

Naman Merchant's

# Endeavor

You Are The hero



# CONTENTS

## RULES

PAGE 2

## BACKGROUND

PAGE 7

## THE GAME

PAGE 9

## CHECK YOUR PROGRESS

PAGE 54

## ADVENTURERS SHEETS

PAGE 53

## VILLAIN SHEETS

PAGE 54

# Rules

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Before you begin playing the book: “**Endeavor**”, you need to understand certain aspects of it. Some elements of this game, namely **SKILLS**, **HEALTH**, **LUCK** and **ENDEAVOR** are explained below. Once you finish going through them, do not hesitate to begin the game.

## Create Your Own Players

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Endeavor allows you to select a predesigned character or create your own character with the following guidelines:

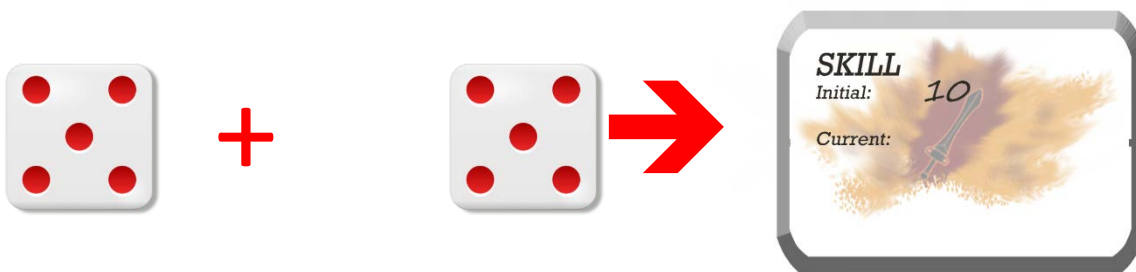
### Skill

To determine your *initial SKILL*, roll a die and double the result. Write down this result in your “Adventurer’s Sheet” in the *Initial* column.

If you roll:



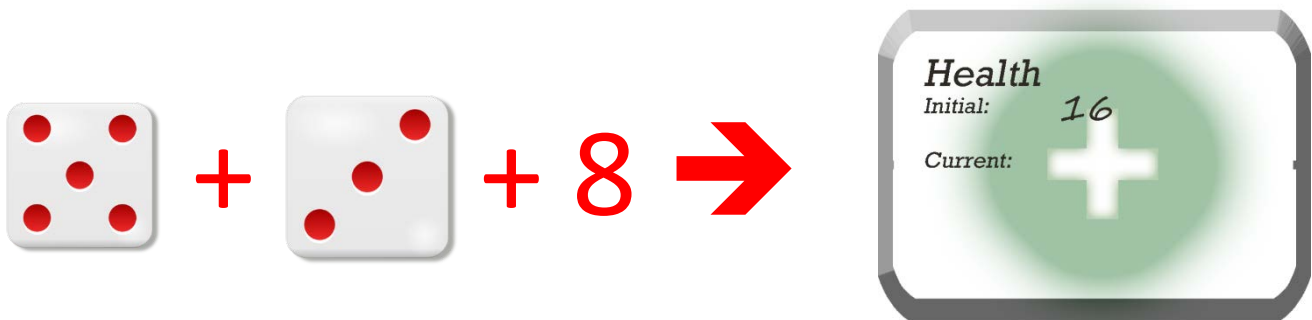
You need to write:



**SKILL** represents your current fighting magical power and fighting skills; the higher the better.

## Health

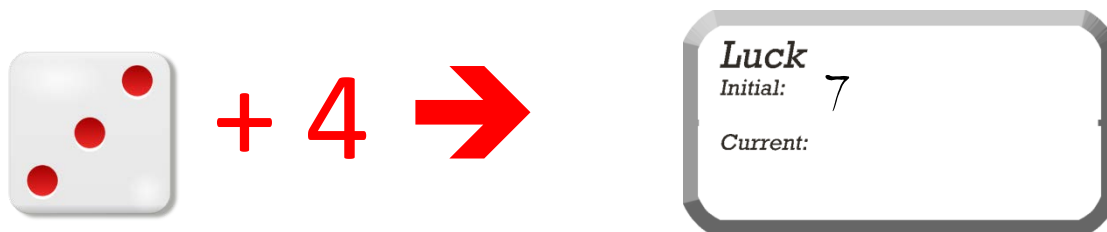
To determine your *initial* **HEALTH**, roll 2 dice and add 8 to the result. Write down this result in your “Adventurer’s Sheet” in the Initial column.



**HEALTH** represents your power to endure. The higher the **HEALTH**, the more you will endure in the game.

## Luck

To determine your initial **LUCK**, roll 1 die and add 4 to the result. Write down this result in your “Adventurer’s Sheet” in the Initial column.

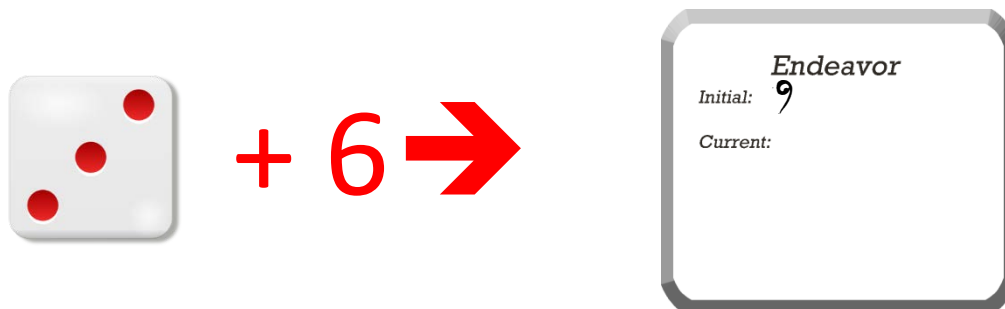


**LUCK** represents how lucky you are. **LUCK** can be used in the game for many situations. This element is more like a gambling element. By using it, you may either be benefitted or degraded.



## Endeavor

To determine your initial **ENDEAVOR**, roll 1 die and add 6 to the result. Write down this result in your “Adventurer’s Sheet” in the Initial column.



**ENDEAVOR** represents your mental strength. The higher your **ENDEAVOR**, the better it will be for you.

Luck, Stamina, Endeavor and Health scores change constantly in the adventure so always be ready with an eraser.

**NEVER ERASE THESE INITIAL SCORES! THEY WILL BE REQUIRED LATER IN THE GAME.**

## Endeavor in the Game

This game features a special attribute: **ENDEAVOR**. This attribute represents your mental strength. That is, it represents your capacity to endure. In a few parts of the game, you would come across situations that could be terrifying, but you need to continue enduring. In order to do so, you need a higher endurance and more **ENDEAVOR** points.

## Endurance Testing (Using **ENDEAVOR** points)

When you come across an **ENDEAVORING** point (you are told to check your endurance), you need to:

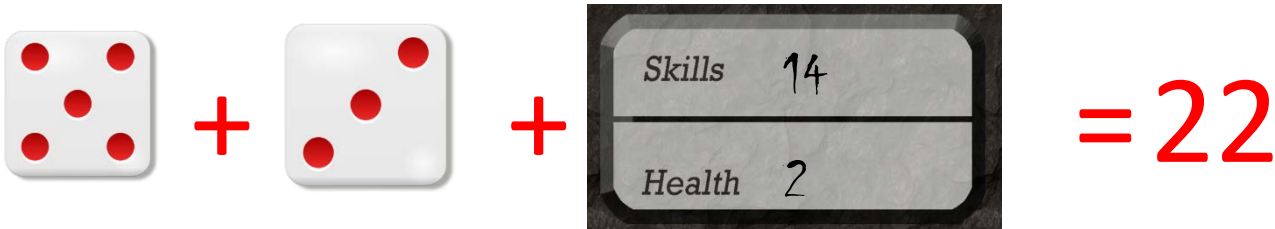
1. Roll 2 dice and check if the result is above your **ENDEAVOR** score.
2. If the number is **higher** than or the **same** as your **ENDEAVOR** points, you have managed to overcome your fears and so, **add** one to your **ENDEAVOR** points.
3. If the number is **lower** than your **ENDEAVOR** points, the situation has gone beyond your capacity, **subtract** one from your **ENDEAVOR** points.
4. Sometimes you are given certain instructions at the endeavoring point itself. Make sure you follow them
5. If your Endeavor points reach 0, you **DIE** and restart the game.

**Note: If this is your very first game-book, you could avoid the use of **ENDEAVOR** points.**

# Combat System

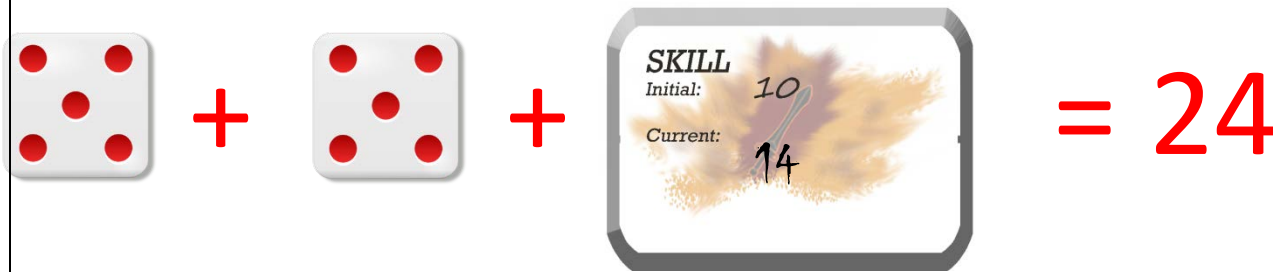
When you encounter a creature of *Tartaranius*, you need to battle it in order to continue into the adventure. Follow the guidelines below and lead into battle:

1. Record the **SKILL** and **HEALTH** scores of the creature in a *Monster Encounter Box*.
2. Roll 2 dice for the creature. Add its **SKILL** to this result. This total is the creature's *Attack Strength*.



4 + 3 + 14 = 22

3. Roll 2 dice for yourself. Add your current **SKILL** to this result. This total is your *Attack Strength*.



4 + 4 + 14 = 24

4. If your *Attack Strength* is higher than the monster's, you would have wounded the creature. Reduce the creature's **HEALTH** by 2 and repeat from step '1'.
5. If your *Attack Strength* is lower than the monster's, you would have wounded yourself. Reduce your **HEALTH** by 2 and repeat from step '1'.
6. You may use luck to minimize or maximize damage.
7. Make the appropriate changes in your Adventurer's Sheets. (Reduce your **HEALTH** and **LUCK** accordingly)
8. This continues until the **HEALTH** of either you or the monster reduces to zero.

## Weapons

You begin the journey without any weapons. The better the weapons you have, the better the chances of winning the duels will be.

In this game, you can carry only two weapons at a particular time. Each weapon will increase your **SKILL** points differently. Change your *current SKILL* accordingly. DO NOT change the initial **SKILL**.

You will have to switch between weapons in the duration of the game and record the current weapon in the equipment panel of the *Adventurer's Sheet*.

## Luck in battles

You can test your luck in battles:

- Roll 2 dice.
- If the number rolled is higher than your **LUCK** points, you are **Unlucky**.
- If the number rolled is lower than your **LUCK** points, you are **Lucky**.

If you have wounded the creature, you may increase the damage done to it by using a LUCK point. This luck point will be subtracted from your *Adventurer's Sheet*. If you are proven to be **Lucky (As above)**, you subtract 2 **HEALTH** points from the creature (4 instead of 2 normally). If **Unlucky**, you will only inflict 1 **HEALTH** point damage instead of 2 (normally).

If you have been wounded by the creature, you may decrease the damage done to you by using a LUCK point. This luck point will be subtracted from your *Adventurer's Sheet*. If you are proven to be **Lucky (As above)**, you subtract 1 **HEALTH** point from your sheet instead of 2 (normally). If **Unlucky**, you will inflict 3 **HEALTH** point damages on yourself instead of 2 (normally).

## Power-Ups

This game has a different concept of Power-ups. If you collect or gain a power up, you could utilize them to defeat an opponent in combat or reveal hidden artifacts in rooms nearby. These power-ups are gifts given to you from the gods. Use them well.

## Dice

Beg, borrow or steal. You will need a dice to play this game.

## Clues and Hints

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There is only one way to escape this land of *Tartaranius*. It will take you a while to search for it because the road present in front of you is full of death traps and monsters.

Create a map of your own every time you restart the game. That will help you find your way out of this cursed land.

This journey will take you into a completely new world. Hope you enjoy the sensation.



# BACKGROUND

The smell of mud has filled up the air. The atmosphere is quite humid after the sudden downpour that took place earlier this evening. You can hear the faint rumble of your motorcycle accompanied by the vibrations of its engine right underneath you.

The highway roads are bizarre, every time you hit the gas, some pothole or the other gets the better of you. But you are in no hurry and are in a completely chilled out mood. Being late is affordable tonight.

A tea stall passes by and you feel of your stomach rumbling. Home is still fifty kilometers away and you had skipped out on dinner this evening.

The atmosphere is eerie. You are riding through the middle of a forest. The owl's hooting and ravens' cawing was quite distinctly audible. When the silence begins to engulf you, a wolf's howl pierces your ears and you shiver. Sometimes, a hyena's laugh fills the atmosphere with a shrill.

In the midst of all this, you feel a hand creeping onto your shoulder and you stumble a little, but then you realize that it was just your companion nudging you. Somehow, you keep your balance upright. Around ten kilometers later, you see another tea stall and take a quick decision to stop and eat something before going home.

You get off your bike and park it right in front of the stall. The stall was like a really small thatched hut with nothing but a counter and some door leading the person into an almost empty space used by the stall owner to make his tea. You are greeted by an old man and his little daughter(maybe his granddaughter). The old man treats you well. Gets you two cups of tea and gives a few biscuits to compliment it. You and your companion quickly empty the cups and leave.

You continue on your way back home. After around six kilometers, your bike jerks once. You retain your balance. After another three kilometers, your bike jerks again and this time comes to a complete breakdown. You try to control your balance, but your companion shrieks out loudly and you skid.

You slam your head into a tree, but survive thanks to your helmet. Luckily nothing happens to your companion! You both stand up, looking for some sign of help around. But you'll are completely surrounded by darkness and see nothing at all around.

Being in completely good shape, you drag the bike along with you in the same direction. After another hundred meters, out of the blue, another thatched hut comes into view. You knock on its door once, nobody responds. You try again twice and just when you turn around to leave, an old man's voice comes out of nowhere as if ringing in your head. "Hold on! I'll be right there!"The disturbing nature of that voice startles you again, but you wait for the man to open the door.

Once the door opens, you get the shock of your life! It is the same old man who served you tea a few moments ago. You somehow keep your calm and make an attempt to leave casually, but just when you are about to, the little girl comes from behind and walks towards you. With every step she takes, she increases in size.

You are completely petrified! When she reaches near you, she is already twice your height. That very moment, the old man puts his hand on your shoulder and it happens in a flash. The skies shimmer, the air shivers and the ground trembles. The next thing you see is your companion sinking into the ground and soon after that, you yourself start spinning like a tornado. You fall, fall and fall, for something that feels like an eternity. Just when you are sure that this is the end of your life, you feel a soft thud and land on something that feels like a huge air bag but, in is reality, the ground itself. When you look up, you see that you have fallen from a height of over 2000 feet. You look around and see your companion staring back at you at a far distance.

When you try to reach out to your companion, the ground trembles again and there is a barrier cast between the two of you. Your mind is in tatters. You are boggled. You see a small light ahead, and you follow it, completely oblivious to what is going to follow.

**TURN THE PAGE TO START YOUR ADVENTURE.**



~1~

You walk into a corridor which is mysteriously well lit up. You try to search for the source of the light but fail to find any. In fact, you can't even see your own shadow! As you walk ahead, the rough and muddy terrain transforms into a smooth marble corridor which is wide and spacious. The air here smells old and rusty. On your left, there is a Stone door. Surprisingly, this door does not have a knob. In curiosity, you try to touch it but you're slightly taken aback! The door is not exactly solid, it's made up of a gooey liquid. Your hand passed through this liquid with great ease. When you look ahead at the corridor, you see that at a fair distance, this corridor converges into a flight of stairs. You have a choice.

- ◆ You can either stay on the corridor and climb the staircase(112)
- ◆ Or try to walk into the mysterious room through the liquid stone door(72).



~2~

You enter a room small room. At the center of this room, you find a creature: *The Ophiotauros*. Fortunately, it is sound asleep. The creature is part bull and part serpent. There is a golden chest placed at the corner of the room.

- ◆ Do you wish to open this chest and see what is inside it?(104)
- ◆ Or do you wish to leave this room and continue into the corridor outside? (55)



~3~

You turn into the passageway and walk until you face a door directly in front of you. As there is nowhere else to go, you enter the door and find yourself in a round chamber. The walls of this chamber represent the element fire. In fact they are literally on fire! At the center of this blazing room is an orange orb floating midair. You try to walk around this orb but the orb but instead of letting you pass around it, the orb flies directly into your chest. The orb seemed like the source of all the fire. The moment the orb touched your skin, all the fire on the walls followed. You shriek with the impact but soon recover. You feel a surge of fluid energy flowing through your blood. (You have Unlocked a superpower: Wraith of Darkness by engulfing this fire. By the help of this power, in a fight, each hit that you inflict upon the enemy will reduce 4 of the enemy's health points instead of 2.)



◆ Go to 155

~4~

You picked up the *Golden Key* (Add the *Golden Key* to your *Inventory*.) The moment you pick up the key, a ghost appears before you for a split second and disappears with a loud *crack!* This ghost looked like a witch with withered hair, pale white skin and fierce eyes. There was a large scar on her left eye. The appearance of this ghost scares you. This is an ENDEAVORING point.

◆ If you **Fail**, you die of a heart attack.

◆ If you **Succeed**, you leave the room, walk down the corridor and take the right turn.

Go to 71.



~5~

You walk down the corridor which soon turns left. This corridor ends at a door. The door is solid and has a bronze finish to it. Carved on this door is the face of a Cyclops. Unlike all the other door carvings, the Cyclops had calm and patient face. There was a hole in the Cyclops' eye. On top of the Cyclops' head is a riddle: *Enter only those who possess the vision shared by three*. You think for a very long time but don't seem to figure out what it actually meant. As there was no way forward, you just walk back the same way you came. **Go to 135.**

~6~

The solid stone door liquefies the moment you insert the object into it. You walk into the liquid door, but when you walk through it onto the other side, you fall into a pit of oblivion where you are torn apart infinitely. You **DIE!** Play again?



~7~

Fight the Minotaur:

**Health:10**

- ♦ If you succeed, you leave the room and come out into the corridor.



~8~

You walk a little ahead of the closet and spot a door on your left. This door is similar to those liquid stone doors you had used in the *processing center*.

- ♦ Do you wish to enter it **(143)**
- ♦ or continue walking in the corridor?(**160**)

~9~

As you walk deeper into the corridor, you notice that this corridor is not straight but is in fact curved towards the left and has a slight inclination. After some more walking you can see the end of this corridor. You notice that the corridor takes a right turn at that point. You also notice a door on your right side.

- ♦ Will you enter this door?(**82**)
- ♦ Or walk down the corridor and take the right turn? (**71**)

~10~



You walk into the passageway in front of you and find yourself before a solid door. This door has the face of *Medusa* carved on it. On top of the carving are the words: *Tartaranius III*. There is a hole in medusa's mouth. Do you have the object: Tartaranius 3 in your inventory?

- ♦ **Yes. (25)**
- ♦ **No: Go back to the previous corridor?(96)**
- ♦ **No: Try to open the door anyways?(137)**

## ~11~

The corridor you enter is completely different than all the other corridors you have seen yet. The wall colors are not white. Instead, the entire corridor is shining with multicolored lights coming from these walls. The song: Highway to hell by ACDC is playing loudly in the background. At the further end of this corridor, you see a white door. Between you and the white door, there are only two rows of tiles on the ground. One shining with a Red glow (on the right) and the other with a blue glow (On the left). These tiles do not seem very stable. To walk all the way the door, you need to be extremely lucky. *Test your LUCK* here! Roll 2 dice.

- ♦ if the result is higher than your current Luck score, **go to 36**
- ♦ or else, **go to 65.**

## ~12~

You take a short power nap and wake up after twenty minutes feeling refreshed.(Add a **+6** to your *Health* score) You look around in the room and see that nothing went amiss while you were asleep. You are safe. After you check for your well-being, you think about your companion. After all you have seen today, you wonder what your companion must be going through. A feeling of dread overcomes you. You stride out of the room, finding the urgent need to find your companion.(**56**)

## ~13~

You walk into the liquid metal door, but when you walk through it onto the other side, you fall into a pit of oblivion where you are torn apart infinitely. You **DIE!** Play again?

## ~14~

You walk through the flowing stone door and find yourself in a room made up of stone walls and a solid stone floor. Most of the walls have inscriptions itched into them. You quickly glimpse through them. Most of the inscriptions are written in a language you cannot recognize. Maybe ancient Greek? But a few words are written in English, as if they are specifically written for someone like you to understand. A few of the itched words are: *Tartaranius, Hell, Gods, Test* and *Challenge*. These words are accompanied by a few images. While some of the images resemble Botticelli's version of Inferno, others depict the vision of humans worshipping gods. One of the images portray the image of the Greek god Zeus stepping on a pile of dead mortals while another set of mortals watched from a distance.

- ♦ Would you like to search the room thoroughly before leaving?(**70**)
- ♦ Or leave immediately?(**40**)



~15~

As you ascend into the corridor, you think, *What happened here? How did I get into this situation? How do I get back home?!* The corridor turns left, leaving you no choice but to follow. You notice one thing: The deeper you go into the corridor, the creepier the place became. At first, it was just a corridor made up of marble, but now, you could see a few scratches on the wall. On some parts, the wall had a massive dent, as if an entire chunk of the wall had been blown out. Now, you see another door on your left. Interestingly, this door is nothing like the other two doors you came across. It is made of solid wood and had a doorknob like any other normal door.

- ◆ Will you enter this door?(64)
- ◆ Or will you ignore it and walk ahead into the corridor to search for your companion?(21)

~16~

You step through the door and find yourself in an enclosed, but enormous room. Contrasting to the corridors outside, this room has an old and rusty look to it. The stone walls are covered with spider webs. In fact the entire room is bursting with webs. Just when you turn to leave this dead end, a massive 6 foot tall spider jumps on front of you with a loud hissing sound and shoots a web at the door. There is no escape.

Fight the *6 Foot Tall Spider*:

**Skill: 14**

**Health: 16**

If you succeed, you cut open the spider's web on the door and leave the room.(62)

~17~

The door will remain locked.

- ◆ You can either turn right with the corridor(76)
- ◆ or **restart the entire game book** and search for the required object.

~18~

- ◆ Do you want to enter the door in front of you?(118)
- ◆ Or do you want to turn left with the corridor?(54)

~19~

The moment you walk into the door, you felt the world spinning around you. You try to move out, but your body wont obey. After something that felt like an eternity, you are pushed out of the door. You stumble and fall on the ground(Subtract -1 *Health* point) You turn around and see a Sand portal disappear from where you just entered. You are surprised with the change in the environment around you. **(go to 150)**

## ~20~

You pick up the object and slip in into your pocket (Add Tartaranius 3 to your inventory). You are about to leave the room when you hear a few loud footsteps. They are coming from somewhere in the room, but you cannot see anyone or anything. The footsteps get closer and closer until you hear a whisper in your ear: "*I am here!*". You feel a mighty blow on your left shoulder and you fall down. Quickly thinking on your feet, you put on the sunglasses. You see the invisible man. He was a small, puny and ugly creature with a mace in his hand. "*I see you.*" Is all you say in return.

Fight the Invisible man:

**Skill: 8**

**Health: 4**

If you succeed, You leave the room and go back to the previous corridor. **(96)**

## ~21~

You feel like something is following you and so you hasten your pace. The corridor turns left and you follow it, increasing your speed with every step you take. You risk a glimpse but find nothing behind you. A few steps later, you spot a slight white haze in front of you. When you look closely, you see the haze forming a smoky silhouette of a woman. The woman wore a long gossamers gown. Her face is vaguely visible but her eyes were glowing with a slight golden hue. The mysterious figure slowly silently pointed towards something that looked like a stone door in the corridor. She gallantly moved into it.

- ◆ Will you follow the figure through the door?(34)
- ◆ Or will you ignore the vision and ascend further into the corridor?(56)

## ~22~

You need to walk on those unstable Red and Blue tiles again. *Test your Luck*. Roll 2 dice, if the result is higher than your current LUCK score, **Go to (36)** or else, continue reading.

You reached the key successfully (Add the *Golden Key* to your *Inventory*.) After collecting the Golden Key, you walk back towards the door. You need to walk on those unstable Red and Blue tiles again. *Test your Luck*. Roll 2 dice.

- ◆ if the result is higher than your current LUCK score, **Go to (36)**
- ◆ or else, **go to (65)**

## ~23~

Spread across at the different corners of this room are 4 different objects. There is a Pizza box, a bottle of Coca-Cola, a Trident and a Round Titanium Shield.

- ◆ Will you pick up these items(107)
- ◆ or risk going through a door instead?(46)

~24~

You drink from one of the flasks and feel a surge of energy pass into you. You feel your muscles growing and all your physical and mental strength increasing. (Add +5 SKILL and +4 ENDEAVOR).

- ◆ Do you wish to drink the second flask too?(94)
- ◆ Or leave the room and continue walking?(9)

~25~

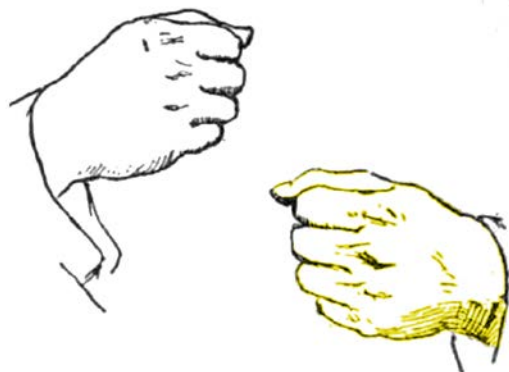
All of medusa's snakes make a hissing sound and move in different directions from her face. Her face soon disappears and the solid door turns into a flowing liquid state. You walk through the door and find yourself in another corridor similar to the previous one. You walk into the corridor and not many steps later, find another corridor emerging from this one on your right.

- ◆ Will you take the right turn?(119)
- ◆ Or will you stick to the current corridor?(86)

~26~

When you reach near the bi-colored man, he says, "Ah! So you are our new subject. I was wondering what you'd look like! You've done well so far. Unfortunately, the same cannot be said about your companion.", a sly smile appears on his lips. "Your companion is not responding well to our tests. We are trying to check if the physical mutations done to your batch of humans have been successful, but your companion doesn't bulge at all! Anyways, now I'm here to test you, so let's not talk about our other subjects. I am Janus. The god of doors and passages, and therefore: The god of choices. Yes, I have combined both my heads together by the help of the experiments I did during this millennia. Having two heads was a pain." He closes his fists and stretches out both his arms, as if asking you to select one. "One hand chooses the easy way and the other, the hard. Choose wisely." Which hand will you pick?

- ◆ Left Hand?(67)
- ◆ Right Hand?(77)
- ◆ Run towards the two doors instead?(87)





## ~27~

All the smoke in the room disappears and Hades comes back to his normal form. "Hmm... This explains a lot. The power of the emotion in a human being is tremendous. I guess I underestimated it. I'm glad you chose to stand by your companion. Otherwise, I don't think I would ever understand the potential of a motivated human being. Well, I believe you have earned this." He claps his hand twice and Elpis materializes before you. Holding Elpis' hand was your companion. Overwhelming with emotion, you hug your companion. "easy there buddy!" is all your companion says.

"Elpis! Get these two emotional beings out of my sight! Send them back home and erase all their memories of Tartarus. Also delete all the powers we have given them. We have obtained all that we could from these remarkable subjects. Now, we have work to do."

"Will do it right away sir!" Says Elpis.

With that, Elpis places both her hand on your shoulders. Before you could resist, everything becomes fuzzy. You and your companion fall down, unconscious.

You wake up with your companion at your side. Getting back onto your feet, you pick up your bike and sit on it with your companion. You ride back home safe and sound, completely oblivious to all that you just went through. Congratulations! You Won the Game!

## ~28~

You are back outside in the room with the wardrobe.

- ◆ Do you want to investigate the wardrobe?(66)
- ◆ Or do you want to leave the room and continue into the corridor?(76)

## ~29~

You run into the corridor. The corridor ends very abruptly after a few meters. You slam your head to the wall and lose consciousness for a couple of seconds. (Subtract -3 HEALTH points) Once you recover, you find yourself staring at another bright white-laboratory-like corridor on your right. The other end of this corridor is visible. The corridor turns right at that point. At the center of this corridor is a metallic door. Do you wish to go through this door?(16) Or follow the corridor and take the right turn at the end of it?(62)

## ~30~

You advance towards the door and are ready to step through it. Just then, Cerberus springs back to life and snaps your neck with a single blow. You **DIE!** Try again?

~31~

You take two short steps and it happens. You hear a mighty roar reverberate through the den. At one edge of the room, the outline of a lion comes into sight. When you look closer, the lion had fur made out of gold and claws made out of knives. Yes, it certainly was the Nemean lion glaring at you from within the darkness. The lion gets up on his fours and charges at you with a ferocious speed.

Fight the Nemean Lion:

**Skill: 28**

**Health: 40**

If you win, you leave this den and continue into the corridor. **Go to 160.**

~32~

As you walk ahead, the current corridor comes to an end and another smaller, dimly lit passageway emerges at your left. There is a door directly in front of you!

- ◆ Will you enter the door?(152)
- ◆ or enter the smaller dimly lit passageway?(125)

~33~

You bend down and touch the spot. You find a tiny handle and somehow manage to open the lid of a box hidden below the ground. There, in the center of the container, is lying a pair of very modern looking sunglasses. You pick them up?(63)

~34~

You walk through the stone door and find yourself in an enclosed room not very different from the corridor outside. The room is empty. The ghostly lady is nowhere to be found.

- ◆ Would you like to rest for a while in this room? (12)
- ◆ Or would you leave the room immediately to look for your companion?(38)

~35~

You eat the gummy bears and find out that they are slightly toxic in nature. (Subtract -2 Health points)  
You spit them out and head back the way you just passed through. **Go to 84.**



~36~

You place your right foot on the red tile and your left foot on the next blue tile. Each tile lights up the moment you step on it. You continue this pattern until you miss a blue tile and place your left foot on the red tile instead. The red and blue tiles part from the center and create an opening for you to fall into. You fall into a pit filled with spikes which pierce your skin and puncture your heart. You **DIE!** Try again?

~37~

You enter the room and find yourself facing a Harpy. The harpy looks friendly and peaceful. The object Tartaranius 4 is placed in the hand of the harpy.

- ◆ Or leave the object and go back to the previous corridor? **(86)**



~38~

You leave the room through the same liquid door. Feeling dizzy because of the corridor's brightness, you trip and fall. (Subtract -1 from your health) You slowly get back onto your legs and start wondering. You think about your companion. After all you have seen today, you wonder what your companion must be going through. A feeling of dread overcomes you.**(56)**

~39~

You enter the passageway diagonally to your right and find yourself before a liquid metal door, similar to the stone doors in the previous arena.

- ◆ Do you want to go through it?**(48)**
- ◆ Or go back to the previous corridor? **(96)**

~40~

You leave the room and enter the corridor safely.**(98)**

## ~41~

You pick up the object(Write *Tartaranius 1* in the **Equipment Carried** section). It is very soft and malleable. The moment you slip it into your pocket, the ground trembles again. The walls start converging in and will soon be in the process of crushing you. Whether you panic or not depends on you.

This is an **ENDEAVORING** point. Roll two dice.

- If the result is **lower** than your current ENDEAVORING Score, you have overcome your fears. Add a +1 to your endeavoring score(If your current score is less than or equal to 10. Remember, at no point of time can your ENDEAVORING score be more than 12) and continue.
- If the result is **higher** than your current ENDEAVORING score, terror has gotten the better of you. Subtract -1 from your ENDEAVORING score and roll the dice again. Repeat this process until you either succeed or die(You die of mental trauma if your ENDEAVORING score reaches zero)

If you succeed, you jump out of the collapsing room into the corridor unharmed. Go to **112**.

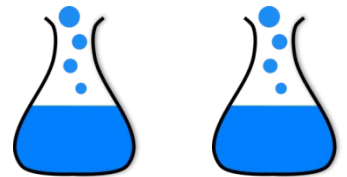
## ~42~

You do not snap out of the enchantment and fall overboard where you drown in the black waters. You **DIE!** Start over.

## ~43~

You step into a dimly lit room. At the end of this room, next to a Lab basin, on a lab table, there are two conical flasks filled with a blue, sparkling liquid

- ◆ . Do you wish to drink from one of them? **(24)**
- ◆ or leave the room and continue walking? **(9)**



## ~44~

There is nothing more to see in this room so you leave it and go back to the hallway. There is only one other door and that is in front of you. You remember what the creature had said and shiver. He had been in this area for many decades.

- ◆ Do you want to go through the other door?**(97)**

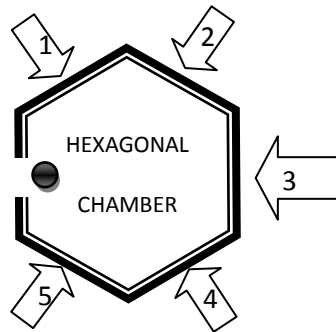
## ~45~

After going through the same nauseous door experience, you find yourself in a well lit up room which resembled the corridor. In the center of this room, there is a platform on top of which, you see a glowing chest.

- ◆ Do you want to open this chest?(53)
- ◆ or leave the room without doing anything.(78)

## ~46~

There are five different doors to chose from:



You are the Black dot. Which door will you chose(Arrows represent the doors)?

- ◆ Door 1 (75)
- ◆ Door 2 (105)
- ◆ Door 3(113)
- ◆ Door 4 (144)
- ◆ Door 5 (30)

## ~47~

You ascend into the corridor for some time until your leg slips over a shiny object. Down on the floor, is a key. A proper key that fits into a keyhole. It's made up of gold and is shining with a radiance of its own.

- ◆ Will you pick it up?(83)
- ◆ Or leave it?(106)

## ~48~

You go through this door and find yourself in a small room. In the center of this room is the small round object. You take a closer look and see the words: Tartaranius 3 written on it.

- ◆ Do you want to pick it up?(20)
- ◆ Or leave it where it is and go back to the previous corridor?(96)



~49~

Now you take a closer look at the stairs. One of the steps has two elevated golden square patches on it. They are both placed at opposite ends of the stairs. They resemble 2 massive buttons for one to step on. Each of these buttons had a Symbol on them:

The one on the **right** had this symbol:  $\pi$

The one on the **left** had this symbol:  $\Omega$

Which button will you step on?

- ◆ The one on the **right**[ $\pi$ ](58)
- ◆ Or the one on the **left**[ $\Omega$ ](129)

~50~

You climb up the staircase and find yourself in a completely different environment. The marble floor and walls were replaced by stone, gravel and mud. You are now standing in a massive hallway which is filled with emptiness. The floor is mucky and the walls are dusty. Fascinatingly, the muck does not stick to your shoes. Once you step into the room, the opening that you just walked through closes and seals itself.

There are two doors in this room. Which one will you enter?

- ◆ The one on your right (81)
- ◆ or the one on your left?(59)

~51~

You leave the room and enter the hallway. There is only one other door and that is in front of you.

- ◆ Do you want to go through this other door?(81)
- ◆ or go back and investigate the hard spot?(33)

~52~

You picked up the bazooka! Add this item to your inventory. You can use this bazooka only once in the game. This bazooka can be used in a fight to inflict a damage of 15 health points on your enemy. Once used, you need to erase this item from your inventory. The weight of this item slows you down a little (Reduce -1 skill point). You now turn with the corridor, **Go to 8.**

~53~

You open the chest and find a small dagger inside it. The dagger seems to be made up of a mixture of gold and bronze. You pick up the dagger and wait to see if anything happens.(Add a +2 to your **Skill** Points) After a long pause, you figure that nothing is going to happen and leave the room safely, with the dagger ready in your hand. Go to **15**.

~54~

This passage is dark. In fact, it is so dark that you cannot see a thing. In curiosity, you try the on the sun glasses. They instantly illuminate the area, acting like modern day night goggles. You notice that the length of the passageway is barely 3-4 yards. The walls on both sides are filled up with paintings. The one on the right shows the image of a fierce demon blowing into an entire army of men and obliterating the front half by it. The rest of the soldiers scatter in fear. The painting on the left shows the figure of a white lady in a gossamers gown surrounded by the elements of nature: Fire, water, air and the earth. Wait a second, did you just see the lady in the painting move? No, it cannot be possible! **Go to 57**.

~55~

You walk deeper into the corridor. After a few steps, the corridor turns right and you turn with it. After another few steps, the corridor turns left and you follow it. This corridor then converges into a massive Hexagonal chamber. Here, each of the six walls are showing different images of different gods. The images keep changing as if the walls are made up of large LCD screens. In the center of each wall, there is a metallic door.(Except the one you just walked through). But all this goes completely unnoticed. At the center of this room sleeps the fiercest beast you have ever seen: *Cerberus*, the three headed hellhound! The very sight of this creature is intimidating. This is an ENDEAVORING point.

- ◆ If you succeed, **go to 23**.
- ◆ Or else you die.

~56~

You wonder into the depths of the corridor. The corridor turns right and you turn along with it. Another stone door emerges on your right. There is something different about this one. The liquid part of the door seemed to be in a flowing state which created an almost inaudible dripping sound.

- ◆ Will you walk into through this door? **(14)**
- ◆ Or will you ignore it and continue into the corridor?**(98)**

~57~

You observe the lady carefully, there was a dense white smoke emerging slowly from within the painting. This smoke forms the silhouette of the same woman you had seen earlier. Her face was solemn and her hair was long. She was beautiful in every way. But this time, she is not wearing a gossamer's gown. Instead, she is in the attire of a scientist wearing a lab coat. In her hand, she has a writing pad and a pencil. "Welcome. I have been watching you." Her voice had a reassuring and glamorous touch in it. "This is the world of *Tartaranus*. Every once in a while, we the gods need to check the evolution of mankind and mutate the next batch of humans accordingly. We started with the basic cell nearly five billion years ago. After every test, we mutated these cells in such a way that they evolved into multi-cellular organisms. We then made alterations to them after testing their physical stability making them look exactly like us. After we perfected their physical appearance, which took us nearly 4 billion years, we started testing their mental stability and kept evolving the level of their brain until they could think and reason for themselves. Our research was advancing perfectly until something went terribly wrong. Around 5000 years ago, Homo sapiens, started infesting something called *feelings* within themselves. These so-called *feelings* led to their rapid reproduction. As a result, our testing ground: *Earth* became densely populated and we could not find any proper methods to continue our experiments. So, instead of testing our product in their so called *Planet*, we created an environment which is a perfect ground for us to hold our experiments. We like calling it *Tartaranus*." **Go to 163.**

~58~

The moment you step on the button, 3 little pieces of the fall down leaving three empty cubic holes in the ceiling. You pick up one of these pieces and turn it around. The piece had a roman numeral engraved on it. You quickly tilt the other two pieces and see their respective numerals:

IV                  III                  I

You notice that each of these pieces fit perfectly into the holes in the ceiling. Maybe this is a puzzle to be solved? Maybe there is a proper sequence in which you need to insert the numbers so that the ceiling may open? In what order will you insert the numbers?

- ◆ I      III      IV      **(128)**
- ◆ I      IV      III      **(117)**
- ◆ III      I      IV      **(138)**
- ◆ III      IV      I      **(132)**
- ◆ IV      I      III      **(142)**
- ◆ IV      III      I      **(122)**

~59~

You go through the door and find yourself in a room that is empty. There is nothing in the room but mud and stones. You walk a few steps towards the center of the room and feel the soft mud below become hard on a certain spot.

- ◆ Do you want to investigate it? **(33)**
- ◆ or leave the room instead?**(51)**

~60~

The appearance of *Elpis* leaves you dumbstruck for a minute. *We are just a result of some kind of experiment? Is our entire existence a laboratory experiment? So all that we research on and learn about is false? It wasn't the big-bang theory that created us?* There are a millions of questions popping into your head, but just then you remember the shattering image of your companion in that miserable dungeon. Just like that, all your foggy queries became clear. *I need to find and rescue my companion.* **Go to 69.**

~61~

You walk through this moss covered door with great ease. On the other side of the door, there is a dense equatorial forest. The forest doesn't seem to have any boundaries. The interesting part here is that this forest has managed to survive underground without the availability of any sunlight! Instead, the trunk of every tree has a florescent light of its own which attracts every leaf of that particular tree towards itself. The color of these leaves is a mixture of deep blue and purple. Another unusual aspect of this forest is that it is remarkably silent. Other than the trees there are no life forms in here. There is a path created which leads into the forest. While walking a little further into this forest on this path, you stumble upon *Elpis*. She is wearing the same lab coat and looked as solid as she was before. One of her hands was inside the trunk of a tree. She sees you here and flinches. **Go to 162.**

~62~

You turn right with the corridor and ascend into the corridor. Soon, another metallic door comes into sight on your left.

- ◆ Will you enter this door?(43)
- ◆ Or continue walking?(9)

~63~

You try the sunglasses on.(Add +2 Skill points) The glasses were magical. They enable you to look at things clearly. They converted the entire scenario into a sepia color mode. You still don't know exactly what they do though. You leave the room with the glasses on. Now, in the center of the hallway, you can see a door with a handle in the ground.

- ◆ You open the lid and spot another set of stairs leading downwards.(89)

~64~

You open the door and see something completely different than what you had seen so far. The other side of the door is more like a historic 2 bedroom hall kitchen apartment. There is a dining table, a kitchen, a sofa and two little corridors leading to their respective doors. On the whole, the room had a very snug and comfortable feeling to it.

You walk into the apartment. The door shuts behind you with a soft creaking noise. You walk towards the dining table, considering whether you should inquire for anybody. Just then both the bedroom doors opened and two figures walked simultaneously out of their respective rooms. Looking at them, you panic. They were the same pair of grandfather and granddaughter you had seen at the tea stall earlier this evening. Their appearance is ghastly. The grandfather looked like an ogre. His face is pale with his skin abruptly falling from his cheeks. He had bright red glowing eyes without any eyeballs. His hand is crooked in the worst possible way. A part of his right hand extended from his wrist, making it seem like a bone is creeping out of his body and behaving like a walking stick. **Go to 161.**

~65~

You place your right foot on the red tile and your left foot on the next blue tile. Each tile lights up the moment you step on it. You continue this pattern until you reach the white door. There is a golden knob and keyhole in this door. Do you have the Golden Key in your inventory?:

◆ **Yes(101)**

◆ **No:** Go back and collect it. **(22)**

~66~

You step in front of the wardrobe and open it slowly. All you can see inside is darkness. There seems to be no end to the wardrobe. All of a sudden, five long green tentacles appear from within the wardrobe and pull you into the darkness where you are torn apart infinitely. You DIE. Restart the game book?







~67~

"Hmm, so you choose my left hand, interesting. I am sorry to say this, but you chose wrong. By choosing my left hand, you chose the golden side of me over the white side. Now you will have to face the consequences." He waves his left hand and the molten gold all from the canals enters the fountain. The liquid condenses and a six foot tall statue stands before you. He is lean and muscular. His features resemble those of Janus' and in his hand, he has a four foot long sword. Janus comes around and says, "Meet our finest soldier: *Gladiatrix*. He was created in the roman days and has been in the process of perfection ever since." He stretches his golden hand and flexes it a little. Another long sword emerges from his hand with a rippling effect. He presents the sword to you and you take it readily. "Fight your way out of this one.", he says and sits at the edge of the fountain.

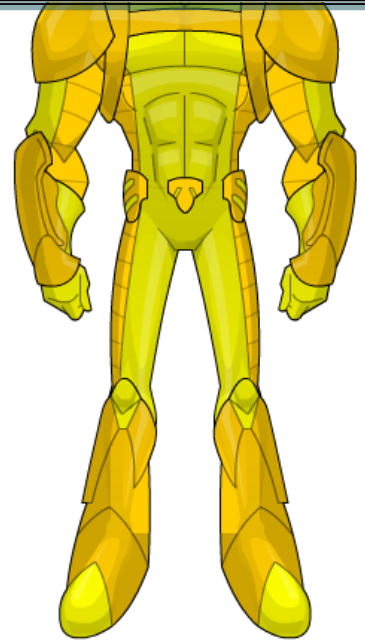
Fight *Gladiatrix*:

**Skill:8**

**Health: 14**

**(The sword increases your skill by 4 only for this battle)**

If you succeed, **go to 124.**



~68~

The purple smoke instantly forms the figure of a woman with long feathered wings, a strong commanding face and long flowing hair. Her presence is accompanied by a strong wind and the smell of fear. "Welcome to the world of *Tartaranius*", she said in a deep and commanding voice.

You get your senses together and in surprising confidence say, "Who are you and why are you haunting me?"

"I am the bringer of nightmares and madness. I am the haunting goddess, I am Melinoe. This is the world of *Tartaranius* and you are its new victim. Every now and then, we the gods send in our ghost nymphs to capture a few of the mere mortals so that we can test their abilities and thereby control the evolution of humanity by analyzing their different perspectives."

"So you mean to say that I have been pulled into another world only so that you could *Test my abilities*?"

"Enough of all that now. Let's begin with your testing."

The smoke dissolves and the pair of old man and granddaughter charge at you.



Fight the creatures:

**Skill: 5**

**Health : 8**

If you succeed, you escape the apartment and run into the corridor. Go to **21.**

~69~

The door in front of you has a carving on it which portrays the devil himself. There are a couple of words that are visible right on top of it: *Tartaranius II*. The mouth of the devil is open and there is a small round hole inside it. Do you have the object: *Tartaranius 2* in your inventory?

◆ **Yes (79)**

◆ **No (90)**

## ~70~

In one corner of the room, you spot an object. The object is small and round. It looks like a large pebble but is made up of marble. On this object, carved with smooth calligraphic handwriting, are the words: *Tartaranius 2*.

- ◆ You can either pick up the Object(Tartaranius 2) and see what happens**(88)**
- ◆ or you can go back outside to the corridor **(40)**.

## ~71~

The corridor you enter is completely different than all the other corridors you have seen yet. The wall colors are not white. Instead, the entire corridor is shining with multicolored lights coming from these walls. The song: Highway to hell by ACDC is playing loudly in the background. At the further end of this corridor, you see a white door. Between you and the white door, there are only two rows of tiles on the ground. One shining with a Red glow (on the right) and the other with a blue glow (On the left). These tiles do not seem very stable. To walk all the way the door, you need to be extremely lucky. *Test your LUCK* here! Roll 2 dice.

- ◆ if the result is higher than your current Luck score, **go to 127**
- ◆ or else, **go to 148**.

## ~72~

You put your right leg through the door first and then step right through it. The feeling was nauseous. It felt like walking through a door made up of jelly. You now find yourself in an enclosed room. This room is very different from the corridor. The walls and the floor were made up of mud. You also realize that it is much darker in here. While taking a closer look at the room, you glimpse at an object. The object is small and round. It looks like a large pebble but is made up of marble. This object is carved with a text written in smooth calligraphic handwriting: *Tartaranius 1*. You have a choice.

- ◆ You can either pick up the Object(Tartaranius 1) and see what happens**(85)**
- ◆ or you can go back outside to the corridor and figure out where those stairs lead to**(41)**.

## ~73~

You have reached a point in the corridor where another corridor emerges on your right.

- ◆ Will you continue onto the same corridor(Go straight)?**(154)**
- ◆ Or turn right into the corridor?**(84)**

~74~

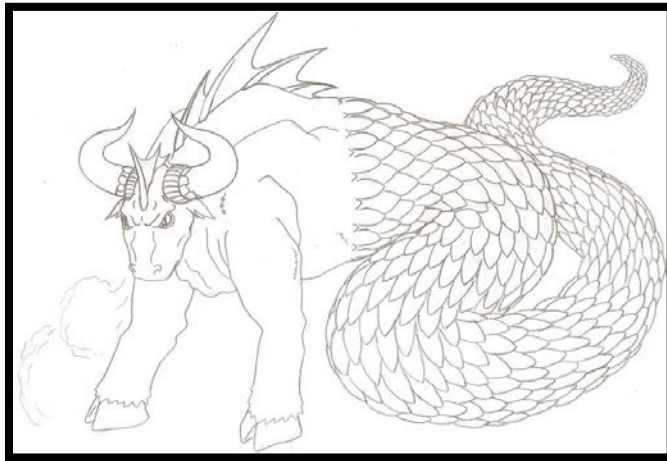
You got unlucky! The creaking sound woke the *Ophiotaurus* up. The creature snarls at you for hampering its sleep and slithers towards you at lightning speeds.

Fight the Ophiotaurus:

**Skill: 8**

**Health: 10**

If you succeed, you go back to the chest, **go to 139.**



~75~

You advance towards the door and are ready to step through it. Just then, Cerberus springs back to life and snaps your neck with a single blow. You **DIE!** Try again?

~76~

You turn right with the corridor. The white marble walls of the corridor seem paler and older here. After a small number of steps, the same stairway that you had seen before materializes in front of you. This stairway has a very royal look to it. The steps were made up of green marble and it had carved golden railings on both sides. The only irregularity here is that these steps lead to nowhere. The last step touches the ceiling and stops there. There is no where around the stairs. You look back and see that the route behind you has been blocked by a marble wall. There is nowhere to go but up. You climb up the staircase and touch the ceiling. It was not a liquid that you could pass through. It was solid. **Go to 49.**

~77~

"Hmm, so you choose my right hand, interesting. Well, all I can say is: You have chosen well! By choosing my right hand, you chose the white side of me over the golden side. Trust me, you do not want to see my golden side. Now that you have selected my white side, you can rest for a while if you'd like to." (Add +4 to your *HEALTH*) **Go to 124.**

~78~

You leave the room and return to the corridor. Coming back to the corridor, you feel exposed and vulnerable. You think to yourself *I wish I had a weapon to protect me.* Go to **15.**

~79~

You insert the round malleable solid into the devil's mouth.(Erase Tartaranius 2 from your inventory) The image of the devil dissolves and the solid stone door turns into a flowing liquid state. You walk directly through it. **Go to 140**



~80~

You enter the passageway diagonally to your left and find yourself before a liquid metal door, similar to the stone doors in the previous arena.

- ◆ Do you want to go though it?(13)
- ◆ Or go back to the previous corridor? (96)

~81~

You walk through the liquid stone door. The moment step into the room, a cold breeze freezes you. The room you are standing in now looks very similar to the one outside but is less than one tenth of its size. You walk to the center of the room, unable to figure out where the wind is coming from. You almost don't notice the little man standing in one corner of the room. The man is dressed in nothing but a loincloth. He is almost bald, a few strands of hair are awkwardly visible to you. He is facing the corner he is standing at with a slouch. You are startled when you hear his high pitched voice. "Who is it?", he screams.

He turns around. His face is miserable. The skinny figure has massively large eyes and every part of his skin is floppy. His teeth are the most formidable part of his body. He has no molars or premolars. Instead, he has 32 canines.

"How did you get here?! How, How, HOW?!" He screams in the same high pitched tone. "I have been looking for an exit for decades!". He runs towards you with a limp. "This land is treacherous! They won't show me the way out, but they will definitely send someone else in! What have I done wrong?!" You can hear a madness in his voice.

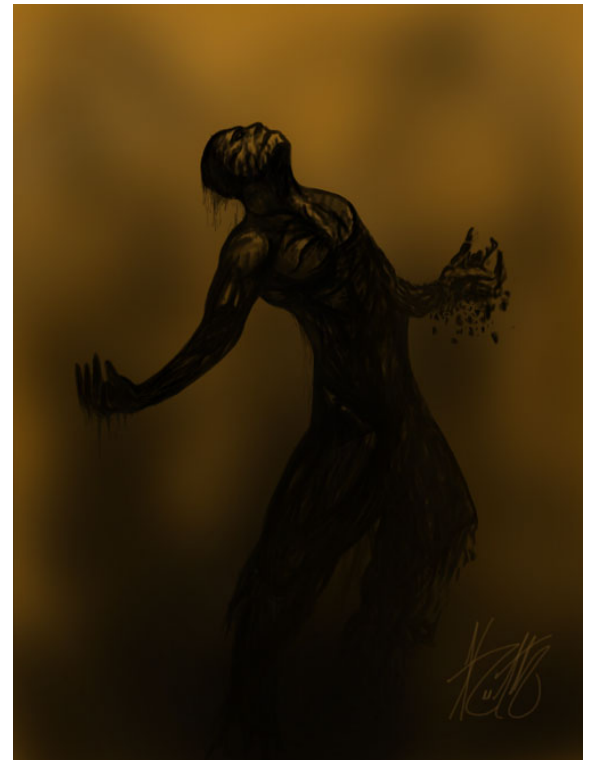
"The gods have forsaken me. Forgotten my existence! But wait, it could be possible!!! Maybe, they sent you to me! Maybe they are happy with my performance in this room this decade! Maybe you are my food! Yes, Yes, Yes! The gods have sent you to me! And I shall feast on it!". He pounces at you, but you catch hold of his arms and fling him across the room.

Fight the creature:

**Skill: 7**

**Health:5**

If you succeed **Go to 44.**



~82~

You enter a long and thin room which is dimly lit up. At the center of this room, you find a key. A proper key that fits into a keyhole. It's made up of gold and is shining with a radiance of its own.

- ◆ Will you pick it up?(4)
- ◆ Or leave the room and take the right turn in the corridor instead?(61)

~83~

Add the Item: *Golden Key* into your *Inventory*. Continue into the corridor: **Go to 106.**



~84~

You turn into the corridor that turns right and find yourself in another bright white passageway. You walk down this passageway and a metallic door emerges on your left. There is something peculiar about this door. There are creepers slithering into this corridor from above and below this door and there is moss all over it.

- ◆ Do you wish to enter this door? (61)
- ◆ Or continue walking down the passageway? (93)

~85~

You ignore the room and walk back out into the corridor. The same bright light shines throughout the corridor. This time the staircase seems more visible. Go to **112**.

~86~

You continue straight into that corridor. The pungent smell grows stronger with every step you take. After walking for some time, a door emerges on your right.

- ◆ Do you wish to go through it?(2)
- ◆ Or stay on the current path?(55)

~87~

You push Janus aside with all your might and run towards the doors. In the process, you stumble and fall into the fountain of liquid gold. (Subtract -4 Health Points). Janus comes around and helps you up. "I should have expected you to do that. Nevertheless, now that there's no escape, which hand will you choose?"

- ◆ Right?(77)
- ◆ Left?(67)

~88~

You pick up the object(Write *Tartaranius 2* in the **Equipment Carried** section). It is very soft and malleable. A sudden shock wave passes through your body thereby injuring you (Subtract -1 from your health). You quickly recover and leave the room. (98).

~89~

You are back into the marble corridor. There is a door to your left, and another door in front of you. The corridor ends takes a left turn at this point.

- ◆ Do you want to enter the door on your left?(95)
- ◆ Or the door in front of you?(118)
- ◆ Or continue into the corridor to search for your companion?(54)

~90~

You try to insert your hand in the devil's mouth in an attempt to open the door. A set of fangs pierce your skin. You quickly pull your hand back out and shriek in pain. You have been poisoned. You **DIE** instantly.

~91~

Test your luck here. Roll 2 dice.

- ◆ If the result is above your current luck score, **go to 31**.
- ◆ Or else, **go to 160**.

~92~

You walk through the door and see another room with two interesting attributes. There is a cabin with a wooden door to your left and a wardrobe on your right.

- ◆ Do you want to investigate the wardrobe?(66)
- ◆ Or have a look at the cabin? (126)
- ◆ Or leave the room and continue into the corridor?(76)



~93~

You walk deeper into the corridor. After a short while, the corridor takes a sharp right turn and you turn with it to find yourself in a short, but wide passageway. You step onto the tiles in front of you and both the ends of this passageway are blocked with a purple smoke. More smoke appears from both the barriers. The smoke from both the barriers converges into the single figure at the center of this enclosure. The purple smoke instantly forms the figure of a woman with long feathered wings, a strong commanding face and long flowing hair. Her presence is accompanied by a strong wind and the smell of fear.

"I am the bringer of nightmares and madness. I am the haunting goddess, I am Melinoë. "I am the archenemy of Elpis and will try and do everything in my power to stop her tests. So get ready to die you mere mortal!" Melinoë charges at you!

Fight Melinoë

**Skill: 28**

**Health: 40.**

**(You cannot use Invisibility here because there is no way you can escape this corridor)**

After reducing Melinoë's health to 30, **go to 158.**



~94~

You empty the entire flask in one go, but you don't realize that too much of this liquid is intoxicating in nature. (Subtract -2 *SKILL* and -5 *ENDEAVOR*). You clumsily walk back to the corridor outside. **Go to 9.**

~95~

You go through the door and find yourself in a tiny room made up of marble. Before you could think, hear or see anything, a Minotaur rammed you down with all his might. You are shocked with the sudden attack. You are under the process of going through a heart attack.

This is an **ENDEAVORING** point. Roll two dice. If you succeed, **Go to 7.**

~96~

There are three passages emerging from this point. Which one will you follow?

- ◆ The one going straight?(10)
- ◆ The one diagonally to your right?(39)
- ◆ The one diagonally to your left?(80)

~97~

You go through the door and find yourself in a room that is empty. There is nothing in the room but mud and stones. You walk a few steps towards the center of the room and feel the soft mud below become hard on a certain spot.

- ◆ Do you want to investigate it? **(33)**
- ◆ or leave the room instead?**(111)**

~98~

You ascend the corridor until you reach a point where the corridor takes a sharp right turn. There is a stone door in front of you.

- ◆ Will go through the door?**(108)**
- ◆ Or will you turn right with the corridor?**(76)**

~99~

The door is asking for the object: Tartaranius IV. Do you have it?

- ◆ **Yes:** Open the door?**(6)**
- ◆ **No:** Enter the other door to the smaller room?**(37)**
- ◆ **No:** Leave this chamber and go back to the previous corridor?**(86)**

~100~

Hades shifted his gaze to you for the first time. His dark eyes penetrating your soul. "What do you mean by that?! You're questioning my authority here? I am HADES! Do you really think you, a mere mortal can challenge me?" He stands up and his body dissolves into a black cloud of smoke. The same black smoke fills up the glass walls of the room. You are engulfed in complete darkness and the only light in the room was the one radiating from your own body. Hades appears in the body made up of flowing smoke. His eyes shine brightly with a purple radiance and his laughter echoes through the room. You summon fire some fire in your hand, ready for anything that is about to hit you.

**Fight Hades:**

**Skill: 28**

**Health: 48.**

If you succeed, **go to 27.**



## ~101~

You enter a passageway which progresses towards your right. You follow it and walk through the bright white-laboratory-looking-corridor. Not many steps later, you find yourself staring at a door on the left of this passageway.

- ◆ Do you wish to enter this door?(116)
- ◆ or continue straight, deeper into this corridor?(73)

## ~102~

You walk through the metallic door and find yourself in an enclosed room. In the center of this room is a tiny flask filled with a sparkling blue liquid on a laboratory table. There is a label on the flask which reads: "DON'T DRINK!"

- ◆ Do you wish to drink this liquid? (151)
- ◆ or leave the room and continue into the other corridor? (3)

## ~103~

The key is pulled into the closet the moment you insert it into the keyhole. (Erase the item from your inventory) The two closet doors split open automatically and a drawer of the otherwise empty cupboard comes forth with a bazooka in it.

- ◆ Do you wish to pick up the bazooka? (52)
- ◆ Or turn right with the corridor instead?(8)

## ~104~

You walk slowly and silently towards that chest. You open the lid slowly, but the chest is old and it creates a loud creaking sound. Test your luck. Roll 2 dice.

- ◆ If the result is above your current luck score, **go to 74**
- ◆ , or else, **go to 130.**

## ~105~

You advance towards the door and are ready to step through it. Just then, Cerberus springs back to life and pounces at you! You realize just in time and jump through the door to find yourself in another corridor. You can hear the three heads of Cerberus barking in the chamber behind you. You get back to your feet and advance into the corridor with just one thought in your head: *I have to find my companion!* **Go to 29.**

~106~

After another few steps, the corridor takes a sharp left turn followed by another left turn and then, a right turn. You turn with it. Between the second left and the right turn, there is a flask filled with a blue liquid. There is a label on this flask:

**DRINK!**

- ◆ Do you wish to drink this mysterious blue liquid? **(136)**
- ◆ Or stay on the track and turn right with the corridor?**(11)**

~107~

**Add +8 Skill points and +10 Health Points.** While picking up the *shield*, you hear the thud of Cerberus' footsteps behind you. You turn around with your trident and shield at the ready. Cerberus charges at you, but you dodge out of his way.

Fight Cerberus:

**Skill: 16**

**Health: 20**

If you succeed, **go to 46.**



~108~

The door is made up of solid stone and you cannot pass through it. There is a hole in the center of this door and on top of it are the words: *Tartaranus 1*. Do you have the object ***Tartaranus 1*** in your **Equipment carried list**?

- ◆ **Yes:** Go to **(115)**
- ◆ **No:** Go to **(17)**



~109~

The moment you insert the blocks in sequence, a magnetic like force pulls them into the ceiling. After a couple of long and impatient seconds, an image of the 12 Olympic gods appears on the surface of the ceiling. The symbol Ω is evident At the center of this image. The part of the ceiling in front of the stairs opens up and makes way for you to pass into the area above. **Go to 50.**

~110~

You Pick up the sword. (Add **+4 Skill points**) and leave the room. Go to **28.**

~111~

You leave the room and enter the hallway. There is no way out of there. Do you want to go back and investigate the hard spot in the room?(**33**)

~112~

In the corridor, you walk towards the staircase. With each step you take, the staircase becomes larger and more visible. But just when you were 5 steps away from the stairs, they disappeared and in its place stood a narrower version of the same corridor. Reluctantly, you walk into the corridor and find another liquid stone door to your right.

- ◆ Will you go through this door?(**45**)
- ◆ Or will you continue into the corridor?(**15**)

~113~

You advance towards the door and are ready to step through it. Just then, Cerberus springs back to life and snaps your neck with a single blow. You **DIE!** Try again?

~114~

Luckily, you snapped out of the enchantment. You stumble back two steps and notice a shimmer in the middle of the deck. Immediately after that, a beautiful Siren appears before you. The siren has a solid face and a flowing gaseous body. Her appearance is appealing but not for long. She starts singing again, but this time you are prepared.

Fight the Siren:

**Skill: 23**

**Health: 14**

If you win the battle, you leave this enchanted ship and enter the smaller passageway outside in the corridor. **Go to 125.**



~115~

You insert the round, malleable stone into the hole and wait. (**Erase Tartaranius 1** from your inventory) After a few long seconds, the hole disappears and the solid stone door liquefies. The door is now in a flowing state and can be passed through easily.

- ◆ Do you want to go through the door?(**92**)
- ◆ Or do you want to continue into the corridor instead?(**76**)

~116~

You enter a room which smells like chlorine. This room consists of a machine which releases a yellowish-greenish smoke that has filled up the entire room. There is a seat on this machine.

- ◆ Do you wish to sit on it?(**156**)
- ◆ Or leave the room and head down the corridor?(**73**)

~117~

The moment you insert the blocks in sequence, a magnetic like force pulls them into the ceiling. After a couple of long seconds, the ceiling cracks and falls on your head. You **DIE!** Start over.

~118~

You walk into the liquid stone door, but when you walk through it onto the other side, you fall into a pit of oblivion where you are torn apart infinitely. You **DIE!** Play again?

~119~

This corridor opens up into a chamber. This chamber has a smaller room inside it and another locked door.

- ◆ Will you enter the smaller room?(37)
- ◆ Investigate the locked door?(99)
- ◆ Or leave this chamber and go back to the previous corridor?(86)

~120~

You quickly nibble on the biscuits and gulp down the water. (Increase +2 HEALTH Points) You then leave the room. **Go to 55.**

~121~

Fight the Harpy.

**Skill: 4**

**Health: 4**

If you win continue:

- ◆ do you wish to go back to the previous corridor? (86)
- ◆ or investigate the locked door in the chamber outside?(99)



~122~

The moment you insert the blocks in sequence, a magnetic like force pulls them into the ceiling. After a couple of long and patient seconds, the ceiling cracks and falls on your head. You **DIE!** Start over.

"That's good then" says Hades, still focused on the body. "You can go back to your world now." Obeying his orders, you walk through the twirling portal. You feel your body churning through space and time until the portal reopens and you fall out. You feel soft sand beneath you. You get up and find yourself on a beach. The sun shines brightly above you, *it must be twelve or one in the afternoon*. Feeling excited, you run into the mainland, to search for some sort of help to get yourself back home. But, by the time the sun sets, you will have seen the real truth. You meet an old man who tells you that Hades had tricked you the same way he had tricked him. Instead of sending you back home, he sent you as promised, to *your world* but a completely uninhabited place where no one can find you. He sent you on an island in the Bermuda triangle which is guarded by Charybdis in the north and Scylla in the south. There is no escape from this place. You spend the rest of your life on this abandoned island.



"Now that you have succeeded, you can advance to the two doors at the end of this hall. As the god of doorways, let me warn you: One of these doors will take you out of this world while the other will lead to your death.", says Janus. You walk toward the end of the magnificent hall. The two doors are completely identical to each other. There is no noticeable difference between them. Which one will you choose to go through?

- ◆ Left(19)
- ◆ or Right?(134).

You could also decide by rolling 2 dice. If the result is above your Luck points, go left or else go right.

~125~

You walk down this smaller corridor which, after a few steps turns left and then right. Here, you find an energy bar.

- ◆ Do you wish to eat it?(147) or leave it and walk down the corridor instead?(157)

~126~

You open wooden door and a Sword placed on a mantelpiece in the cabin.

- ◆ Do you want to pick up the sword?(110)
- ◆ Or leave the cabin without it?(28)

~127~

You place your right foot on the red tile and your left foot on the next blue tile. Each tile lights up the moment you step on it. You continue this pattern until you miss a blue tile and place your left foot on the red tile instead. The red and blue tiles part from the center and create an opening for you to fall into. At that moment, you think that this the end of you, and you have failed your companion, but you fall for a short span of two seconds and land with a loud thud in another bright white corridor. The impact hurts but is bearable.(Subtract -1 HEALTH points). There is a solid white door immediately on your right side. There is a wall behind you and the only direction available is foreword. You get back onto your feet and walk down the corridor. Not many steps later, you find yourself staring at a door on the left of this passageway.

- ◆ Do you wish to enter this door?(116)
- ◆ or continue straight, deeper into this corridor?(73)

~128~

The moment you insert the blocks in sequence, a magnetic like force pulls them into the ceiling. After a couple of long and patient seconds, the ceiling cracks and falls on your head. You **DIE!** Start over.

~129~

The moment you step on the button, 2 little pieces of the ceiling fall off leaving two empty cube holes in the ceiling. You pick up one of these pieces and turn it around. The piece had a roman numeral engraved on it. You quickly tilt the other piece and see the respective numerals engraved on them:

I                  II

You notice that each of these pieces fit perfectly into the holes in the ceiling. Maybe this is a puzzle to be solved? Maybe there is a proper sequence in which you need to insert the numbers so that the ceiling may open? In what order will you insert the numbers?

♦     I         II         (Turn to 109)

♦     II        I         (Turn to 146)

~130~

You Got lucky! The Ophiotaurus did not wake up because of the sound. *Phew! That was close!* **Go to 139.**

~131~

"You Both worthless nutcases! Don't you learn from the past? To defeat him, we need to fight together!" Says the third Graeae.

Fight all the three Graeae:

**Skill: 25**

**Health: 35**

If you succeed, you collect the eye from the first Graeae's hand and leave this room. **Go to 153**



~132~

The moment you insert the blocks in sequence, a magnetic like force pulls them into the ceiling. After a couple of long seconds, the ceiling cracks and falls on your head. You **DIE**! Start over.

~133~

The closet has a golden knob and keyhole. Do you have a golden key in your inventory that you would want to try?

- ◆ Yes. **(103)**
- ◆ No: Leave the cabinet alone and turn with the corridor **(8)**.

~134~

You walk into the liquid stone door, but when you walk through it onto the other side, you fall into a pit of oblivion where you are torn apart infinitely. You **DIE**! Play again?

~135~

Once you reach midway, you realize that the door that was once on the left side is not there anymore. Instead, there is another door on your right. In curiosity, you walk through this door and find yourself in an enclosed, bright room. Sitting at the center of this room, were three old and ugly women. None of these women had any eyes or teeth. The only eye they had was in the hand of the woman sitting between the other two. You realize that you are staring at the Graeae. According to legend, the Graeae are three women who are blind and the only way they could see was by sharing a single eye amongst themselves. All of a sudden you remember the riddle: *Enter only those who possess the vision shared by three*. The key to that door is the eye of the Graeae! **Go to 159**.

~136~

The blue liquid was some sort of intoxicating drink. Too, late to realize now! Reduce **-1 ENDEAVOR** point and **-1 HEALTH** point and **+ 2 LUCK** Points. Turn right into the corridor in the same intoxicated state. **Go to 11**.

~137~

The moment you insert your hand into the hole in medusa's mouth, her eyes shine and her hair wriggles. You think that she is actually opening her eyes and Panic. This is an **ENDEAVORING** point.  
If you succeed, Go back to the previous corridor. **(96)**



~138~

The moment you insert the blocks in sequence, a magnetic like force pulls them into the ceiling. After a couple of long seconds, the symbol  $\pi$  appears on the ceiling. The part of the ceiling in front of the stairs opens up and makes way for you to pass into the area above. **Go to 50.**

~139~

You open the chest completely and find yourself staring at a packet of biscuits and some water.

- ◆ Do you wish to take these Items?(120)
- ◆ Or leave the room without them?(55)

~140~

You enter a hall grander than the Vatican itself! The hall is humongous in size and is mostly made up of marble and gold. There are 2 rows of pillars lined up from one end of the hall to the other. There are countless marble and gold statues all over the place. In the center of the room is a fountain. Streams of liquid gold are flowing out of this fountain and seeping into 2 parallel canals which course through the entire length of the hall, creating something like a border for the hall. At the far end of the hall, there are two doors placed side by side.

There is a man standing just before the fountain. He is tall and lean and is wearing a lab coat. While you walk towards him you notice that the *right* side of his body was white in color while the *left* side was golden. **Go to 26.**

~141~

"Give me the eye you piece of scum!" Says one of the other two Graeae.

Fight the second Graeae

**Skill: 12**

**Health: 14**

**If you succeed, go to 131.**

~142~

The moment you insert the blocks in sequence, a magnetic like force pulls them into the ceiling. After a couple of long seconds, the ceiling cracks and falls on your head. You **DIE!** Start over.

~143~

You walk through the door and find yourself in a cave. The cave is rugged and rough. It has no particular shape and so seems more like a den. The cave is enclosed and is extremely dark. The only visible light here is that which is radiating out of your own body.

- ◆ Do you wish to investigate this room(31)
- ◆ or leave it?(91)

~144~

You advance towards the door and are ready to step through it. Just then, Cerberus springs back to life and pounces at you! You realize just in time and jump through the door to find yourself in another corridor. You can hear the three heads of Cerberus barking in the chamber behind you. You get back to your feet and advance into the corridor with just one thought in your head: *I have to find my companion!* **Go to 47.**

~145~

You enter a massive hall which looks exactly like a modern day pharmaceutical factory. But the only products being produced here are alterations of the human body. There are rows and rows of cylindrical glass containers filled up with an aerated green fluids. In each container resides a different form of the human body. It starts from the basic cell and ends at the current human form. There are more than a thousand rows between these two containers. There must be more than a million containers in this particular room. There is a corridor passing through these containers. You walk down this corridor, staring at all the different evolution stages of humanity. You reach the end of this corridor to find yourself staring at room with transparent glass walls. In the center of this room is a platform with a human body placed on top of it. Standing by this body is a man wearing a black and purple lab coat. His black French beard makes his subtle face slightly fierce. His eyes were flaring with a purple fire. **Go to 164.**

~146~

The moment you insert the blocks in sequence, a magnetic like force pulls them into the ceiling. After a couple of long and impatient seconds, the ceiling cracks and falls on your head. You **DIE!** Start over.

~147~

You eat the energy bar and replenish your health. (Add a +3 to your *HEALTH*) After eating it, you walk down the corridor.

- ◆ **Go to 157.**

~148~

You place your right foot on the red tile and your left foot on the next blue tile. Each tile lights up the moment you step on it. You continue this pattern until you reach the metallic door. You step through the door and fall into deep and dark infinite abyss. You **DIE!** Start over?

~149~

You walk deeper into the forest and gape over the beauty of this futuristic nature. Once you believe regain your faith in nature, one of the roots creeps onto your foot and pulls you down. The root has grabbed hold of your foot and refuses to let go. You try to cut it off, but another set of roots grabs hold of your arms and legs. These roots elevate you into the air and stretch your body until the pain becomes unbearable. Finally one of the branches pierces your heart. You **DIE!** Start over?

~150~

You are still in a corridor, but this one does not have any marble walls or a marble floor. Instead, it has walls which are bright white in color and the floor is made up of shining white tiles. It seems like the walls have a luminosity of their own. The area smells pungent, it smells like the mixture of a chemistry and a biology lab. Standing in front of you is the goddess *Elpis*. She is in the same attire as before, only this time, she looked as real as what Janus did. She was not made up of smoke. "Welcome to the Laboratory of Tartaranius!" She said in the same enchanting voice. "The previous arena was just a processing center. The major tests will take place in this Laboratory. As I have told you earlier, we will be carrying out mental tests on you by bringing up situations that will help us analyze the new human's way of thinking. One of these situations include: How would human's react with blending instruments installed in them? In your words: How would human's react if they are given super powers. So the first super power I am going to bestow upon you is: *Invisibility*. In your time in Tartaranius, you can use this super-power 3 times. Use this power to get run away from your enemies. (Skip 3 battles. You win without fighting them. Subtract after using.)" She checks her pocket watch restlessly. "Zeus is asking me for a concrete report. I'm counting on for everything. Don't fail me! And yeah, your companion is somewhere in this laboratory..." You stop listening beyond this point. "*My companion is h...?*" You ask Elpis, but before you can complete your sentence, she dissolved into the environment. (Write 3 in next to INVISIBILITY in your Adventurer's Sheet.

There are three passages emerging from this point. Which one will you follow?

- ◆ The one going straight?(10)
- ◆ The one diagonally to your right?(39)
- ◆ The one diagonally to your left?(80)

~151~

You drink the liquid and feel a surge of energy flow into you. (Add +4 *SKILL* points). You leave this room and continue into the corridor outside. **Go to 3.**

~152~

On the other side of the door is a never ending sea of black waters. You find yourself standing on the deck of a sailor's ship. Other than the captain's wheel, the deck is completely empty. You feel the ship swaying from side to side along with the current. You can hear an enchanting voice in the background that lures you towards it. You are walk towards it and do not realize that you are going to fall overboard. Test your luck here. Roll 2 dice.

- ♦ if the result is higher than your current luck score, **go to 42**
- ♦ or else, **go to 114.**

~153~

You walk back to the bronze door with the Cyclops carving. As per the riddle had asked, you place the eye in the hole. With the moving eyeball in the socket, the Cyclops seemed complete.

The entire door dissolved into a dense black smoke which disappeared immediately after appearing.

- ♦ **Go to 145.**

~154~

You walk straight and see a dead end. There is a packet of gummy bears placed at this dead end.

- ♦ Do you want to eat the gummy bears?(35)
- ♦ Or leave this corridor and go back to the corridor that turned right.(84)

~155~

After the fire had been engulfed, another door came into view on the right of this cylindrical chamber. You go through this door and find yourself in a dimly lit passageway. This time you notice instead of the walls, it's you who is radiating light into the corridor. You walk down this corridor until it turns the corridor turns right. There is a closet at this corner of the corridor.

- ◆ Do you want to inspect it?(133)
- ◆ Or ignore the cupboard and turn with the corridor?(8)

~156~

Once you sit on the seat, the machine begins to vibrate. At first, the greenish gas is irritating to your eyes, but you soon get used to it. After a while, parts of the machine inject syringes into your arms and torso. The green gas is pumped into your circulatory system. You try to resist the machine and its syringes but the machine doesn't bulge. This is an *ENDEAVORINGPOINT*. If you succeed, continue reading: After a very long time, the syringes retreat and you are free to go. The gas pumped into you acts like an enhancement to your body. (Add +4 SKILL Points and +6 HEALTH and +2 ENDEAVOR and +1 LUCK). You quickly leave the room and walk down the corridor.

- ◆ Go to 73.

~157~

You walk down the corridor and reach a point where there is a wall in front of you, a door on your left and another bright white corridor on your right. Which one will you enter?

- ◆ The door (102)
- ◆ or the corridor? (3)

~158~

The light in the room shimmers, and the intensity of the wind increases. The purple smoke barriers transform into a dark black cloud. Black Thunder emanates from these clouds and strikes Melinoë with brutal force. A deep and powerful voice reverberates through the room. "MELINOE!!! This time you have crossed all limits! Get back here this very moment!" The voice fades and the two clouds barriers disappear.

"Umm... that was my dad, Hades. He doesn't like me meddling with his test subjects! Umm... I'll just get going then". And with that, she dissolves into a pile of purple smoke and melts into the walls. You continue into the corridor and take a left turn at the end of this wide passageway.

- ◆ Go to 32.

~159~

"We have been expecting you" says the woman with the eye. "He warned us that you would come. He also told us why you would come. So if that is the case, forget it, you're not getting it!"

"It is OURS" shouted the three of them in unity. "and no one but us should grab hold of it. That scum Perseus stole it from us once, we won't let it happen again!", said the one with the eye "NEVER" They shouted again in unity. The one with the eye gets up and charges at you with a stick in her hand.

Fight the first Graeae

**Skill: 10**

**Health: 12**

**If you succeed, go to 141.**

~160~

You walk further into the corridor just to see that the corridor turns left at a certain point. The moment you take this turn, a black cloud of smoke creates a barrier between you and the corridor you just entered from. You try to hammer the barrier down but the barrier stood unyielding and firm. As there was no way back, you take the only possible route available and that is: forward. While walking down this dark walled corridor, you spot a door on your right.

- ◆ Do you wish to go through it **(13)**
- ◆ or continue walking down the corridor?**(5)**

~161~

The granddaughter too had the same face complexion as her grandfather's: White. As white as the marble in the corridor. She is wearing a red frock which when noticed carefully is integrated into her skin. She too has the same glowing red eyes. They enter the dining area and open their mouths in sync. Purple smoke transpires out of their respective mouths and converges in an area directly in front of you. You are in the process of getting a heart attack.

This is an **ENDEAVORING** point. Roll two dice.

→ If the result is **lower** than your current ENDEAVORING Score, you have overcome your fears. Add a +1 to your endeavoring score (If it's less than or equal to 10. Remember, at no point of time can your ENDEAVORING score be more than 12) and continue.

→ If the result is **higher** than your current ENDEAVORING score, terror has gotten the better of you. Subtract -1 from your ENDEAVORING score and roll the dice again. Repeat this process until you either succeed or die (You die of the heart attack if your ENDEAVORING score reaches zero)

If you succeed, continue to **68**:

"You! What are you doing here?" She says in her majestic voice. "Aren't you supposed to be at our testing laboratory? Anyways, now that you are here, welcome to the greenhouse of the gods! We, that is, all the minor gods, perform experiments related to natural habitats over here. Every millennium, we make changes to the natural state of the earth and every time we need to be sure that it can support all life forms. So far, the solar system has been a very stable form of sustaining life, but even that has begun to deteriorate. We gods need to bring advancements in our technologies and retain life in the best possible way. Once we complete our tests with photosynthesis, we are going to experiment on geothermasis. We are trying to unleash and control all the geothermal energy within the earth and retain life even without the help of Apollo. This is why, we have our laboratory at the center of the earth for this millennium. Now that you're here, take this, it will help you in your battles." She hands over a bag full of sand. (Add +5 to your *Shards Of Sand*. You can use this to enhance one of your hits in a fight. Every successful hit will caused with the shards of sand will inflict 5 damage on the creature you are fighting. Reduce one every time you use it.) "Now you better get back to the lab before your absence is noticed. My nemesis must be looking for you!"

- ◆ Do you want to leave this forest and walk further down the corridor? (93)
- ◆ Or ignore Elpis and wander into the forest? (149)



"Who am I you ask? I am your only *hope* to survive in this world. In fact, I am the personification of *hope*. I am *Elpis*, the goddess of *hope*. We have selected you to be the next test subject because of your extraordinary judgment skills. For this batch, we will be performing our regular tests: Testing the human way of thinking, checking the new human's mental stability and viewing his/her logical and analytical skills. Along with that, we are also going to hold a completely new test. We will be testing the strength of your *feelings*." She waves her hand and an image of your companion being held hostage in a dungeon appears in front of you. "Oh yes, I completely forgot, this door behind me leads you into a completely different environment. I *hope* you enjoy your time while we perform our tests on you. We will try and make it as lively as possible!" With that the smoke disappears, leaving you alone in the passageway.

- ◆ Go to 60.



“Come in, come in... I’m impressed that you could make it this far! Passing our tests was no easy task. By the way, I am Hades.” He seems to be performing some sort of operation on the body and his eyes his eyes are fixed on it. The skull of the body was slit open and its brain was visible. Your test results have helped us make genuine alterations to the next generation of humans. We have now decided that we will alter the new human’s DNA and bestow upon them certain characteristic powers that we have never given any being in history of *godkind*. We will soon decide and give you a certain superpower to use in your world. Now that we are done with you here, you can walk through this portal and go back to your world.” He points towards a hole in the wall without wavering his eyes from the body.

“But what about my companion?” you ask.

“Ah! About that, I’m afraid we need to try some more tests on that subject. You carry on, we’ll teleport your companion the moment we are done with our experiments.”

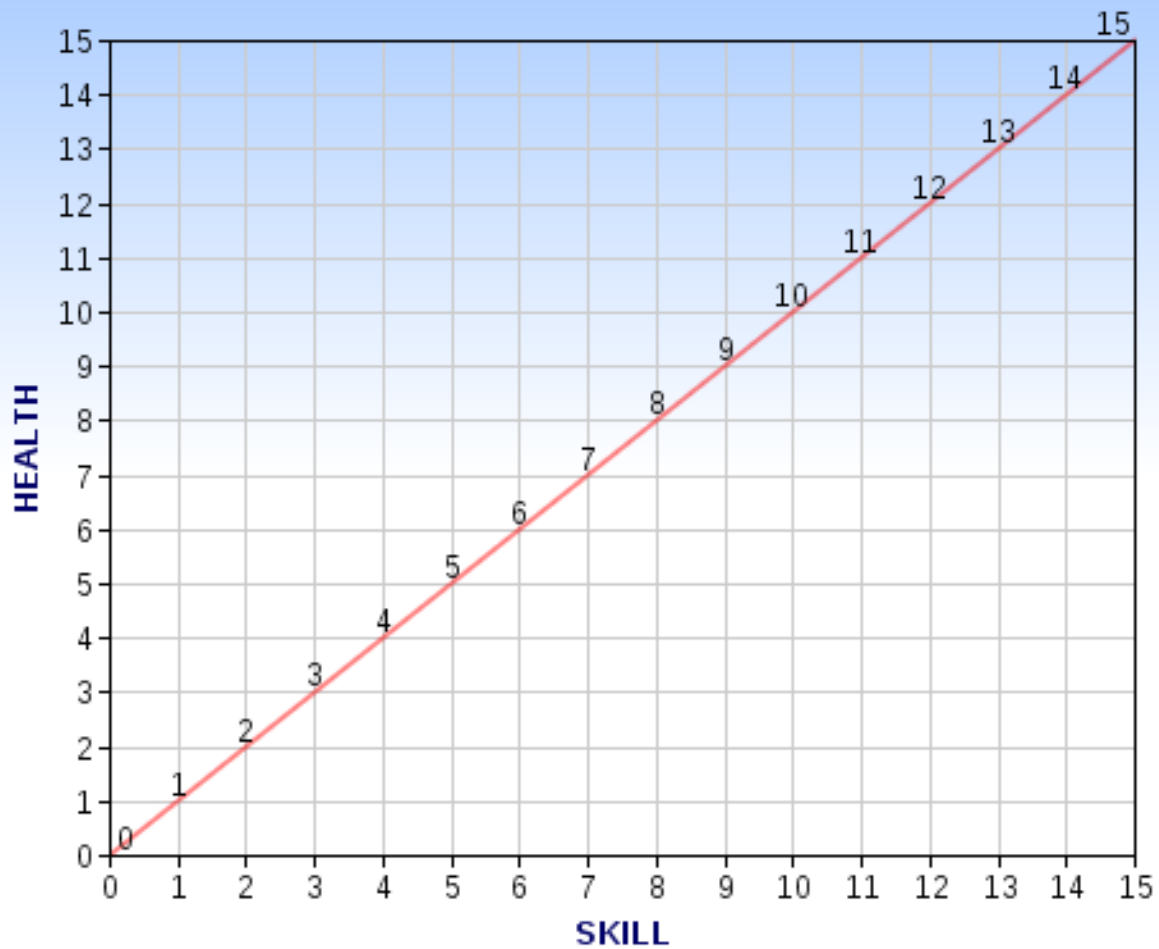
What do you choose to reply?

- ◆ **“I’m not going anywhere without my companion!” (100)**
- ◆ **“Alright, if you say so, I’ll hold you to your word.”(123)**

# CHECK YOUR PROGRESS:

At any time of the game, you can come back here and check your progress.

If your skill and health graph is above the red line, you are doing well. Or else, you need to buck up



# Adventurer's Sheets

## SKILL

Initial:

Current:



## Health

Initial:

Current:



## Equipment Carried

## Endeavor

Initial:

Current:

## Luck

Initial:

Current:

## Power Ups

Invisibility \_\_\_\_\_

Shards of Sand \_\_\_\_\_

Wrath of Darkness \_\_\_\_\_

## Notes:



# Monster Encounter Boxes

*Skills*

*Health*

*Skills*

*Health*

*Skills*

*Health*

*Skills*

*Health*

*Skills*

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*Skills*

*Health*



# Endeavor

Welcome to the world of Tartaranius. Every once in a while, the gods need to check the evolution of mankind and mutate the next batch of humans accordingly. They started with the basic cell nearly five billion years ago. After every test, They mutated these cells in such a way that they evolved into multi-cellular organisms. After they perfected our physical appearance, which took them nearly 4 billion years, they started testing their mental stability and kept evolving the level of their brain until they could think and reason for themselves.

Their research was advancing perfectly until something went terribly wrong. Around 5000 years ago, Homo sapiens, started infesting something called feelings within themselves. These so-called feelings led to their rapid reproduction. As a result, the testing ground: Earth became densely populated and the gods could not find any proper methods to continue their experiments. So, instead of testing their product in their so called Planet, they created an environment which is a perfect ground for them to hold their experiments. They like calling it Tartaranius

You are one of these test subjects. Do you think you can endeavor through their tests and emerge victorious?

## You Are The hero