

Enchanter

An Adventure Cache

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Portions (C) 2011 - 2024 - Last Revised 13-SEP-2024

A note to the "Bard": Remember to only read the **text in bold** to the members of your group. Non-boldest text contains special information and/or instructions for the Bard and the Navigator!

###001### - N39 44.769 W104 57.126

You can't remember the last time anyone was officially summoned to the castle, but now, here you stand with the bravest adventurers from across the land, waiting for the king to arrive.



The smell of fear is in the air, but that isn't the only cause for concern. Everything seems somehow off today; Light, colors, sounds, taste. It all seems... different...

The king steps into view, or at least a shadow of the former king; His famously dark hair, now littered with streaks of silver, hangs down over the front of his face. He appears exhausted and frail. You can't begin to imagine the strain he must be under.

He begins to speak:

"Citizens of Vodorr, I come to you today with horrible news. Our way of life may be at an end. Magic is failing; It is flickering out, all around us... From the Frotz spells that light our villages at night to our Boskmatic Barriers that keep the forces of evil at bay. If we do not act soon, the Age of Magic will be no more, and the struggling Age of Science will be unable to take its place."

Gasps and mumbled cries rise from within the audience.

The king continues, "We thought the Walnut would forever protect our way of life, but we were wrong. And now, its power is being turned against us by the very people sworn to protect it."

(go to the next page)

The king looks in your general direction:

"I have gathered the greatest enchanters from across the kingdom to quest for the Walnut and return it to its rightful owners. They will search for clues, provided by my field scouts, that will lead them to where it is being held! These brave souls are truly our last, best hope to keep our magic alive!"

The crowd turns toward you with looks of desperation on their faces.

>> If you want to raise your arms and yell "We SHALL succeed!" go to ###050###

>> If you'd rather stare at your shoes and listen to the awkward silence, go to ###051###

###002### - The king has summoned you to his castle for a very special quest. The evil sorceress Elandra has stolen the Enchanted Walnut, the source for all magic in the world.

The great wizard Belbozz has been dispatched ahead of you to track the sorceress and locate the stolen walnut before can use it to increase her powers while destroy magic as we know it. Belbozz has left dragon markers and other clues for you to discover and a "Cube of Assistance" to help guide you along your journey to find the Walnut back and return it to the king.

(go to ###041###)

###003### - Gadzooks! Your excessive merriment has attracted a pack of hungry wolves! They spring from behind the nearby trees and surround you on all sides, growling and gnashing their teeth in your general direction.

>> If you wish to cast the Thonk spell, go to ###078###

>> If you wish to throw stones at the wolves, go to ###005###

>> If you wish to run away while screaming like a little school girl, go to ###004###



###004### - This is truly the most pathetic display anyone in the kingdom has ever seen! The wolves decide that eating something as annoying as you would almost certainly give them a bad case of indigestion. They leave you to find more worthy pray.

(go to ###007###)

###005### - You decide to pick up some small stones and throw them at the wolves while yelling insults about their fashion choices.

Bard: Have a member of your party roll the "Cube of Assistance" (six-sided die).

If they roll a 3 or less, go to ###077###

If they roll a 4 or more, go to ###006###

###006### - You hit several wolves with stones and they quickly abandon their plans to devour you. Defeated, they howl in sorrow as they flee back into the woods!

(go to ###007###)

###007### - The Cube of Assistance leaps out of your pocket. “This is no time for playing with puppies,” it says, “you’ve got to find that Walnut!”

G = The number of wolves that attacked you

Bard: Have the members of your party pick a number between 1 and 5.

>> If the majority of the group picks 1, proceed to N39 44. 704+G W104 56. 652+G... When you have arrived at this location, go to **###061###**

>> If the majority of the group picks 2, proceed to N39 44. 775+G W104 56. 624+G... When you have arrived at this location, go to **###063###**

>> If the majority of the group picks 3, proceed to N39 44. 840+G W104 56. 652+G... When you have arrived at this location, go to **###064###**

>> If the majority of the group picks 4, proceed to N39 44. 848+G W104 56. 623+G... When you have arrived at this location, go to **###080###**

>> If the majority of the group picks 5, proceed to N39 44.828+G W104 56.620+G... When you have arrived at this location, go to **###062###**

>> If the group is divided or there is no clear majority, the Bard (that's you) will choose the next destination from the options above.

###008### -

The Thonk spell barely succeeds in making a few purple sparks shoot from your wand. It does, however, manage to light your eyebrows on fire!

As you run around flailing your arms and screaming in panic, you manage to scare off the wolves who head back into the woods (and want nothing to do with this craziness)!

As the last wolf leaps out of sight, you drop to the ground and roll around until the flames are extinguished.

You stand up and attempt to regain your composure and assess the damage. To your surprise you are completely unharmed; You don't even have a single singe mark!

You then remember that any sparks and flames created by the Thonk spell cause no actual harm. Thank goodness! (go to **###007###)**

###009### - Large popping sounds and purple sparks shoot out from your wand and rain down around the wolves. In an instant, they turn tail and head back into the woods!

(go to **###007###**)

###010### - (Bard: Open the door at the bottom of the stairs and head into the atrium. Once your party is outside, read below):

DRAGONS! Not just one, but two! And they look hungry!

Both appear quite formidable, sporting a number of well-honed claws and razor sharp teeth! You notice a small walnut hanging off the dragon's tail (imaginary). Could it be *the* Enchanted Walnut!?

The larger dragon looks over in your direction and snorts, "Ahhh, more meaty morsels for our next magnificent mealtime!"

The smaller dragon hisses, "Shall we give them just an inkling of hope before we finish them off?"

The larger dragon wags his tail defiantly and replies, "Yes, let's bash them and chase them around the dungeon for a while! I prefer my meat to be well-tenderized!"

A small underground stream separates the two dragons and flows into a darkened opening in the wall, behind them.



>> If you want to fight the dragons, go to **###012###**

>> If you want to run away and scream for your Mommies, go to **###014###**

###012### - The larger dragon attacks with his magical breath. Each party member must roll the Cube of Assistance. For each roll of 3 or higher, that person must stand in place and spin around 3 times yelling "Ahhhhhhhhh!".

(go to **###013###**)

###013### - You cast a spell on the smaller dragon. He is no longer able to use any magic. The smaller dragon laughs, "You think I need my breath to vanquish you? My claws are just as deadly!"

The two dragons move closer to your party.

Spend the next several minutes (pretend) fighting the dragons with your wands. Remember to make the appropriate "sound effects" when you "fire", as these sounds will enhance the damage of your strikes.

(When you feel your party has fought the dragons "long enough", go to ###015###)



###014### - The larger dragon spins around, sliding his long and scaly tail in front of the door. "Tsk! Tsk!", he says, "You musn't leave yet! We haven't gotten to the appetizers!"

(go to ###012###)

###015### - The larger dragon breathes on you again! Each party member must roll the Cube of Assistance. For each roll of 3 or higher, that person must stand in place and spin around 3 times yelling "Noooooooo!".

(go to ###016###)

###016### - (Bard: Roll the Cube of Assistance, then read the following text based on the number you rolled)

- 1. You aren't going to hold out much longer.**
- 2. How much longer can this epic battle continue?**
- 3. It'll take a miracle for you to escape this battle alive!**
- 4. These dragons look hungry. You may not last much longer!**
- 5. You ready yourself for the next attack.**
- 6. It's time to end this!**

(Read the choices below, regardless of what number you rolled.)

**>> If you want to attack the smaller dragon, go to
###017###**

**>> If you want to attack the larger dragon, go to
###018###**

**>> If you want to cast the Urtzbig spell on the
dragons, go to ###019###**



###017### - As you turn your attention to the smaller dragon, the larger dragon attacks again! For each roll of 3 or higher, that person must stand in place and spin around 3 times yelling "Eiyeeeeeeeeeee!!".

(go to ###016###)

###018### - You decide to attack the larger dragon with a coordinated blast of magic!

(If your party contains more than 2 people, read section AAA, otherwise read section BBB)

AAA>> Each party member must roll the Cube of Assistance.

Bard: Count the number of times you rolled a 2 or higher.

>> If you rolled a 2 or higher, three or more times, go to ###020###

>> If you did not roll a 2 or higher, go to ###027###

>> If you did not roll a 2 or higher (and this is your 4th time trying this roll), go to ###020###

BBB>> Each party member must roll the Cube of Assistance.

>> If ALL PARTY MEMBERS roll a 4 or higher, go to ###020###

>> If you did not roll a 4 or higher, go to ###027###

>> If you did not roll a 4 or higher (and this is your 4th time trying this roll), go to ###020###

###019### - (Bard: Have the members of your party roll the Cube of Assistance. If ALL PARTY MEMBERS roll a 3 or higher, go to **###0025###**, otherwise go to **###024###**)

###020### - A mighty blast of energy hits the larger dragon. He looks momentarily stunned but then realizes that he is unharmed. "The time for foolish games has come to an end!", he declares. The dragon steps within clawing (and eating) distance of you. As he is about to strike, you notice a missing a scale, just below the base of the his neck. You quickly decide to focus all of your magical energy, one last time, into this critical spot.

"FIRE!"

ZZAAAAAAAAPP!!!

The larger dragon screams in both surprise and horror and then falls silent. He is no more.

Huzzah! Huzzah!

The smaller dragon panics, dropping the Enchanted Walnut nearby stream. As he takes off, up the stairs, the black box floats away, out of the chamber and quickly, out of sight.

Go to **###026###**

###024### - Your attack utterly fails. Your magical blasts bounce off the larger dragon's mighty scales. He snorts merrily to himself. "Are you the BEST the king could come up with? Bwah haaa haaaaaa!"

The larger dragon attacks, again, with his noxious breath! Each party member must roll the Cube of Assistance. For each roll of 3 or higher, that person must stand in place and spin around 3 times yelling "Eiyeeeeeeeeee!!".

(go to **###016###**)

###025### - There is a magnificent flash of blinding, golden light and then... The two dragons are replaced by clumps of Daffodils. The Enchanted Walnut, now momentarily suspended in the air, drops into the stream and floats away, quickly, out of the dungeon.

(go to **###026###**)

###026### - "Quickly!" the Cube of Assistance cries as it spins within your pocket, "We must save the Walnut!" You race to follow it as it bobs along the underground stream for several zoits.

Count the number of letters in the names of the two dragons (do not count the "AND"). Assign this value to L

Proceed to N39 44. 845+L W104 55. 939+L. When you have arrived at these coordinates, go to **###066###**

(If you wish, you may return to your original form of magical transportation that brought you to the land of Vodorr today and use that "vee-hik-uhl" to take you to this next location. You may also walk there, but please keep younger enchanters by your side as you cross the busier roads!

###027### - The larger dragon repels your valiant attack and returns fire (literally). Each party member must roll the Cube of Assistance. For each roll of 3 or higher, that person must stand in place and spin around 3 times yelling "Gaaaaaaaaaaaaah!!".

(Go to **###016###**)

###028### -

As you approach the Enchanted Walnut, the Cube of Assistance leaps into the air and begins to spin madly around you as it makes a obnoxiously loud and official sounding announcement:

Congratulations Enchancers!

You have saved our kingdom, our magic and our way of life from certain doom! For this, we are truly grateful!

If you wish, you may use this opportunity to view and admire the object of your quest... the elusive Enchanted Walnut!

We will be dispatching a team to retrieve the Walnut and return it safely home. Before they arrive, however, (and so you don't have to wait around all day) we ask that you "Rome" the adjacent container, imprint your name(s) upon the magic scroll inside, and add your protection spells to keep the Walnut safe!

Please note, the container is protected by a special protection charm! To unlock it, use your spell book to review the list of incantations inscribed within. Find the most appropriate for this situation... If you're unsure which spell to use, it will help if the entire party chants the names of the each spell, out loud, over and over again (You might want to go outside before you do this so you do not disturb the local patrons!)

Once you have located the proper spell, add the value of "Z" and "L" to the spell to unlock the container!

Please take or trade a small token from this container as a sign of your accomplishments today and as an expression of our eternal gratitude.

May all your future journeys be rewarding!

-- King Roland Flathead The Excessive

###030### - You are standing next to a mysterious metal arch, which appears to be humming slightly. Off in the distance, you can see a small pond containing the avian penal colony known throughout the kingdom as "Bird-a-Traz". The birds are carefully watching your actions, as if wagering which of you will likely be eaten by a dragon first!

While inspecting the arch, you discover a scroll hiding under a nearby rock. It reads:

"Urtzbig - Turn a dangerous object to a harmless one"

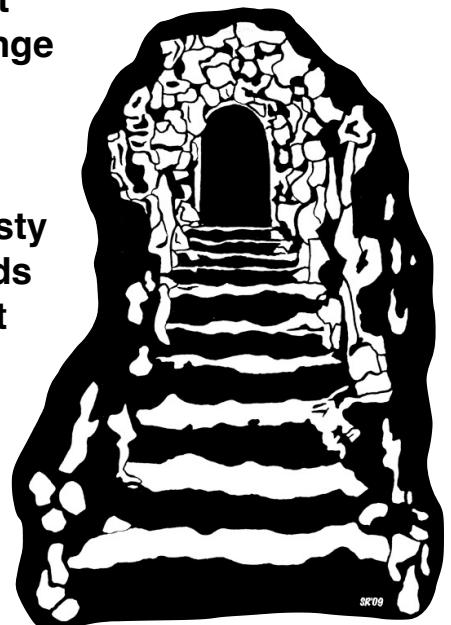
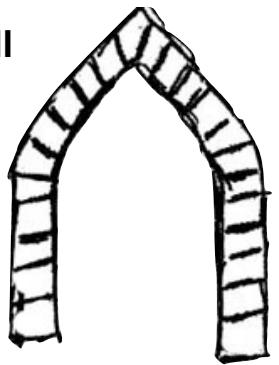
As you add the scroll to your inventory, the Cube of Assistance springs to life and says, "The arch is attached to large stones by a number of feet. Count the feet and assign this value to E."

Proceed to N39 44.846+E W104 56.914+E. When you have arrived, go to ###033###

###031### - Huzzah! You've discovered the sorceress's secret dungeon! You momentarily celebrate through a series of strange hand gestures, involving slapping and bumping.

Unfortunately, there's still more work to be done. You must locate the Enchanted Walnut hidden inside and defeat any nasty creatures you encounter along the way! Judging by the sounds (and stench) drifting towards you at the moment, that may not be an easy task!

>> Locate the stairway entrance to the dungeon! It appears to be the western-most door. Descend the stairs, all the way to the bottom, but do not immediately exit the stairwell when you get arrive. Once you reach the bottom, go to ###032###



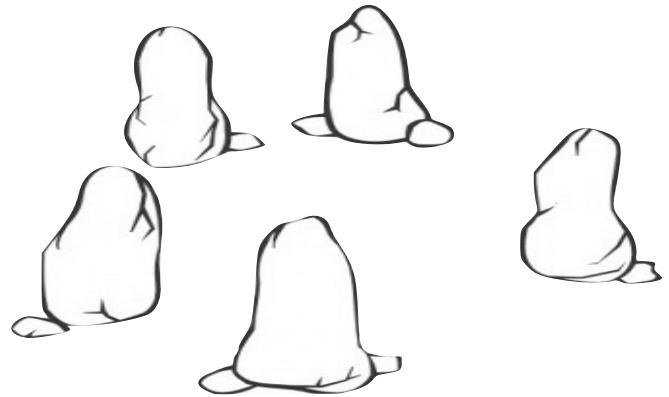
###032### - You smell smoke as you move down the stairs and, arriving at the bottom, you can see why. Some of the surfaces bear scorch marks and bits of ash. Someone has attempted to spruce the area up with fresh coat of white paint, but it does little to mask the over-powering scent of burnt flesh and, for some reason, popped corn. Perhaps a warrior made of corn was incinerated here? Perhaps they wore clothing made of corn? Regardless, either a great battle happened here or the area contains some fire danger you cannot see.

As you continue to examine your surroundings, you are shaken by a deep growl, reverberating through the dungeon. The sound appears to be coming from the next dungeon chamber, just on the other side of the door...

>> If you want to open the door and confront the sound in the next dungeon chamber, go to ###010###

>> If you want to leave, go to ###065###

###033### - You have arrived at the 24th and a third wonder of the world, the All-Knowing, Almost-Never-Eroding, Mystic Divining Stones. Legend tells that these enchanted boulders use their powers of spontaneous rearrangement to predict the future! Everything from the passage of great leaders, to the unexpected closing date of the Bozbarland Mini-Golf Course and the staleness of bread used to construct tomorrow's Grue sandwich!



Observe and count the number of large Divining Stones on the South side of the path. Assign this value to F.

In your case, it seems the Divining Stones have arranged themselves into a line segment. Perhaps they are attempting to point you in the right direction?

Have each member of your party “join” with the Divining Stones to divine a path forward. This can be done by simply touching the stones, licking them, placing one's ear to the stones and listening, or any other techniques you feel might be useful.

(go to the next page)

>> If a majority of your group thinks that you should northeast (which, incidentally, happens to be the source of some howling you heard a few moments ago), proceed to N39 44. 887+F W104 56. 553+F... When you have arrived at this location, go to ###003###

>> If a majority of your group thinks that you should head southeast to the marshlands, proceed to N39 44. 831+F W104 56. 621+F... When you have arrived at this location, go to ###062###

>> If a majority of your group thinks that you should head east by southeast towards some seasonal color, proceed to N39 44. 865+F W104 56. 659+F... When you have arrived at this location, go to ###060###

>> If a majority of your group thinks that you should head east to the fountain of Enlightenment, proceed to N39 44. 841+F W104 56. 653+F... When you have arrived at this location, go to ###064###

>> If a majority of your group wants to skip the fountain and "just head east and find the most adventure possible!" proceed to N39 44.849+F W104 56.624+F... When you have arrived at this location, go to ###080###

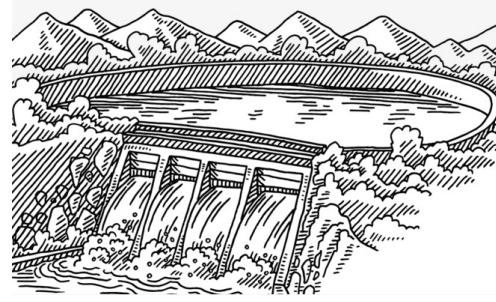
###034### - The angry mother bear is too much for your group to handle without someone (mostly you) getting hurt. You are now covered in bumps, bruises and scratches. You decide to flee in order to... "protect the bear from further harm"...

Count the number of cubs the mother bear is protecting, multiply this number by 10 and assign the final value to G. Then, run away screaming to:
N39 44. 825+G W104 56. 637+G

When you have arrived at this location, go to ###064###

###035### - You have reached the engineering marvel known as "Flood Control Dam #3". It is 50 zoits in height, dug deep into the ground below and is designed to prevent the bi-monthly flooding of the nearby eastern plains.

The Cube of Assistance chimes in with a plethora of useless facts, making you wish it had some sort of volume control:



"It has been said that Flood Control Dam #3 is the most expensive engineering project ever undertaken within Vodorr. While there was never a Flood Control Dam #1 or #2, it was eventually followed by Flood Control Dam #7, #678 and "Dave".

The construction of Flood Control Dam #3 took 492 days from ground breaking to the dedication, requiring a work force of 384 slaves, 34 slave drivers, 12 engineers, 2 turtle doves, and a partridge in a pear tree.

The work was managed by a command team composed of 2345 bureaucrats, 2347 secretaries (at least two of whom could type), 12,256 paper shufflers, 52,469 rubber stampers, 245,193 red tape processors, and nearly five million dead trees.

In the nearby metal grate, you will find an opening containing the valve control for Flood Control Dam #3. The valve is clearly labeled with bright red wording indicating the possibility of an 'OPEN' or 'CLOSED' state for the Dam. Upon further inspection, you will find a metal tag underneath OPEN that starts with 9114..

Take the two rightmost digits of this number, subtract 71, and assign the resulting value to D.

Proceed to N39 44 . 828+D W104 56. 896+D. When you have arrived at these coordinates, go to ###033###

(If you are unable to locate the marker, go to ###069###)

###036### - Your best attempts cannot penetrate the Sorceress's protection spell. She laughs, "You cannot defeat Elandra. You are like the swatting of flies to me!"

Another wave of stun attacks take down the rest of your party (time for you to get down on the ground as well!)

As you all lie around, fighting unconsciousness, you hear Elandra laugh to herself, "Take them, my pretties! Let my hungry dungeon pets dispose of them! I have important work to attend to!"

The world spins some more and goes completely black...

The last sensation you feel is being carried away by... something...

Go to ###037###

###037### - Proceed to N39 44.827 W104 57.221

(Bard: While walking, read the following):

You dream about walking to another location. It all seems so real, but you're really unconscious! No, really!

When you have arrived at the above coordinates, read the following:

***** BOOM *****

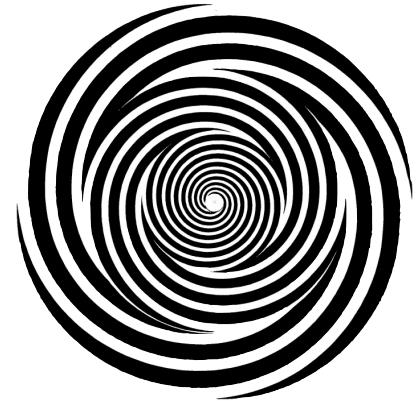
You awake to the momentary sensation of dropping, followed by the momentary sensation of thudding.

*****OW!*****

The gargoyles carrying your unconscious bodies were hit by magical bolts, forcing them to drop members of your party and make a hasty retreat!

Go to ###039###

###038### - Your stomach twists, as well as your surroundings, when you enter the shimmering portal! As you navigate through this strange "tunnel" in space, you are bombarded by strange images of cows playing lutes, metallic "horses" being ridden to food serving "windows", and people wearing stockings with sandals (GAH!!)



You emerge from the portal, in a completely different location. As the last person exits the portal, it disappears, leaving a black, metallic arch in its place.

Proceed to N39 44.858 W104 57.202. When you have arrived at this location, go to **###030###**

###039### - You are in a clearing. Before you, a statue dedicated to mighty Belbozz the Neuromancer stands for all to see. Members of Belbozz's Enchanted Cannon Brigade border the area, defending the statue.

The cannons appear to have been fired lately (most likely to thwart the attempts of some roguish herons nesting nearby who never particularly liked Belbozz or his magical ways).



Count the number of cannons bordering this area and assign that numeric value to F.

Proceed to N39 44. 837+F w104 54+F .058. When you have arrived at this location go to **###071###**

###040### - You step inside the King's luxurious, private chamber. There is opulence and glitter as far as the eye can see. Several gold-encrusted statues representing the four great Implementors, Rehtaeh, Aivilo, Yrneh and Ybor, stare at you from atop their hand-carved podiums.

The king steps into the room from an adjoining chamber.

"Thank you for coming", he says in a hurried and worrisome tone, "Let us work quickly to get you on your way."

"The sorceress Elandra has stolen the Enchanted Walnut and locked it away in her secret dungeon while she works to unravel its mysteries, gain herself limitless power, and destroy all other magic as we know it in the process!"

"I have dispatched the great wizard Belbozz to track her movements and discover the concealed location of the walnut. He left this for you..."

The King hands you a six-sided cube with various dot patterns on each side. He continues, "This Cube of Assistance will help guide you towards the 'dragon markers' and other clues left by Belbozz and his allies. It will be crucial in ultimately discovering Elandra's hidden lair. Heed it well!"

"Good luck on this important journey! Now go, hurry!"

(go to ###041###)

###041### - You step outside of the castle. You look upon the distant horizon for a few moments and then back at each other to ask, "So, where shall we begin? Do we focus on rescuing the Enchanted Walnut or worry about the Sorceress?"

Everyone in your party has an opinion:

"We should search for Elandra and eliminate her before she learns of our quest!"

"No! She is much too powerful! She would crush us like ants!"

"We should follow the trail left by Belbozz! Perhaps it will allow us to find the Enchanted Walnut before she realizes what has happened!"

These all seem like reasonable plans... so does going back to bed and forgetting that this day ever existed...

>> If you wish to first locate and battle the evil Sorceress Elandra, go to ###042###

>> If you want to focus on finding the Enchanted Walnut first, go to ###043###

###042### - Head south to N39 44.815 W104 57.188.

(Bard: When you have arrived at these coordinates, read the following):

You have reached a small grove of "Literacy Trees", so named for their special ability to spontaneously grow information placards on their trunks. The bark on one particular tree, the self-proclaimed "Eastern Redcedar" appears to have been recently scraped. Perhaps the Sorceress was just here, collecting ingredients for a sinister potion!

>> If you want to cast the Animux spell to see if the tree will point the way to Elandra, go to ###044###

>> If you wish to cast the Snongul spell to sniff out the location of the bark shavings, go to ###052###

###043### - Proceed to N39 44.885, W104 57.273.

(Bard: When you have arrived at these coordinates, read the following):

You've reached a dragon nesting area. As you approach, you hear the slight whistling of wind as if someone were playing a sort of metal instrument. As you look up, you see the sad remains of an adult dragon's rib cage, stretching east and west.

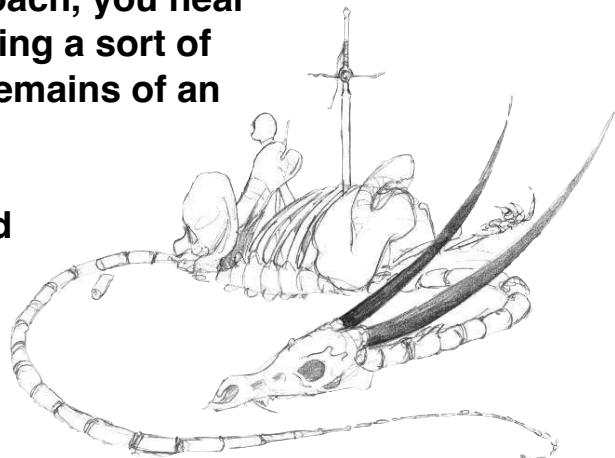
On the ground before you lies a group of abandoned dragon eggs. You find this slightly odd as expectant dragons would rather fight to the death than leave their eggs behind.

The 'Cube of Assistance' comes to life in your pocket and says in a somber, muffled voice, "This is a tragedy, but we must continue on before others suffer a similar fate! Count the number of remaining dragon eggs, multiply by 10, and assign this total to A."

Two paths lead away from the nesting area.

>> If you wish to take the well-travelled path, proceed to N39 44. 797+A W104 57.191+A. Once you have arrived at this location, go to ###039###

>> If you wish to take the path along the lake, proceed to N39 44. 828+A W104 57.172+A. When you have arrived at these coordinates, go to ###030##



###044### - Bard: Have member of your party find two sticks on the ground and then wave them in the air like a pair of bird wings, while they recite the phrase "Animux Galooooooooooooop! Animux Galooooooooooooop!"

While this is happening, have another member of your party roll the "Cube of Assistance" (six-sided die).

If you roll 3 or less, go to **###045###**

If you roll 4 or more, go to **###047###**

###045### - The spell fizzles. Your wand doesn't activate. The tree ***does*** move slightly, but it's likely due to a strong breeze (or all the yelling).

>> If you wish to try to cast the Animux spell again, go to **###044###**

>> If you wish to cast the Snongul spell to sniff out the location of the bark shavings, go to **###052###**

>> If you wish to give up and go searching for the Enchanted Walnut instead, go to **###043###**

###046### - Write down the number of letters in the two words written directly above "Eastern Redcedar" on the attached placard. Assign this value to C.

Proceed to N39 44. 661+C W104 57. 392+C. When you have arrived at these coordinates, go to **###048###**

###047### - A warm, orange glow surrounds the cedar tree. A few moments later, it begins to move and shake. It is also, now, orange-scented. You ask the tree "Quickly! Where did the sorceress go?"

The tree forces a branch up to its "chin" and gives a "Hmmmmmm..." sound. It then extends a long branch, pointing... back to where you came from.

It is unclear whether the tree is trying to tell you to "turn around" or if that's where the sorceress went.

>> If you wish to cast the Snongul spell to sniff out the location of the bark shavings, go to ###052###

>> If you want to head in the direction pointed to by the tree, go to ###043###

###048### - You arrive at a strange, bubbling fountain in the middle of a clearing. A metal female figure stands, grinning, at the top of the fountain, while other figures, filled with general expressions of horror, surround the fountain's lower tier. As you draw closer to the fountain, notice that the female statue at the top turns her head to look directly at you... It is the Sorceress, Elandra!

"I see that you have been following me as well.", she says. "I shall soon dispose of you just like that old fool, Belbozz! Did you really believe that your little horde of bumbling adventurers could defeat the all-powerful Elandra? Mwah haaaa haaaaaaaaaaaaa!"

She hurls a bolt of energy at your group!

Roll your die for each member of your party. For each roll of 3 or higher, that party member is "stunned" (and they should dramatically fall to the ground).

If all the members of your party are stunned go to ###049###

Each member of your party that is not stunned should now make an "attack roll" of the die. As they roll, they should aim their wand at the sorceress and make some sort of "shooting sound".

Add the total value of all of the "attack rolls".

If the total number rolled is higher than 15, go to ###055###

If the total number rolled is less than 15, go to ###036###



###049### - As you all lie on the ground, fighting unconsciousness, you hear Elandra laugh. "That was far too easy!", she says mockingly, "Perhaps I should spare your pathetic lives so that you may live with the eternal shame of knowing how quickly you were defeated!"

The world spins some more and goes completely black...

The last sensation you feel is being carried away by... something...

(go to ###037###)

###050### - The crowd raises their fists, swords and turkey legs, cheering loudly! "HUZZAH! HUZZAH!" You'll probably want to find a healer to fix your damaged hearing soon. Various people rush forward to shake your hand and pat you on the back.

The King announces, "Truly these ARE our worthy champions! We shall, yet, be saved! Will the brave adventurers meet me in my private chambers to discuss their noble quest? Thank you citizens. That is all for now!"

He disappears from view while you are escorted inside by palace guards.

(go to ###040###)

###051### - After a few moments of awkward silence, you feel like your mother(s) might be calling you and that you should depart...

The King draws the crowd's attention back to his voice and says, "They must succeed! They will succeed! Or all hope will be lost! Will the adventurers please meet me in my private chambers? Thank you citizens, that is all for now..."

The King vanishes from view while you are escorted inside by palace guards.

(go to ###040###)

###052### - Bard: Have member of your party roll the "Cube of Assistance" (six-sided die).

If you roll 3 or less, go to **###053###**

If you roll 4 or more, go to **###054###**

###053### - Your spell appears to sputter. Your nose can't seem to pick up the bark shavings at all. The only thing you CAN seem to smell are ALL of the cow patties from ALL the nearby farms... ALL at the same time. (Yum?)

You try the spell again. Go to **###054###**

###054### - Your nostrils begin to tingle. You can smell the freshly cut cedar wood in the wind. Your nose (and your head) turn towards the southwest. Yes, that's where its coming from!

>> If you wish to head off to the southwest, go to **###046###**

>> If you wish to forget about fighting the sorceress and return to searching for the Enchanted Walnut, go to **###043###**

###055### - As the Sorceress launches her second volley, her blasts of energy are blocked by the standing members of your party. A look of both surprise and horror fill the Sorceress's face as her own powers are reflected back upon herself. Her body starts to rust. As she struggles with the transformation and curses your very existence, her final words to you are:

"You may have defeated me! But you'll never find the Enchanted Walnut! My pets will keep it safe! I... shall...p..."

The Sorceress is frozen in rust.

Your victory is sweet, but short-lived. You tend to the rest of your ailing party members and help them to slowly recover...

When everyone is rested and awake, you decide to move on.

>> If you want to cast the Gundar spell on the fountain to look for hidden secrets, go to ###056###

>> If you want to cast the Animux spell on the Sorceress to try and revive her, go to ###057###

>> If you want to retrace your steps and head off to search for the Walnut, go to ###043###

###056### - As you may recall from summer issue of Popular Enchanting, the Gundar spell requires water in order for it to operate effectively. A member of your party must be selected as the "victim". If water is running in the fountain, the victim must allow the other members to splash some water onto them (please be sure they remove anything that doesn't like to get wet BEFORE you start!) If the water is NOT RUNNING in the fountain, you may use small amounts of any drinking water, carried with you, to accomplish the same goal of getting the victim wet.

If there is no water nearby AT ALL, then the selected victim must do 30 jumping jacks, to generate a sufficient amount of water (in the form of sweat) in order for the spell to succeed.

>> If the selected victim is now wet/damp/moist/sweaty, go to **###058###**

>> If the selected victim is not damp in any way or you have decided not to select a victim, then you might as well give up on this part of the adventure and go to **###043###**

###057### - You run around flapping like a bird, reciting "Animux Galooooooooooooop! Animux Galooooooooooooop! "

Moments later the Animux begins to take effect on the petrified remains of Elandra; There is a slight turn of the wrist, a momentary movement of fingers and then a blinding flash of crimson light. The world spins and goes black...

You awake to see Hallibar, the physician of the Enchanter's Guild, bending over you. "You'd better be more careful," she admonishes. "I overheard some members of the Circle say that if you die once more, they won't waste another magic spell reviving you." You slip back into unconsciousness again, with a vague sensation that you are being carried away by... something...

(go to **###037###**)

###058### - As your Gundar spell takes effect, the fountain produces a deafening, reverberated, whirring sound. The noise continues to oscillate for a few moments, increasing in volume until, finally, a shimmering black portal appears in front of you.

>> If you want to enter the portal to see where it leads, go to ###038###

>> If you want to retrace your steps, go to ###043###

###059### - Your bobbing and weaving around the bear's attacks soon become boring and tedious. The bear agrees. She heads off into the woods with her two cubs in tow. As they meander away, you notice the cubs have been tagged with a special invisible collars that only Enchanters can see! Perhaps these bears can lead you further in your quest! Count the number of cubs the mother bear is protecting, multiply this number by 10 and assign the final value to G.

>> If you want to follow the bears into the forest, proceed to N39 44. 689+G W104 56. 639+G. When you have arrived at this location, go to ###061###

>> If you want to follow the bears' old footprints, proceed to N39 44. 760+G W104 56. 609+G. When you have arrived at this location, go to ###063###

###060### - You are standing within a royal celebration garden. These green areas of exquisite splendor were established to celebrate a variety of achievements within the Kingdom, ranging from the victory in the Great Pie-Makers War to the opening of the first pet rock emporium.

(If the roses are dormant / it is winter time, read section AAA.
If they are blooming / it is summer time, read section BBB):

AAA>> The flowers in this garden appears to have been recently charred by some sort of fire-breathing beast. Could this creature belong to the evil Sorceress, Elandra? Count the number of long, rectangular garden beds. Assign this value to H.

Proceed to N39 44. 697+H W104 56. 647+H. When you have arrived at this location, go to ###061###



BBB>> You notice that the flowers in this garden seem more saturated with color than one would expect in "real life". They almost appear to shimmer whenever you walk towards them.

The Cube of Assistance vibrates momentarily. "It appears that these flowers have been specifically enchanted to react and respond to your presence.", he says. "Perhaps they're meant to be a pointer to the next location? "

Count the number of long, rectangular garden beds. Assign this value to H.

Proceed to N39 44. 697+H W104 56. 647+H. When you have arrived at this location, go to ###061###

###061### - (If there are one or more Trolls (hobos) camped in the forest when you arrive, go to ###068###, otherwise read below).

A nameless blight has twisted the surrounding trees into sinister forms that creak and groan in the dry breeze, almost as if they were evil, animate beasts.

Just beyond the southern edge of the tree line lies a small irrigation pond. As you angle yourselves to get a closer look an unseen voice announces, "Entering the irrigation pond and removal of any contents are strictly forbidden by order of the Pond Scum Reclamation Guild, local 4537. This area has been established in accordance with the Druid land use agreement of 735 YOL. "



You were unaware that Druids still occupied these woods since the great Tree-B-Gone casting incident several years ago. Perhaps they have heard from Belbozz or, better yet, know the way to Elandra's secret dungeon!

To find the Druids, search under the canopy of evergreens for a "secret juniper tree knot." The Druids place these devices throughout the forests to prevent their people from getting lost during long journeys aboard.

Gently unscrew the end of the tree knot and remove the information scroll. Copy down the information from the scroll (the next location and section of text) and place the scroll back within the secret tree knot.

Proceed to the location specified. When you have arrived at this location, refer to the section of text also indicated on the scroll.

If you cannot locate any of the "secret tree knots" (near the juniper area) after a thorough search, go to ###070###

###062### - Your feet make wet, sucking noises as you trudge across patches of rotting vegetable matter. The noise garners the attention of a large, mother bear and her cubs! She seems rather upset that you've ventured into her territory. She also appears rather put out by your recent wardrobe selection! You certainly don't want to hurt the mother bear, but you can't have her shredding your unicorn slippers, either.

Use your weapons and/or magic wands to try and scare the bears off, but DON'T HURT THEM! You can also try to make various "scary noises" such as:

****GROWL!****

****GRRRRR!****

****NYUK NYUK NYUK****

****I'm a little beaver short and stout. Here is my tail and here is my snout. If you pull my tail, you'll hear me shout, "Hey I'm a Beaver, CUT THAT OUT!"****

Each member of your party should also roll the "Cube of Assistance" and keep rolling until they get either a "6" or a "1". Add up the number of people in the party that rolled "6" and compare it to the number in your party that rolled a "1"

>> If the majority of your party rolled a "6" go to ###059###

>> If the majority of your party rolled a "1" go to ###034###



###063### - You are standing in a sacred Druid gathering place. The Druids aren't here right now, but if you close your eyes and listen carefully, you can still hear the echos of their stately voices...

"Hey! Where'd all the water go?"
"Frozbo, did you flush the loo again?"
"What's going on?"
"I made a new friend today!"

"Someone's diverting the water!"
"It must be from all that construction!"
"Oh yes, the not-so-secret, secret dungeon!"
"His name is Freckles!"

"Let's check the grate!"
"Yep. The water's draining into the dungeon, allright."
"I hate that sorceress!!"
"Freckles likes to eat butter tarts!"

"Hey! What's THAT doing here?"
"Zounds! What IS that thing?"
"That's my friend Freckles! He's guarding the drain."
"OY! ENOUGH ABOUT YOUR IMAGINARY FRIEND ALREADY!"

It seems the Druids not only knew about Elandra's secret dungeon, but also a possible way to get inside!

(go to ###074###)



###064### - The Fountain of Enlightenment!

(If the fountain is running, read AAA. If not, read BBB)

AAA>> Many adventurers have sought the fountain's advice to gain fame and wealth while avoiding grave danger.

The Cube of Assistance interjects, "A member of your party should join with the fountain. It can help you locate the Enchanted Walnut!"

Have your bravest party member remove all of their "water sensitive items" and enter the center of the fountain. Once inside, they must count the number of ground lights along the inner-most ring (closest to the center). Assign the value to J, then proceed to N39 44. 764+J W104 56. 613+J. When you have arrived at the this location, go to ###063###



BBB>> Long ago, adventurers would use the powers of the fountain to gain knowledge of the future. Unfortunately, over time, the fountain stopped "flowing freely" and a crude attempt was made by its caretakers to commercialize what remained. Today, above the fountain, a hovering sign reads, "Consult the Fountain - 10 gold pieces."

Perhaps if you made a small offering of a few drops of water (from one of your flasks?) you could appeal to the ancient fountain spirit to take pity upon you and give a morsel of wisdom needed to continue your search for the Enchanted Walnut?

>> Select a member of your party to pour a few droplets of water at the center of the fountain.

(When the water has been poured, read below):

The water drops upon the stone with an unusual metallic ring.

There is a brief sound of an unseen man clearing his throat. Then, a holographic image of an hourglass miraculously appears beside you, the number "10" glowing inside with a harsh, red light. The number "10" is replaced by "9" as the voice drops three or four octaves.

"Now hear the Fountain of Enlightenment" he begins. (7). "Wisdom of the Ages," he continues, in no apparent hurry (5) "The revealed truth of all truths," he drones, the word 'truths' somehow adding an extra syllable or two. (2) And, finally, "Listen." Then... nothing...

A few moments later, the disembodied voice returns, "Sorry about that," he says. "I get a little carried away by the drama... Besides, What did you expect for free? If you can find some gold and come back, I'll tell you something REALLY juicy! Oh! I know where you can find some... eventually!"

The voice instructs you to count the number of ground lights along the inner-most ring (closest to the fountain's center). Assign the value to J, then proceed to N39 44. 764+J W104 56. 613+J. When you have arrived at this location, go to ###063###

###065### - You attempt to leave, but are repelled by an invisible forcefield! It seems you are trapped at the bottom of this stairwell! The only way out is through the door in front of you! After coming all this way on an adventure, did you really think that the Great and All-Knowing Implementors were going to let you chicken out, now?

(go to ###010###)

###066### - You eventually lose sight of the Walnut as the underground stream twists into a nearby crack in the earth. You continue to head east even though you can no longer see it... Is this the end of your journey? Is all hope of saving the walnut lost?

Suddenly, you have an idea! Perhaps the stream is heading towards the nearby water treatment facility? Is it possible to get there before the walnut does? It's worth a try!

Continue eastward and enter the nearby Vodorr Magical Water Treatment Facility (and Supplemental Study Hall) (Facility 4705).

As you pass through the miniature entryway you are presented with several directional choices. As you scan the surroundings for any sort of clue as to where to proceed next, you notice a faint, golden glow emanating from the area adorned by a small Apprehension Enhancement Doohickey ("AED") placard. You follow the glow towards a small nook where, sitting atop a small display model, is the Enchanted Walnut! It must have been expelled from the purification tanks by the guano fish used in the filtration process!

Near the walnut, you will find a black metallic tag containing a five digit number. Take the last 3 digits of the number and subtract the calendar month the walnut was originally forged (Floovinary, according to legend (18)). Assign this result to Z.

(go to ###028###)

###068### - It seems a band of odious trolls have infested the nearby forest, limiting your ability to search for clues...

As you try to decide whether to battle the Trolls or double-back the way you came, you notice a bright red, parrot pacing back and forth on a perch in a nearby tree. It looks down at you and begins to speak:

“Squawk! Pollibar wants a wafer! Squawk!”

“Squawk! Belbozz, the Circle of Druids is waiting for you! Squawk!”

“Squawk! Count the oddly-shaped stone retaining walls in the lower pond! Squawk!”

“Squawk! They look like strange kidney beans! Squawk!”

“Squawk! Assign the count to M! Squawk!”

“Squawk! Proceed to N39 44. 774+M W104 56. 623+M. When you arrive, go to ###063### Squawk!”

###069### - Suddenly a magical flare bursts in the air, over your head. It explodes into a golden, shimmering dragon symbol and the text:

“N39 44.850 W104 56.918”

The Cube of Assistance bursts with excitement, “It’s a message from Belbozz! We must go! HURRY!”

Proceed to this location. When you have arrived, go to ###033###

###070### - All of the tree knots look the same to you. Perhaps you should have studied more in Herbology class...

As you try to develop a new search strategy, you notice a bright red, parrot pacing back and forth on a perch in a nearby tree. It looks down at you and begins to speak:

“Squawk! Pollibar want a wafer! Squawk!”

“Squawk! Belbozz, the Circle of Druids is waiting for you! Squawk!”

“Squawk! Count the oddly-shaped stone retaining walls in the lower pond! Squawk!”

“Squawk! They look like strange kidney beans! Squawk!”

“Squawk! Assign the count to M! Squawk!”

“Squawk! Proceed to N39 44. 774+M W104 56. 623+M. When you arrive, go to ###063### Squawk!”

###071### - As you approach the nearby lake, you notice a pristine scroll lying on the shore:

“Urtzbig - Turn a dangerous object to a harmless one”

You add the scroll to your inventory for future use.

You continue onward to your destination.

(go to ###035###)

###074### - Search near the waterfall area to locate "Freckles". Do not climb out of the canyon. "Freckles" always lives near in the canyon.

Find “Freckles” — He has two "freckles" on his front and 10 "freckles" on his back side. What species of creature is he/she? Count the number of letters in the species name. Subtract four from that number, then multiply the answer by six, then add three. Assign the final result to K.

Proceed to N39 44. 866+K W104 56. 588+K. When you have arrived at this location, go to ###031###

###075### - You search the rocks for clues as to who might be rerouting the water. Perhaps the Vodorr Water Drainage and Diversion Guild (local #1134) is behind this?

Use your Frotz-Emitter to search between the gaps in the large rocks that make up the waterfall itself. Do not search the loose stones at the bottom.

The Cube of Assistance softly whirs within your pocket, “You are looking for the guild’s identification tag. The tag will start with guild number (1134), followed by a letter indicating the project code (and starting point for the water diversion project itself).”

(If you cannot locate the tag, skip the rest of the section below and go to ###074###)

You wave your wand(s) over the tag, causing a magical arrow to appear. The arrow appears to be pointing North by Northeast!

Convert the project code letter to a number (e.g. A=1, B=2, C=3, etc...) and assign that numeric value to K.

Proceed to N39 44. 893+K W104 56. 615+K. When you have arrived at this location, go to ###031###

###077### - The wolves nimbly evade your projectiles. In fact, not a single rock hit its intended target at all. Now the wolves are really mad and best of all, you're all out of rocks!

>> If you wish to cast the Thonk spell, go to ###078###

>> If you wish to run away while screaming like a little school girl, go to ###004###

###078### - You take aim at the closest wolf and cast the spell.

Each member of your party must now roll the "Cube of Assistance" while yelling "THONK". They must continue rolling (and yelling, naturally) until they get either a "6" or a "1". Add up the number of people in the party that rolled "6" and compare it to the number in your party that rolled a "1"

>> If the majority of your party rolled a "6" go to ###009###

>> If the majority of your party rolled a "1" go to ###008###

###080### - As you continue on your journey, your nose begins to tingle from a faint, but rather pungent smell, reminiscent of an intoxicated moose covered in honey and trapped in a vat of rotting spiraled noodles. The smell seems to be coming from up ahead... or is it behind you...? It's difficult to know for sure.

>> If you wish to cast the Snongul spell to better locate the source of the odor, go to ###084###

>> If you wish to remain blissfully ignorant to what lies ahead... er... behind... er... you know what I mean, go to ###081###

>> If you wish to flee in a semi-random direction, go to ###082###

###081### - You plod along in an apparent fit of self-imposed ignorance for a few more moments. Along the way, you notice a small rock garden. Count the number of letters in the last name of the judging creature this rock garden is named after and assign this value to N.

Proceed to N39 44. 875+N W104 56. 630+N. When you've arrived at this location, go to ###091###

###082### - "I think we should depart this place... now!" you say, as you back away slowly. The problem is, which direction will lead you from the danger and closer to your objective? If you'd rather let fate decide, use the "Cube of Assistance" to choose your destiny for you! Otherwise, you can use your gut instincts to select from one of the five escape strategies below (no cheating and reading ahead, please).

If you roll two or less or wish to employ the "Whoop-whoop-whoop-whoop!" strategy, go to **###083###**

If you roll a three or wish to employ the "Exit, stage right!" strategy, go to **###089###**

If you roll a four or wish to employ the "Aiyeeeeeeeeeee!" strategy, go to **###092###**

If you roll a five or wish to employ the "I want my Momma!" strategy, go to **###085###**

If you roll a six or wish to employ the "Nyaaaaahhhhhh!" strategy, go to **###086###**

###083### - Have the members of your party run around in random directions, darting back and forth while waving your arms and yelling "Whoop-whoop-whoop-whoop"! Then read below:

For a brief moment it seemed as if your plan might be working, except you never really went anywhere, which was the entire point of escaping in the first place!

As you debate amongst yourselves the finer points of formulating an effective escape plan, you notice a small rock garden. Count the number of letters in the last name of the judging creature this rock garden is named after and assign this value to N.

Proceed to N39 44. 875+N W104 56. 630+N. When you've arrived at this location, go to **###091###**

###084### - Have member of your party roll the "Cube of Assistance" (six-sided die).

If you roll 3 or less, go to **###088###**

If you roll 4 or more, go to **###090###**

###085### - You run off to the south while crying for your Mommy (even though she's in Bermuda at the Conference For Wizarding Parents With Overly-Needy Children and can't possibly hear you right now!)

Along the way, you notice a small rock garden. Count the number of letters in the last name of the judging creature this rock garden is named after and assign this value to N.

Proceed to N39 44. 804+N W104 56. 538+N. When you've arrived at this location, go to ###100###

###086### - You lumber away, screaming like some sort of intoxicated elephant through a nearby marsh! Along the way, you notice a small rock garden. Count the number of letters in the last name of the judging creature this rock garden is named after and assign this value to N.

Proceed to N39 44. 828+N W104 56. 618+N. When you've arrived at this location, go to ###062###

###087### -

(Bard: Roll the Cube and then read the following text based on the number you rolled:)

1. Death-Tusk laughs out loud. "Is that ALL you have to offer against the mighty Death-Tusk?"
2. Death-Tusk laughs. "In all of Death-Tusk's years, never has he seen such a pitiful effort! You should have run away when you had the chance!"
3. Death-Tusk laughs. "Is that all? You came all this way just to annoy Death-Tusk with some mosquito bites? Bwah haaaa haaaa haaaaaa"
4. Death-Tusk smiles. "A pathetic attempt. You shall rue the day your fates crossed with Death-Tusk!"
5. Death-Tusk snorts. "You barely scratched Death-Tusk's hide! Try again, fools!"
6. Death-Tusk snorts. "You are making this far too easy for Death-Tusk!"

(go to ###097###)

###088### - The spell fizzles. Now all you can smell is burnt popcorn kernels from every circus across the realm.

Ewww.

You struggle to reverse the effects as you walk around in a hot-buttered daze.

In your semi-delusional state, you notice a small rock garden. Count the number of letters in the last name of the judging creature this rock garden is named after and assign this value to N.

Proceed to N39 44. 875+N W104 56. 630+N. When you've arrived at this location, go to ###091###

###089### - You make a mad dash for the woods!

Along the way, you notice a small rock garden. Count the number of letters in the last name of the judging creature this rock garden is named after and assign this value to N.

Proceed to N39 44. 702+N W104 56. 650+N. When you've arrived at this location, go to ###061###

###090### - The Snongul spell increases your sense of smell 100-fold. You sniff the area cautiously trying to learn more about smell.

<sniff> <sniff>

Whatever it is, it's big...

<sniff> <sniff>

It's recently eaten some unsuspecting travelers...

<sniiiiiffffff>

Whatever it is, it's coming this way!

>> If you decide to head towards danger and face the pungent horror head on, count the number of letters in the last name of the judging creature the nearby rock garden is named after and assign this value to N. Proceed to N39 44. 875+N W104 56. 630+N. When you've arrived at this location, go to ###091###

>> If you decide to flee, go to ###082###

###091### - A large, shadowy figure looms into view!

"Greetings adventurers!" the beast says with a sneer. "I am the faithful servant of the sorceress Elandra. You may call me Death-Tusk! To continue on your journey to recover the Walnut, you must get past me!"

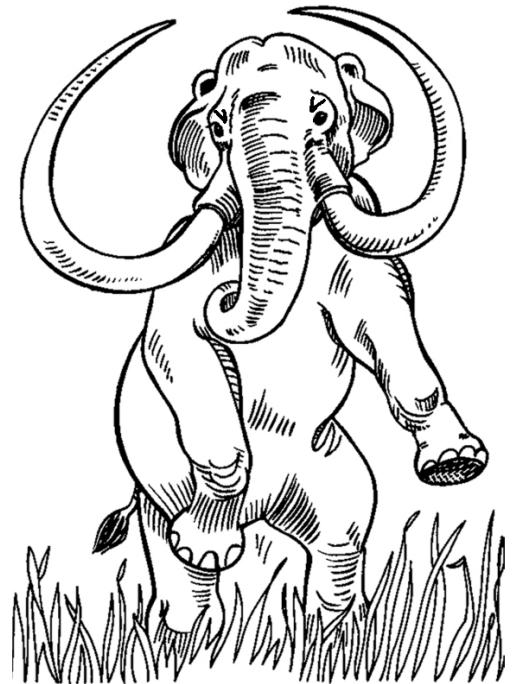
"Be warned", he announces as he smiles confidentially to himself, "many lives have been lost to Death-Tusk! Prepare to face your most certain D-O-O-M!"

If he is to be believed, this encounter may not end well for your party.

>> If you wish to battle Death-Tusk, go to ###093###

>> If you wish to plea for your lives, go to ###095###

>> if you wish to run away like cowards, go to ###101###



###092### - You quickly head south to seek refuge in a low-lying hiding place! You stop to ask a rock garden gnome for directions. Count the number of letters in the last name of the judging creature this rock garden is named after and assign this value to N.

Proceed to N39 44. 773+N W104 56. 622+N. When you've arrived at this location go to ###063###

###093### - Before you can attack, Death-Tusk stomps one of his over-sized feet on the ground, causing a miniature earthquake!

Each party member must roll the Cube of Assistance. For each roll of 3 or higher, that person must fall down.

(go to ###094###)

###094### -

(If no one in your party was affected by Death-Tusk's last attack, read AAA below. Otherwise read BBB below):

AAA>> "You all must be very agile to have avoided Death-Tusk's stomp attack," Death-Tusk announces in the third-person. "Let us see how fast you can run after Death-Tusk crushes your bones!"

He charges towards you!

The Cube of Assistance yells as loudly as it can, "Quick! Get your wands and weapons ready! It's time for some action!"

(go to ###096###)

BBB>> Death-Tusk chortles merrily to himself. "And now," he says, "prepare to feel the full, crushing blow of DEATH-TUSK!". He charges towards you!

The Cube of Assistance yells as loudly as it can, "Quick! Get your wands and weapons ready! It's time for some action!"

(go to ###096###)

###095### - "Your pleas amuse Death-Tusk, but the crunching of your bones will amuse Death-Tusk even more! You shall become piles of magical goo, just like that old fool Belbozz!"

Oh no! It's time to fight or get out of here!

>> If you wish to battle Death-Tusk, go to ###093###

>> If you wish to run away like glurg-sucking cowards, go to ###101###

###096### -

Each member of the party must use their wands or weapons to attack Death-Tusk. Remember to make the appropriate "sound effects" when you attack, as these sounds will enhance the damage of your strikes.

(If your party contains more than 2 people, read section AAA, otherwise read section BBB)

AAA>> After each party member attacks, they must roll the Cube of Assistance. Count the number of times you rolled a 2 or higher.

>> If you rolled a 2 or higher, three or more times, go to ###102###

>> If you did not roll a 2 or higher, go to ###087###

>> If you did not roll a 2 or higher (and this is your 4th time trying this roll), go to ###104###

BBB>> After each party member attacks, they must roll the Cube of Assistance.

>> If ALL PARTY MEMBERS roll a 4 or higher, go to ###102###

>> If you did not roll a 4 or higher, go to ###087###

>> If you did not roll a 4 or higher (and this is your 4th time trying this roll), go to ###104###

###097### - (Randomly select a "victim" from your party, then roll the cube of assistance and read one of the sections below, based on the value you roll and filling in their name and other details where appropriate)

1. Death-Tusk stomps his foot again, knocking <name> to the ground.
2. Death-Tusk grabs <name> with his trunk, throwing them to the ground.
3. Death-Tusk grabs <name> with his trunk, and throws them into some nearby trees!
4. Death-Tusk sprays <name> with water from his trunk, soaking them!
5. Death-Tusk picks up a rock and hurls it at <name> but misses!
6. Death-Tusk picks up a nearby tree branch and hits <name> in the <body part>!

(go to **###096###**)

###098### - As soon as your hands touch the gold pile, a loud, blaring klaxon sounds throughout the forest.

The fairy queen approaches with quite the stern look on her face. "I should have known better than to trust a bunch of adventurers, " she says in a most disgusted tone, "Fine! Take your ill-gotten spoils and be gone! I can't 'bear' to have you in my sight any longer! Go muck around in the swap for all I care!"

She flies off in a huff, leaving two very tiny (but considerably burly) fairy guards from the Vodorrr Magical Treasure Enforcement Anti-Looting Guild to see you off.

Who knew tiny nightsticks could look so menacing?

Quickly locate the nearby placard that identifies the four-digit year the Iridescent fairy forest was established. Add the four digits together and assign this value to R.

Proceed to N39 44. 828+R W104 56. 618+R. When you have arrived at this location, go to **###062###**

###100### - You have reached the Iridescent Fairy Forest! Above your heads, shimmering fairies flit through the skies, collecting metallic twigs, teaching small birds to fly, and... accidentally dropping bits of bat guano in your hair (sorry, that was Henry).

The fairy queen descends from the winged-commotion to speak with you. "Hello, my friends," she says with a curtsy, "We have been told of your noble quest and we're ever so excited that you've managed to survive thus far!"

The fairy queen draws your attention skyward and continues, "Please rest and enjoy our twinkling light show above!"

You are welcome to stay here for as long as you like,
so long as you never, ever,
ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever,
ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever,
ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever,
(just a mere 50 zoits northeast of where you're standing)!"

>> If you want to stay and watch the light show, go to ###103###

>> If you decide to sneak over to the never-ending gold pile and pick up a few loose nuggets, go to ###098###



###101### - "That's right, you weak-willed-wizards! Go ahead! Flee from the mighty Death-Tusk! Bwah haaa haaaaaa haaaaaaaaaaaaa!"

As you run, far away, to the south, you can still hear him taunting you.

Count the number of Death-Tusk's feet that were touching rocks before you turned to run away. Multiply that value by 10. Assign the answer to T.

Proceed to N39 44. 679+T W104 56. 627+T. When you've arrived at this location go to **###061###**

###102### - Death-Tusk is overwhelmed by your wand-casting abilities. Your spells are so effective, they nullify Elandra's magic used to bring Death-Tusk to life and he starts to transform back into a statue! Before Death-Tusk goes, however, he can't help but talk about himself in the third-person one more time. "You have not seen the last of Death-Tusk!" he screams. "Death-Tusk shall have his reeeeveeeennnnnnngggggee!"

He's frozen solid.

The Cube of Assistance whirrs gently in your pocket. "Come on, we have to keep moving!" it says. "Let's head to the fairy forest to get our bearings!"

Count the number of Death-Tusk's feet touching rocks and multiply that value by 10. Assign the answer to T.

Proceed to N39 44. 781+T W104 56. 515+T. When you've arrived at this location, go to **###100###**

###103### - As you prepare to leave, the fairies call out "Good bye, friends! Good bye!" and give you a grand send off with one last spectacular light show, filled with the brightest lights and colors you can imagine (and more bat guano in your hair... sorry about that)!

Locate the nearby placard that identifies the four-digit year the Iridescent fairy forest was established. Add the four digits together and assign this value to R.

Proceed to N39 44. 702+R W104 56. 650+R. When you have arrived at this location, go to **###061###**

###104### - Death-Tusk laughs at your inability to vanquish him, "Bwah haaa haaa haaaa! You have failed! And now, it is time for you to become one with the soil!"

As he approaches you for one final stomping, a field of shimmering lights surrounds Death-Tusk. He kicks and swats at the shimmering lights with his trunk, but it's no use.

The more Death-Tusk struggles against the lights, the more the magic that brought him to life drains from his body. Death-Tusk starts to transform into a metallic form. Before he goes, however, he can't help but talk about himself in the third-person one more time. "You have not seen the last of Death-Tusk!" he screams. "Death-Tusk shall have his reeeeveeennnnnnggggee!"

He's frozen solid.

While you celebrate being saved by your unknown allies, you notice the shimmering lights heading off to the southeast.

The Cube of Assistance bounces madly in your pocket. "Whatever that is! Follow it! Hurry!"

Count the number of Death-Tusk's feet touching rocks and multiply that value by 10. Assign the answer to T.

Proceed to N39 44. 781+T W104 56. 515+T. When you've arrived at this location, go to ###100###