

DUNGEON RANGER

VOLUME 1

**THE ELVEN
CRYPT**



CAELAN MACTAVISH

A

DM-FREE

DUNGEONS AND DRAGONS ADVENTURE

**A CHOOSE YOUR OWN ADVENTURE BOOK
IN THE D20 COMBAT SYSTEM**

Cover art by Brant Powell

Things you will Need

Pencil
Set of d20 dice
Character Sheet

To use this book, you will need a pencil with a good eraser, and a set of d20 combat dice. If you have never seen them before, they are the Platonic solids available in most gaming stores. The full set consists of a d20 (20-sided die), d8 (8 sided die, and so on), d6, d4, and 2 d10s (Percentile Dice.)

Creating a Character

Inside the back cover fold-out is your Character Sheet. Open this now. There are boxes for all of your statistics, such as your strength, your wisdom, and so on. You may roll for your stats or you may take the Starting Package provided for you (see below.)

You will be Tathius, a Ranger. You will be fairly well rounded, adept at fighting and at sneaking around, especially in your natural habitat. Important stats for the Ranger are Strength, so you can fight well, and Dexterity, so your quickness can aid you in battle and in sneaking around it. Wisdom becomes important later, helping to determine how many spells you can cast.

If you wish to roll for your stats, roll 4d6 (or a 6-sided die 4 times) and exclude the lowest number. Fill in the results here, and then distribute them on your Character Sheet:

The average score for any stat is 10. The modifiers for each stat are as follows:

6-7	8-9	10-11	12-13	14-15	16-17	18+
-2	-1	0	+1	+2	+3	+4

The modifiers have different effects, listed below.

Strength Modifier (Str): Add this bonus to your Attack Modifier.

Dexterity Modifier (Dex): Add this bonus to your Armor Class and Initiative Bonus.

Constitution Modifier (Con): Add this modifier to your Hit Die. Every time you gain a level beyond first, roll a d10 to determine how many new Hit Points you have permanently gained. Add this modifier onto the result.

Intelligence Modifier (Int): Pick this many bonus Skills to start with. Add this modifier to certain Skill checks, such as Spot and Search.

Wisdom Modifier (Wis): This modifier is used for the empathic skills that make Rangers famous, like Animal Empathy. It also can give you extra bonus spells when you pass 4th level.

Charisma Modifier (Cha): Determines how good you look. Useful in parley and negotiation with others.

Hit Points: Every Ranger starts with 10 hp. If you have a constitution modifier, add it to 10. Every time you gain a level, roll a d10 and add your Constitution Modifier. Add the result to your permanent Hit Point Total.

Initiative: This modifier will help you to attack your enemies before they attack you.

Alignment: This is your outlook on the world. Choose your alignment wisely—you must make choices based on your alignment, or it will be harder to advance in levels! Pick from the two lists to choose an alignment:

<u>Reaction</u>	<u>Morality</u>
Lawful	Good
Neutral	Neutral
Chaotic	Evil

Whether you are Lawful Good, or Chaotic Neutral, write your alignment into your Character Sheet!

Starting Package: Fill in the following numbers into your Character Sheet, if you do not wish to roll for stats:

Str-14	Dex-16	Con-15
Int-12	Wis-10	Cha-13

Now that you have your statistics, it is time to choose Skills!

Skills: You may choose (3+Int Modifier) skills when creating your character, and you gain an extra skill every level thereafter. The skills, their descriptions, and the stats that modify them are as follows:

Hide-Hide into the shadows so no one can see you. Dex.

Move Silently-Sneak behind an enemy, or away from. Dex.

Search-Find secret doors or hidden traps. Int.

Alertness-You are hard to surprise. You get +2 to initiative.

Ambidexterity-You can use a weapon in either hand, although not in the same round.

Blind-Fighting-Instead of suffering a -4 penalty to attack in darkness, you suffer only -2.

Dodge- You receive a +1 to your Dexterity Bonus when it is applied to your Armor Class.

Power Attack-You can make very powerful melee attacks. On any roll, declare you will subtract from 1 to 5 points from your attack roll, and if the attack is still successful, apply this amount to your damage roll. Prerequisite: Str +13.

Toughness- Add +3 to your hit points. (Can be taken again)

Two-Weapon Fighting- You use weapons in each hand, and get an extra attack each round. Prerequisite: Ambidexterity.

Experience: The more you learn, through exploration or combat, the better Ranger you become! The following chart shows how you improve:

Level	Experience	Base Attack Bonus	Spells	Skills
1	0	+1	--	3
2	1,000	+2	--	4
3	3,000	+3	--	5
4	6,000	+4	0/1	6
5	10,000	+5	0/1	7
6	15,000	+6/+1	1/1	8

Attack Bonus: Add your base attack bonus to your Strength Bonus, if any. Add this to your Attack Roll.

Damage Bonus: Add your Strength Bonus to this, as well.

Possessions: You only have a limited amount of space in your backpack. You can carry ten items, but multiple potions and torches count as one item. For example, you can list them as: Healing Potion x3, if this helps to keep track.

Now turn to the next page, and outfit your ranger for the adventure!

(Be sure to stock up on healing Potions—you'll need them!)

Equipment

You start the game with 6d4x10 Gold Pieces. Roll a d4 six times, multiply the result by 10, and write this down on your character sheet under “Money.”

[Item	Price	Dmg	AC/Crit	Special
	Healing Potion	25 gp			Heals 1d8+1
	Dagger	2 gp	1d4	x2	Small, P
	Light Mace	5gp	1d6	x2	Small, B
	Heavy Mace	12 gp	1d8	x2	Medium, B
	Short Sword	10 gp	1d6	19-20/x2	Small, S
	Long Sword	15 gp	1d8	19-20/x2	Medium, S
	Greataxe	20 gp	1d12	x3	Large, S
	Leather Armor	10 gp		+2	
	Stud. Leather	25 gp		+3	
	Chain Shirt	100 gp		+4	
	Small Shield	9 gp		+1	Steel
	Large Shield	20 gp		+2	Steel
	Ring of Protection +1	2,000 gp		+1	

	Ring of Protection +2	8,000 gp		+2	
	Boots of Elvenkind	2,000 gp			Gives ability Move Silently
	Cloak of Elvenkind	2,000 gp			Gives ability Hide
	+1 Longsword	2,315 gp	1d8 +1	19-20/x2	
	Frost Club	2,300 gp	1d6	x2	+1d6 Cold Dmg
	Potion of Strength	300 gp			+1 Strength for 10 pages

Starting Gold: _____
 - Purchases: _____
 = New Total: _____

Make your character, and begin the story!

You are Tathius, a lonely ranger who loves the solitude of the woods. But the forest has been disturbed lately, and every tree seems tense with expectation that something awful is about to happen. It all started on the last new moon, when there was an incredible lightning storm. Taking shelter in a large oak tree, you climbed its sturdy branches and clung to the mighty tree throughout the night. At the height of the storm, you saw five thunderbolts strike simultaneously, arcing from different regions of the sky, and converging on the ancient elven graveyard at the northern end of the forest.

It is now two weeks later, and the putrid stench of death has moved steadily south. There is a black mist that has grown steadily stronger over the passing days. You have never seen your forest change so fast. Your animal friends are growing more scared; squirrels are no longer coming out of their hiding places, and even the mighty bear that lives nearby has taken to staying in his cave all day. In concern you decide that it is time to find out what happened in that graveyard, and bring peace back to your forest.

Under a nearly full moon, you hike five miles to the graveyard. Around you the birds and critters watch from the trees, and your ranger skills alert you to their thoughts. They are grateful that you are going out to combat the evil that has permeated their home, and they also fear for your safety.

As you reach a clearing at the tip of the forest, Falian, one of the eagles that lives nearby, flies over your head, and drops from its talons a belt with pouches on it. The eagle lands, and screeches reassuringly at you.

Turn to page 2.

Being a Ranger, you can empathically communicate with native animals. This eagle is telling you that it found this belt on a man who had died from falling. You thank the eagle, who is one of your closest friends. He sometimes accompanies you on journeys.

You motion to him, inquiring whether or not he would like to travel with you this time. He stares at you, and then looks towards the graveyard and screeches. Then he flies away, in the opposite direction. Like the other creatures of the forest, he is too scared. You feel proud of your own bravery, and inspect the contents of the pouch.

Inside the pouches of the belt are two Healing Potions. Write them into your Equipment List on your Character Sheet. Each potion can cure $1d8+1$ Hit Points. You can use a potion on any page except Combat Pages; on those pages you can only use a Potion if you forfeit an attack.

After stowing the potions in your backpack, you go into the cemetery.

Turn to page 30.

You run past the cell door, and regretfully cast a glance at it as you pass by. The poor fighter will be in here for who knows how long? But you have just stolen the spellbook of an ogre mage, who is going to be very upset with you, should he catch you. Your concerns are more important than some stranger's, even though he may never get out.

Your alignment is now Evil. If this was not your alignment before, deduct 500 experience points. It is difficult to change your outlook and learn new skills at the same time.

Turn to page 78.

“But, sir,” you say, “you don’t even know anything about me!”

“Oh, I’m sure Grenwald got it in the paperwork out front. I don’t have time to interview you now; I have to charge more crystal for the factory floor. I’ll see you in three weeks.”

If you want to leave, turn to page 145.

If you want to confess that you are actually not Sanders, turn to the Ogre Mage Combat Page.

You are able to keep to the shadows as the ogre mage passes you by. He makes it over to a desk, and he sits and begins writing. A few moments pass, and you realize that if you want to do anything else without being noticed, now would be the time.

If you want to sneak up behind the ogre, and you can Move Silently, turn to page 114.

If you want to steal his book, and you can Move Silently, turn to page 88.

If you want to leave the shadows, and you cannot Move Silently, turn to page 21.

The fallen fighter has an axe in his right hand, a nearly-spent torch in his left, and a healing potion on his belt. You may take any of these items if you wish.

Axe:

Value: 10 gp

Damage: 1d10

Critical: x2

Size: M

Type: S

If you do not have a lit torch, turn to page 67.

Continuing down the hall, you pass another skeleton or two on the ground. The hall eventually turns to the right again; you turn and see another almost immediate turn to the right. You turn here as well.

You see before you a short hallway. There is a lit torch in a sconce on the right hand wall. At the end of the hall is a door, with strange carvings on it. You can hear sounds, muffled and indistinct, on the other side.

If you want to open this door, turn to page 127.

If you have had enough of this whole dungeon-thing, and want to get out while you can, turn to page 135.

Inside the grave you see a shiny glint embedded in the soil. You dig it out, and find it was a gold piece. You can add this to the gold pieces you have in your purse.

Go to page 113.

You sprint up the last set of stairs, and emerge in the ancient elven crypt, completely out of breath, and no closer to eradicating this black mist than you were before you started. You pant heavily from running when you emerge from the crypt into the haunted graveyard.

Your heart fills with dread as you see storm clouds unnaturally gathering in the sky above you. They rumble, and hiss, and you try to escape the graveyard, but thunderbolts are striking graves on every side of you. The zombies start rising out of their graves, reaching for you, and we could roll out these zombie battles, but there's just too many of them....

The End

You have eradicated these zombies! Unfortunately, the last one you killed was flung back against one of the large vats. It sways on its hinges, and you hear a loud CRACK! One of the wooden supports holding the vat aloft has broken in two!

The vat tumbles over, spilling out a foul-smelling stench, and begins to roll on its side as its contents flood the ground. The immense, rolling vat knocks over tables full of potions, and crashes into other vats, which fall themselves to the ground. After a full minute, the destruction stops, and there very well may not be a single potion left intact in the entire room.

You get 400 Experience Points for destroying the factory.

All that is left now is the door at the back of the room.

To open this door, turn to page 25.

After completing your transactions, the proprietor, Mephistopheles, takes great interest in your large spellbook. “What do you have there, friend?”

“Oh, this? It is quite a book. It belonged to a fierce Ogre Mage living in the caverns beneath the graveyard to the south of here. He was running a potion making factory, and was using this book to charge quartz crystals and raise the dead. It is probably very valuable.”

“Valuable indeed,” Mephistopheles says, and licks his lips. “May I see it?” You show him the book, and he takes one glance at it and says, “Crap. It is written in Ogre; no one does magic out of the Draconic language! This is preposterous. I will give you 150 gold pieces for it.”

If you accept the deal, turn to page 101.

If you do not accept, turn to page 83.

Behind the door is a large anteroom, comfortably furnished; there are rugs on the stone floor, and tapestries on the wall to keep out the chill. A wearied-looking Goblin is polishing a mirror on the wall. He wipes the spotless glass, and sighs loudly.

There are two plush red velvet couches, and they both look comfortable. There are two huge wooden double doors at the far end of the room.

To open these doors, turn to page 104.

If you would like to sit and wait, turn to page 31.

Up the stairs you run, with the book in your arms, up through the factory floor, and out through the rest of the dungeon. Eventually you come to the door that Alebasch was imprisoned behind.

If this door is still locked, and you want to stop to let him out, turn to page 42.

If you have already freed Alebasch, turn to page 78.

If Alebasch is still in the cell, but you do not want to stop running, turn to page 3.

You nod once, and have difficulty keeping a smug smile from your face as Alebasch looks very impressed. “Well done!” he says. “I had no idea you were so formidable! Remind me not to make any nasty comments about your mother. Lets get out of here.”

You show him the way out of the dungeon, and up into the world above.

You earn 500 experience points for freeing Alebasch.

The fresh morning air seems to breathe new life into Alebasch. He is walking with a lighter step, and marveling at the wonders of the trees, and the clouds, and the grass as you go through the graveyard.

You make to turn south, towards your forest, and he says, “No, no, my friend, you must come into town with me! Let me buy you a drink. We could both use one.”

The town of Damogran is only a couple of miles away; and he is right, you could use a drink. You agree, and the two of you take a very pleasant stroll across the meadow.

Walking into town a half hour later, you both feel very relaxed. Going straight to the Flat Face Saloon and Taqueria, you enter and find the common room completely empty. Both of you make straight for the bar and nearly collapse into two stool; you are dirty, exhausted, and the idea of a drink is very welcome indeed.

Turn to page 150.

You shake your head and move to walk away. “Alright!” he screams. “Take it all! Take my entire pouch.” He throws his purse at you, which contains 178 gp. “And here,” he says, “Take this as well. It is a magical ring. It will help protect you.”

Alebasch’s Ring, which he gives you, is a Ring of Protection +1. It improves your armor class by 1. Will you take this ring, and the pouch, and lead him out of the dungeon?

If so, turn to page 84.

If you want to leave him to himself and go back to exploring the dungeon, go to page 120.

The Ogre Mage looks around quickly, while you have his book halfway off the podium. His face clenches into a mask of fury, and he growls a hideous gargling sound. He springs out of his chair to his full height, a full ten feet! You had better think fast!

If you want to drop the book and run away like a scared little puppy, turn to page 115.

If you want to fight the mage, turn to the Ogre Mage Combat Page.

If you want to run with the book in your arms, turn to page 144.

“Er—no,” you say, quickly wishing you hadn’t. The mage seems slightly taken aback.

“Then what are you doing here?”

If you say you are here to stop him, turn to page 137.

If you ask about the factory, turn to page 69.

Alebasch takes your weapon bravely. (Erase the weapon from your character sheet.) “I will handle this!” he says. “Here,” he says as he tosses his purse at you. “Our bargain. Get out of here.”

The purse contains 178 gold pieces. Your bargain was only for fifty; it seems he is not planning on keeping any for later!

The Ogre Mage is now completely corporeal, and he eyes the spellbook at your feet hungrily. Alebasch attacks him, and the battle has begun!

Since the hallway is so narrow, there is not enough room for both of you to fight the Ogre Mage at the same time. Behind you is the exit, and the spellbook is at your feet; in front of you is Alebasch, bravely fighting against the huge ogre single-handed.

“Run!” he screams as he takes a blow across the face. “You can save this place, but you must get that book out of here! Go! Now!”

You can’t risk attacking the ogre, or you will surely hit your ally! What will you do?

If you want to take Alebasch’s advice and run, turn to page 78.

If you want to stay, and see how the fight turns out, turn to page 56.

If you want to throw Alebasch out of the way and fight the mage yourself, turn to page 142.

The ogre lies in a pool of blood at your feet; some yours, some his. This vicious beast was only the guard; what could be even nastier, behind this door?

In addition to the gp you saved by not bribing him, you find 50 gp that belonged to the ogre. He also has a greatclub and a buckler, which you may take if you wish.

Huge Greatclub

Special: 2-Handed Weapon

Value: 5 gp

Damage: 2d6+2

Critical: x2

Type: Bludgeoning (B)

Buckler

AC: +1

Value: 15 gp

He also has one healing potion, and the key to Alebasch's cell. If you wish to take any of these items, write them down in your backpack.

You step out of the pool of human and ogre blood, and through the door.

Turn to page 11.

“I’m sorry, sir,” you call through the door, “but I can’t break this door down. I’ll try to find the key for you.”

“Oh, I am doomed!” he wails. “You shall never defeat the ogres! They are giants! They kill all in their path!”

“Ogres?” you ask hesitantly. “Ogres are...really big.”

“Yes, they are monstrous, monstrous! They are behind this foulness. There is one particularly smelly beast, and he has the key to this door on his belt. Oh, free me, and you will be handsomely rewarded! I shall tell the king himself of your bravery!”

Reluctantly you leave the door, bidding farewell to Alebasch. “Good luck!” he calls after you. “And beware the Mage—avoid him at all costs!” You head deeper into the dungeon.

Turn to page 99.

Leaving the table full of potions, you turn your attention to the door at the back of the room. The rest of the zombies do not seem to care about you, or about their fallen comrade. Their tasks seem to absorb them completely.

If you want to dispose of the rest of the Zombies, turn to page 133.

If you want to go into the door at the back of the room, turn to page 25.

The ogre seems surprised, but not startled, by your presence. “Hello, can I help you?” he says in a perfect human accent.

“Yes,” you say. “There is a black mist growing in the forest above here. I have come to investigate, and I see you are using undead for your own ends.”

The ogre nods. “So?” it says, clearly not put off by you at all.

If you say you are here to stop him, turn to page 137.

If you ask him nicely to stop, turn to page 122.

“Alright,” you say, holding your hands up in front of you. “You’ve got a point. My comfort should not mean the end of your livelihood! But your livelihood doesn’t have to mean upsetting every neighbor within fifty miles, either. Isn’t there some way we can work this out?”

The furious mage pauses as he tries to work this out. He then stands up straight, and calmly begins to smile. “You are right. There is no point in wasting my energy in combating every local who comes to see if they can rectify their new, unpleasant state of affairs. It is, after all, my fault. But what I told you about the kobolds was not false; they will be here shortly, and I will discontinue the grisly undead. They prove poor workers anyway; if they are not constantly supervised, any small event could turn into a catastrophe. Every day I go in there and some new problem erupts; do you know,” he says with a gargling chuckle, “I went in there last week and a crate of flasks had broken. And those stupid zombies just kept pouring that valuable potion over broken shards of glass!” He laughs, a cackling gargle that makes your hair stand on end. “They’d been doing it for hours!”

Your thoughts go to the factory upstairs, and anything else that could possibly be blamed on the zombies.

You quickly decide it is time to go, while he is in a good mood. “Thank you, sir, for your understanding.”

“And you, for yours,” he calls after you. You depart up the stairs, empty-handed, but alive.

Turn to page 105.

You enter the dungeon, doing your best to ignore the putrid stink. The stairs lead deep into the earth. The dewy walls on either side of you come closer and closer until they meet at a slim door.

Just as you get to the last stair, you slip on the slick stone steps. Roll a Dexterity Check. (Roll a d20, or twenty-sided die. If the number you roll is LESS than your Dexterity score, you pass the dexterity check. If not, you were not dexterous enough, and you fail.)

If you pass the check, you are able to save yourself from falling.

If you fail, you fall to the floor and take 1 point of damage.

You regain your balance and examine the slim door in front of you. The door is covered with mold and rats; a small hole in the thick grey mold shows where there is a hole in the door, about eye height. No handle is visible.

If you want to look through the hole, go to page 81.

If you want to tear away the mold and look for a handle, go to page 77.

You have defeated the skeletons! Alebasch whimpers as you kick your way through their bones on the floor. After you ascend a few stairs, you see he is still on the other side of the door. Charitably, you turn back and offer him your hand. He takes it, and you help him scurry over the bones and up the stairs.

Up in the crypt, Alebasch seems to breathe a little easier. He jumps when you exit it, however, and he sees all the dead goblin bodies everywhere. “Ugh,” he says. “I despise goblins.”

“Then be careful, and run fast,” you tell him. “There may be more out there.”

“You should heed your own advice,” Alebasch says ominously. “You have survived a brief foray into that dungeon. I doubt you would survive another. This place is evil; you must flee! There is no hope for survival down there!”

If you agree with Alebasch, and you want to take this opportunity to leave the dungeon once and for all, go to page 135.

If you want to go back into the dungeon, go to page 68.

This door is also a wooden door, with an unlocked handle and strange carvings. You open it gingerly and peer inside.

There is another staircase, which descends deep into the darkness below. You do not need a torch..

Damp moss coats the walls, and the lower you go the colder it gets. You walk down at least three hundred steps, you estimate, before you hear what sounds like a strained gargle. You freeze, and the sound repeats itself. Below you, flint strikes steel, and another torch flares to life!

What is most surprising is not the torch, however, it is the ugly creature holding it! He is huge, with gnarled orange hair covering his massive muscles, and a large, shiny key on his belt. The Ogre makes his peculiar gargle-sounding words once more, and waits.

If you want to attack the ogre, turn to the Ogre Combat Page.

If you want to try to communicate with him, turn to page 85.

If you have Grundy's Scroll, and want to show it to him, turn to page 32.

Reaching the intersection of corridors, you look around for Alebasch. The hall to your right, and the way out of the crypt, is currently empty; but ahead you can hear footsteps. You run towards the sound.

Coming up to the bend at the end of the hall, you hear a scream. Apparently, in his haste, Alebasch did not see the pit full of spikes in the middle of the corridor! You slowly saunter up to him and look down at his pitiful form.

He is not an old man, but being imprisoned in this dungeon for more than a week certainly has made him look like one. He is filthy, and gaunt from hunger. It looks as though this fall has rendered him unconscious.

If you want to give him one of your healing potions, turn to page 97.

If you want to search his body for treasure first, turn to page 116.

If you do not have any more healing potions, or if you want to ignore him, turn to page 59.

They do not react to the torch. They stand there impassively, blocking the doorway.

If you want to attack them, go to the Skeleton Combat Page.

If you want to try something else, go to page 71.

You look through the open door at all of the zombies, recalling every story you ever heard about them in a rush. They are immensely strong, they have no thoughts, and their bite can deliver a deadly and unnatural disease.

You watch the zombie closest to you; as he turns, he seems to look right through you, and puts his tray down on another table. There he takes some sealing wax, and begins to seal the bottles shut over their corks. Cautiously you move into the room, and the zombie does not react to your presence.

You find that all of the zombies are patiently going about their business, not minding that you are wandering through their midst. You carefully take the opportunity to examine what they are doing. It seems that near the door you came in, the potions are being bottled and stored; but as you go further back into the huge room, you see strange plants and rocks being ground with pestles by decaying hands. The ingredients are then added to the huge vats, where another zombie, standing on top of a ladder at the rim of the vat, stirs the contents lifelessly, holding a pole that is as big as a tree.

You hear a moan, and with a start realize that there is a zombie looking at you! He was near a door on the back wall, and came from it purposefully, right at you!

If you want to fight the zombie, turn to the Zombie Combat Page.

If you want to turn and run, turn to page 45.

Ignoring the Ogre's outstretched hand, you point to the large key on the ring on his belt. He points at it, and looks at you in confusion. You nod, and hold up your own purse. The ogre's large furry brows knot together as he thinks this through; then he nods, gargles once more, and takes the key off of his belt with one hand. With the other hand still held out, he looks at your purse and smiles.

You give him d100 gold, counting out gold pieces until he nods. (If you roll a higher number than the number of gp you have, you must give him all of it.)

As if to sweeten the deal, the ogre opens the door behind him, and looks at you expectantly.

If you wish to give him all of this gold, and get the key, turn to page 61.

If you don't like this deal, and you want to attack, turn to the Ogre Combat Page.

The cemetery is foggy and moldy; no empathic sense is needed to tell you that something is definitely wrong here. There are no animals, and the only foliage is ivy and moss. All the trees in the cemetery are dead or dying. There are a few that look as if they were only recently struck by lightning, maybe during that horrendous storm two weeks ago.

You wander quietly between the broken tombstones, and up ahead you see a crypt. It is a huge marble square, with columns on the front side.

If you want to go up to the crypt, turn to page 113.

If you want to continue exploring the graveyard first, go to page 66.

Rather than barge into a stranger's home, which is increasingly what this is looking to be, you sit on one of the couches and wait patiently. After a few moments the goblin finishes his polishing, and comes over to you sadly. "Yes?" he says, in your language.

The shock of the goblin speaking your tongue silences you for a moment. You quickly regain your composure and say "I—uh—I'm here to see the master."

"The master is busy," the goblin sighs. "Do you have an appointment?" Every word the goblin says seems to come with a complete lack of enthusiasm.

"No, but—I—"

"Then you must wait," the forlorn goblin says slowly.

If you wish to continue waiting, turn to page 65.

If you want to get up and go through the doors, turn to page 104.

You pull out Grundy's Scroll, thinking that this will surely be the way to get the ogre to get out of your way. It is very official looking, and has a seal stamped clearly on it.

On seeing this seal, the ogre's eyes go wide. He then keens in a high-pitched nasal whine, and suddenly attacks!

Turn to the Ogre Combat Page.

The ogre seems satisfied with this answer. He nods and grimaces, and says, “Well, please do come back quickly. We needn’t wait too long for your return, shall we?”

“No,” you reply, “and I needn’t worry about a labor shortage, should I?” The ogre chuckles; an odd sound coming from him, and the first time you have heard the characteristic gargle that made the other ogre seem so different from you. This chuckle serves as an uncomfortable reminder of that.

Turn to page 105.

You leave the dungeon quickly, and the cool morning air on your face is refreshing. It does not last long, however; as you turn north and head for town, cloud cover sweeps in quickly. Before you are out of the graveyard you realize that the clouds are too dark, and moving too fast, to be natural; you start to run when you hear the thunder.

Leaping over tombstones, the rumbling thunder comes closer, until soon thunder starts striking graves all around you! Luckily you make it out of the graveyard without being hit; in a clearing just beyond it, you pause and look behind you.

Decaying hands are clawing their way out of graves. The Ogre Mage must be replenishing his work force! There are still a lot of untouched graves in this graveyard; he could make a LOT of Zombies, you realize.

If you want to go into the graveyard and fight zombies, turn to page 148.

If you want to hightail it to Damogran, turn to page 35.

You leave behind the zombie-infested graveyard and make it into Damogran without any trouble. Once there, you see that Mephistopheles' Mercantiles and Frozen goods is open, and you sure could use some more healing potions!

If you have Grundy's Scroll, and you want to seek him out, turn to page 130.

If not, turn to the Merchant Page.

You have defeated your ogre, and Alebasch dispatches his opponent nicely. They each have 50 gp, and a healing potion; you each strip the body of your own opponent. “Never liked those beasts,” the bartender mutters. “Always trouble, and horrible tippers.”

Alebasch apologizes for the mess and leaves 10gp; if you like, you may do the same. Both of you walk out into the fresh morning air, nicely buzzed from your brandy.

“I’ve got business elsewhere, now, lad. It was good fighting with you—and once again, thank you. For my life, for defeating that bastard mage, you have done a great service to every living soul in this town.”

He shakes your hand once more, smiles, and walks off. Directly across the street is Mephistopheles’ Mercantile Goods and Frozen Foods; you realize you could use some more supplies.

Turn to the Merchant Page.

“Look,” you say, “can’t you stop thinking of your profit margins for just a couple of weeks? You are making our lives miserable.”

“Stop?” he says, his lips turning upwards into a smile. “Stop, because...of your discomfort? Oh, that is funny. Come on! I’m lawful evil!”

“So you’re greedy...and ugly, all at once, eh?”

His face drops into a glare. There is a rasping growl suddenly in the mage’s breathing, and he looks very angry.

If you want to tell him that you will stop him, turn to page 137.

If you want to try and find some common ground, turn to page 22.

You go back up through the dungeon, as quietly and casually as you can, back through the factory and into the hallway beyond. This looks like a good spot, you think, and put the spellbook on the ground. You bring a torch down to the pages, and they light easily; soon the whole book is writhing in flames! Occasionally some green or blue sparks come flying out of it, as the magic on the pages ignites as well.

It burns slowly for a few minutes, and then something deep within it catches, and the entire thing explodes in a huge burst of white-hot flames! You are singed a bit, and lose one hit point.

You have destroyed the Ogre Mage's spellbook, and deprived him of the ability to raise undead! You earn 1,000 experience points.

Brushing off the ash, you make your way back out of the dungeon. None of the surviving creatures seem to give you a second glance; it is almost as if, because you entered the Ogre's sanctum and survived, they assume you must be part of the team. Not wishing to change their perception of this, you quietly and quickly make your way out of the dungeon.

Back up on the first-level hallway, you pass the door to Alebasch's cell.

If Alebasch has already been released from his cell, turn to page 126.

If he is still in there, or if you never found this door in the dark, turn to page 76.

You have defeated the three skeletons! After the sounds of battle have died away, Alebasch calls out from behind his door, “Hello?” Did the skeletons get you, friend? Or are you still there?”

“I am here,” you reply. “These skeletons are bound together with some foul magic. I must put a stop to this.”

“Indeed?” calls Alebasch. “Greater than you have tried, and failed.”

“What do you mean?” you ask in the darkness.

“I have been here for nine days. You are the fourth person that has passed my door, going deeper into this dungeon...but so far, none have come out. You would be wise to leave this place.”

The thought has occurred to you over the last hour or two, that leaving would be a very welcome change of pace from the creepy mist that lurks everywhere and the dark magic you can feel emanating from these very walls.

If you wish to leave the dungeon for good, turn to page 135.

If you wish to press on, turn to page 103.

Feeling your way along the wall, you come to a bend in the hallway, and turn to the right. After fifty yards or so, you kick some bones on the ground. You bend down to feel around, and sure enough, someone has defeated a skeleton here. There is a whole set of bones, and the skull has a helmet on it. As you continue on past the skeleton, you kick something that clangs. Bending down to feel it, you realize it is armor! This must be one of the adventurers that did not survive this dungeon!

If you wish to search the dead body, turn to page 6.

If you wish to leave the corpse in peace and continue on, turn to page 67.

The door is wooden, with studs driven through it. It feels very formidable. There is no handle that you can find on this side of it, but there is a lock in the center and a small iron grate two feet above your head. You push against the door and it does not budge. The wood is cool to the touch.

If you want to ignore the door, turn to page 99.

You bang on the door, and a loud “BOOM” reverberates through a hollow room on the other side. Nothing happens, so you bang twice more. “BOOM!” “BOOM!” You are about to shrug your shoulders and leave when you hear a voice with say, “Yes?”

“Hello?” you call up to the grate. “Who is in there?”

If you have a lit torch, turn to page 55.

If you do not have a lit torch, turn to page 80.

You stop outside Alebasch's cell, panting for breath. You drop the book and hurriedly dig the key from your pocket and shove it in the lock.

He is just now becoming aware that someone is outside his door. "Tathius?" he calls. "Is that you?"

With no time for explaining, you turn the key and throw open the door. Alebasch is a tired, dirty old man. He is filthy from being in the cell for so long, and he looks nearly broken. But he is wearing armor, although he carries no weapon.

You earn 500 experience points for freeing Alebasch. You have also done a good deed, at great risk to yourself; your alignment is now Good. If this was not your alignment before, you lose 500 experience points. Learning new things while changing your outlook on life can be difficult.

"Oh, thank you, thank—what the hell is that?!?" he screams in horror, looking at the huge spellbook just outside the door.

"No time," you say, picking it back up. "We have to—" both of you freeze as a white, misty gas fills the hallway up to your knees. A sense of dread overcomes you.

"Give me a weapon," Alebasch orders. You see him pull himself up straighter, and a fierce determination sets in his eyes. The mist begins to coalesce, and you can hear the gargling cackle of the Ogre Mage! "Give me a weapon, and run!" Alebasch commands. "I owe you that much!"

If you want to give Alebasch a weapon, turn to page 17.

If you want to stay and fight, turn to page 60.

The man behind the door has taken your torch! He laughs gleefully, and from the way the shadows from the grate are bouncing around, you can tell he is dancing.

“Hey!” you scream. “Give me back my torch!”

“No torch for you, unless you get me out of here! Ha ha ha, I don’t think you can wander around in these dark halls forever without a torch! If you want to make it out of here alive, you are taking me with you!”

If you want to light another torch and leave, turn to page 99.

If you want to ask him how to get him out, turn to page 119.

“Well, you won’t need zombies for your factory,” you tell him brashly. “I trashed the whole thing.”

The ogre raises his eyebrows at you. “Truly?” he says.

“Yup. I killed all the zombies, and I destroyed your factory. Now give it up, or I will destroy you.”

The mage seems amused for a moment. He takes a scroll out of his pocket and begins reading it.

If you want to attack him before he finishes reading the scroll, and keep him from getting the spell off, then make a Dexterity Check at -5. If you roll under (Dex-5) then you hit him before the spell is complete, and the scroll is wasted. Go to the Ogre Mage Combat Page, and the Ogre Mage loses his actions for the first round.

If you fail your dexterity check, or you do not want to attack him, turn to page 141.

You hightail it out of the potion-making room and slam the door behind you. After catching your breath, you take stock of your situation.

The zombies on the other side of the door were creepy enough, to be sure. But none of them seemed intent on harming you, except for the one who came towards you. He was also the only one that you do not recall seeing do any sort of task in the making of potions; he must have been the one on guard. Maybe if you defeated him, the other zombies still wouldn't care; they all seemed dreadfully focused on their respective tasks.

But maybe seeing one of their own would get them all to turn against you at once! You might turn out to be brave enough to fight one zombie, but...a dozen? you're not so sure.

If you want to get out of this dungeon, turn to page 135.

If you want to go back into the room full of zombies, and start hacking away at every zombie you see, turn to page 133.

If you want to go back into the room and fight the zombie on guard, turn to page 28.

You shake your head. Alebasch smiles, and says, “You did the right thing, leaving that nasty beast alone. There is no point to sacrificing your life, with no benefit! It is much better that you survived, and came to get me out. You saw the beast’s lair, I take it?”

You nod, and describe the room to him, and your strange meeting with the intelligent beast. He listens carefully, and then picks up his shield, and starts purposefully for the door.

“You must come with me, Tathius, and tell all of this to the Council of Damogran. They will send in appropriate reinforcements, and end this scourge once and for all.”

He claps you once more on the shoulder, and leads the way out of the dungeon.

You earn 500 experience points for freeing Alebasch.

Out in the corridor, Alebasch seems a little lost, so you gently take the lead and go out of the dungeon, up the mossy stairwell, and into the ancient elven crypt. Once out into the fresh, although slightly putrid, air of the graveyard, Alebasch takes a deep breath of air. His face becomes relaxed, and then he seems to sense something is wrong. He looks around the graveyard, and says to you, “Come. We go. Now.”

He leads you north, away from your forest, and you can see black clouds gathering above you. Thunder begins to roll in the distance—frequently. Unnaturally frequent.

You pick up the pace and leave the graveyard at a jog, just as the lightning begins. It strikes random graves in the graveyard behind you, and even as you flee, you can

smell the singed earth and feel the aberrant presence of the undead, newly created behind you.

The two of you sprint for nearly half an hour, and just as you feel you cannot run any more, you reach the town of Damogran. You crest one last rise and see it stretching out below you, and coming up the road from it are two ogres!

Alebasch leaves your side, crouched low, and says, “Pair off.” The ogres, surprised by your advance, get the same idea, and split off to face the two of you. You each fight one ogre.

Turn to the Ogre Combat Page.

You bend down, pick up the book, and take off; the mage uses the opportunity to strike you with his greatclub. You take $2d8+7$ points of damage; a successful dexterity check can halve this damage. If you survive the blow, you run, run run!

Turn to page 78.

You get down on your knees and beg for mercy. It is a moving, tearful plead, that has no effect. Your opponent slices your throat, and you die.

The End.

You enter the creepy crypt. There are huge statues all around you, with large stone slabs of marble covering coffins holding the remains of Elven nobility. There are three unlit torches in sconces in the wall; you can place them in your Backpack, or light one. This would be a wise move, since the stone steps in the center of the floor look very dark indeed!

(You can write Torch x2 in your Backpack now, or Torch x3 if you are not lighting one.)

You may hold a torch with the same arm you have a shield on, if you have one; but you may not carry a lit torch and a two-handed weapon in your hands, or a torch and two weapons. Remember, you can always stow Small and Medium weapons in your backpack.

If you want to light a torch and descend into the depths below, go to page 23.

If you want to save your torch and feel your way along blindly, go to page 23, and follow the BLIND instructions.

The gas begins to coalesce on the stairs above you, and soon you see the form of the beastly Ogre Mage! He solidifies, and attacks!

Turn to the Ogre Mage Combat Page.

The ogre is hit by the door as you burst through it, and he sees his master's spellbook in your hands. His look of confusion quickly turns to rage, and he swings at you with his greatclub!

Since you have the book in your arms, you lose initiative for the first round. After that combat proceeds normally.

Turn to the Ogre Combat Page.

You go down the left-hand passageway, and after twenty yards you pass a door on the right wall. If you have a torch, you can see it.

If you do not have a torch, roll percentile dice to see if you are using the right hand wall as a guide; 00-49% means you are using the left wall for a guide, and cannot feel this door, and 50-99% means you are using the right wall, and you can feel it.

Do you want to inspect the door?

If so, turn to page 41.

If you are unable to see it, turn to page 40.

If you can see the door, but wish to ignore it, turn to page 99.

If you have already opened this door, and want to go inside, turn to page 134.

Mephistopheles seems very pleased with the bargain. He takes the spellbook and puts it on a shelf behind him; add 7,000 gp to your purse. If you wish to buy anything more, do it now. When you are finished, turn to page 107.

“Oh, my!” the other voice exclaims. “Do you have... a light, out there? It is so dreadfully dark in here. I should like to see just a shaft of light in my poor cell once more. Could you be so kind as to raise the torch a little higher?”

You hold the torch higher, and some of the light shines into the grate. “Oh, my, that is wonderful! Just splendid!”

“Who are you?” you ask. “What are you doing in here?”

“All that lovely light...just a little closer, would you, so that I can savor its brilliance?”

“Tell me your name,” you command him.

“Alebasch, oh, it is---please, let me see that wonderful light?”

You raise the torch a bit higher, so that light will shine from it into the grate, when an arm suddenly darts out and makes a grab at your torch! Roll a Dexterity Check at a -2 penalty (for surprise) to see if you can hang on to it. (Roll a d20, and if the result is less than (Dex-2), then you succeed, and you are quick enough to hold on to your torch.)

If you lose your torch, go to page 43.

If you manage to hold on to it, go to page 59.

Alebasch fights bravely, but in his already weakened condition, he falls shortly. He did manage to get in a few good swipes on the Ogre Mage, however; when he turns his ugly snout towards you, and steps on Alebasch's skull, there is a bloody gash on his side that makes him catch his balance.

“You have stolen my book,” he screams. “Now you will die!”

If you want to fight him, turn to the Ogre Combat Page. Because he has already fought one battle, he starts with only 25 hp instead of 37.

If you want to grab the book, turn and run, turn to page 48.

If you want to forget the book, and just run, turn to page 8.

“Splendid!” he says, delicately clapping his huge hands together. The talons on two of the fingers click together gently as he does so; it is still jarring to see him wield such deadly weapons as his nails and muscles as such a gentleman. “You will just need one of these—” and before you can react, he takes a wand out of his pocket and points it at your shoulder. It shoots a white-hot light into your flesh for one split second, like a flash, but the pain does not stop. It feels like something is eating your flesh away. You tear away your collar and reach in to your shoulder to scratch at the pain, and it begins to die down a bit.

On your shoulder you see five purple swirls, and it glows with magic. You look up at the ogre mage in horror. Write in “Sanders’ Mark” on your character sheet.

“Just to keep you in line, you know, can’t afford having more problems with labor. But it will help your labor problems greatly; keeping kobolds in line is always easier with a bit of protection from them.”

“What are you talking about?” you gasp in horror.

“The kobolds—surely you don’t want them unionizing like the goblins, Diemos knows I don’t, it wreaks havoc on the schedule. But live creatures are so much more reliable than the zombies.”

“Zombies,” you say as your shoulder begins to feel completely normal again. “What are the zombies here for?”

“To plug the labor shortage. Oh, I know they are distasteful, but I have three orders to fill this month. I can’t just forfeit them! My name in commerce will be ruined!”

“But the zombies—are affecting my forest. The black mist is—“

Turn to the next page.

“Oh, tosh, tosh, I know. But it will be gone once we get the kobolds in here! After I have a labor force again, I will personally burn every piece of undead flesh in the vicinity. I like it just as little as you, truth be told.

“So, I will see you back here in three weeks, with the kobolds. You may pick them up at the port of Damogran on the coast. There should be fifty of them; if there is one less, offer half the price to the slaver. Here.”

He tosses a bag of gold at you from the folds of his robe; you were not prepared for how much was in there! In his massive hand, it looked like any ordinary-sized pouch. But it is indeed ogre-sized, and holds 10,000 gp!

“If you do manage to negotiate a better price, all I ask is that you return half of the difference to me; you may keep the rest for yourself, as a bonus. This way everybody wins. Now, if there is nothing else...?”

If you take this as a dismissal, and want to leave, turn to page 145.

If you want to keep talking, turn to page 4.

You wrest your torch back from the man's grip.
“What are you trying to do?” you shout. “What good will a torch do you in there?”

The man on the other side of the door starts to weep.
“I’m sorry,” he moans. “It’s just been so long since I have seen any light. I am going mad in this cell! Mad, I tell you!”

“I can tell,” you say. “You know, if you would ask me for a torch, I might give you one.”

“Oh, but you were right,” he wails, “what good will a torch do me in here? No, if you truly wish to help me, you must get me out! Get me out!”

If you want to help the imprisoned man, turn to page 119.

If you want to ignore him and press on, turn to page 99.

“Get behind me!” you shout. “You’re too weak to fight him alone—I’ll handle him!”

Alebasch nearly crumples behind you. he was, apparently, much weaker than he let on! You face off against the mage, weathering the putrescent stink of his breath; but you can also smell a whiff of fine sherry amid the rotting meat emanating from it.

Turn to the Ogre Combat Page.

You plop down a handful of gold pieces into his huge palm. He looks at it, smiles, and pockets the money. He then holds his hand out again, and shows all ten of his fingers. If you have ten more gold pieces, you may give it to him, or you can attack by turning to the Ogre Combat Page. If you do not have ten more gold pieces, you can show him the empty inside of your purse, and he will let you pass anyway. The Ogre then opens the door and steps aside so you may enter.

You earn 150 experience points for getting through the door without a fight.

Turn to page 11.

“Hi, guys,” you say nonchalantly. “Nice place you’ve got here.”

They do not react.

If you want to keep talking to them, go to page 146.

If you want to try something else, go to page 71.

“That’s total crap,” you say. “I don’t care about your business problems—you have been stealing people out of their graves, and that is ugly. Even for an ogre.”

His nostrils flare, and you see his eyes narrow. He is upset that his spell did not work on you. “Fine, boy,” he says, “my problems may not mean anything to you. But your feelings in the matter are irrelevant. I am not about to upend my financial plans in order to appease your comfort, when you sleep in the dirt with the beasts.”

As if insulting your way of life was not enough, he also takes on a threatening stance! He raises his staff behind him, and glares at you threateningly.

If you want to attack him, go to the Ogre Mage Combat Page.

If you want to cut a deal with him, go to page 22.

You have defeated your ogre, and Alebasch has done the same. You gain 250 experience, 50 gp, and a healing potion. Your companion looks a little worse for wear, however, and reaches inside his armor and takes out a Healing Potion. He quaffs it quickly, and says, “Let’s go.” Despite the long run behind you, and the battle you have just completed, he sets off at an easy jog. You follow, wearily.

He takes you into the town of Damogran. Walking swiftly, Alebasch goes straight up to the general store and stops.

“I will leave you here,” he says. “I must assemble the council. It should only take an hour; be here when I return.” He sets off at the same easy jog, and you go inside Mephistopheles’ Mercantiles and Frozen Goods.

Turn to the Merchant Page.

You continue to wait. An hour goes by, but it is not difficult to wait. After mucking through the dungeon above, this is positively cozy. You gain 1 hit point from the rest.

Eventually you here an ominous, deep boom that rumbles within the earth. It puts you on edge, and you stand slowly. The goblin, sitting in a corner with a teapot in his lap, looks up from polishing it. “The master will see you now, I guess....” The double doors open of their own accord. This seems to be your cue.

You walk over to the doors, and see a grand marble stairway before you. You descend the stairs slowly, taking in every amazing thing you see. The room is massive, a mix of the rough, subterranean cave that it is, and the polished, urbane slice of civilization that it aspires to be. Stalagmites hang from the ceiling, next to chandeliers of the most finely blown crystal. Red carpets lie over rough granite, and a natural waterfall out of a jagged fissure of rock lands in a delicate jade fountain far below.

In the center of the room is a perfect circle of granite cut out of the carpet. In the center of the circle is a podium, with a large book atop it. Behind the book is a giant ogre, with long, flowing purple robes. The daintiness of his dress and the décor of the room clashes mightily with the rough, muscular features of his form, making him a reflection of the contradictions of the room around him. He is quietly reading the book on the podium.

As you descend to the last step, he looks up at you with intelligent eyes. “Yes?” he says curiously.

If you want to attack him, turn to the Ogre Mage Combat Page.

If you want to speak with him, turn to page 100.

You avoid the crypt, and go through some of the other tombstones. Many are broken into pieces, some shattered entirely. After a while you begin to notice that some of the graves are now only pits! Coming up to one such hole, you peer inside.

There is no coffin inside, only fragments of charred wood. The pit goes down a good seven feet, and you notice more charred material along the edge of the pit. Some cloth, and wood as well, are all blackened.

Roll an Intelligence check. (Roll a d20.)

If you roll under your Intelligence, you have enough to be struck with an idea. Turn to page 139.

If you fail the Intelligence check, the idea does not occur to you. Turn to page 70.

As respectfully as you can, you step over the fallen hero and continue feeling your way along the hall. After ten yards or so, you catch your foot on something.

Roll a Dexterity Check. If you fail, (by rolling over your dexterity) then you trip, and fall flat on your nose. Take 1 point of damage.

If you pass the dexterity check, you barely catch yourself from falling.

Righting yourself and regaining your balance, you kick the bones of yet another skeleton. Belatedly you realize that you kicked them to the sides of the hall, so should another adventurer come into this dungeon, they will not trip as you did. But then you realize, there should not be anyone else coming into this dungeon; if you are to survive, you must find out what is the source of the evil inside. Defiantly you kick the bones back into the center of the hallway, deciding that no one else will need to follow you down here; you WILL succeed.

The hallway continues for another twenty yards, and turns again to the right; you can see some light up ahead! Eagerly you slide along the wall for another fifteen yards, and the hall makes another hard right turn, and there, on the wall, is a fresh burning torch! Your eyes tear while they adjust to the light.

You see in front of you an ornately carved wooden door, with strange runes and symbols on it. There is a huge bronze handle, and there are sounds coming from behind it.

If you want to open the door, turn to page 127.

“Thanks, old man,” you tell him, “but I think I can kick a little more skeleton tail than you can. Get out of here.”

He chuckles, and looks at you pityingly. “If you insist on carrying on with this impossible crusade, then you must know: there are ogres down there.”

“Ogres?” you ask. “I HATE ogres.”

“As well you should,” Alebasch replies. “They are nasty, mean, brutish creatures, and most of them have no thought past how best to squash or kill any other creature they see. Even other ogres,” he says amusedly. “But there is an ogre of...a different sort, down there. He is not stupid. He may even be more intelligent than you or I.”

“An intelligent ogre?” you ask skeptically. “I’ve never heard of the sort.”

“That is because most who face them are not likely to survive the encounter. Bash in the skulls of stupid ogres if you wish, but the smart one—leave him be. He will surely destroy you, should you face him.”

“He may have the opportunity to try, but I doubt my destruction is in anyone’s destiny for some time yet.”

Alebasch looks at you oddly for one moment, and then runs off into the night. You turn and descend back down into the crypt.

Your alignment is now Good. If it was not good before, subtract 500 Experience Points from your Character Sheet. Learning new skills takes longer when you are changing your outlook on the world.

Turn to page 92.

Not wishing to appear completely illegitimate, you decide to fish for information, so you can find out who you are dealing with. “I came to see if...production was still on schedule.”

“It goes smoothly,” he says as he closes the large spellbook on the podium. “The kobolds will be here within a month, and the goblin strike has been neatly averted. If you wish to place an order, have no fears about production; we are still right on schedule.”

“Uh—right,” you say. “So...what kind of orders...could I make?”

“There are two products we have currently,” he says jovially. He takes two potions out of his robes and begins to get very animated; you can tell he enjoys being a salesman. “Both of them require these charged quartz crystals, you see; after I discovered the spell for energizing crystal, I decided to capitalize in every way I could. This rare ingredient is used both to make this,” he held up a bottle of red potion, “a Strength potion, and this,” here he held out the blue potion, “a very potent poison.

“Now, this poison bottle alone has enough poison to coat the arrows of an entire army. The doses are very small. Each time this poison is inserted into the flesh of a living creature, it takes a point of damage each round. And this is for each wound. The Strength potion is not nearly as profitable, but it is still fun. We mix in some powdered bull horn and wax, and it will sell well in adventuring shops.

“So?” he asks politely. “What kind of order would you like to make today?”

If you tell him you are not interested, turn to page 86.

If you tell him you are here to stop him, turn to page 137.

If you would like to make a fake order, turn to page 106.

You step away from the grave you were examining and look around. Night is falling. Around you are a handful of graves that are similarly exhumed, with bits of charred board and fabric along the edges.

If you want to go to the crypt, turn to page 113.

If you want to search some of the graves, go to page 108.

The skeletons are still staring at you.

If you want to hold your torch out and see if they react, go to page 27.

If you want to talk to them, go to page 62.

If you want to try to scare them, go to page 74.

You have defeated the ogre mage! This was no easy task, considering his power. You have gained 3,000 experience points.

He also has quite a few items of interest lying around his lair. There is a pouch containing 1,500 gp on his desk, and on a large rack at the back of the room you see a huge sword. It is a +2 Flaming Greatsword.

+2 Flaming Greatsword

Damage: 2d6+2, +1d6 Fire Damage

Value: 10,350 gp

Special: Need 13 Str to wield; 2-handed weapon

This mighty weapon, if you are strong enough to wield it, takes up both the Right and left hand slots on your Character Sheet. This means you cannot carry a torch or a shield while wielding it—but because it is a **FLAMING** Greatsword, you will not need a torch while you are using it.

Other items that are lying around are three red potions and two blue ones, and two healing potions. The large spellbook on the podium, which you cannot read, is also available to take; but you cannot fit it in your backpack. If you want to take it, you will have to put all weapons and shields in your backpack and wrap your arms around the huge book.

Write any items you wish to take into your Character Sheet.

Turn to page 143.

The dozens of light arcs slowly rotate around the circle in seemingly aimless patterns. As time goes by, however, you can begin to detect a complex symmetry to their meanderings. They make a series of specific shapes at the beginning of a circuit, and then go to a specific pile of quartz rocks. They then combine a different pattern of arc size and length on their way to another pile. The lights slowly go to each pile in turn, and then repeat the cycle. But every light arc, it seems, does this in a different order.

The complexity of the spell, once you are able to see it, is staggering. You cannot fully understand it, but the massive mage in the center of the circle has his thoughts on every one of those arc simultaneously. You can tell from his poised manner that he is responsible for the influx of refined culture in this part of the dungeon; everything from the quality of the carpeting, to the cut of his robes, to the splendor of the chandelier swaying above off of the rocky stalagmites shows how comfortable this creature is with his character. He may be a brutish, ugly ogre, but he also has the incredibly well ordered mind of a man of magic.

Your respect for (and awe of) this mage grows as you compare the room around him to what you are already assuming is his character. Your suspicions are confirmed when he addresses you as the spell ends swiftly; all of the arcs converge on two piles of quartz rock each, making a huge flower of light, and then vanish from one end to the other. The quartz crystals glow softly, and the ogre mage raises his brows at you. “Yes?” he says in your language.

If you want to attack him, turn to the Ogre Combat Page.

If you want to talk to him, turn to page 100.

You make a face at the skeletons. They do not react. “Grrr,” you say with a snarl. You clap your hands loudly, and scream a battle cry. Nothing is working; they don’t seem scared at all. In frustration, you jump up and down and spin around to make them do something, anything; and they do, when one of your hands goes briefly through the doorway. They attack immediately, depriving you of initiative for the first round.

Go to the Skeleton Combat Page.

Because of the narrow hallway, you may fight them one at a time.

You stop outside the door and take out the key you got from the ogre. As it jingles, you can hear Alebasch scurrying around within. You turn the key in the lock, and with a loud ‘THUNK’ it turns. The door swings open and inside, crouched and dressed in armor, is an old fighter who looks much older from the filth and dirt caked over him this past week from being in this cell.

He is looking at you with fear, but upon recognizing you as anything not ogre-like or undead, his expression turns to one of pure joy. “Oh, wonderful, it is you!” he screams with joy.

Alebasch sweeps you up in a hug, making you a little uncomfortable; being a ranger, and used to the wilds, you never much liked human contact. He senses this and puts you down, but keeps his hand on your shoulder to keep showing his gratitude. “I’m so glad you made it, old boy, so glad! Here—fifty gold pieces, as promised!” He happily dumps a handful of coins into your hand—add fifty gp to your purse.

“So—did you fight the ogre mage?”

If you did, turn to page 13.

If you did not, turn to page 46.

You dig your hands through the mold, which falls away pretty easily. In the center is a heavy metal ring attached to a circular plate on the door; you didn't notice its contours in the mold. You push it and pull on it, but nothing happens. Finally you twist it, and a loud 'THUNK!' is heard from the walls.

The door opens creakily, and as your torchlight floods into the ancient hallway you see two skeletons facing you!

BLIND: The door opens, and you see four glowing red eyes facing you. Fighting in the dark means that you suffer -4 to attack, unless you have the skill of Blind-Fighting.

If you want to enter the doorway and attack, go to the Skeleton Combat Page. You must fight them both At the Same Time.

If you want to try something else, turn to page 71.

You sprint up the stairs, and out of the dungeon. You emerge up into the crypt, the spellbook cradled protectively in your arms. That ogre may have been large, but he didn't look very quick; you have outrun him! And now that you have his spellbook, he will be unable to raise any more undead!

You earn 1,000 experience points for keeping the dead in the graveyard from being raised by the ogre mage.

Knowing you are not out of the woods yet, you do everything you can to...get back into the woods. Emerging in the ancient Elven crypt, you leap over the bodies of the dead goblins, and out into the graveyard. It is now daylight, and you feel plenty reassured by the warmth of the light.

You do not have enough stamina to run much further, but you make a beeline for the forest to the south. Just as you make it there, you feel as if your lungs are about to burst, and once you are within the trees you collapse on top of the spellbook, panting heavily.

Falius, your eagle friend, swoops down to the ground next to your head. You look up at him weakly, and he drops a hunk of rabbit meat on the grass. You smile—he has just been hunting, and he is offering you his dinner as gratitude for what you have done!

When you have your breath back, you sit up and look back into the graveyard. The mage does not seem to be pursuing you, but even if he was, more of your animal friends have begun to crowd around you. They chirp, or bark, or screech, or chitter their approval of what you have done; you have saved the forest! Your friends all look to you

as a hero. The undead will not return to this graveyard anytime soon.

Exhausted, you slide across the soft grass and lean your back against a tree. Propping your feet on the spellbook protectively, you pass out into a deep, well deserved sleep. The creatures of the forest surround you protectively as you rest; when you wake, you will begin Book 2 of the Ranger Driven Quest!

If you like, you can go to the Merchant Page at your leisure, and outfit yourself for your next adventure.

“Who is in here?” a raspy voice replies. “The more important question is—who is out there?”

“My name is Tathius,” you say, “and I am searching this dungeon for the source of corruption. There is a black fog in the forest above these tunnels, and I think that it must have its roots within these caverns.”

“Black fog, eh?” the voice replies. “You are indeed in the right place for it. My name is Alebasch, and I, too, was here to stamp out the corruption within these tunnels.”

“Truly?” you ask. “Then why are you behind this heavy wooden gate?”

“To protect myself from the villainous beasts in those halls. Surely you have seen them by now?” You think of the battles with the undead that you have already encountered. “There are more, many more of those creatures waiting to drain your life away. You must journey through these caverns with care, for they are everywhere.”

You turn quickly as you hear a familiar sound—bone scraping against stone. To your left are three pairs of glowing red eyes—just like the Skeletons had!

If you do not have a torch, you must fight them in the dark! You will suffer a -4 penalty to attack for being unable to see them, unless you have the feat of Blind-Fighting.

If you have a torch, combat progresses normally. You must fight the three Skeletons All At Once.

Go to the Skeleton Combat Page.

You press your eye against the mossy hole. Doing so blocks out the light from the torch, (if your torch is lit) and you can't see anything. Something inside sees you, however, and strikes at your eye with what feels like a large, stinging rock. You pull your eye back and wipe the tears from it, but a bruise is already starting to form. You suffer a -1 to attack rolls until the next time you sleep.

Write (-1) in the Attack Bonus boxes on your Character Sheet, and apply this modifier to your rolls from here on out.

Goto page 77.

“That makes a lot of sense,” you say. The ogre nods, pleased that you have gotten it so easily. “So if I just wait a couple of weeks, then you will have more workers, and there will be no more undead?”

The mage nods reassuringly. “Yes, just two more weeks, by my estimate. Not very long at all.”

“Not long,” you agree. “But what can I do about the black mist? It is giving everyone in the forest nightmares.”

“Simple enough,” the mage says. “Here. Use these.”

He goes to a cabinet near the staircase, and opening it, selects a bundle of scrolls out of the massive amount of paperwork within. “These are Sleep scrolls,” he says. “Use these on yourself and your closest friends in the forest. It should help you pass a few nights more comfortably until this unfortunate misting is over.”

You are filled with gratitude. This mage seems to have your best interests at heart—and he is so generous! He has given you five Sleep scrolls. Reading one counts as a standard action (the length of an attack in battle), and anytime you read one, 2 small or medium creatures or 1 large creature fall asleep, if they fail a wisdom check at a penalty equal to your Wisdom modifier. (For instance, if your wisdom modifier is +2, then an opponent you cast Sleep on must pass a Wisdom check at -2 to stay awake.)

The mage has gone back to shuffling through the closet, and you can sense you are dismissed.

If you want to leave, turn to page 105.

If you want to attack him from behind, turn to the Ogre Mage Combat Page. You get 1 free attack at the beginning of battle for surprising him.

“Yeah, right,” you say. “This is a magical spellbook. And just because I don’t know how to use it, does not mean that I can’t get a better offer. I can just take it over to the Apothecary, and—“

“No, no!” Mephistopheles says. “I apologize. You are right. Here, I have seven thousand in cash I can give you. It is my final offer.”

If you accept the offer, turn to page 54.

If you decline, and you want to go home, turn to page 107.

You take the grizzled old fighter up on his offer. He smiles and says, “very well. I will pay you once we reach the surface.”

“Not so fast, old man,” you laugh. “You will pay me now or not at all. I’m not going to run after you again.” He sighs, and gives over what you agreed upon.

You take the torch and lead him out of the dungeon. You go back to the first intersection, turn left, and right as you make it through the iron door—you see 3 skeletons on the stairway!

Alebasch cowers in fear behind you. Because of the narrow hallway, you may fight the skeletons One At A Time.

Turn to the Skeleton Combat Page.

You smile hesitantly.

Not being able to speak Ogre, you venture out a few words of your own language. “I’m sorry, sir.” you say, “I don’t quite understand your words, but....”

The ogre grunts. He then makes a hacking sound, followed by some more gargling. This isn’t going too well.

“Can I get through that door behind you?” you ask. You point at the door. He jerks a thumb over his shoulder, and his eyebrows raise as he says, “Kr’shmuh?” You nod vigorously, and he grins, baring all of his yellow, pointed, meat-encrusted teeth. Seeing him smile is even scarier than listening to him talk.

He nods, and then holds out his hand patiently.

To put money in his hand, roll d100 to see what you think is a good bribe. Remove this amount of gp from your purse and turn to page 61.

To put the Grundy’s Scroll in his hand, turn to page 32.

If you want to point at the key, and ask him for it, turn to page 29.

If you want to attack him, turn to the Ogre Combat Page.

“No thanks,” you say, “I was just looking.”

The ogre seems concerned. “looking?” he says. “But why did you come all of this way just...to browse?”

If you say that you came about the thunderstorm, and your forest, turn to page 112.

If you say that you are not able to purchase today, turn to page 121.

You have successfully defeated all of the goblins! You earn 25 Experience Points and 5 Gold Pieces for each Goblin you have defeated.

If you like, you may now drink a Healing Potion, since there is no combat on this page. You can drink a potion on any page where you are not fighting an enemy.

But that may not last long, however; you hear more goblin voices coming from the graveyard! Do you want to fight more of these buggers, or do you want to go into the dark and dismal crypt?

If you want to go into the crypt, turn to page 50.

If you want to fight more goblins, go to page 94.

You sneak over to the center of the circle, and examine the large spellbook on the podium. This is the source of the mage's power; without this, he will be unable to create more undead!

Keeping one eye on the ogre, you inspect the book. It is written in a strange, spidery script that you do not understand. It does not seem to be attached to the podium, and sliding a finger between the podium and the cover of the book tells you its weight. Slowly you begin to slide it off, and into your arms.

Make a Dexterity Check. If you roll under your dexterity, you are swift enough to take the book without making a sound. Turn to page 109.

If you fail the dexterity check, he has heard you! Turn to page 15.

You drink the blue potion quickly. It tastes a little sweet, and goes down easily. You immediately feel fiery blood coursing through your veins, very quickly; looking at your hands, you can see the tiny muscles in them swell noticeably.

This was a Strength potion! You gain 2 points to your Strength score for the next 10 pages.

If you want to try the red potion as well, turn to page 125.

If this was the only blue potion in the room, and you want to head back into the dungeon, turn to page 147.

If there were other blue potions in the room, turn to page 20.

Just as you kill the ogre, a cloud of gas comes into the narrow hallway from the anteroom. It is a thick, white gas, and it stands your hairs on end. What do you want to do?

If you want to pick up the book and run, turn to page 12.

If you want to stay and see what the gas is, turn to page 51.

If you wish to jump over the pit, you must make a Strength Check. Because the jump is relatively short, you get a +3 bonus. If you do not roll under (Str-3), then you fall into the pit, taking 1d8 points of damage. You may then climb out of the pit on the far side, and drink a healing potion, if you wish.

Leaving the pit behind you, you come to a left hand turn, which slopes downward. You see light ahead, and at the end of the hall you come up to a torch in a wall sconce. It is next to an open wooden door. You may light this torch, or add it to your Backpack.

Inside the door is an unoccupied room with open books covering the many tables. There are many potions bubbling in the cauldrons and beakers along the far wall; two other walls are taken up entirely with books, written in a language you cannot understand. Being a student of nature, languages and books have never held much interest for you. The cluttered desk has many loose pieces of parchment, with illegible scribbles all over them. There is also a pouch on the desk, with 75 gold pieces in it; you may take this if you wish.

There does not seem to be any exit from this room, and it is all that is down this hallway. Do you wish to go back to the split in the corridor, and explore the left-hand passage?

If so, turn to page 147.

If you have the Search skill, and you wish to search the room some more, roll an intelligence check at a -4 penalty. (You may only do this once.) If you succeed in rolling under your

(Int-4), then turn to page 136. Otherwise, your search is unsuccessful; turn to page 147.

You step over the bones of the skeletons and make your way into the damp dungeon. It is dark and humid; every few steps, moisture drips from the ceiling and hits your torch, making it fizzle. You walk about fifty yards down this hallway until it splits, one passage going left, and the other right. You can't see much of anything in either direction. While you are looking left and right, a large glob of moisture falls from the ceiling and extinguishes your torch (if it is lit).

BLIND: You do not lose a torch.

If you have another torch, you may use one now to light your way. Erase one torch from your Backpack. If not, follow the blind instructions from here on out.

If you wish to go left, turn to page 53.

If you wish to go right, turn to page 95.

“Stand back, alright?” you call through the door.
“I’m going to try to break it down.”

You hear him scurry across the floor, and you set your torch against the wall behind you. It casts shadows on the door, making you look huge in your silhouette. You stare at it for a moment, envisioning yourself as huge as your shadow. You brace yourself, and then throw your shoulder into the door with all your might.

Roll a Strength check at a –13 penalty. You must roll under (Str-13) to break down the door. You can bash the door as many times as you wish.

If you succeed in the Strength Check, you have broken down the door. Turn to page 132.

If you fail, turn to page 19.

You go in the direction of the voices, finding their sources behind a tombstone. The goblins are speaking in their surly tongue, and it sounds like they are arguing. One of them has a shield in his hands, much too large for him to use, but it is ornate and looks expensive. The other goblins are arguing, it seems, over who should get to keep it.

There are six of them. They are coming straight for the crypt, but they have not yet seen you. If you want to avoid them, you could probably slip into the crypt unnoticed.

But if you fight them, you could probably get that shield for yourself. It will add 2 to your Armor Class, but it must be worn on the arm, and you will only be able to carry one weapon and one shield (unless you stow a weapon in your backpack.) What do you want to do?

Shield, large, wooden, gilded

Value: 27 gp

AC Bonus: 2

If you want to fight the 6 goblins, turn to the Goblin Combat Page. You must fight them All At Once.

If you want to go into the crypt instead, turn to page 50.

You go down the right-hand passageway for about twenty yards, and then it makes a hard turn to the right. A few steps after turning there is a pit that is about four feet deep, and takes up the entire hallway.

BLIND-If you do not have a lit torch, you must roll a Dexterity Check at a -10 penalty to see if you fall in the pit. (Only a -5 penalty if you have been down this hall before.) If you fall in, you take 1d8 points of damage from the jagged rocks at the bottom. You can climb out of the pit easily.

Turn to page 91.

“For 100 more gold pieces, I will take you out of here,” you reply.

Alebasch looks torn. “I do not have 150 gold pieces, friend,” he says. “I only have (d100) more. Will you take this?”

(Roll percentile dice. This is the amount that he has offered you, in addition to the 50 gp he already owes you.)

If you will take this offer, turn to page 84.

If you think he is bluffing, or you don’t want to take him out of the crypt, go to page 14.

Lying down flat on your belly, you reach down to the fighter's unconscious head. He fell feet-first onto the spikes, and is being propped up by them, so you do not have to reach very far. Uncorking a flask of healing potion, you tip the contents into his mouth. He coughs up a bit of it at first, so you pour slowly. He swallows unconsciously, and one swallow of the magical potion revives him enough to keep drinking. You upend the bottle into his mouth.

Alebasch's eyes blink rapidly, and then he looks around and sees you. It takes him a moment to fully appreciate his situation. While he is getting his bearings, you get to your feet and squat, holding your hands out to him. "Come on," you say. "Out of the pit."

Although the wounded man is not able to focus on much, he understands that getting out of the pit would be a great thing indeed. He reaches for your outstretched hands, and you pull him out. He nicks himself again on a spike as he is being pulled out, and this seems to give him renewed strength. He scrambles up the edge of the pit as you pull him out, and the two of you are standing, facing one another. "You okay?" you ask.

He nods, and begins to wipe the dirt off of his sleeves. He is five inches taller than you, but is so stooped and gaunt that his eyes are on a level with yours. He looks at you shamefacedly. "Okay. Sorry. I got a little...excited, seeing that door finally open, and all. I'll be alright.

"Dear me," he says, "I still owe you fifty gold pieces."

If you take the 50 gp and show the way out, go to page 84.

If you want to bargain for more money, turn to page 96.

You have defeated the fierce Goblin! Well, okay, he really wasn't that fierce, but you defeated him valiantly nonetheless. You may write in 25 Experience points in your Character Sheet, and add 5 Gold Pieces to your purse, as well.

Now that you are warmed up, you come around to the front of the Crypt. On the steps you see four more Goblins, and realize the little one you squished was just a lookout! They do not see you yet, however, and you freeze in place. You realize that, just like the dead goblin behind you, these four are sleeping as well.

You see a rope across the doorway to the crypt, and the goblins are holding on to it. They grip it still, even in their sleep.

There are a couple of options you have. You could fight them, or you could try to sneak past them, if you have the Move Silently ability.

If you have the ability Move Silently, and you want to try to sneak into the crypt without waking the goblins, roll a Dexterity Check. If you roll under your Dexterity Score on a d20, you are dexterous enough to pull it off. If not, you fail to Move Silently.

If you manage to sneak past the goblins, turn to page 50.

If you wake them up, or you want to fight them, turn to the Goblin Combat Page. Because they are groggy from sleep, you may fight them One At a Time.

You walk down the hallway and away from the wooden door, intent on finding the source of the mysterious thunderstorm. You hurry to the end of the corridor, and turn to the right; down the hall you see a dead fighter, with the bodies of three or four skeletons lying around him.

Walking over to the scene of the battle, you notice gashes in the stones from the wild swinging of the fighter's axe. Without flesh to cut through, the skeletons probably proved tough opponents. Truly, a blunt weapon that can break their rotting bones is the best way to fight them.

Turn to page 6.

“Hello,” you say cautiously.

“Hello, my boy,” the mage says. You are surprised that with his wide mouth and sharp teeth he is able to sound so much like a human. “You are here about the factory, I am sure?”

“Yes,” you say. Factory—that must be what all the potions were about upstairs. He is manufacturing them.

“Wonderful, you must be Sanders. You are here about the job?”

If you want to say yes, turn to page 57.

If you want to say no, turn to page 16.

You nod, and Mephistopheles counts out 100 gp very slowly, and takes the book and mournfully puts it on a shelf. Having completed your business here, you go back out into the fresh air, and head back to your forest.

Turn to page 107.

The huge mage looks you up and down, and seems ruffled. His orange hair begins to stand on end. “Is your time so worthless,” he asks, “that you would journey all the way here, to my dismal production floor, avoiding every merchant that sells my potions, just to look? What are you really doing here?”

You break out in a cold sweat. This is no stupid beast; he sees right through you.

“I came here because of the black fog. It is making life unbearable in the forest above.”

“So? I have a business to run. Do you think I should up and quit my business...for your COMFORT?!?” He steps away from the podium, and swings his huge staff around him. As “contorted masks of fury” go, this is one of the best and most grotesque you have ever seen.

If you want to tell him you are here to stop him, turn to page 137.

If you want to try and make a deal with him, turn to page 22.

You think it best to heed the warning of the prisoner, but to press on nonetheless. When you tell him you will fight on, he begs one last thing of you.

“The key,” he pleads. “There must be a key to this door. I once heard an ogre, I think, shuffling along this hallway, and it sounded like there was a jingle as he walked; perhaps he has the keys on his belt. Please, find the key to this door and free me!”

“An ogre?” you say. “Ogres are...really big.”

“They are huge, but they are not cunning. You can best them. But there is one...far below, there is an ogre who possesses both strength, and somehow, great intelligence as well. Avoid him at all costs.”

“I was thinking of avoiding all the ogres at all costs,” you say.

“No!” he barks. You **MUST** get me that key! I refuse to die in here! It is driving me mad!”

You assure him that you will try. As you leave, he bellows, “Beware the mage! He is the source of this evil; should you see him, run!”

With this dark warning echoing off the walls behind you, you begin to feel your way along the walls once more, and journey farther into the damp, cold dungeon.

Turn to page 99.

You open the doors, and the goblin does not bother to try and stop you. It is too busy polishing. The doors seemed to stick for a brief moment, but then fly open to the inside, and your breath is taken away by the sight that greets you.

Below you is a wide marble staircase, and a massive room with red carpet over rough stone. There is a circle of this stone showing through a hole in the carpet, about twenty feet in diameter. It is in this circle that bright arcs of light are pulsing around each other, and you can feel some intense magic being thrown around in there.

You go to the bottom of the staircase for a better look. Within the circle you can see an ogre, about 10 feet tall, reading from a book on a podium in front of him. He is chanting quietly, and every few moments he moves a hand. Some of the arcs of light around him respond to his motions, and they focus themselves on piles of quartz placed at intervals around the perimeter of the circle.

The ogre mage has not noticed your presence; he is completely absorbed by what he is doing. You don't know what this spell is, but it surely has something to do with what has been happening to your forest. What do you want to do?

If you want to enter the circle and break the ogre mage's concentration, turn to page 118.

If you want to wait and see what happens, turn to page 73.

If you wish to Hide, and you have this ability, turn to page 124.

You go back through the anteroom, and the goblin gives you no notice as you pass him by. Nothing in the dungeon seems to care, actually...even the little spiders on the ceiling are now ignoring you. It is as if, since you have survived the meeting with the master of the dungeon, you must be acceptable, and none of the skeletons patrolling the hallways make any attempt to impede you.

As you come up to the first level of the dungeon, you pass by the door to Alebasch's cell.

If Alebasch has already been released from the cell, turn to page 126.

If he is still in there, or you never found this door in the dark, turn to page 76.

“Well, this looks like a money making proposition!”
you say. “How much do you sell these potions for?”

“That all depends on the size of the order,” he replies.

“How much can I get for...ten thousand gold pieces?”

“Ten thousand, a moderate order. I will sell the Strength potions at 150 apiece, and the poisons for 500 each. So ten thousand will buy you either 67 strength potions, or 20 poison bottles. If you like, we could mix and match, as well.”

The quickness of his arithmetic astounds you momentarily. You are not used to humans crunching numbers so fast, much less brute-looking beasts like this one.

Not having ten thousand gold pieces on you, you realize it is immaterial which potion you tell him you will buy. You can't pay for it now anyway.

“I would like the strength potions, I think,” you say confidently. “But I do not carry my gold with me. I will pay on delivery.”

“Hmm...you expect me to manufacture extra potions for you, without a down payment? This is highly irregular....”

You shrug, and do some quick thinking.

If you want to fervently promise you will come back and pay, turn to page 140.

If you want to withdraw your offer, turn to page 138.

You make your way back to the forest, skirting the graveyard so you don't have to bother going there again. You give it a wide berth, not wishing to relive any of the recent memories, and travel down along the coast. The surf pounds the shore gently; it is low tide, and as you walk, you idly look at all the shells that have washed ashore. They will be gone so briefly, you muse; they will rest on this shore for half a day, and then be pulled back out to sea. They may surface tomorrow on some other beach or they may find themselves far out to sea, at the bottom of the deep for—who knows how long?

Your musings keep you from seeing the crocodile until you are only twenty yards away. It is lying in an inlet that feeds into the ocean, and it is watching you; you can easily avoid it if you want, but this might be a good time to try out some of your new gear.

If you want to avoid the crocodile, and just go home, turn to page 128.

If you want to fight this beast, turn to the Crocodile Combat Page.

You jump into one of the graves and begin rooting around. You find nothing, so you go into another. This grave has a big piece of wood that survived the charring that destroyed the rest of the coffin inside; it would serve as a club, if need be. If you would like to take this piece of wood and use it as a weapon, write Club on your character sheet. You can carry up to two weapons at a time, but you can store Small weapons in your backpack, if you have room. Medium weapons take two slots.

Club: Value: 1 gp
Damage: 1d6
Critical: x2
Type: Bludgeoning (B)

[Club: v1 d1d6 cx2 tB]

There doesn't seem to be anything else in the graves. You consider going up to the crypt, and give the last grave a quick scan.

Roll an intelligence check. If you pass, go to page 7.

If you fail, go to page 113.

You carefully slide the book off the podium, and silently wrap it in your arms. It is as wide as your torso, and nearly twice as thick. Slowly, you sneak over to the stairs, and mount them as silently as you can.

Because the stairs are solid stone, you have to move even slower to make no noise on them. It takes you forever to scale the entire staircase, and you dare not even look behind you, for fear the mage will hear you! All the way up the stairs you sweat, and near the top of the staircase you begin to shake a little—you are almost there! The urge to sprint up to the top of the stairs is nearly unbearable, but you manage to restrain yourself until you are out the door, and in the anteroom!

The goblin is still polishing, and pays you no mind as you cross to the opposite door. You make it into the next stairway, and realize you have a few options, now that you can catch your breath.

The ogre mage does not know his spellbook is missing, but he will be very unhappy when he finds out. What do you want to do?

If you want to find a place to burn the book, turn to page 38.

If you want to find an easier way to carry the book, so you can sell it later, turn to page 117.

After completing your business, Alebasch comes back to find you.

“The council is assembled. We go.”

He seems reinvigorated; you are sure he stopped by the temple for some healing. He looks vigorous, and you can still tell that he is older, but he is certainly still a warrior in his prime. He strides confidently to the town hall, and upon entering, you see nine men in black robes sitting behind a long table against the far wall. There are many seats and benches facing them, but they are all empty.

You recount your tale of the dungeon below the crypt, and the Ogre Mage’s lair, and the potion-making factory. They listen to it all in rapt silence. At the conclusion of your tale, they sit motionless, and then the old man in the center of the table speaks.

“Tathius, of the forest, you have proven yourself a worthy friend of Damogran this day. Not only have you saved a member of this council, but you have also uncovered a foe in our midst that we barely knew of; and you have provided much-needed reconnaissance on his workings. We give you our thanks.”

Alebasch nods, and requests to lead the team that will infiltrate the dungeon, and destroy the Ogre Mage. the council agrees, but begs that he stays in town for two days to recover his health. He agrees, and then taps you on the arm, and leaves the room. You follow him out into the street.

“I must thank you again, Tathius, for saving my life,” he says. “Here.”

He hands you an amulet, and explains its properties. “this will protect you against the undead,” he says. “It makes you invisible to them.”

“But...won’t you need this?” you say. “If you are going back in there...”

“You didn’t think I was going without you, did you?” he says. “The job pays well, if you want it. We leave day after tomorrow.”

Of course, if you want to follow Alebasch down into that dungeon one more time, you’ll have to buy the next volume of Ranger Driven Quest. Give yourself 1,000 experience points for finishing this adventure, and we will see you back for the next one!

Write “Skull Amulet” on your Possessions list.

Amulet of Protection from Undead

Value: 8,000 gp

Special: Makes wearer invisible to undead. All undead lose initiative in combat, and receive a –4 to Attack rolls.

“I came here to find out why there is a black mist permeating the forest that I live in. I came here to find the source of that horrible thunderstorm two weeks ago. I came here to find out why there are zombies and skeletons roaming these halls. I think all three of those things go together,” you say accusingly.

The ogre mage seems amused. He studies you for a moment, and then nods. “Yes,” he says, “you have certainly found the cause of all of those things. I called the thunderstorm, because I needed to raise the dead. An unfortunate aftereffect has been that black mist you are noticing above—it comes from the vaporization of the grave, I am told, and has something to do with eternal sleep. But that is not my forte.

“Necromancy, however useful for me momentarily, is also very distasteful. I abhor these creatures as much as you. But I have had labor problems, you see.”

“Labor?” you ask. “What does work have to do with this?”

“Ask the goblins,” the mage says. “They are horrible workers. They signed a contract with me to produce six tons of Strength potion, and they went on strike after fifteen days. I have a slaver delivering some kobolds to me next month, but in the meantime...I have a schedule to meet. So, I apologize for any inconvenience this may have caused you. But it will all be over shortly.”

Turn to page 149.

You walk cautiously up to the crypt. It is a huge crypt, of great size. The dread you have been feeling increases as you draw near to it. You walk around it, surveying the ancient writing along the top and the intricate stonework gargoyles on the corners. When you come round to the front of the building, you are so absorbed in looking at the stonework that you don't notice the goblin until you bump into him!

He had been sleeping, sitting hunched over on the ground. You accidentally kick him and he wakes, grabbing his Morningstar off the ground. Looking instantly at you he yells in his unintelligible language, and rushes at you and attacks!

Now you are involved in battle. If you need to, go to the Combat Tutorial Page (Page II in the Appendix), and it will describe how combat takes place. Or, if you would like a step-by-step tutorial, on page IV there is a guide to this battle with a single goblin.

Turn to the Goblin Combat Page—Page VII in the Appendix.

You sneak up behind the ogre while he is writing at his desk. Before he knows anyone is even there, you attack him with your weapon!

Turn to the Ogre Mage Combat Page. You get one free attack before the beginning of the battle with a +4 to attack. After that, combat proceeds normally.

You hightail it out of the ogre mage's lair. As you race up the steps, he casts a Cone of Cold at you for 5d6 damage. If you pass a dexterity check, this damage is halved.

If you're dead, the end, start over.

If you survive the blast of cold, you make it to the top of the stairs with forst on your shoulders, and sprint with all of your remaining energy. You make it through the anteroom, the factory, and all the way out of the dungeon.

Turn to page 8.

You reach down into the pit, only about four feet in depth, and pull Alebasch's body out of it. One of the spikes catches on his leg as you do this, tearing along his calf and sending out a spurt of blood. Laying him on the ground, he groans in pain. You search his pockets; he does indeed have the 50 gp he promised you, and more. There is 178 gp in all in his purse; you may take the 50 that he offered you, or all of it.

He also has a ring on his finger that glows very slightly; surely it has magical properties. There is also a gold amulet around his neck.

If you like, you may add Alebasch's Ring and Alebasch's Amulet to your backpack.

You hear a gasp; while you were searching his pockets, Alebasch lost the last of his life. His dead body suddenly looks heavier, and even older than it did.

Your alignment is now Evil. If this was not your alignment before, you lose 500 experience points. It takes more time to learn skills if you are changing your outlook on life.

You pick up the torch on the ground and look ahead; the pit lies in front of you, which should be easy enough to jump. Behind you lies more unexplored dungeon, and the cause of that unexplained thunderstorm.

If you want to jump the pit and see what lies in that direction, turn to page 91.

If you want to go back the way you came, turn to page 99.

You hurriedly make your way out of the dungeon, looking for something to stow the spellbook in; it is way too large for your backpack. When you make it back to the factory, you see baskets everywhere! They are all filled with hay. They are next to some glowing quartz crystals, which don't seem to feel any different than regular quartz crystals when you touch them. A mage might be able to determine whether or not they are worth money, but you have no idea, and don't feel like finding out. This spellbook must be worth a fortune!

You empty one of the baskets on the floor, and hay goes everywhere. The dead and undead in the room pay no mind. You plop the huge spellbook into the basket, and make your way out of the dungeon!

Turn to page 12.

You boldly walk into the circle. The arcs of light begin to intersect your body, and everywhere they do you feel an intense cool tingling, like water being squirted at you with very high pressure in one spot. That spot moves as the arc of light moves through your body, and you feel more of them intersecting you as you move further into the circle. The graceful curve of the arcs change after they go through you, and progressively become more jagged.

This contamination spreads through the cage of arcs, and they begin to vibrate and swivel. The mage furrows his huge brows and begins chanting even louder; his eyes squeeze shut, and he shouts at a frenetic pace. You can see the symmetry trying to reassert itself within the complex patterns, but your presence is, apparently, continually more destructive to the spell.

The cage finally shatters, and the lights vanish, as the ogre screams in frustration. He knocks the pedestal to the floor and bellows with fury; then he sees you!

Before you can even react, he dives at you with surprising agility for his size, and attacks!

Turn to the Ogre Mage Combat Page.

“All right,” you say, “how do I get you out?”

“Do you have the key?” Alebasch asks hopefully.

“What key?” you ask.

“The key to this door, you idiot!” he yells. “If you want to get me out, you must get the key, or bash the door down!”

Why should I open the door for this jerk, you wonder. As if hearing your thoughts, he begins to bargain. “I will pay you!” he says. “50 gold pieces, hmmm? Doesn’t that sound nice? I tried to find the source of the thunderstorm, just as you did; but I failed. Don’t leave me here to die because I am not as brave as you...oh, please...”

He begins to whimper pitifully. You listen for a moment, and then make up your mind.

If you want to try to bash the door down, go to page 93.

If you want to leave, turn to page 19.

“Sorry, old man,” you say, “but you’re on your own. You already went back on our deal once; why should I trust you again?”

He whimpers pitifully as you open his purse and take out fifty gold pieces. “Here,” you say, and throw the rest of the pouch at him. “You’re on your own.” He makes to pick up the torch, but you are swifter and grab it first. “Uh-uh,” you say. “This one’s mine. Get out of here, you jackal.”

He runs off into the darkness, from whence you came, and the farther he gets, the louder his wailing becomes. He is crying like a two-year-old boy, hysterically, uncontrollably. Eventually his cries, even if he is crying louder, become fainter in the distance.

Your Alignment is now Lawful; write this into your character sheet. If this was not your alignment before, then subtract 500 Experience Points from your Character Sheet; by changing your alignment, it takes longer to advance in levels, due to your new outlook on life.

Back to exploring the dungeon; where do you want to go?

If you want to jump the pit and see what lies in that direction, turn to page 91.

If you want to go back the way you came, and see what lies beyond Alebasch’s door, turn to page 99.

“Unfortunately, I do not have my gold on me,” you say. “I just came to see what was available, so that I would know if I was interested. You see, I was just passing through, and I had heard such great things about your products. I decided I had to come and see them for myself, even if I couldn’t get any today; now that I know your reliability is top notch, I will be back.”

The ogre seems very pleased with what you have said. “Wonderful,” he says. “I will eagerly await your return. But our demand is so very high, and we are already booked for the next two weeks of production. It would be much safer to secure an order now, don’t you think, so that there will surely be enough here for you when you return?”

You smile, and silently congratulate the beast on his bargaining techniques. But yours have never been poor, either, and you say, “I would, but I must see how much money I have available before I can say how much I need. You see, I would love to purchase one thousand strength potions, and fifty poisons, but I have a deal off of the... Gillwater Islands that may provide me with the money for this, or not. So I cannot order with confidence until...later.”

Roll a Charisma check. If you roll under your charisma, you convince him of your story, and you may turn to page 33.

If you fail your check, then you must turn to page 102.

“But could you please stop this?” you ask. “It is wreaking havoc in my forest. None of the animals are able to sleep; they are all having nightmares. And I hate to think of what this is doing to the poor souls of those you have raised out of their graves.”

“Unfortunately, I cannot,” the ugly mage says. “I need to keep production up, and right now the undead are the only way to do it.”

“Why are they the only way?” you ask. “What else can we do?”

“Well,” he says, “when the slaver comes with my shipment of kobolds, I may not need the undead at all any more.”

“And when will that be?” you ask. “Soon?”

“Two weeks or so, yes. Until then, I...really have no other choice. I have orders to fill, and since the goblins went on strike with no notice, I am stuck with those distasteful zombies.”

“So—you’ll have zombies for just the next two weeks?”

“Oh, yes...and then I shall need them no more. But they are necessary until the kobolds arrive.”

If you want to tell him you trashed his factory, turn to page 44.

If you want to ask him to stop production for two weeks, turn to page 37.

If you want to just wait for two weeks until the kobolds arrive, turn to page 82.

You have defeated the only zombie in the room that seems to care about your presence. You earn 150 Experience Points. All of the other Zombies are oblivious. You take this opportunity to examine the potion-making more closely.

There seems to be two different potions being made, a red potion and a blue one. Not knowing much about potions yourself, you turn instead to the ingredients. There is a small hill of an herb called Fallow, which grows in the forest—particularly in meadows. By itself, the herb is good for numbing pain. There are a few drums of quartz, and baskets and baskets of hay. A stinky yellow rock in a pile in the corner looks like sulphur. And on one table is what looks like nearly a hundred white curved horns.

What these potions do, you have no idea. If you are feeling brave (and reckless) you can grab a bottle and try one, if you like.

If you want to drink a bottle of the blue potion, turn to page 89.

If you want to drink a bottle of the red potion, turn to page 125.

If you think drinking strange potions is a bad idea, turn to page 20.

You sneak down to the end of the stairs quietly. The mage still has not moved. Along the walls are a couple of bookcases, tables, and desks, all well ordered; but the walls themselves are the natural stone of the cavern, and provide plenty of room for shadows to be thrown. You find your way into one of these and wait out the action in the center of the room.

Nearly an hour goes by. Eventually you hear some differences in the sounds, and then a quietness; much of the light coming to your hiding place has died away. The ogre turns another page or two in his book, and then goes to one of the piles of quartz around the circle. He pats it lovingly, and you can almost see the energy that it is now imbued with.

If you want to keep hiding, roll a d20, and add your Dexterity modifier. If the result is over a 10, turn to page 5.

If the result is 10 or under, turn to page 21

You drink the potion quickly; it tastes awful, like a putrid swamp that has been covered in vomit. You wait, expecting something, and nothing happens. Just as you are wondering whether these potions are a hoax or not, your chest seizes up, and you keel over, frothing at the mouth. This was one effective poison. Apparently every potion bottle held many doses of poison, and you took more than enough to kill an entire city.

The end.

You pass by the cell door; if you wish, you may go inside and take any of Alebasch's belongings, if you have not done so already. They are as follows:

Chain Shirt

AC +4

Value: 100 gp

Large Wooden Shield

AC +2

Value: 7 gp

There is also a scroll, with the seal already broken. Reading it, you find that Alebasch has been hired by one Grundy Forecastle to explore the graveyard at the north end of your forest, find the source of the recent thunderstorm (or its resulting affects) and return with this information to Grundy's house in Damogran, a town to the north of the graveyard. Upon delivery of the reconnaissance information, Alebasch was to have been paid 500 gold pieces. You may take Grundy's Scroll as well, if you wish.

If you want to leave the dungeon and go back to the forest, turn to page 135.

If you want to leave the dungeon and go to the nearby town of Damogran and blow this gold, turn to page 34.

If you took the spellbook, or fought the Ogre Mage, you must turn to page 107.

The door opens easily on well-oiled hinges. It does not even squeak as you slowly swing it fully open, your torch and weapon at the ready. Inside you see a large room, with huge vats and cauldrons everywhere, and tables with hundreds of empty glass bottles. There are people moving between the tables and the vats, holding smaller cauldrons, and filling them with a strange, almost gooey liquid. There are numerous small cauldrons on the tables as well, and you see some of the people ladling the contents into the empty bottles. At the table closest to you, someone is putting stoppers in a tray full of potions, and turns around. As he shambles his way to a table behind him, you see that he has no lips!

His decaying teeth stand out grossly from his face, and one of his eyelids has fallen away completely, revealing a ghastly-looking yellow eyeball. This is a zombie! Looking closer at all of the other dozen workers, you realize that everyone in the room is an undead zombie!

If you want to charge into the room and start attacking zombies, turn to page 133.

If you want to wait and keep watching, turn to page 28.

The way home does not take too much more time. It is a short walk from the inlet to the forest; you simply follow it upstream, and it leads you straight home! All of the critters are happy to see you, and you are happy to be rid of all those undead. You take a rest and polish your equipment, waiting for the next adventure!

If you like, you can go to the Merchant Page to equip yourself before you are done.

You gain 150 Experience for every Zombie. The rest of them go about their business, ignoring you as they focus on their simple tasks. You ignore them in turn, going to the door at the back of the room.

Turn to page 25.

Asking around a bit, you find that Grundy is one of the men on the Council of Damogran. Someone points you to his house, and you find it without too much trouble.

It is a nicely painted house on a small hill that looks slightly like a fortress, but not enough to be intimidating. It has fairly high walls, but without spikes on top of them; the gate looks solid, but the iron is wrought into vine-like patterns. You pull a rope next to the gate, and a bell chimes far away within the house. After a moment a servant answers.

“Yes?” he asks politely.

“I am here to see Grundy,” you say. “I brought this.” You show him the scroll with the broken black seal; the servant recognizes it, and opens the gate immediately.

He shows you into the house, and brings you into a comfortable sitting room. The couches are not terribly comfortable, but nice enough for a short stay. They are somewhat firm; not hard, but you can tell they would be difficult after too much time. Grundy seems to like his visitors brief.

He has a corresponding manner in greeting you; he comes forward quickly, shakes your hand and gets immediately to the point: “You have brought the scroll? Where is Alebasch?”

You describe the fighter’s fate to him, and he listens it stoically. His expression does not change when you describe the dungeon, or the factory, but when you conclude your description he nods curtly.

“I thank you for your reconnaissance; my man will pay you, and show you out. Good day.”

“But—sir,” you say, “what will you do about the dungeon?”

“I will call professionals. We have men who handle this sort of thing, you know. Within the day there will be twelve priests of Hungar down there to purify it, and turn it back into the place of rest that it was intended to be. Good day.”

He turns on his heel quickly, and is gone. His servant comes up to you and presses a bag of gold into your hands, and shows you out; add 500 gp to your purse.

With nothing else to do here, you head off to Mephistopheles’ Mercantiles and Frozen Goods.

Turn to the Merchant Page.

The door is strong, and resists your shoulder at first. But after a series of blows, it begins to weaken! You hear a crack form, and as the door is splitting, you can hear the poor man inside yelping and cheering you on. You make one last dive at the door, and it crumples inward, and you crumple to the ground with it.

Lying among the shards of wood and iron, you barely notice the swish of clothing above you as Alebasch leaps over you, and runs out the door! You shake the stars from your head and realize he took your torch as well! Groggily you stand up.

You earn 500 experience points for freeing Alebasch from his cell.

If you now have more than 1,000 Experience Points, you have gained a level! Modify your Character Sheet accordingly.

It takes you a moment to regain your balance, as broken pieces of the door fall off of you. Out in the hallway, you can hear the maniacal cackle of Alebasch.

If you want to get up and run after him, turn to page 26.

If you decide he is not worth the trouble, turn to page 134.

These abominable zombies seem to not care, at first, that you are attacking them. You run up behind the nearest one, who is sorting red and blue potion bottles, and attack him from behind!

To fight all 12 of these zombies, turn to the Zombie Combat Page. Because they are all focused on working, they will lose their attack for the first round, and you will get a +5 bonus to hit during that round only, since they are not ready to fight. After that round they will attack normally. You may fight them all One At A Time. You may also drink a healing potion in between fighting them, since the course of battle depends on you.

You look at the cell around you. There is some straw in one corner, and a stinky hole in the other. The stench exuding from it, and filling the room, indicates where Alebasch has been taking care of his bodily needs. Against one wall are his armaments, however; it seems that Alebasch was a well-equipped fighter when he came into this dungeon! There is no weapon among his belongings, but you may take any of the following items:

Chain Shirt, AC +4, Value: 100 gp

Lg Wood Shield, AC +2, Value: 7 gp

Crude Club (from the door), Damage: 1d6, Value: 0 gp

There is also a scroll, with the seal already broken. Reading it, you find that Alebasch has been hired by one Grundy Forecastle to explore the graveyard at the north end of your forest, find the source of the recent thunderstorm (or its resulting affects) and return with this information to Grundy's house in Damogran, a town to the north of the graveyard. Upon delivery of the reconnaissance information, Alebasch was to have been paid 500 gold pieces. You may take Grundy's Scroll as well, if you wish. Write any items you take on your Character Sheet.

You leave the room and go back to the hallway. To the left lies the way you came, and the direction that Alebasch ran off. To the right is the unexplored area of the dungeon. Which way do you want to go?

If you want to continue deeper into the dungeon, turn right and go to page 40, if you do not have a torch.

If you want to go right, and you have a torch, go to page 99.

If you want to see where Alebasch went, go to page 26.

You forget Alebasch, and the undead creatures, and all of the mess in that dungeon. You realize it was never any of your business anyway.

The further from the creepy cemetery that you get, the lighter your steps become, and the better you feel. It was a mistake, you realize, to go down there at all. Fighting undead is the business of priests, and there are many in the kingdom that will take care of such a problem. It is none of your business.

You go back into your forest, deep among the trees, and your animal friends are proud to see you return. When they ask you what happened in the graveyard, you do not have much to tell them. They seem disappointed that you did not find the cause of the dark mist, and slowly begin to leave. Soon you are only left with your hawk, who sits by you quietly.

“I did the right thing, didn’t I, Falia?” you ask him.

Your pet hawk looks at you briefly, and then looks away; without a warning it beats its wings quickly and flies up to the top of the trees. It perches there, high above the ground, watching you.

That night you sleep uncomfortably. All of the animals that have become your friends seem upset with you. This unease grows over the next week, because the dark mist becomes thicker, and everyone in the forest is jumpy. Right before the new moon, you wake up to a nightmare!

There is a rotting corpse strangling your throat. The zombie crushes your windpipe, and you are unable to breathe. With a bitter gasp, you realize this is no nightmare,

but the evils in the dungeon were left unchecked! They have clouded your forest, and overtaken you completely.
The End.

You search the room thoroughly, looking under papers, behind books, and feeling underneath the tables. Under the shelf that some of the bubbling beakers rests on is a small button; you push it, and one of the bookcases opens like a door! Behind it is a small closet with a shelf. On the floor of the closet are some nasty artifacts—a shrunken head, a pile of rotting meat, and what looks like a bucket of eyeballs. On the shelf are two potions, one red, and one blue. There is also a scroll, written in the Common script!

Reading it, you see that it is an invoice for payment. It looks like what was ordered was a lot of potions—1000 of them, it seems. The price of each one is three hundred gold pieces, and at the bottom of the scroll is a note that says “300,000 gp paid in full” with the initials “AH” next to it.

Unfortunately, the scroll does not say what the potions are for! You can’t even be sure that the potions hidden in this cupboard are the same ones that this scroll is about, anyway. You may put these potions in your backpack, or try them, if you’re feeling risky.

If you want to head back into the dungeon, turn to page 147.

If you want to try the red potion, turn to page 125.

If you want to try the blue potion, turn to page 89.

“I am here to stop you,” you cry.

There is an uncomfortable silence while the mage looks genuinely surprised. But then he begins to laugh. “Oh, dear, dear,” he says, “what are you? An economic saboteur?”

“No,” you thunder, “I am appalled by your use of dead bodies to make some gold. It is disgusting, and I will stop you!”

The ogre smiles hideously, spins his staff three times, and faces you for battle.

Turn to the Ogre Mage Combat Page.

You shrug once again, and say, “I am sorry we cannot do business. But I am not going to pay for a product I have not seen.”

“The product is right here!” he says, holding a red potion aloft. “Take it with you!” He gives you one Strength Potion.

“I appreciate this, truly, and I will test it. But I have no way of being sure that this potion will match the quality of what you sell me...until you sell it to me. I will be back next month, when your labor troubles are over. At the next full moon, if you have 70 potions ready for me, I will buy them for 10,000 gold pieces. But I will not pay you now for what you cannot give me.”

In frustration, the Ogre Mage waves his hand. “Fine. Begone. I may have your potions next month; I am not satisfied with you, merchant.”

You earn 800 experience points for beguiling the intelligent Ogre Mage.

Your alignment is now Chaotic. If this was not your alignment before, deduct 500 experience points. It is difficult to learn new things when your perspective on the world changes.

Turn to page 105.

The charred fabric and wood inside the pit means that something was burned. All that lightning on the New Moon was centered on this graveyard. If lightning burned the coffin, and struck the occupants, you may have undead creatures to deal with here.

Turn to page 70.

“No, please,” you say, “I will pay you when I return! Believe me!”

The mage looks down at you over his huge, ugly snout. “How long have you been a merchant?” he asks.

“What?” you reply, taken completely off guard.

“Where is your warehouse? Where do you do business?”

“I—uh—in Damogran,” you stutter.

“Truly? I have never seen you there. I assume you do trading with Mephistopheles?”

“Uh—often, yes,” you say. “He is my...business partner.”

“No, human, he is not. You are no merchant. What are you doing here?”

If you say you are here to stop him, turn to page 137.

If you want to plead for your life, turn to page 49.

The ugly, hideous mage finishes reading his scroll before you can do anything to stop him. As he utters the last word his head snaps up and he glares at you silently, and you feel your limbs becoming incredibly heavy. You look down and see that your hands are grey, and immovable! The grey color spreads, up your arms, and your legs, and you find yourself unable to move anything! Frozen in your pose, the Ogre looks at you approvingly. “Yes,” he says, “I think you will do quite nicely. Over there.”

He takes a wand out of his pocket and points it at you. The room spins behind the ogre, but you are still facing him, and then the ogre shoots away from you. You hear a loud “Clunk” and realize that he levitated you and flew you across to the other side of the room! In this dark corner, you adorn his study for all eternity, able to see but never to move again. Over time, others join you, but you will always be the villain’s favorite statue.

The end.

Deciding to take matters into your own hands, you strike out at the Ogre Mage! But Alebasch is already fighting him in the narrow hallway; when the mage sees you draw your weapon back to strike, he lunges out with a massive arm and shoves Alebasch in the way of your weapon! Your blow kills the fighter!

Now the mage is facing you, grinning hideously. Alebasch has given him a few nicks, and he starts the battle with 5 fewer hit points.

Turn to the Ogre Mage Combat Page.

After a battle like that, you need a drink! You leave the dungeon, which is now blessedly free of Undead. The graveyard still has a fog about it, but this is mostly because of the early morning sunrise. Slowly you make your way to the nearby coastal town of Damogran.

Before going to the local Merchant, you step into the Flat Face Saloon and Taqueria to quench your thirst. There is only one other patron in the bar, and as you get to an empty stool, you see that it is Alebasch! He is eating and drinking heartily, and seems overjoyed to see you.

Turn to page 150.

You grab the book in your arms and haul ass! As you make it to the top of the stairs, however, the mage shoots a Cone of Cold at you for 5d6 points of damage! If you make a dexterity check, this damage is halved. If you die, start over. If you survive, you keep running through the anteroom and out into the next stairway.

If you killed the ogre standing guard out here, turn to page 12.

If you bribed the ogre, and he is still out there, turn to page 52.

You take the massive bag of gold and make your way out of the huge room. He barely takes notice of you as you leave. The gold does not fit in your purse, however; it takes up a full slot in your backpack.

Your alignment is now Chaotic. If this was not your alignment before, change it now, and deduct 500 experience points. Learning things while changing your outlook takes extra time.

Turn to page 105.

“So, uh...I’m looking for what caused this thunderstorm the other day, I heard it was supposed to be down here. You wouldn’t happen to know where I could find it, do you?”

The skeleton on the right looks to the skeleton on the left. A rattling sigh goes through both of them, and they jump at you and attack! You lose initiative for the first round.

Go to the Skeleton Combat Page.

Because of the narrow hallway, you may fight them one at a time.

You go back the way you came, and on approaching the pit you ready yourself for a jump. Roll a Strength check, with a +3 bonus for the short length. If you do not make the check, and roll too high, then take 1d8 points of damage from the spikes on the bottom of the pit.

You reach the intersection. To the left lies the way you came, and straight ahead is the passage that you did not take before.

To take this passage, turn to page 53.

Zombies are everywhere! When they make it out of their grave, however, they just stand there. Once you attack them, they fight back, though!

Turn to the Zombie Combat Page. You may fight these zombies One At A Time; and you can fight as many as you like (limit: d100.)

Because they are not ready to fight, being newly raised, they lose initiative for the first round.

What he says seems very plausible; you find yourself beginning to agree with him. There is certainly no reason to be upset; it will be over in just a few weeks, anyway.

The Ogre Mage has cast Charm person on you, while he was talking. You must roll Opposed Charisma Checks. Roll a d20 for yourself, and then for the ogre mage. Whoever gets the furthest below his charisma, wins. (His charisma is 17.)

If you fail the charisma check, or you want to agree with him anyway, turn to page 82.

If you win the charisma check, and you decide to disagree, turn to page 63.

The bartender comes up to you from behind the bar; he has no hair, huge arms, and a nose that must have been broken fifty times to get into its current shape. You see how the bar gets its name. “One bottle of brandy, two glasses,” Alebasch says to him.

“You look like feces, Alebasch. What happened to you?”

“Long story, suitable over a much nicer bottle than this swill. Pour it.”

The bartender pours two stiff drinks, and Alebasch toasts your health. Just after you take the drink, you notice two ogres entering the bar!

Both you and Alebasch are staring, and the beasts notice it, for you are the only two patrons in the bar. One mutters something in his hacking-gargle of a language, and they part, and begin to circle you.

“Do you mind if we rough it up a bit in here?” Alebasch asks casually over his shoulder.

“Not at all,” says the bartender.

Alebasch is fighting one ogre, leaving the other to you.

Turn to the Ogre Combat Page.

APPENDIX

Combat Tutorial

Step-by-Step Tutorial

Goblin Combat Page

Skeleton Combat Page

Zombie Combat Page

Ogre Mage Combat Page

Ogre Combat Page

Crocodile Combat Page

Merchant Page

Raising a Level

Combat Reference Page

Character Sheet

Combat Tutorial Page

If you have not done so already, open the back cover of your Driven Quest book so that you can see your combat statistics alongside of your enemy's. If you have not lost or gained initiative, you must roll to see who attacks first.

INITIATIVE: Roll percentile dice (the 2 d10s) and add any initiative bonuses to each. Your die is the single-digit die, and the double-digit die is your enemy's. (All of your enemies, as a group, if you face more than one.) After adding initiative bonuses, whoever has the highest number goes first. Re-roll in the event of a tie.

ROUNDS: Enter your current hit points (in pencil!) in the box under your name. Enter the number of hit points of your enemy (or enemies) in the next box. This is how many hit points everyone starts the battle with, in Round 1.

If you are facing more than one enemy, a slash between the numbers will allow you to keep track of all HPs tidily (e.g. 6/6)

ATTACK: The winner of initiative will roll a d20 to attack. Add the result to their attack bonus, if any, and compare this number to the opponent's armor class. If the rolled number (plus bonus) is higher than the AC, the attack is successful. If not, it is a miss. If the attacker has more than one attack, roll for all of them, and then calculate damage.

DAMAGE: For each successful attack, roll the weapon's damage and subtract this amount from the opponent's Hit Points. Write the new number of HPs (in pencil!) of the damaged opponent in the box for the next round.

MULTIPLE OPPONENTS: If you are attacking your opponents ONE AT A TIME, then fight one to the death, and fight the next one at the beginning of the next round. You may not stop to drink a potion or heal yourself between opponents, unless you forfeit an attack. (See SPECIAL MOVES, below.) If you are fighting your opponents ALL AT ONCE, then they all attack on the same round, while you can only attack once. As soon as one of them is slain, however, the slain opponent cannot attack you anymore, and you have only one opponent left to fight. While you may not attack with multiple PCs in this book, you will be able to in later books.

SPECIAL MOVES: There are things your opponents can do in combat as well. If you see a capital letter in the box of the current round, look to the left page for an explanation of what your opponent is doing during that round.

CRITICAL HITS: Whenever a natural 20 is rolled, double damage is dealt. Some weapons and abilities can increase the likelihood of critical hits; some creatures, however, are immune to critical hits (such as the undead).

DEATH: If you are reduced to 0 hp, you die. Keep track of how many deaths you have during this adventure in the Deaths box on your character sheet. At the end of the tale you will get a prize based on this number.

You may either start the battle over again after death, or subtract half of your experience points and start the book over again! (This will help if you are having difficulty legitimately defeating a difficult enemy—you can start over as a higher level than before!)

If you still feel unsure about combat, turn to the Step By Step tutorial on page [xx].

Step-By-Step Tutorial Page

Okay, you are now fighting a Goblin, one on one. Look at the Goblin Combat Page, and you will see all of the Goblin's stats. He has 4 Hit Points, and an Armor Class of 15. This means that you will have to hit him with 4 points of damage to defeat him, and you will have to roll better than 15 to make your attack connect.

First, though, we have to find out who gets to attack first. There are three major rolls in combat:

Initiative

Attack

Damage

He has an initiative bonus of +1, and your Initiative Bonus is equal to your Dexterity Bonus, listed on your character sheet. Both you and the goblin will roll a ten-sided-die (or d10) and add your bonuses to your rolls. The one with the highest result gets to go first.

Let's say you win initiative. Now you roll to Attack with a d20. Add your attack bonus (if any) that is listed on your Character Sheet. If the result is higher than the Goblin's armor class, 15, then you hit him!

When you have a successful attack, you then roll Damage. This is listed on your Character Sheet. Let's say you attack with a Longsword, and the damage is 1d8. That means you roll a d8, and the result is how many hit points you subtract from your enemy!

The Round Chart on the Goblin Combat Page is an easy way to keep track of damage during battle. Write your

current Hit Points under your name, and the Goblin's HP (4) under his. Let's say your damage is 3, so cross out the 4 and write '3' next to it—or, on the next line, if you like, since that will be how many hit points the Goblin has at the beginning of Round 2.

Since you won Initiative, the Goblin still gets to attack this round. Roll a d20 for him, add his attack bonus (+1—its listed on the Goblin Combat Sheet) and if the result is higher than your Armor Class, he hits you! Roll damage, and subtract that amount from your own HP.

Continue this process until you, or the Goblin, are reduced to 0 HP. If the Goblin gets to 0 first, you have defeated him! Turn to the back of the Goblin Combat Page to see what happens. If you are reduced to 0 hp, you die, and you must start the journey, or battle, over again. Be sure to mark your deaths on your Character Sheet; you can roll on the Deaths Table when you complete the adventure.

Goblin Special:**Fighting Multiple Enemies**

If you are fighting One At A Time, you fight one enemy until he is dead, and the next round you begin to fight the next enemy.

If you are fighting All At Once, then all enemies attack you on the same round, and you can only attack as many enemies as you have attacks per round. (After 6th level, you will get two attacks per round. If you have the feat Two-Weapon Fighting, this also doubles the amount of attacks you have per round. These attacks can be divided among multiple enemies in the same round.)

Group Fighting

When attacked by up to 3 goblins, they will all engage you in melee.

When more than 3 are attacking you, however, all remaining goblins will hurl their javelins at you.

Up to nine goblins can attack you at once, three with their morningstars, and six with their javelins.

When you kill a goblin in melee range, one of the goblins behind will drop his javelin and advance, attacking you with a morningstar.

Goblins have 5 javelins each. If they run out, they will flee. Therefore any goblins still out of melee range by Round 6 will flee, and you will be unable to get experience for them.

F—All remaining goblins flee. You get experience only for the goblins you have killed.

(F)—All goblins that have not advanced to melee range have run out of javelins. They flee.

Str	Dex	Con	Int	Wis	Cha
8	13	11	10	11	8

GOBLIN

Hit Points	4
Initiative	+1
AC	10
Attack (Melee)	+1
Damage	1d4-1
Attack (Ranged)	+3
Damage	1d6-1

Round	Tathius	Goblin(s)
1		
2		
3		
4		
5		
6		(F)
7		
8		
9		F

10		
----	--	--



Immune: None
Special: See opposite
page for goblin group

fighting tactics

Experience: 25
Treasure: 5gp

After Defeating the Goblins

If this is the first goblin you have fought, turn to page 98.

If you fought more than one goblin, turn to page 87.

Skeleton Special:

Critical hits do not apply to Skeletons.

Skeletons only take half damage from Piercing and Slashing Weapons.

If your weapon is Type P or S, divide your damage in half (round up).

If your weapon is type B (bludgeoning), you give full damage for every attack.

Skeletons get 2 attacks per round: Note the “+0/+0” in their Attack box. This means they have 2 attacks per round, with no bonus to the roll. If you are fighting more than one Skeleton, At the Same Time, they EACH get 2 attacks per round.

IN THE EVENT OF DEATH

If you die, you can start the battle over with no penalty, or start the adventure over with half your experience points.

If you cannot defeat an enemy, but wish to go on with the story, you may, but you forfeit the experience and treasure.

Str	Dex	Con	Int	Wis	Cha
10	12	0	0	10	11

SKELETON

Hit Points	6
Initiative	+3
AC	13
Claw Attack	+0/+0
Claw Damage	1d4/1d4



Round	Tathius	Skeleton(s)
1		

2		
3		
4		
5		
6		
7		
8		
9		
10		

Experience: 100

Treasure: None

If this is your first time fighting skeletons, give yourself 200 experience points and turn to page 92.

If you fought these skeletons All At Once outside of the iron door with no handle, give yourself 300 experience points and go to page 39.

If you fought three skeletons One At A Time, give yourself 300 experience points and go to page 24.

Don't forget to modify your stats if you raise a level!

Zombie Special:

Critical hits do not apply to Zombies. On a roll of 20, apply only normal damage.

If you are fighting Zombies that are paying no attention to you, you win initiative for the first round. After that, roll initiative for the next round.

1	2	3	4	5	6
7	8	9	10	11	12

Str	Dex	Con	Int	Wis	Cha
13	8	0	0	10	1

ZOMBIE

	Zombie	Tathius
Hit Points	16	
Initiative	-1	
AC	11	
Attack	+2	
Damage	1d6+1	

Round	Zombie(s)	Tathius
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Experience: 150

Treasure: None

If you are fighting the zombie on guard, turn to page 123.

If you have defeated all the zombies in the factory, turn to page 9.

If you are fighting zombies in the graveyard, turn to page 35.

Ogre Mage Special

Partial Actions (He can still attack in the rounds he does these things)

D-Darkness. The Ogre Mage casts Darkness. -2 to attack for both of you; but you will be unaffected if you have the skill of Blind-Fighting.

R-Regeneration. The Ogre Mage regenerates 2 HP. (He cannot regenerate more than full HP.)

I-Invisibility. The Ogre is now invisible! -4 to attack, unless you have the skill Blind-Fighting.

Full Actions (He cannot attack while he does these)

S-Sleep. The Ogre Mage casts Sleep; you must succeed a Wisdom check to fight off the affects. If you fail (roll over your wisdom) you fall asleep, your throat is slit, and you die.

C-Cone of Cold. Take 5d6 damage; make a Dexterity Check to take only half damage.

Str	Dex	Con	Int	Wis	Cha
21	10	17	14	14	17

OGRE MAGE

Round	Tathius	Ogre Mage
1		D
2		R
3		R, S
4		R, I
5		R, C
6		R
7		R
8		R
9		R
10		R

	Mage	Tathius
Hit Points	37	
Initiative	+4	
AC	18	
Attack	+5	
Damage	2d8+7	



Immune: None

Special: See opposite page

Experience: 3,000

Treasure: 1500 gp, 2 healing
potions, +2 Flaming Greatsword

If you defeat the Ogre Mage, turn to page 72.

Str	Dex	Con	Int	Wis	Cha
21	8	15	6	10	7

OGRE

Round	Ogre	Tathius
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

	Ogre	Tathius
Hit Points	26	
Initiative	-1	
AC	16	
Attack	+8	

Damage	2d6+7	
--------	-------	--

Immune: None

Special: None.

Experience: 250

Treasure: 50 gp, healing potion

If you fight this ogre down the stairs from the factory, turn to page 18.

If you have a spellbook, however, turn to page 90 instead.

If you are just outside of town, turn to page 64.

If you are in the bar, turn to page 36.

Str	Dex	Con	Int	Wis	Cha
19	12	17	2	12	2

CROCODILE

	Croc	Tathius
Hit Points	22	
Initiative	+1	
AC	15	
Attack	+6	
Damage	1d8+6	

Round	Croc	Tathius
1		
2		
3		
4		
5		
6		
7		
8		
9		

10		
----	--	--

Immune: None

Special: None

Experience: 500

Treasure: None

After defeating the mighty crocodile, turn to page 128.

Merchant Page

Welcome, traveler! You may purchase any of the goods you see here; and I will buy any of your goods for half of their value. Happy shopping!

Item	Price	Dm g	AC/ Crit	Special
Healing Potion	25 gp			Heals 1d8+1
Dagger	2 gp	1d4	x2	Small, P
Mace, Light	5gp	1d6	x2	Small, B
Mace, Heavy	12 gp	1d8	x2	Medium, B
Short Sword	10 gp	1d6	19-20/x2	Small, S
Longsword	15 gp	1d8	19-20/x2	Medium, S
Greataxe	20 gp	1d12	x3	Large, S
Leather Armor	10 gp		+2	
Stud. Leather	25 gp		+3	
Chain Shirt	100 gp		+4	
Small shield	9 gp		+1	Steel
Large Shield	20 gp		+2	Steel

Ring of Protection +1	2,000 gp		+1	
Ring of Protection +2	8,000 gp		+2	
Boots of Elvenkind	2,000 gp			Gives ability Move Silently
Cloak of Elvenkind	2,000 gp			Gives ability Hide
+1 Longsword	2,315 gp	1d8+1	19-20/x2	
Frost Club	2,300 gp	1d6	x2	+1d6 Cold Dmg
Potion of Strength	300 gp			+1 Strength for 10 pages

When you are done shopping:

If you are just starting the game, turn to page 1.

If you are waiting for Alebasch, turn to page 110.

If you have the ogre mage's spellbook, turn to page 10.

If you are not here with the Spellbook and Alebasch did not tell you to wait here, turn to page 107.

Raising a Level

As Tathius becomes more adept at being a ranger, he gains new skills, and better battle statistics.

Hit Die: Roll a d10, and add your Constitution Modifier to the result. Add this new number to your permanent Hit Point total. You get full HP when you raise a level.

Experience: you start with 0 experience, at level 1.

As you gain experience, you gain the abilities on the following chart:

Level	Experience	Base Attack Bonus	Spells	Skills
1	0	+1	--	3
2	1,000	+2	--	4
3	3,000	+3	--	5
4	6,000	+4	0/1	6
5	10,000	+5	0/1	7
6	15,000	+6/+1	1/1	8

Spells: This is the (number of spells/level of spells) you can cast. Add your Wisdom modifier to the number of spells, and this is the number of spells you can cast per day.