

The plague came suddenly. Without warning, it spread throughout the land, bringing death and pain to everyone. Worst of all, there was nothing we could do but wait, hope and pray. No doctor or priest knew how to cure this mysterious disease. I had seen many succumb to this dark ailment and now, my own son was bedridden, waiting to be taken from us any day now. When I heard the rumours, I knew what I had to do. Somewhere in an ancient temple, there was a water so holy that it could cure all diseases. The temple was built for the worship of a long-forgotten deity, and very few ventured inside these days, claiming it was haunted. But I had no choice. I entered the temple and found its altar room. Avoiding the strange floor traps, I found the ancient relic I sought (week 1). As I touched the flask of holy water, the ground shook violently and I felt the floor giving in. Quickly, I ran out of the altar room, barely escaping (week 2). Now, I stand at the entrance of a long, dark corridor. With the holy water in my possession, I have to find the way out of this cursed place. *Roll 2 dice and note down the sum of the values. You will find the exit in those many turns. Every turn, 1) reduce the turns to exit by one and 2) roll one die. Match the result to the event list, crossing out those which you have experienced already (Unless stated otherwise, they cannot be repeated). If there are bullet points, choose only one amongst the possible (some have requirements).*

Number of turns to find exit: _____ *(when turns to find exit is 0, run the third event of die roll 6)*

Die roll	Event
1	<p>FIRST TIME: As I move through the humid corridor I hear a faint growl, which slowly grows into a <u>terrifying roaring</u> sound coming from the depths of the temple.</p> <p>SECOND TIME: The continuous roaring and growling suddenly stop. I pause to look around the dimly lit room. Suddenly, I feel the floor shaking as the thumping sound of furious steps approaching echoes through the temple.</p> <p>THIRD TIME: The sounds get louder and louder as I try to escape this cursed temple. Suddenly, all goes very quiet and I start to hear a faint breathing behind me. I turn around and see the exhaled condensation from a monstrous beast. <i>(If you checked the painting you recognise the beast)</i>. It roars and attacks.</p> <ul style="list-style-type: none">• <i>(needs torch)</i> I try to keep the beast away with fire: Strangely, the beast roars and became agitated as I move the torch closed to it. In the end, it runs away.• <i>(needs sword)</i> I take out the sword and prepare for the fight: The beast brakes my sword easily and I am wounded. <i>(Roll the second die. You will die in those many turns)</i>.• <i>(needs blade)</i> I take out the blade and prepare for the fight: The beast is quick, but I manage to stab it. It roars and shakes violently, throwing me off my feet. I am sure this is my end. Luckily, it then runs away leaving a trail of blood droplets from the blade stuck on its back. I thought I was death! <i>(This event can happen again, but you will not have the blade)</i>• <i>(needs ancient scroll)</i> I drink the holy water: The beast is quick but with the power of the holy water I manage to defeat it and force it on the run.• Run! The beast is too quick for me and catches me as I try to escape, leaving me badly wounded. I can only drink the holy water if I wish to escape! Should I drink the water to heal? <i>(If you decide to drink the water, run the previous option without needing the ancient scroll, otherwise you are devoured by the beast).</i>
2	<p>FIRST TIME: I arrive at what must have been some sort of clerical office. On top of a desk, a number of ancient scrolls can be found.</p> <ul style="list-style-type: none">• I search the scrolls: I lost some time searching the office <i>(add one turn to exit)</i>. One <u>ancient scroll</u> suggests that drinking the holy water would give me extraordinary power.• I don't have time to go through all of this scrolls the temple is crumbling. I pass through the office without locking twice at all the scrolls on the old desk.• <i>(If roaring has been heard)</i> I need to get out of here fast! There is something within this temple and I have to get out as fast as possible <i>(reduce one turn to exit)</i> <p>SECOND TIME: This room has a strange painting on the walls.</p> <ul style="list-style-type: none">• I check the painting attentively: It seems a drawing of a priest with divine powers slaying a <u>horrendous beast</u>! <i>(add two turns to exit)</i>.• Have a quick look at the painting: <i>Roll the second die. If greater than 4, get the benefit of the previous choice, without losing time.</i>• I have no time for this: It looks like a valuable piece of artistic interest, but I need to get the holy water back! <p>THIRD TIME: I small library stands in front of me. <i>(If you checked the painting)</i> I recognise the painting from the other room in one of the open books.</p> <ul style="list-style-type: none">• <i>(if recognised)</i> I check the book: The book mentions of how this temple was built as a prison to a great evil that threatened the land in long forgotten ages. Interestingly, I find a side note mentioning that fire reveals the fear within some beast in the shadows <i>(add one turn to exit)</i>.• I search the library: After a while, I find an interesting book <i>(add two turns to exit and do run the check book option * don't forget to also include the additional turn from checking the book)</i>.• Who has times for books? I decided not to spend my time in the library. What is important is that I get out of this place <i>(reduce one turn to exit)</i>.
3	<p>FIRST TIME: As I run through a room, I feel the temple shaking violently and the ceiling collapses! I avoid it easily but the path is now blocked. <i>(Roll the second die and add those many turns to exit)</i>.</p> <p>SECOND TIME: I step into a door and my foot feels strangely off-balance. I jump as the floor crumbles beneath my feet. I'm stuck in this room and have to find a way out before the temple collapses! <i>(Roll the second die and add those many turns, plus 2, to exit)</i>.</p> <p>THIRD TIME: I am moving carefully through a dark tunnel. Suddenly, the temple floor shakes once more and the cold walls I am touching collapse. <i>(If you found a shield)</i> I managed to cover myself using the shield I found. I need to get out of this place soon! <i>(If no shield)</i> I am badly wounded. I... I'm not sure I will make it out of this cursed place. <i>(Roll the second die. You will die in those many turns)</i>.</p> <ul style="list-style-type: none">• <i>(needs vial)</i> I drink the glowing vial: This drink has an awful taste but I feel much better and my bleeding has stopped. <i>(You no longer die from your wounds)</i>.• <i>(needs vial)</i> I drink the old vial: This drink tastes very nice and flowery. I feel the liquid running down my throat and a slight burning sensation <i>(You die)</i>• I drink the holy water <i>(can take this option anytime while wounded, doesn't need to be this turn):</i> I had to do something... I drank the holy water and I now feel fine. <i>(You no longer die from your wounds)</i>.
4	<p>As I walk into a room I find ... <i>Roll the second die.</i> If 1 you find a <u>sword</u>. If 2 you find a <u>blade</u>. If 3 you find an <u>old vial</u>. If 4 you find a <u>glowing vial</u>. If 5 you find a <u>shield</u>. If 6 you find a <u>torch</u>. <i>(This event can happen until all items are found. Re-roll if you find the same)</i></p>
5	<p>FIRST TIME: I look around me, trying to remember the way out but I have no idea where I am. How did I get so completely lost? <i>(Roll 2 dice and add that number to the turns to exit)</i>. However, there seems to be something in this room <i>(Run the events as if you rolled both 2 and 4)</i></p> <p>SECOND TIME: While trying to find my way out, I feel the air getting strangely chilled, and a soft breeze running through the corridor. I turn back I see a faint light disappearing over the corner.</p> <p>THIRD TIME: Again, the air chills quickly and I turn, this time to find a ghost staring at me. <i>(Roll the second die. If greater than 4, you are petrified with fear and must choose to wait.)</i></p> <ul style="list-style-type: none">• <i>(needs blade or sword)</i> Attack this abomination! I do not wait for it to possessed me and attack first. It disappears as my weapon passes through it.• Run! The temple is indeed haunted and I have to get out of here before that ghost casts a curse on me! <i>(Skip the die roll of 1)</i>• Wait! I am frozen in fear as I see the apparition. It does not seem to do much but looking in the direction of a dark corridor <i>(Skip the die roll of 1)</i>. You can decide it is a trap and not follow that way or you can risk it. <i>(If you follow the ghost roll the second die. You find the exit in those turns)</i>.
6	<p>FIRST TIME: I keep running through the temple uneventfully. <i>(reduce one turn to exit)</i></p> <p>SECOND TIME: I recognise this room. I have been here before and I know where to go! <i>(Roll the second die and reduce those many turns to exit)</i>.</p> <p>THIRD TIME: I can finally see the light from the outside, in the next room. I make an extra effort and run for it! <i>(You will find the exit next turn and get out of the temple)</i>.</p>

Endings: 1) You die; 2) you escaped but had to drink the holy water to do it. You can no longer save your son from the plague; 3) You escape the temple with the holy water intact. 4) If you took more than 15 turns to exit, your son died.