force is getting extremely low, infact it is on nearly on condition red"

What will you do?

Cast the spell HEAL if you have it - 128

Cast the spell REGENERATE if you have it - 129

Dash off to collect the spring of energy - 130

Ignore it because of the skull and climb into the mine cart - 133

### **128**

"Spell casting H-E-A-L"

LIFE FORCE STATUS GREEN.

"Very good, team, now you can proceed to level 3 safely, if there is such a thing". You climb into the mine cart and it automatically starts up and drives down the tunnel into the depths ... Go to 131

### **129**

"Spell casting R-E-G-E-N-E-R-A-T-E"

LIFE FORCE STATUS GREEN.

"Very good, team, now you can proceed to level 3 safely, if there is such a thing". You climb into the mine cart and it automatically starts up and drives down the tunnel into the depths ... Go to 131

### **130**

You grab the energy - LIFE FORCE STATUS GREEN- but on diving away are struck by the ghostly presence in this chamber. LOSE ONE LIFE FORCE GRADE. Suddenly you hear Treguard:

"Now you can proceed to level 3." You climb into the mine cart and it automatically starts up and drives down the tunnel into the depths ... Go to 131

### **131**

You climb into the mine cart carriage and feel uneasy as it suddenly begins to career through a dark mine shaft by itself.

"Keep your head down, these tunnels were mined by dwarves so they are not altogether that high" Treguard announces.

You feel the minecart speeding up and sense that the end is near "Oh no, brace yourself for a crash" yells Treguard. Go to 135



### 132

You have entered another cave chamber but with a magic floating axe in the corner. As you walk a few steps forward the axe starts to move towards you.

You then come to the realisation that you are trapped in this chamber with no exits. You can hear the fierce cackle of a powerful sorceress as the axe touches you and drains your life force.

"Oh dear team" sighs Treguard "Morghanna appears to have tricked you at the very last stage of level 2" You are stuck in this chamber now, as Morghanna's axe drains away all your life.

Your adventure ends here.

### 133

You climb into the mine cart and it takes off down the track and through the tunnel. But by the time it is half way through, you are too weak to even get up, and all you are waiting for is a slow death. "Ooooooh Nasty"

Your adventure ends here.

### 134

You attempt to cross the chamber, but are blocked off from all directions by goblins. They clobber you with their clubs and you are soon lying dying on the cold stone floor, with goblins tearing you limb from limb.

Your adventure ends here.

### 135

'BOOM' You stand up from the toppled carriage and begin to inspect the room.

You have crashed into a dank gloomy cave, which echoes, to the spine chilling cries of creatures and monsters nearby. There are skeletal remains lying everywhere on the floor and two possible exits.

"Ah congratulations you have made it as far as level 3. But from here on, I'm afraid I can't help you as much, so you're on your own"

A ghastly green skull has appeared above the exit on the left, and a red skull above the one on the right.

Which exit will you go through-

The one on the left - Go to - 136

The one on the right - Go to - 140

### 136

You have entered another dank cavern, this time with a single exit at the far wall. There is a mysterious stone tablet over to the left side of the chamber away from the exit. "Ah, you have chosen the left hand door, however the skull was green, so one can assume, it was correct for Merlin's path" he continues,

"Beware team, for here be Cavernwights. The Wights were once human but have lost their sense of sight, however have a keen sense of smell, and they are already beginning to sniff you. Contact is deadly" Two little creatures are advancing towards you, quite quickly.

If you have the perfume bottle - Go to 137

If you wish to investigate the stone tablet - go to 138  
If you sprint for the exit - Go to 139

### **137**

You place the perfume bottle down on the floor.  
"Good thinking, now the Wights will be more interested in the bottle than you, but it won't take long for them to start smelling you again"  
Will you:  
Dash for the exit, while you can - 139  
Investigate the stone tablet - 141

### **138**

You dash over to the stone tablet and read an inscription on it "The rose, the ruby opposes its leaf, the emerald." Just as you have read this, the wights are upon you and drain your life with a single touch of their clammy cloven hands. "Unlucky, in any case, you should have had something to occupy the Wights with"  
Your adventure ends here.

### **139**

You dash across the other side of the cavern as fast as your legs can carry you and dart through the exit.  
Before you have had time to inspect this next room, Treguard is already warning you "Dire warning Dungeoneer, this chamber is the lair of the shadow beast, out quickly!" You waste no time in getting the hell out into the next chamber, as a ghastly black ghoul with glowing red eyes makes it way in. Go to 140.

### **140**

You are standing in a large hall type room with 3 doors at the far end, and a table in the centre of the room and some mysterious eerie lights hitting the floor around the table. What will you do-  
Walk slowly up to the table- 144  
Attempt to leave the room- 142  
Quickly dash to the table- 143

### **141**

You dash over to the stone tablet while the Wights are busy sniffing out the perfume and read an inscription on it "The rose, the ruby opposes its leaf, the emerald." Just as you have read this, Treguard warns you that the Wights have realised their deception and are coming for you! You decide to quickly sprint for the exit- Go to 139

### **142**

Which of the three doors will you head through?  
One up some stairs to the far right- 145  
One left of that down some stairs- 149  
One on the left- 154

### 143

As you run carelessly to the table, you stumble accidentally into the flickering light.

For a moment there is an eerie silence and then the monstrous cackle of an evil sorcerer. "Muhahahah...Ahh an intruder walked into my line of sight, look upon Mogdred and quail...and then die Muhahahah" He fires a bolt of lightning out from his eyes which stops your adventure in a flash. "Ooooooh nasty, it seems you are just another victim to Mogdred".  
Your adventure ends here.

### 144

You walk cautiously forward and are careful to avoid being bathed in the ghostly flickering lights.

Eventually you reach the table, and see that there are objects on it.

"Ahh...this is the level 3 clue room. You may take 3 objects, but there doesn't seem to be any clues here regarding what to take. You're on your own" Treguard announces much to your disgust.

On the table is a scroll, which you read and it says, "Do not trust Treguard" and has a strange symbolic M next to it. Could this be a message from Merlin?

There is a black horn, a mace, a shield, a necklace, a bar of silver, a dagger a green gem and finally a red gem. "Strange there is no food, and I wouldn't waste time with silver, but you'd better be fast"

Make your choice of only 3 objects.

Now there are 3 doors leading out.

"Ahhh, If I were you I would go onward and downward, but then who are you going to listen to?" Treguard mocks.

Go to 142.

### 145

You pass through the exit and are walking along a dank long corridor, for what seems like forever. "Warning team, you need food, and are extremely low on health.

If you have the spell HEAL and wish to use it- Go to 148

If you have the spell REGENERATE and wish to use it- Go to 146

If you do not have these - Go to 147

### 146

Spell casting R-E-G-E-N-E-R-A-T-E. LIFE FORCE STATUS GREEN.

Note you can no longer use this spell.

You carry on down the gloomy corridor, which doesn't seem to end, until at long last you come to a dark exit. Go to 149

### 147

"Oh dear, what a pity" You feel yourself slump to your knees as the last of your life force clock runs out, and there is still a long way to go in the corridor.

"Nevermind, because you went the wrong way anyway, the adventure is onward and downward no matter what".

Your adventure ends here.

### **148**

Spell casting H-E-A-L. Life force status GREEN.

Note you can no longer use this spell.

You carry on down the gloomy corridor, which doesn't seem to end, until at long last you come to a dark exit. Go to 149

### **149**

You stagger into a dank green square chamber with a large ghastly medusa head on the far wall, glaring down at you, and snakes for her hair, writhing and snapping. Further down in the chamber is mysterious rocks, which resemble human legs and heads. "Warning team, one look at this malignant Gorgon creature will petrify even the most noble warrior, you need the shield."

If you took the shield- Go to 150

If you do not have the shield - Go to 151

### **150**

"Quick, dungeoneer, raise the shield to your eyes and cover your face!"

You do as Treguard instructs immediately.

"Now, side-step to the left quickly..."

You quickly feel for the wall and feel along the wall whilst holding up the shield.

As you approach near the door, you notice there is some food, in the centre of the room, and even being present in this chamber has drained your life force considerably.

Will you quickly make for the exit- 153

Or quickly risk getting the food and then run to the exit- 152

### **151**

Suddenly the monstrous piercing eyes of Medusa flash brilliantly and maliciously, and you are soon turned to stone, unable to move, forever. Your adventure ends here.

### **152**

Holding up the shield you have to walk in front of the vile Medusa to pick up the food when suddenly and unexpectedly your shield melts away.

"Emergency, you have lost the shield due to being in here too long, Save yourself" Treguard's worried cries are too late. Suddenly the monstrous piercing eyes of Medusa flash brilliantly and maliciously, and you are soon turned to stone, unable to move, forever.

Your adventure ends here.

### **153**

You sprint for the exit away from Medusa's stare and drop the shield on the way out. Finally you are out of the dreaded chamber. "Just in time, I feel." Treguard bellows "But do not rest yet, I have the sneaky suspicion, things can only get worse" you advance through a gloomy cave passage with the

floor drenched in congealed blood. "Warning now, Life force energy level is critical, for being in the chamber of Medusa has seriously worn it out. You must do something about it NOW!

If you have the spell HEAL and wish to use it- Go to 156

If you have the spell REGENERATE and wish to use it- Go to 155

If you do not have these - Go to 157

### **154**

You are standing on an extremely thin twisty ledge over a chasm when suddenly the malicious laughter of a sorceress forces you to make haste. The deadly presence of Morghanna is with you...

"Take care, this lady is not a friend"

You quickly and carefully negotiate the pathway, but it seems it is already too late.

"Darisafaa and end the quest!" The ledge below your feet crumbles away and you plummet to your death as he cackles "hahahah onward and downward, eh Treguard"

Treguard announces "Well its obvious where you went wrong team, you chose the wrong door completely."

Your adventure ends here.

### **155**

Spell casting R-E-G-E-N-E-...OH OH...where did your life force go?

"Oooh nasty" Treguard suddenly states "It seems that, that spell was too long, and your life force drained away before you got a chance to spellcast it. What you needed here was the shorter spell, but you either didn't think of that, or have already used it. Better luck next time"

Your adventure ends here.

### **156**

Spell casting H-E-A-L. LIFE FORCE STATUS GREEN.

Note you can no longer use this spell.

"Well done team, for a have a feeling, the heal spell was just long enough to cast and get away with it. Onward now"

You carry on down the gloomy corridor, which doesn't seem to end, until at long last you come to a dark exit. Go to 158

### **157**

You try running through the corridor but it is no use, your life force has simply run out.

"Oooh nasty and how tragic, but it seems, Medusa had drained you dry."

Your adventure ends here.

### **158**

You enter a cave room with a single exit when suddenly a flashing axe begins advancing towards you.

"Caution team, this looks like Morghanna's work" You will have to sprint for the exit If you don't have means to defend yourself.

If you have the mace or dagger and wish to hold it up- Go to 159

If you wish to wear the necklace - Go to 176

If you have the horn and wish to blow it go to 162  
If you wish to use the SINK spell If you have it- 160  
If you wish to use the RISE spell If you have it - 161  
If not you will need to escape and roll a die  
If you score 1-2 Go to 164  
If you score 3-6 Go to 163

### **159**

You hold up the weapons and Treguard gives an announcement of disapproval "Why are you carrying the weapons of your enemies"  
The magic axe eats through them and instantly, destroys you!  
Your adventure ends here.

### **160**

"Spell casting S-I-N-K"  
Note you no longer have this spell.  
Suddenly you feel yourself sinking into the rocky floor as if it was thick mud.  
Morghanna's axe suddenly disappears and you dispel.  
"Well done team now find your escape and find it fast" You leave the room safely. Go to 165

### **161**

Spell casting R-I-S-E  
Note you no longer have this spell.  
You are horrified to see that it has no effect on the magic axe. "Morghanna is too powerful I'm afraid, escape quick" the axe has seriously damaged your life force. LOSE TWO LIFE FORCE GRADES.  
You will need to escape and roll a die  
If you score 1-2 Go to 164  
If you score 3-6 Go to 163

### **162**

You blow the horn and to your horror, it is a goblin horn.  
"That did nothing, but soon the goblins will be upon you, and even worse, the axe has seriously damaged your life force. LOSE TWO LIFE FORCE GRADES. If you are still alive you will need to escape:  
You will need to escape and roll a die  
If you score 1-2 Go to 164  
If you score 3-6 Go to 163

### **163**

As you dash across the chamber the magic axe of Morghanna strikes you directly. LOSE TWO LIFE FORCE GRADES.  
If you are still alive and that is extremely lucky- You pass through the exit  
Go to 165

### **164**

As you dash across the chamber the magic axe of Morghanna manages to just strike you . LOSE ONE LIFE FORCE GRADE.

If you are still alive- You pass through the exit Go to 165

## **165**

You have entered a fairly light square castle chamber with a great portal on the far wall, and a strange table in front of you. On walking forward you see, there is a slot, with which a gem looks as if it'll fit.

If you have the ruby and wish to insert it- Go to 168

If you have the emerald and wish to insert it- Go to 167

If not you simply, pass on- Go to 166

## **166**

You have entered a dark red room, with a single exit that is sealed off by a portcullis. On the top of the wall to the right is a piece of the chalice.

"Something you need to collect for the quest to be a success here, Team"

But how will you get it?

As you ponder, a ghastly skull has made its way into the room and is advancing on your position, what's more Mogdred and Morghanna can be heard cackling together. "Oooh quickly team" Treguard cries.

If you have the spell COLLECT and wish to use it - Go to 169

If you have the spell WARRIOR and wish to use it - Go to 170

If you wish to wear the necklace If you have it - Go to 171

If you wish to blow the horn If you have it- Go to 172

If you have the spell LIFE and wish to use it- Go to 173

If you have the spell FLARE and wish to use it - Go to 174

If you have none of these options - Go to 175...and pray.

## **167**

You insert the emerald and suddenly a flash of green light sweeps you off your feet.

"Who called?" It is Merlin. Treguard is most pleased "Finally, I think you can rest for a while now Team, for this is Merlin"

The old wizard is this time, standing tall with his magic staff. "This is very impressive you know, I am extremely surprised you are still with us. But enough. Time to perk your life force up a bit I think. Spell casting VIM. V-I-M. LIFE FORCE STATUS GREEN." You breathe a sigh of relief.

"Beware dungeoneer. Morghanna has joined forces with Mogdred and is leaving scrolls lying around, which resemble my signature, when they are not. Your loyalties lie with the powers that be, remember that.

To aid you on your way, I have 4 spells. But you can only choose 2 of them.

First a piece of advice, all decisions are up to you, whether to kill the dark side, redeem your quest, light the way or restore your life force. The spells are as follows:

- COLLECT
- WARRIOR
- LIFE
- FLARE

Make your choice of two of them, and two only.

Step bravely now, for you have a short way to go!" and with that Merlin disappears in a cloud of green smoke. You leave via the large exit. Go to 166.

## **168**

You insert the ruby into the slot and for a second there is an eerie silence and you suspect you have done something wrong. Suddenly the majestic figure of the sorceress Morghanna appears in the room. "Hahaha, well dungeoneer, I see you have summoned me, so time for you to ... stop" She casts a spell and soon you are frozen in magic unable to move, and your life force drains away in a second.  
"Ooooooh nasty, but then every meeting with Morghanna is. Nasty I mean."  
Your adventure ends here.

## **169**

Spell casting C-O-L-L-E-C-T.  
Note you can no longer use this spell.  
As the chalice piece disappears, because you've collected it, the portcullis over the door opens Treguard gives a cry of triumph "Well done team" You go through the door quickly motivated by the sound of approaching sorcerers. Go to 177

## **170**

Spell casting W-A-R-R-I-O-R.  
Note you can no longer use this spell.  
On casting this, the skull hovering in the room suddenly vanishes as does Morghanna's approaching axe and Mogdred's approaching sword.  
"Well you certainly have scared away the evil ones for a while, but what about the chalice piece?...anyway I can't help thinking that the portcullis is going to block off you when you're an armoured warrior"  
You stumble into the door in your clanking metallic armour and leave the room, and sadly, the chalice piece. Go to 177

## **171**

You put the necklace on and suddenly become invisible. The skull hovers about for a bit, and doesn't know what to do so vanishes. The approaching weapons of Mogdred and Morghanna eventually turn around, fooled by your invisibility.  
"Well evaded team, but what now?"  
There seems to be no way to get the chalice piece and no way to leave the room. So you may as well not have bothered.  
Your adventure ends here.

## **172**

You blow the horn and are horrified to hear that it's a goblin horn. But worse than the goblins, the sound has alerted the presence of the ever-present evil dark heretic guardians of level 3. "Quail Human, before you stands, Mogdred and my new wife, Morghanna" The monstrous voice echoes. Treguard doesn't say anything. "I have constrained your dungeon master, and now, will restrain you...forever" Just as he casts you away to his prison in another dimension, the goblins enter the red chamber. Who cares?  
Your adventure ends here.

## **173**



Spell casting L-I-F-E. LIFE FORCE STATUS GREEN.

"Hmm...that wasn't the right thing to do. Look. The black monk Mogdred has caught up with you" Treguard exclaims.

"Muhahahah Look upon Mogdred and quail, look upon Morghanna and die. Morghanna enters the room, in the flesh, as it were. "Time for you to die" Your adventure ends here.

## **174**

Spell casting F-L-A-R-E.

On casting this, the room becomes bright red. "But you knew that the quest piece was here team, you just needed to collect it. Oh dear, what a pity. Nevermind."

"Quail Human, before you stands, Mogdred and my new wife, Morghanna" Morghanna enters the room, in the flesh, as it were. "Time for you to die" Your adventure ends here.

## **175**

You sit tight, as the skull drains your life force before the sorceress and the black monk have had a chance to enter the chamber.

Your adventure ends here.

## **176**

You put the necklace on and are suddenly not visible in the dungeon. The magic axe vanishes quickly and you take off the magic necklace. "Well done team, a necklace of invisibility, clearly the ultimate deception." Note you cannot use items twice. With that, you leave the room. Go to 165

## **177**

You have entered a large room with a single tall archway into blackness at the far end. On the wall next to you though is the large depressed looking head of a gargoyle. "Listen team this is a gargoyle, and they delight in wisdom. If you are ignorant then this creature will probably seriously damage your life force.

"Doom, Doom the way ahead is blacker and blacker. Doom. Doom. Oh it's a human" The monotonous voice of the creature proceeds "Tell me, small human, what is the name of the one who was so vain, that he fell in love with his own reflection?"

Guess and check at ANSWERS.

If you were correct Go to 178

If you were incorrect Go to 179

## **178**

"Truth accepted!" the gargoyle suddenly begins to smile slightly...but it is an ugly smile. "I have two spells. One is Destroy, the other is Defend. Choose one and only one. Or I will destroy you."

Make your choice of only one of them spells. "Remember you may have another one already." Warns Treguard. You leave via the exit. Go to 180.

## **179**

"The answer I was looking for was Narcissus. Oh dear, doom, doom, the way ahead is blacker and blacker." The gargoyle's pessimism begins damaging your life force. LOSE ONE LIFE FORCE GRADE.  
"Out quickly, dungeoneer" You leave via the exit. Go to 180

### **180**

You are standing in a large room, with 4 different pathways in front of you, and next to you on the wall is a colourful great stain glass window.  
"Hmmm strange that a stained glass window should exist this far into level 3, where no light can reach it. Listen team, this is the stained glass room, and few dungeoneers make it past here."  
If you have the spell FLARE Go to 182  
If you do not- Go to 181

### **181**

"Oh dear - Without the spell to light the way, you must simply guess."  
But before you get the chance to, the stained glass picture shatters, and the dark figure of Morghanna is enchanting something of high incantation.  
"My delight lies on the dark side, so I stoop to extinguish your flame..."  
What will you do?  
If you have the DESTROY spell and wish to use it- Go to 183  
If you have the DEFEND spell and wish to use it- Go to 184  
If you have the LIFE spell and wish to use it- Go to 185  
If you have none of these Go to 186

### **182**

Spell casting F-L-A-R-E.  
The stained glass window suddenly lights up and reveals a light down on the 2<sup>nd</sup> pathway from this chamber.  
But before you get the chance to move anywhere, the stained glass picture shatters, and the dark figure of Morghanna is enchanting something of high incantation.  
"My delight lies on the dark side, so I stoop to extinguish your flame..."  
What will you do?  
If you have the DESTROY spell and wish to use it- Go to 183  
If you have the DEFEND spell and wish to use it- Go to 184  
If you have the LIFE spell and wish to use it- Go to 185  
If you have none of these Go to 186

### **183**

Spell casting D-E-S-T-R-O-Y.  
Suddenly you are dead. The spell didn't destroy Morghanna but it destroyed you.  
"Oh dear, what a pity."  
Your adventure ends here.

### **184**

Spell casting D-E-F-E-N-D.  
Note you cannot use this spell again. Morghanna casts a spell and strikes you with a concentrated blow of lightning, but the defend spell reduces the effects. LOSE ONE LIFE FORCE GRADE.

Now quickly, choose a way out!  
Go to 187

### **185**

Spell casting L-I-F-E.  
LIFE FORCE STATUS GREEN.  
Note you cannot use this spell again.  
Morghanna casts a spell and strikes you with a concentrated blow of lightning, and totally exterminates your life force.  
Your adventure ends here.

### **186**

"Enough of foolishness and enough of fools, you have been lucky so far, but you cannot survive this encounter. So now I destroy you. Darriasifaa and end the quest!" Morghanna casts a spell and strikes you with a concentrated blow of lightning, and totally exterminates your life force.  
Your adventure ends here.

### **187**

Which path will you take?  
Path 1- 188  
Path 2- 189  
Path 3- 203  
Path 4- 204

### **188**

You walk forwards cautiously, as Morghanna begins brewing another spell, and keep on walking. Maybe one day, you would redeem the cup, but not today. You have blundered and fallen off a ledge at the final hurdle.  
"A proud performance team, but I'm afraid the dungeon ultimately defeated you, you didn't defeat the dungeon. Such a pity."  
Your adventure ends here.

### **189**

You walk forwards cautiously, as Morghanna begins brewing another spell, and keep on walking, and successfully leave the room and enter the next.  
"An achievement in itself team"  
You are in a dark cave standing on a giant sleeping dragon. Billows of green smoke plume from gaps in its Fierce looking teeth. There is an exit on the wall but it would mean walking up the dragon's head.  
"Beware team, this is Owen, the dozing dragon, and walking across him will almost certainly wake him up. What you need here is the necklace of invisibility"  
If you have the necklace Go to 194  
If you do not have the necklace Go to 190

### **190**

"Oh, you haven't got the necklace. Well, I suppose, you will just have to sneak along the dragon's snout, without waking it up. But hurry, because

your life force is draining away. I think it's the effects of being this close to evil sorcery."

Roll a die:

If you scored 1-5 -Go to 191

If you scored 6 - Go to 192

### **191**

Suddenly the gigantic eyes of Owen the dragon lazily glide open and the heat in the room increases dramatically. "Dire emergency team"- LOSE THREE LIFE FORCE GRADES. Oh dear...it seems, your luck had run out, and now your life has run out.

Your adventure ends here.

### **192**

You manage to sneak up the dragon's snout however when you sprint for the exit, Owen has awakened and breathed hot air into the chamber. LOSE TWO LIFE FORCE GRADES. If you are still alive. Go to 193

### **193**

You have entered a stone room with strange vile weed growing all around. Treguard announces "Warning team, you need food, and there is a sprig of energy here, but it is bathed in mysterious flickering lights, but then it is your choice." There is also a second part of the chalice on the opposite wall and no apparent exits.

If you wish to collect the energy- 196

If you wish to collect the second chalice piece go to 195

### **194**

You put on the necklace and suddenly are made invisible.

"A very powerful deception team, but I wonder If the power of touch is still apparent, with this spell. I guess, theres only one way to find out"

You dash up the dragon and successfully make it past him. Discard the necklace. Go to 193.

### **195**

As soon as you grab the second chalice piece, the rocks all around you crash down to the ground, revealing a dusty exit from the chamber. Which you follow. "You still need food team and quickly"

Go to 197

### **196**

As you run to collect the much needed energy sprig, you stumble inevitably into the flickering light. LIFE FORCE STATUS GREEN- But at what cost?

For a moment there is an eerie silence and then the monstrous cackle of an evil sorcerer. "Muhahahah...Ahh an intruder walked into my line of sight, look upon Mogdred and quail...and then die Muhahahah" He fires a bolt of lightning out from his eyes which stops your adventure in a flash. "Ooooooh nasty, it seems you are just another victim to Mogdred".

Your adventure ends here.

## 197

You have entered a long blue room with no walls, just inky blackness all around, and with a scroll on the floor in front of you. It reads "STRIKE". Treguard is quick to caution you, "Ah, this looks like a spell scroll."

The final piece of the chalice is in front of you, but as you dash to claim it, the terrible-twosome, perilous pair, chaotic couple- Mogdred and Morghanna appear IN the room!

"Muhahah, I see you have survived much, but you will not redeem the chalice. Look upon Mogdred and quail!"

Morghanna steps forward "This one has drained my power, quite a bit, so we will combine our dark powers, and exterminate the dungeoneer"

Treguard is frantically struggling to be free because Mogdred has constrained him. What will you do?

Spell cast STRIKE- 198

Grab the last chalice piece- 199

Run the exit- 200

## 198

Spell casting S-T-R-I-K-E

There is evil cackling, as If that's what they wanted you to do.

"Hahahahah this one was bright, but still a complete fool. And now, a dead fool" They click their fingers and magic lightning strikes all around the chamber, as your life force drains away. So near to the end.

"Merlin warned you about the scrolls but you just didn't listen and so on the final obstacle, perished in ignorance." Treguard said.

Your adventure ends here.

## 199

You sprint frantically for the last chalice piece.

Did you collect ALL 3-chalice pieces -TRUTHFULLY answer-

Yes I did collect all 3- 202

No I didn't collect all 3- 201

## 200

The exit seems to be a doorway into space. You are floating in the next room. "This is a place of magic team, and dark magic cannot penetrate, but I'm afraid you didn't collect all the chalice pieces, and thus cannot redeem it by spellcasting.

"You have failed, but the dungeon salutes you. For you conquered all, but the very last obstacle. Spell casting D-I-S-M-I-S-S.

You are safely back in the castle with Treguard, but unfortunately, that isn't a victory in this case.

Your adventure ends here.

## 201

You grab the final chalice piece and leave. The exit seems to be a doorway into space. You are floating in the next room. "This is a place of magic team,

and dark magic cannot penetrate, but I'm afraid you didn't collect all the chalice pieces, and thus cannot redeem it by spellcasting.  
"You have failed, but the dungeon salutes you. For you conquered all, but the very last obstacle. Spell casting D-I-S-M-I-S-S.  
You are safely back in the castle with Treguard, but unfortunately, that isn't a victory in this case.  
Your adventure ends here.

## 202

You collect the final chalice piece and can hear holy music, which is the first pleasant sound you have heard in level 3.  
The exit seems to be a doorway into space. You are floating in the next room. "This is a place of magic team, and dark magic cannot penetrate, so you are completely safe from Mogdred and Morghanna who clearly resorted to desperate measures to get you. But there is a spell you have to redeem the chalice. Come on team! SPELLCAST!"  
At first you are baffled, but then you realise you have the chalice.  
Spell casting C-H-A-L-I-C-E.  
"FANTASTIC You've mastered the dungeon!" a particularly excited Treguard exclaims!  
And that is quite simply it!  
You done it. SPELL CASTING - HEROES! H-E-R-O-E-S. And worthy ones too!  
**YOU HAVE WON!!!!!!!!!!!!!!!!!!!!!! =D =D**

## 203

You walk forwards cautiously, as Morghanna begins brewing another spell, and keep on walking. Maybe one day, you would redeem the cup, but not today. You have blundered and fallen off a ledge at the final hurdle.  
"A proud performance team, but I'm afraid the dungeon ultimately defeated you, you didn't defeat the dungeon. Such a pity."  
Your adventure ends here.

## 204

You walk forwards cautiously, as Morghanna begins brewing another spell, and keep on walking. Maybe one day, you would redeem the cup, but not today. You have blundered and fallen off a ledge at the final hurdle.  
"A proud performance team, but I'm afraid the dungeon ultimately defeated you, you didn't defeat the dungeon. Such a pity."  
Your adventure ends here.