

# The Creepy Dungeon

Adam Osterweil



**A Books That Play!** Production

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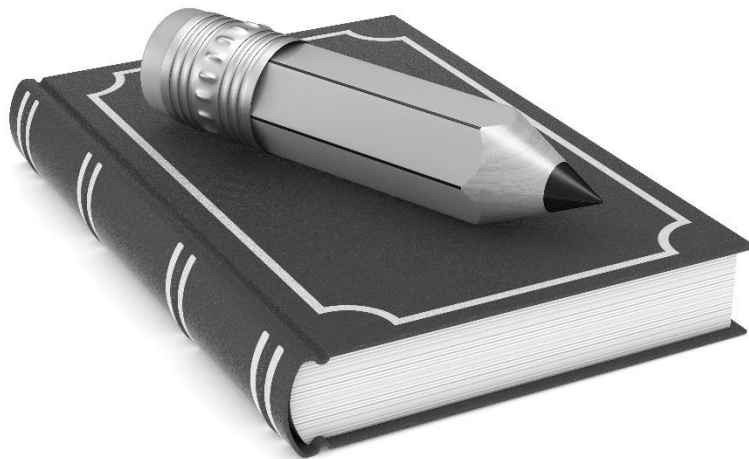
## **Welcome, Brave Adventurer!**

You are about to take a journey that is filled with danger, monsters, treasure, and mysterious places. As you explore, you will have choices to make. These choices will help you battle monsters, solve puzzles, and find treasure.

You will also need to be lucky to complete your adventure. When the book asks you to find a lucky number, you should run to the **Lucky Number Machine** on page 148. Follow the instructions for picking your number.

Occasionally you will be asked to enter the **Treasure Chamber** to pick out a piece of treasure. When you need to find it, turn to page 143 and follow the directions on that page to claim your reward.

If you think you have what it takes to survive the Creepy Dungeon, then grab a pencil and prepare for your journey!



**It is important to read all directions carefully in this book!  
Turn the page to begin your adventure...**

## Your Character

It is time to create your character. How intelligent, skilled, and brave do you want to be? You have **10 character building tokens** to spend before the adventure begins.

Write a number in the boxes below showing how many tokens you want to spend on each character trait. **The total of all three boxes must equal 10 at the beginning of the story.** These numbers will change during your journey.

### Intelligence

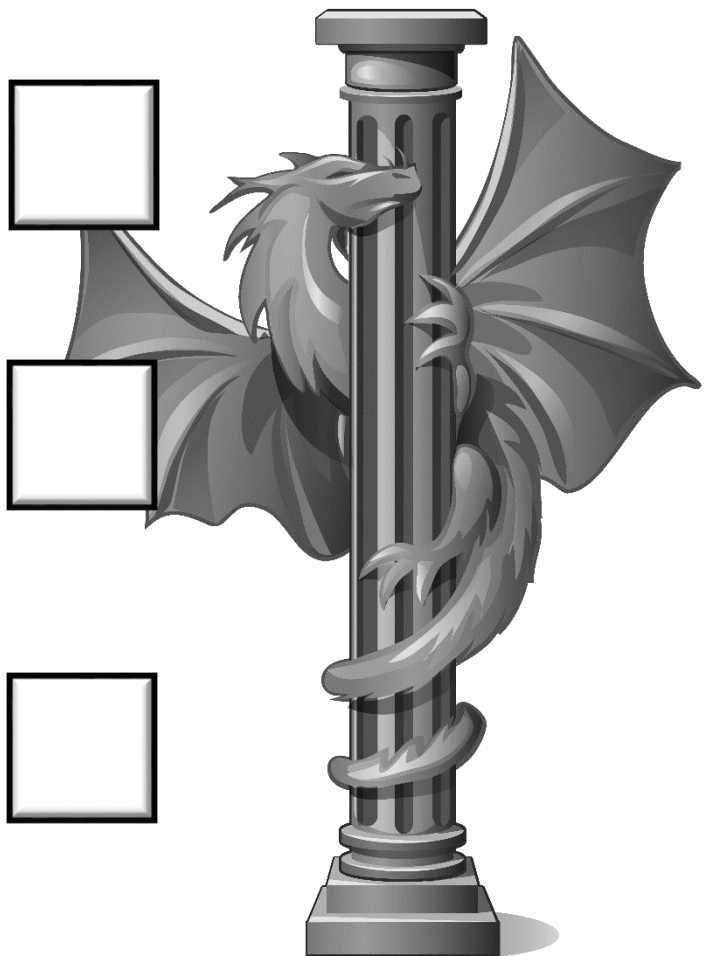
*How smart will your character be?*

### Skill

*How good will your character be at throwing, running, and jumping?*

### Bravery

*How fearless will your character be when facing new challenges?*



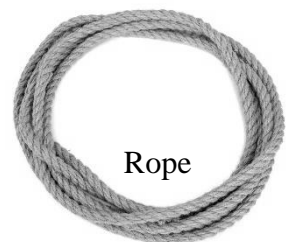
**Circle one item to take on your adventure:**



Blanket



Flashlight



Rope



## Treasure Box



Here is where you will keep track of any gold and items that you find on your journey. You should label each thing that you draw. If you lose a treasure during the adventure, you should remove it from the box. Good luck getting rich!

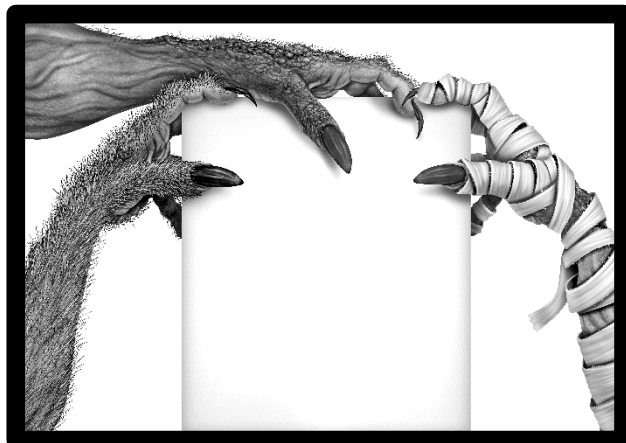
You have discovered a secret hint in the treasure box: Owe someone a treasure? You can give away 300 gold instead of a treasure. If you cannot pay, then you must make a note to pay later when you have more treasure.



## Life Points



You start with 500 Life Points. Please write 500 in the box below. This number will change during the journey. If this number ever becomes zero or less, you must go to page 147.

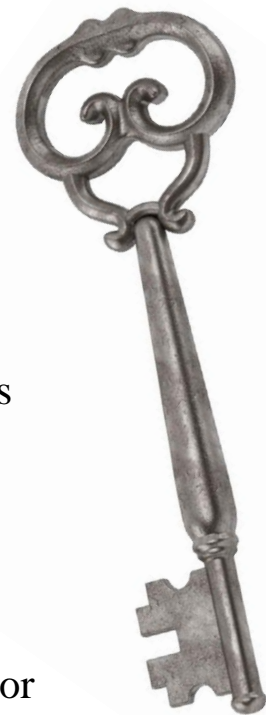


It is night time. Crickets are chirping. Moonlight makes the forest behind your house glow white. You are allowed to enter the Creepy Dungeon before bedtime. After grabbing your treasure box and a helpful item, you head out the back door and into the mysterious forest.

Dry leaves crunch under your feet. Chilly air tickles your nose. A wolf howls in the distance. You approach a crumbling stone building. A statue of a blue dragon sits on the roof. Its eyes glow red, and a long tail reaches all the way down to the forest floor.

You see a large door covered with ancient writing. Above the doorknob is a shiny keyhole. You were so happy the day you found the old silver key in the garden.

You pull open the thick wooden door. It creaks and frightens a flock of bats. They flutter in front of the large full moon. Down moss-covered stairs you walk, until you can no longer see the forest. The door



slams behind you, leaving you trapped in the dungeon. The first time that happened you were so scared. You banged and banged, but the door wouldn't open.

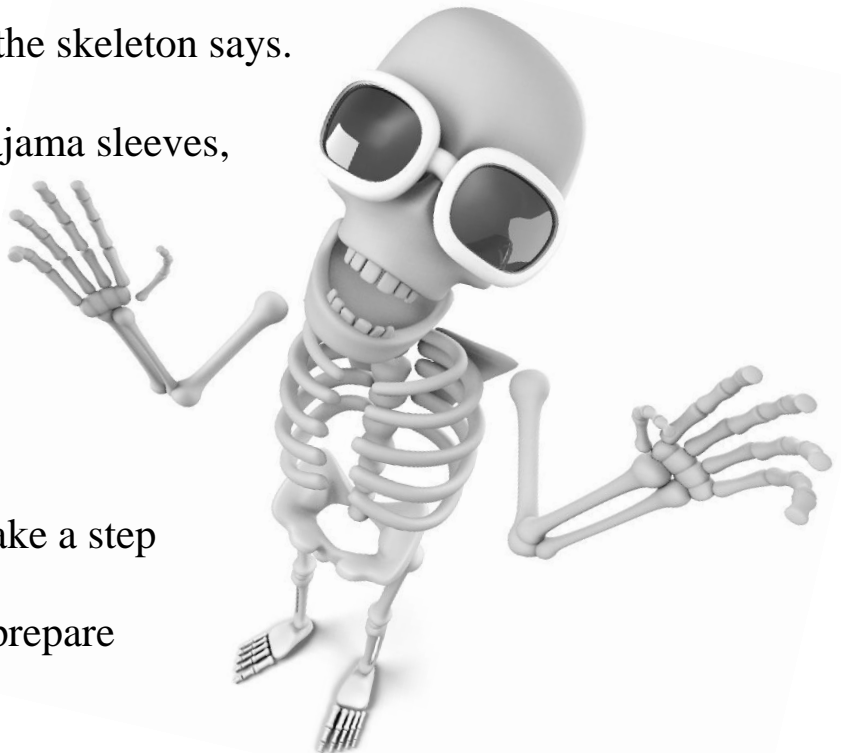
You tip-toe down a hallway faintly lit by burning torches. The damp stone floor is cold under your bare feet. A squealing rat scurries into a hole.

Up ahead, a pile of bones sits on the floor. When you get closer, the bones float into the air and transform into a skeleton. It has a chattering jaw and a pair of 3d glasses covering its eye sockets.

The skeleton holds out two bony arms and blocks your way.

“None shall pass,” the skeleton says.

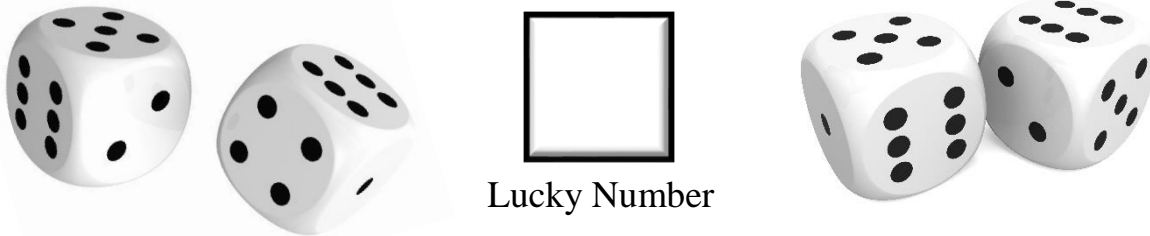
You roll up your pajama sleeves, wondering if you should have read a book instead of journeying into the Creepy Dungeon. You take a step toward the skeleton and prepare for your first battle...



## Battle Against the Creepy Skeleton

This skeleton has 50 Life Points. Can you remove them all and turn it back into a pile of bones?

You will need a lucky number to complete this battle. Run to the Lucky Number Machine on page 148 and follow the instructions. Then write the number in the box below.

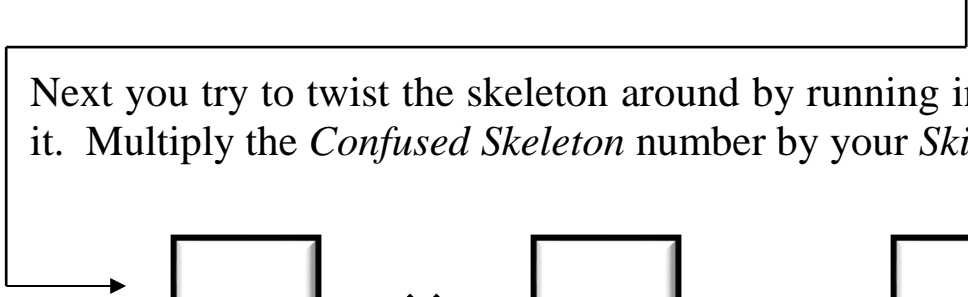


You run between the skeleton's legs to confuse it. You are very brave to do this. Find your *Bravery* number from page 1 and put it in the box below. Then add it to your *Lucky Number*.

$$\square + \square = \square$$

Bravery                      Lucky Number                      Confused Skeleton

Next you try to twist the skeleton around by running in circles around it. Multiply the *Confused Skeleton* number by your *Skill* number.



$$\square \times \square = \square$$

Confused Skeleton                      Skill                      Twisted Skeleton


You back up against the cold, slimy wall and look at the skeleton. It is twisted into a bony knot. Its jaw is hanging down at a weird angle. The skeleton's 3d glasses fell off in the battle, and you see a bright green gemstone in one of its eye sockets. Your heart pounds inside your chest. Did you win the battle, or is the skeleton going to have a bone to pick with you for disturbing its sleep?



Add your one-time beginner bonus to the *Twisted Skeleton* number to see if you won the battle. Then listen to what the skeleton has to say to you!


$$\boxed{\phantom{00}} + \boxed{15} = \boxed{\phantom{00}}$$

Twisted Skeleton (from page 5)      Beginner Bonus      Life Points Removed From Skeleton



**If the number inside the *Life Points Removed From Skeleton* box is 50 or more, go to Page 8.**

**If the number inside the *Life Points Removed From Skeleton* box is less than 50, go to page 7.**

“I think you should have gone to bed instead of venturing into this dungeon,” the skeleton says. “There are greater dangers that lurk beyond this hallway.”

The skeleton leans down until its head is in front of your face. It stares into your eyes. You see only the bright green gemstone in its eye socket. Heat tickles your nose. You cannot move. The skeleton waves a hand, and then turns back into a pile of bones on the floor.

A lightning bolt crashes down and hits the stone beneath your feet. You feel life drained from your body.

You are getting sleepy...



**Subtract 100 Life Points from the box on page 2.**

**Go to page 9 to continue farther into the dungeon.**

“You have defeated me,” the skeleton says. “It’s a little embarrassing after I so confidently said *None Shall Pass*. However, there are greater dangers deeper in the dungeon. You shall never walk away with the dragon’s treasure!”

At once the skeleton turns back into a pile of bones, waiting patiently for the next adventurer.

You pick through the lifeless bones looking for the shiny green gemstone that was in the skeleton’s eye. You don’t find it.



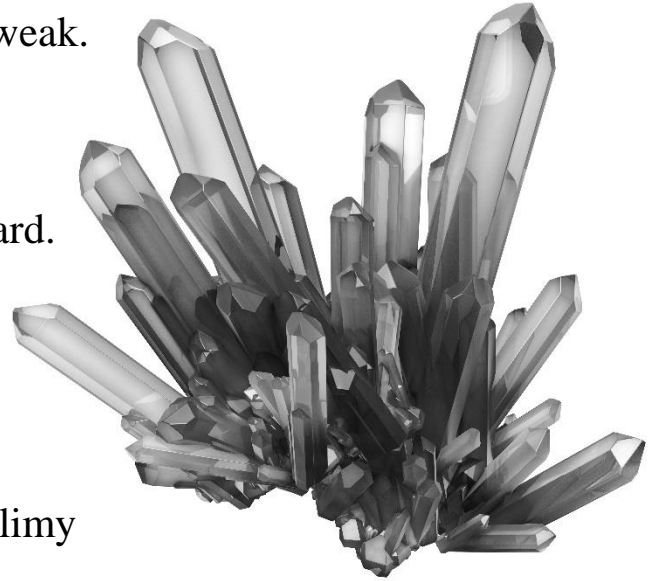
You do find a rusty key that opens an old wooden treasure chest sitting in a dark, dusty corner. The key clicks in the lock and...

**Run to the treasure chamber on page 143 to see what treasure you found. Draw it in your treasure box on page 2.**

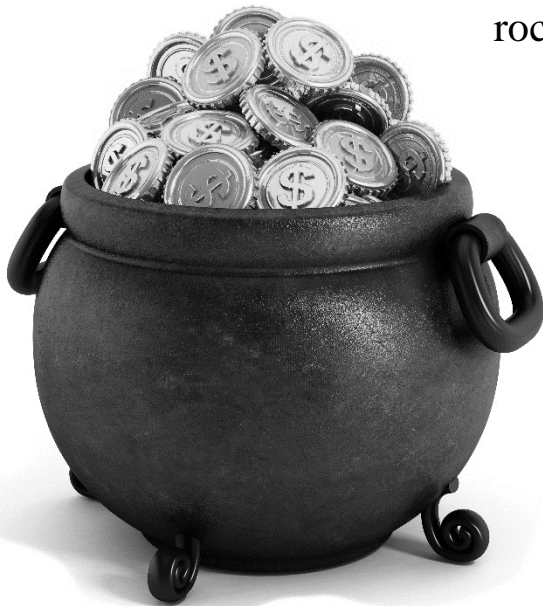
**Go to the next page when you are ready to continue deeper into the Creepy Dungeon.**

You step past the pile of bones and discover a staircase leading deeper into the dungeon. As you slowly walk down, a terrifying roar comes from far below. The stairs shake. The dragon is waking up! You are afraid, and your legs feel weak.

The staircase brings you to a passageway that is slanted downward. Glowing purple crystals on the ground give off just enough light to see clearly. You hold onto the slimy walls to keep your balance.

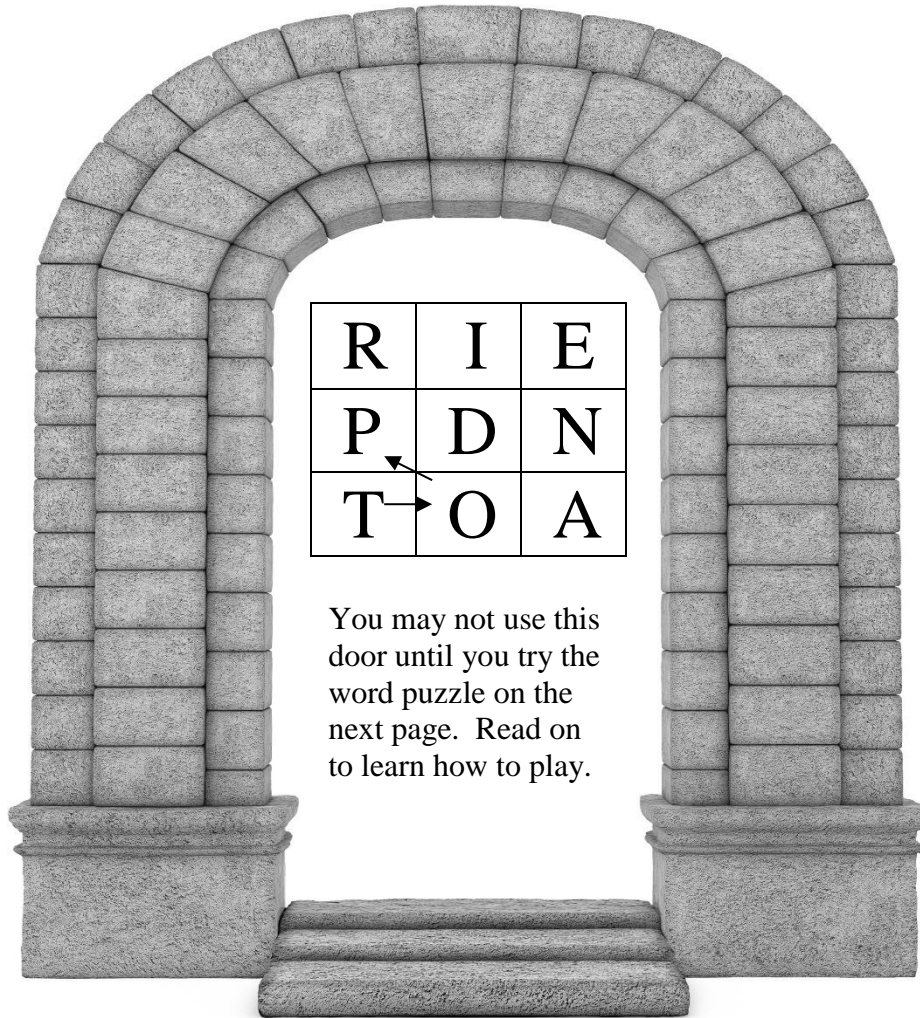


As you creep along, you find a small cave in the side of the rocky wall. It is too dark to see inside.



However, if you brought along a flashlight you may use it to find an iron kettle containing 300 gold coins! Add it to your treasure box on page 2.

At the end of the hallway you are surprised to see a tall stone archway that is blocked by a word puzzle. You read it carefully.



You scratch the word “TOP” into the steps with a sharp rock. The letters in the puzzle begin to fade. You realize that if you find enough words the puzzle will disappear and allow you to pass through the archway. You try scratching “RAN” into the steps, but nothing happens. The letter squares must be connected at the sides or corners!

## The Secret Doorway Puzzle

Each word you find will make the puzzle fade a little more.  
Can you find eight words and clear the doorway completely?

**All letters in a word must be connected at the sides or corners.** Letters may be reused in different words. All words must be at least two letters long.



You will receive more treasure for longer words.

R	I	E
P	D	N
T	O	A

Word 1: \_\_\_\_\_ Word 5: \_\_\_\_\_

Word 2: \_\_\_\_\_ Word 6: \_\_\_\_\_

Word 3: \_\_\_\_\_ Word 7: \_\_\_\_\_

Word 4: \_\_\_\_\_ Word 8: \_\_\_\_\_

If you found eight correctly spelled words, go to page 12.  
(You may check your answers on page 135)

If you did not find eight correctly spelled words, go to page 14.

With your last word in place, the walls and ceiling magically sparkle. All the possible words that can be found in the puzzle appear around you. Some of them are strange words that you have never seen before, but you trust that the Creepy Dungeon wouldn't be wrong about stuff like that. The puzzle disappears.

You step through the stone doorway.

A staircase leads down into darkness. On the first step you see a pile of gold coins!

**Add to your treasure box...**



25 gold coins for each two-letter word you found.

50 gold coins for each three-letter word you found.

100 gold coins for each four-letter word you found.

**If your intelligence is 5 or higher then you can double the total number of gold coins!**

*Powerup Bonus:* If at least half your words were four letters long, you have earned a treasure from the treasure chamber on page 143.

*Extreme Bonus:* If you found any five or six letter words, you have earned a treasure from the treasure chamber on page 143 for each one.

Gold. Jewels. Skeletons. Dragons. Puzzles. You walk slowly down the stairs, wondering if the other kids at school are jealous because you have a real dungeon in your backyard. How wonderful that the adventure is different each time you enter it! You think your parents are very trusting to allow you to go down here in your pajamas, or maybe they are just happy that you have been paying the bills for the past three months with all the treasure you found.



You reach the bottom step and enter a very dark room. You swat cobwebs out of the way and stumble across the damp floor. The high-pitched squeals of mice come from every shadowy corner.

**Go to page 15 to continue your adventure...**

Too much time goes by, and the puzzle remains incomplete.

A big hole opens in the floor beneath you, and you fall into a slick chute that twirls you around like an amusement park ride. Dizzy, you tumble into a bright room and land on soft grass. Your pajamas are now covered in grass stains! You hear a dog barking from nearby.

The path meanders through a white archway and

into a bright sunny meadow. You eagerly

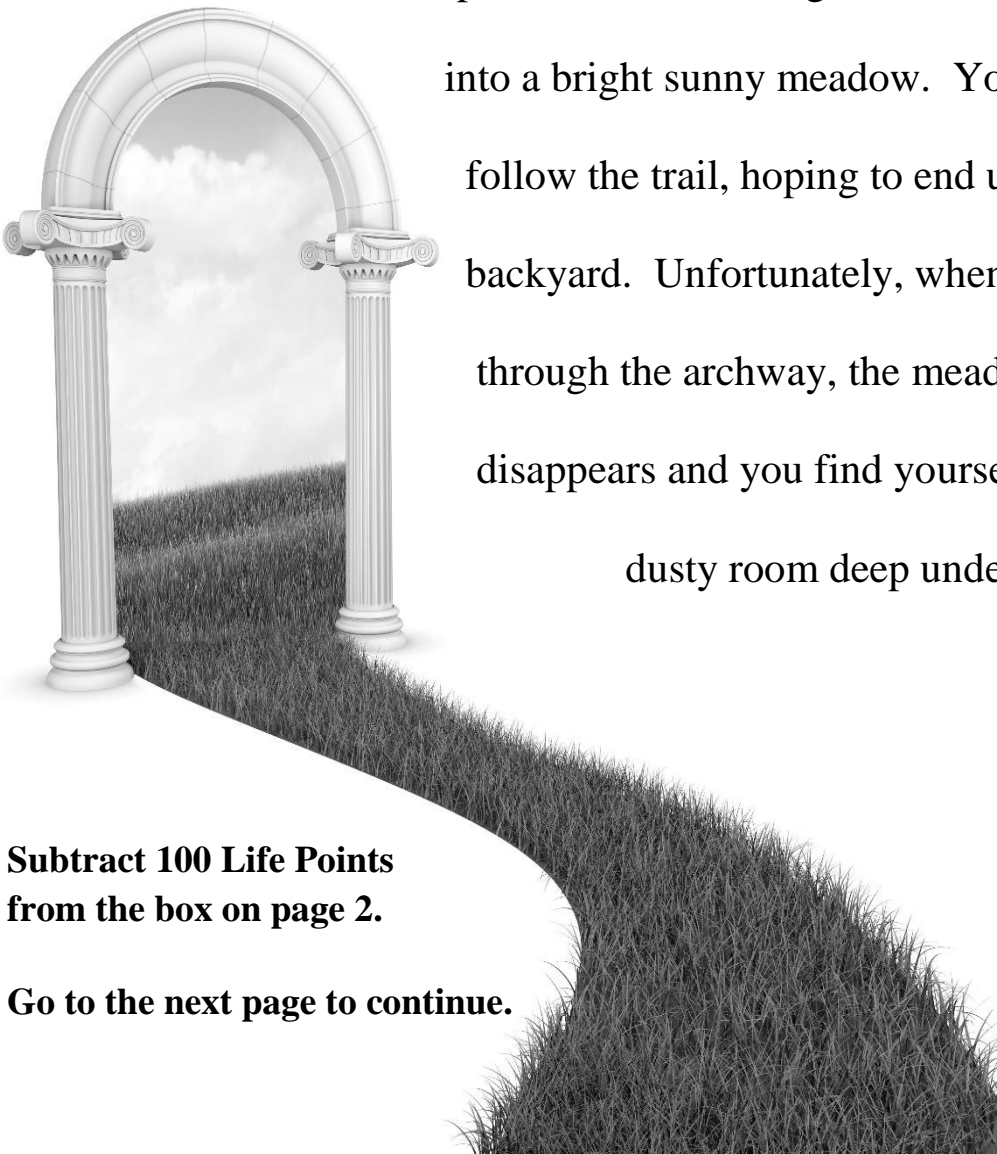
follow the trail, hoping to end up in your

backyard. Unfortunately, when you burst

through the archway, the meadow

disappears and you find yourself in a dark,

dusty room deep underground.



**Subtract 100 Life Points  
from the box on page 2.**

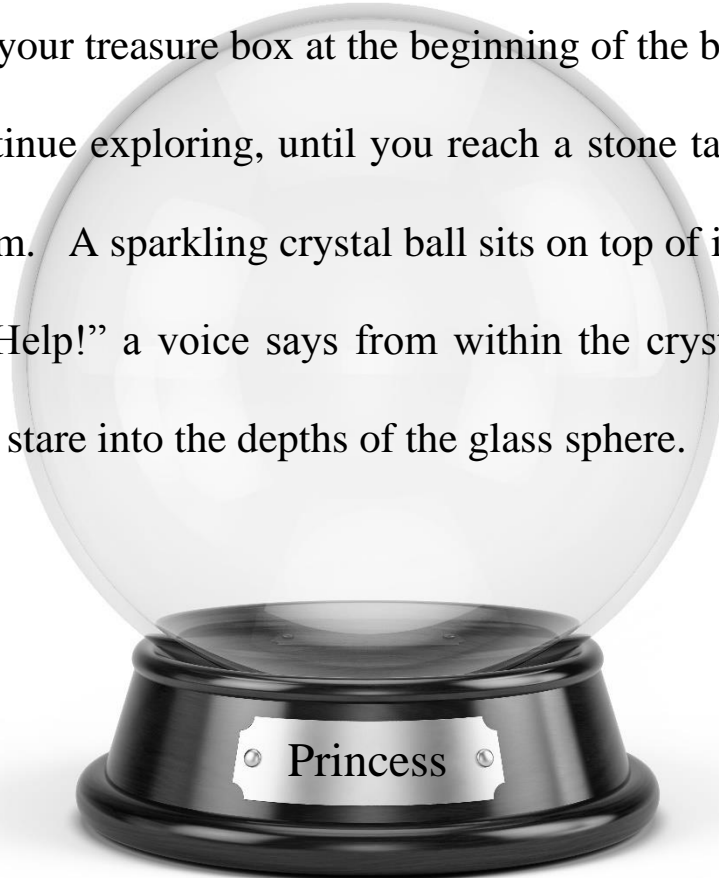
**Go to the next page to continue.**

This room is unlike anything you had expected to see deep under the forest. It is round, with a tall ceiling. Torches cast flickering shadows on the floor. You stare at the shadows for a long time. They transform into dragons, knights, castles, magicians, kings, queens, giants, and chariots that fly. Is that just your imagination, or is there some magic power in this room?

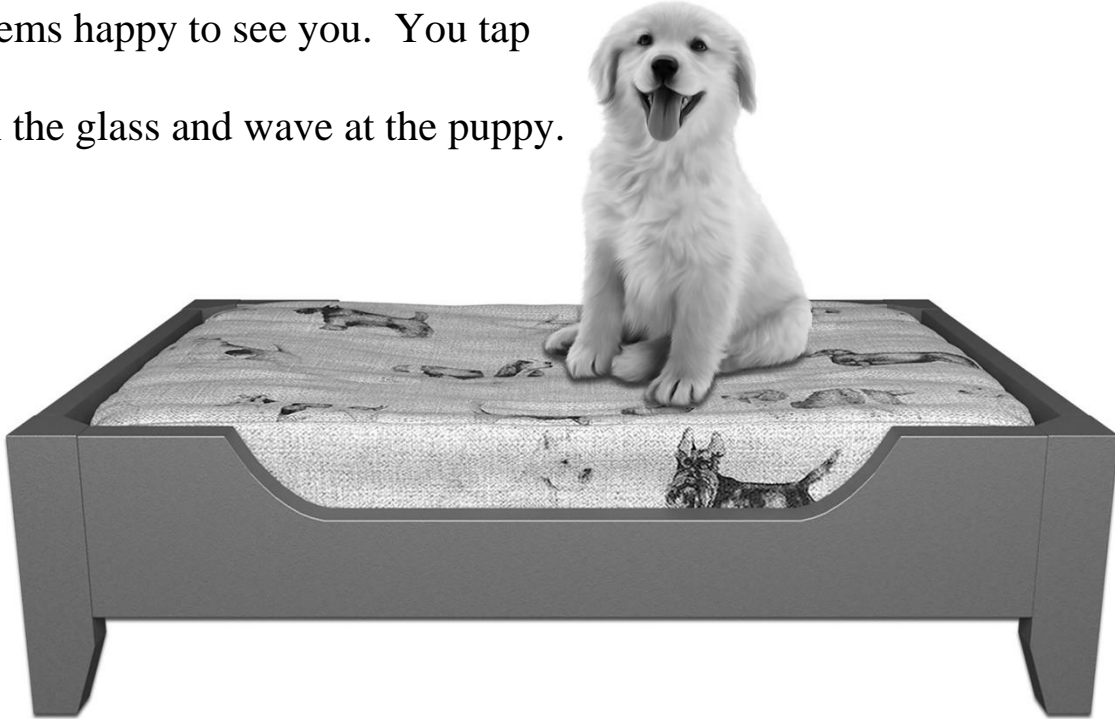
You see a rusty treasure chest on a small ledge high up on the wall. If you brought along a rope, you should use it to climb up to the treasure chest. You may turn to page 143 to find out what is inside. Then add it to your treasure box at the beginning of the book.

You continue exploring, until you reach a stone table on the far side of the room. A sparkling crystal ball sits on top of it.

“Help! Help!” a voice says from within the crystal ball. You lean down and stare into the depths of the glass sphere.



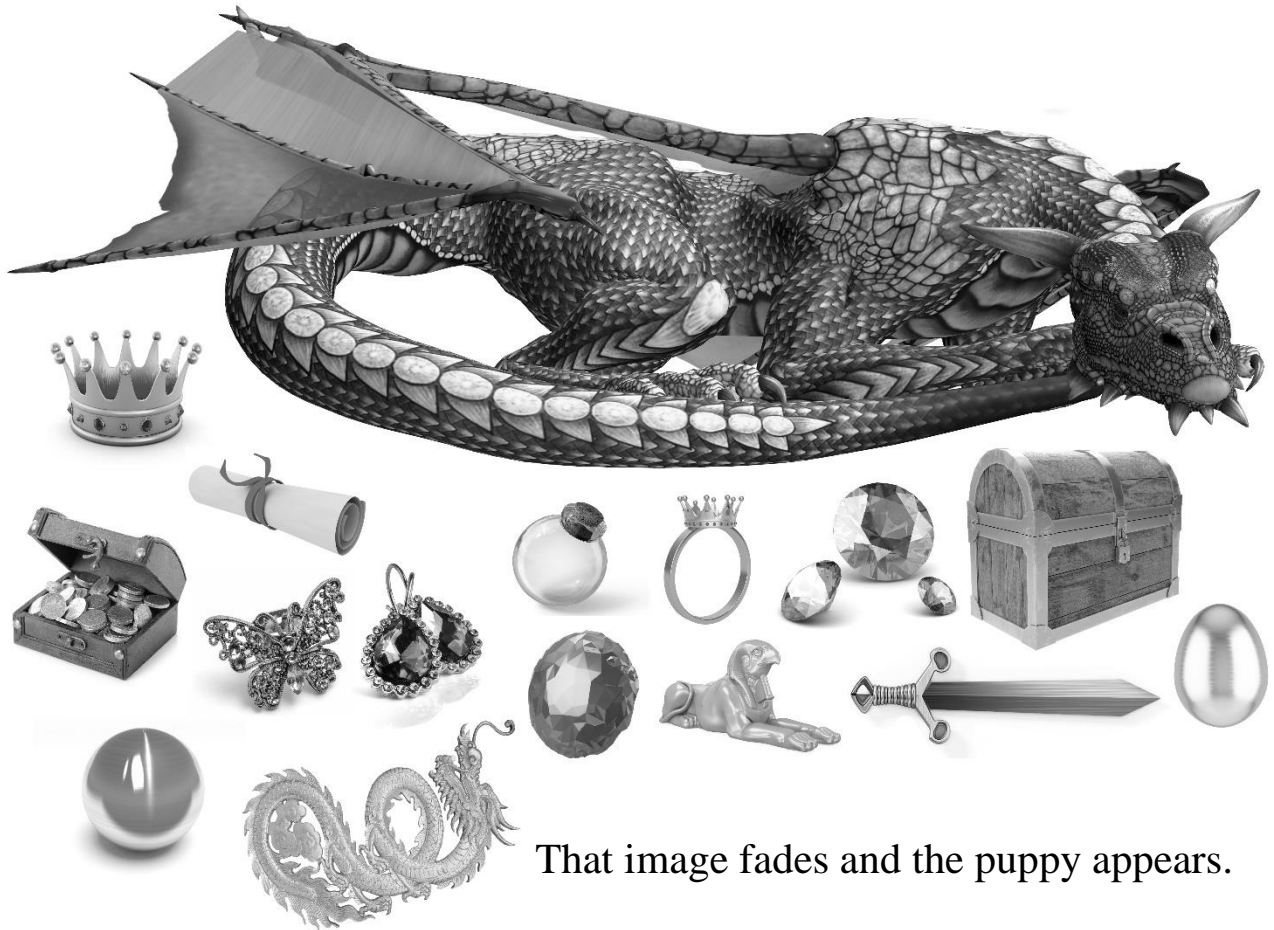
Inside the glass is a little white puppy, the cutest you have ever seen, sitting on top of a doggy bed. Its tongue is dangling, and it seems happy to see you. You tap on the glass and wave at the puppy.



A deep rumble comes from under your feet. The table shakes slightly, nearly rolling the crystal ball out of its holder.

“Listen carefully,” the puppy says. “The evil dragon will wake up soon. It has been asleep for a thousand years. Among its treasures is a fantastic item that has the power to free me from this crystal prison. You must find that item before the dragon awakens. That scary beast is planning to steal my cuteness using dark magic. It is jealous of my power. Watch!” The puppy looks at you with droopy, sad eyes.

Suddenly, the puppy disappears, and within the crystal sphere you see a dark room with a slumbering blue dragon. It sleeps atop a pile of gleaming treasure—gold, silver, statues, priceless rings, colorful jewels, ancient swords, treasure chests. Its long tail wraps around two small wings and disappears under the dragon’s chin.



That image fades and the puppy appears.

“See. That is Nogard, the ancient dragon. The fiercest dragon in the Creepy Dungeon. Now do you understand why it wants to be cute like me? Look at that bony tail! I feel that you are the chosen one, sent here to discover the dragon’s lair and find the magical item that I

need. Do you have the courage to go on this quest?” The puppy rolls over on its back, as if it wants a belly rub.

You agree to help the puppy, but you warn it that bedtime is soon approaching.

“Excellent. Through that door there is a magical scroll that will help you on your quest. Use the scroll, seek the dragon, and become a hero. The fate of our underground

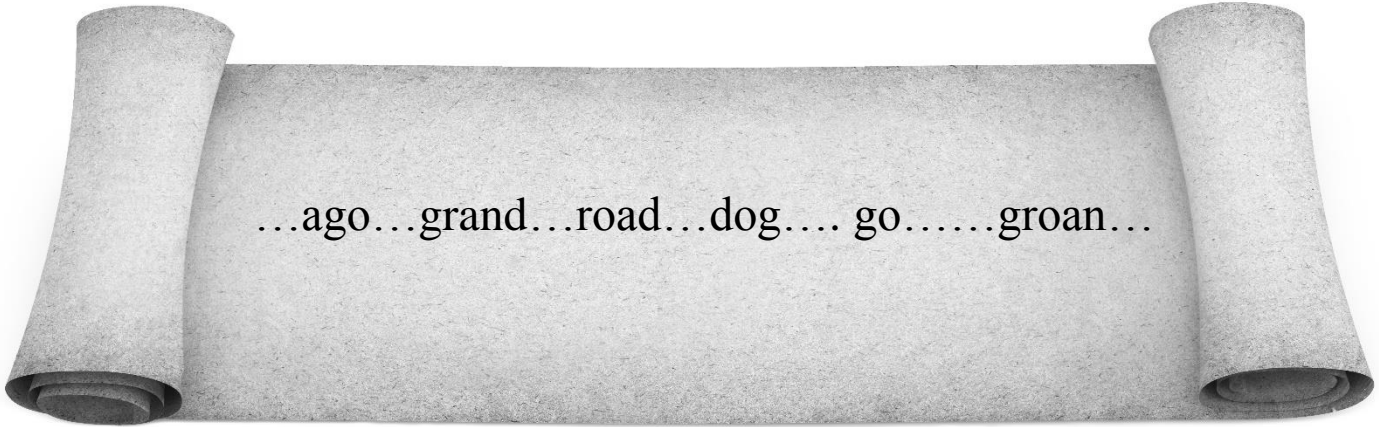


world rests in your hands! I will tell you more as you get closer to the dragon’s lair. Woof woof!”

The image of the puppy disappears, and you are left alone with the flickering shadows in the room. Now you see strange monsters in those shadows—trolls, snakes, vampire bats, giant spiders, and a huge rat. Fear grips your heart, and you wonder if you have what it takes to make it all the way to the slumbering dragon.

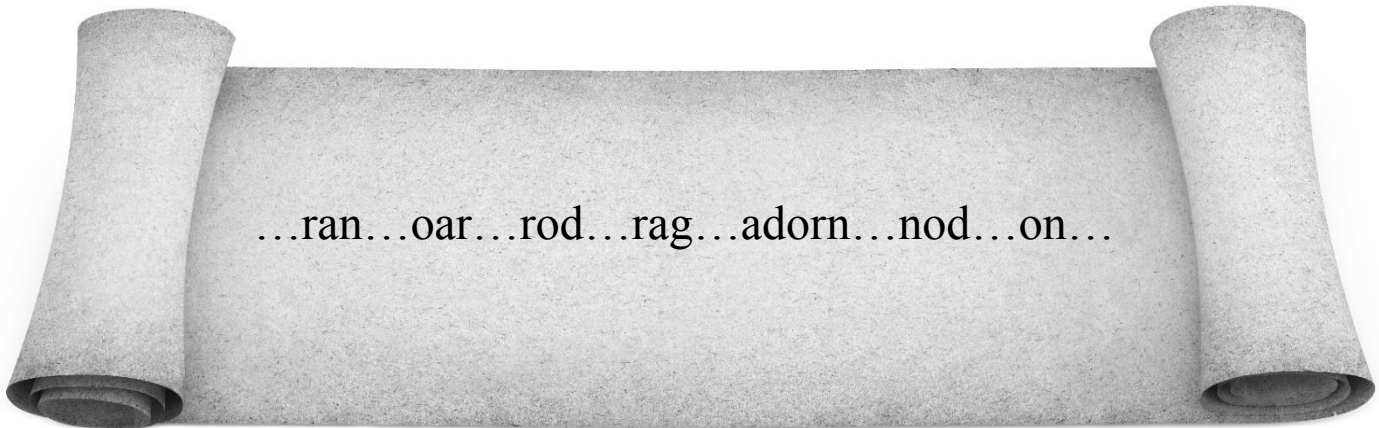
A door swings open, revealing a bright and narrow hallway. A few steps into it you see a yellow, crinkly scroll that appears blank.

You unroll the scroll. A bunch of words magically appear on the ancient paper, but most of the sentence is missing:



It seems to be telling the story of what happened to that puppy!

You unroll the scroll a little more:

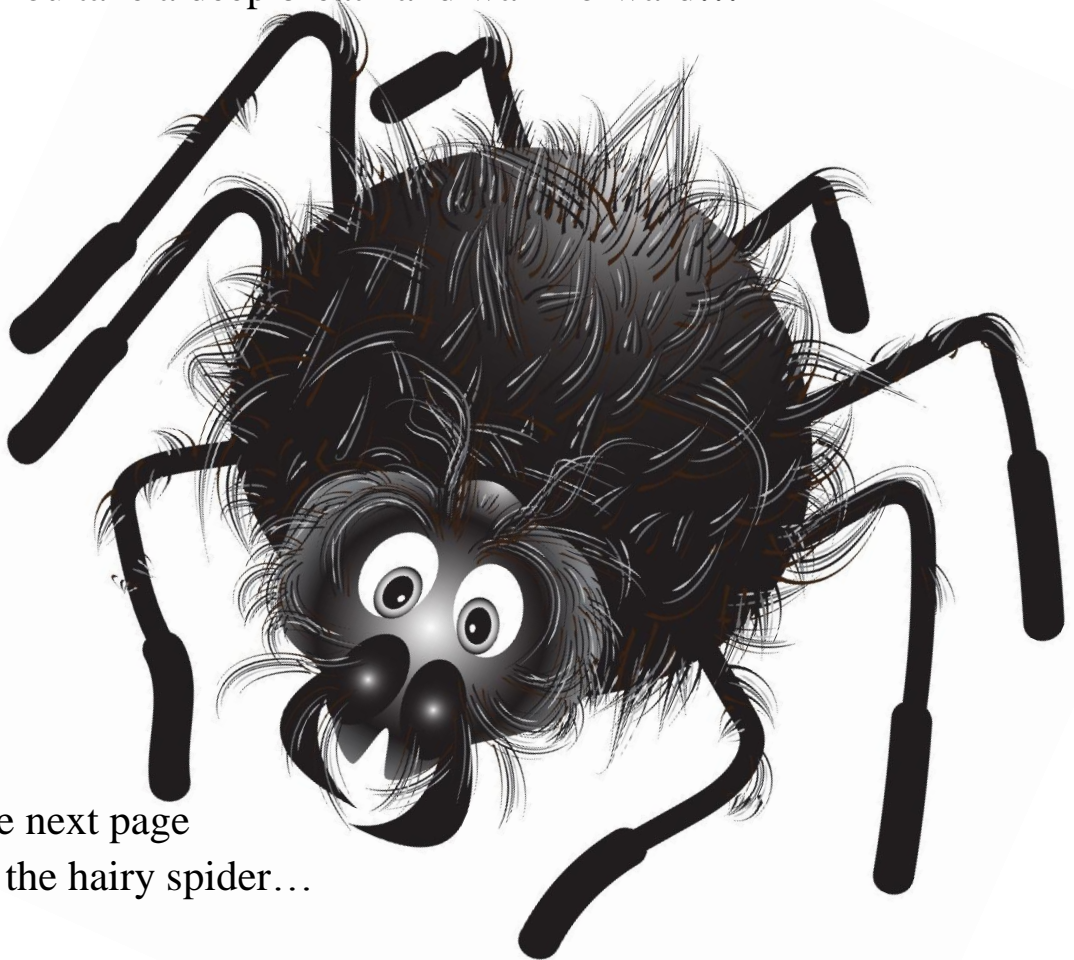


**Draw the magical scroll in your treasure box.**

**The magical scroll is now yours *permanently*. If you are ever asked to remove a treasure, do not choose the scroll.**

Uh oh! Right after you close your treasure box, a large spider crawls out of a hole in the wall and blocks your way. It is covered with fur and has glowing yellow eyes. Large fangs curve down from the spider's mouth.

You really don't like spiders, especially large hairy ones that are almost as big as you. Also, it seems to be smiling at you, which is something you have never seen a spider do. Since you do want to make it to the dragon before bedtime, you will have to battle the spider. You take a deep breath and walk forward...

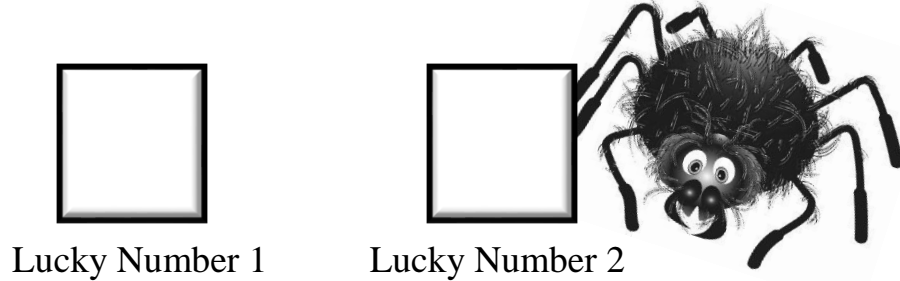


Go to the next page  
to battle the hairy spider...

## Battle Against the Hairy Spider

This spider has 75 Life Points. Can you remove them all and defeat it?

You will need two lucky numbers to complete this battle. Turn to page 148 and follow the instructions. Then write the numbers in the boxes below.



You try to trick the spider into tying itself up with its own web. Find your *Intelligence* number from page 1 and put it in the box below. Then put in *Lucky Number 1* and multiply the numbers.

$$\square \times \square = \square$$

Intelligence      Lucky Number 1      Tricked Spider

Next you throw rocks at the spider to scare it away. Find your *Skill* number from page 1 and put it in the box below. Then put in *Lucky Number 2* and multiply.

$$\square \times \square = \square$$

Skill      Lucky Number 2      Scared Spider

You back up against the stone wall and look at the spider. Your hands and face are sweating. A bunch of small rocks surround the spider. A shimmering white web fills the room. The spider is no longer smiling. It is frowning at you, and its eyes are red. You are worried about what that angry spider is going to do. See if you won the battle by adding up the *Tricked Spider* and *Scared Spider* numbers.



+



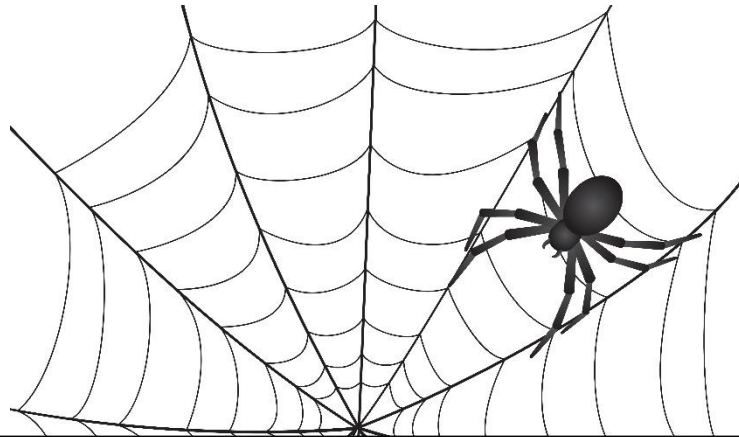
=



Tricked Spider  
(from Page 21)

Scared Spider  
(from Page 21)

**Life Points Removed  
From Spider**



**If the number inside the *Life Points Removed From Spider* box is 75 or more, go to page 23.**

**If the number inside the *Life Points Removed From Spider* box is less than 75, go to page 24.**

“I was trying to help you,” the spider says. “I don’t want you going any deeper into the Creepy Dungeon. There are even scarier dangers lurking down there. Here, take this treasure if that’s what you want, but flee this dangerous place at once!”

The spider pulls a neatly wrapped gift out of a hidden pocket and tosses it to you. Before you can thank the spider, it crawls into a hole in the wall.



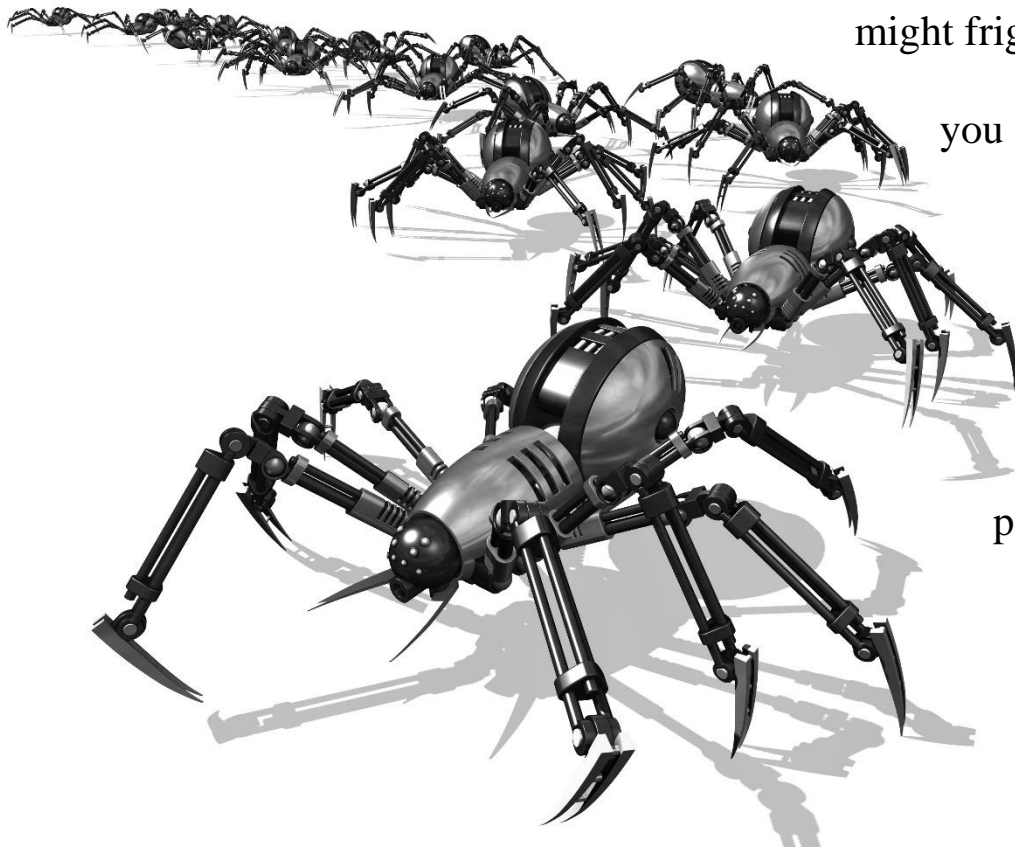
**Run to the treasure chamber on page 143 to see what reward you unwrap. Draw it in your treasure box on page 2.**

**Then go to page 25 to continue deeper into the dungeon.**

The spider approaches you and smiles. From a hidden pocket it pulls out a small remote control and presses some buttons.

Suddenly, a parade of robot spiders marches out of a hole in the wall.

“Meet my pets,” the spider says. “They don’t bite, but they



might frighten

you a little.

Be sure

to

stand

perfectly

still...”

You wonder when you are going to wake up from this nightmare. Unfortunately, you haven’t even gone to bed yet.

**Subtract 100 Life Points from the box on page 2.**

**Go to the next page to continue your journey.**

After resting awhile, you walk out of the brightly lit hallway. It leads to a stone balcony overlooking a large cavern. Below, you see a bridge guarded by a green troll covered in thick fur. The bridge spans a bottomless pit with lava dripping down the sides.

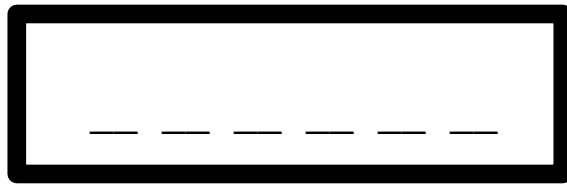
With each step down a crumbling staircase, you continue thinking about the magical scroll. Are those words part of a magic phrase that will summon great power? When you approach the troll, it holds out two enormous hands and blocks the bridge.

“None shall pass! And I mean it, not like that skeleton who stole my favorite line.”



You decide to ask the troll about the scroll. Maybe it knows the secret of those words. Anyway, it seems friendly, with a mouth that's stuck in a permanent smile.

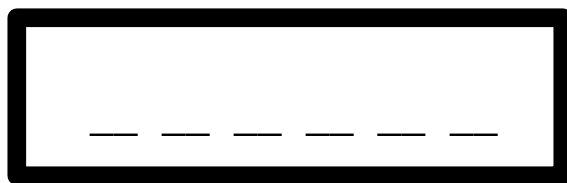
“Hmmm, ...*ago...grand...road...dog...go...groan...ran...oar...rod...rag...adorn...nod...on...* It looks like these words have something in common. I would like to know the secret of this scroll. If you can tell me, I may let you pass. Hmm, I think you should begin by listing the six different letters that are used in these words:”



**Letters used in the words on the scroll**

(Note: if these letters already spell a six-letter word, go to page 136 now)

“I know those letters are all mixed up. If you change the order of them, they should spell something important to this story. I just can't seem to figure it out. Can you rearrange the letters for me?”



**New word spelled using all six letters on the scroll**

As you tell the troll the new word, you notice a treasure chest sitting near the bridge. It is the most beautiful chest you have ever seen, covered in gold and carved with ancient images of palaces, elephants, tigers, pyramids, and boats with many sails.

“So, I heard what you said,” the troll began. “And I just want to tell you that no matter what my reaction, you do have a very nice voice. It gets so lonely down in this dungeon. There aren’t many visitors. Although I remember seeing you crawling in some distant part of the dungeon once before. I was always hoping you’d want to cross this bridge.”



**If you figured out the new word that can be made using all six letters on the scroll, go to page 29.**  
(The correct answer is on page 136)

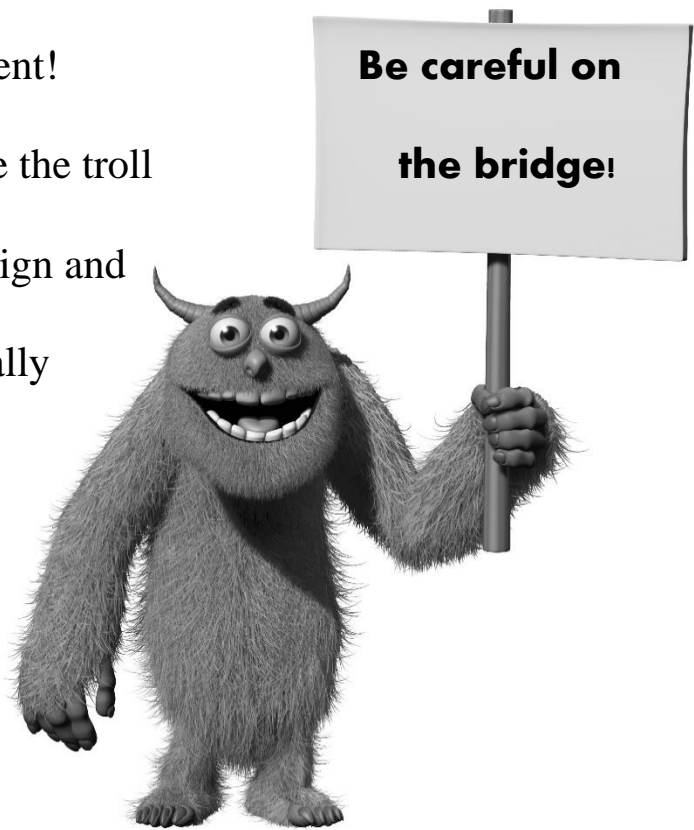
**If you did not tell the troll the correct answer, go to page 28.**

“Well, I don’t think that’s the secret of the scroll after all. You can’t have any of my treasure. It makes me sad to tell you that because you look like the type of adventurer that likes treasure. Oh, stop staring at me with that face. It’s *my* treasure!”

The troll decides to let you go over the bridge. However, it would like one treasure as payment!

As you step onto the bridge the troll suddenly takes out a very large sign and holds it near you. You accidentally bump your head on the wooden handle. It hurts!

You take a few steps onto the rickety planks...



**Subtract 100 Life Points from the box on page 2.**

**Remove one treasure from your treasure box to give to the troll.**

**Go to page 30 to continue over the bridge.**

“Amazing, you are correct,” the troll says. “I would have been stuck on that puzzle for a thousand years. I wonder how many words you can make from the word TROLL? Let me see...toll, lot, to, roll...hmm...”

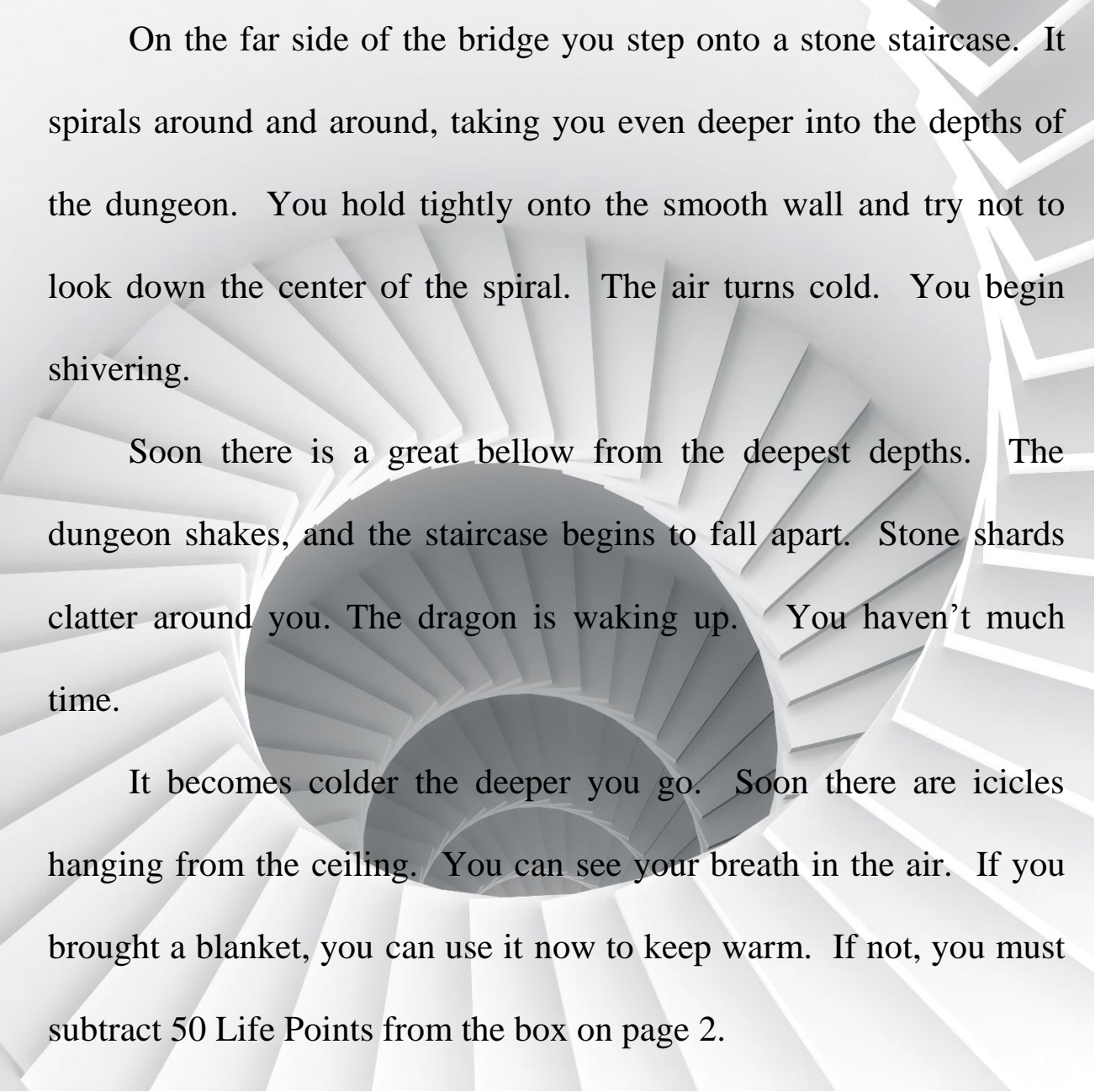
While the troll is busy thinking, you take the small gold key that was tied around its waist and tip-toe over to the treasure chest. You put the key into the lock and quietly turn it. The lid flips open, revealing a pile of gleaming treasure. There is a small golden egg, a pile of silver coins, a shiny bracelet, a potion bottle, and lots of other goodies. A small sign inside the lid reads, “You are allowed to take only one treasure from the chest for solving the puzzle!”



**Run to page 143 to see what treasure you found.  
Draw it in your treasure box on page 2.**

**Go to the next page to continue your journey.**

You cross the bridge. In the middle you stop and look down at the bottomless pit. A few specks of sand fall off and tumble into the blackness below. You become dizzy and walk quickly to the other side.



On the far side of the bridge you step onto a stone staircase. It spirals around and around, taking you even deeper into the depths of the dungeon. You hold tightly onto the smooth wall and try not to look down the center of the spiral. The air turns cold. You begin shivering.

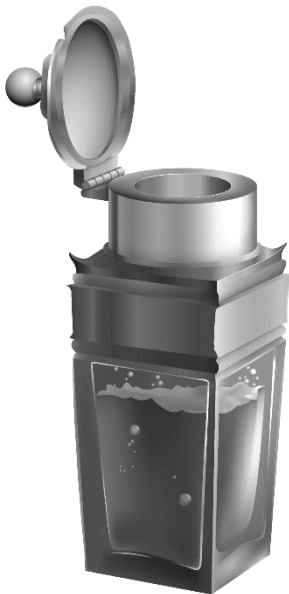
Soon there is a great bellow from the deepest depths. The dungeon shakes, and the staircase begins to fall apart. Stone shards clatter around you. The dragon is waking up. You haven't much time.

It becomes colder the deeper you go. Soon there are icicles hanging from the ceiling. You can see your breath in the air. If you brought a blanket, you can use it now to keep warm. If not, you must subtract 50 Life Points from the box on page 2.

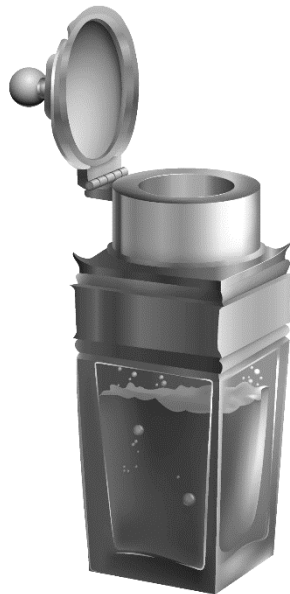
The staircase ends in a room that is nearly frozen. Purple blinking eyes stare out of hundreds of holes in the wall. A bunch of humungous icicles hang from the ceiling, directly above a large statue in the center of the room. The statue appears to be a giant rat wearing a top hat carved out of snow.

An old, crooked table has three potion bottles on it. They are filled with strange liquids. One is labeled FLOW DESSERTS and has a blue liquid in it. Another is labeled REDIPS STEP and has a yellow liquid in it. The last bottle is labeled NAMETAG TAR and has a black liquid in it. A sign with tiny writing stands next to the table:

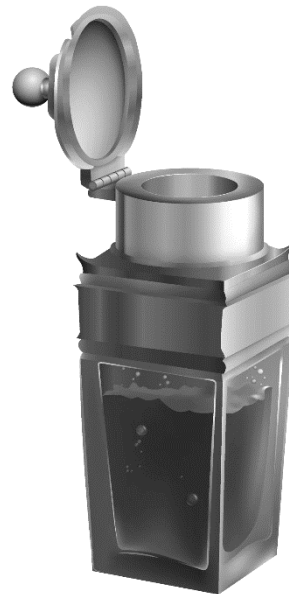
Do not drink the potions!  
Choose the very same potion that the statue would pick (when viewed in a reflective mirror, of course) and then pour it on the statue! Do not be wrong, adventurer!



Flow Desserts

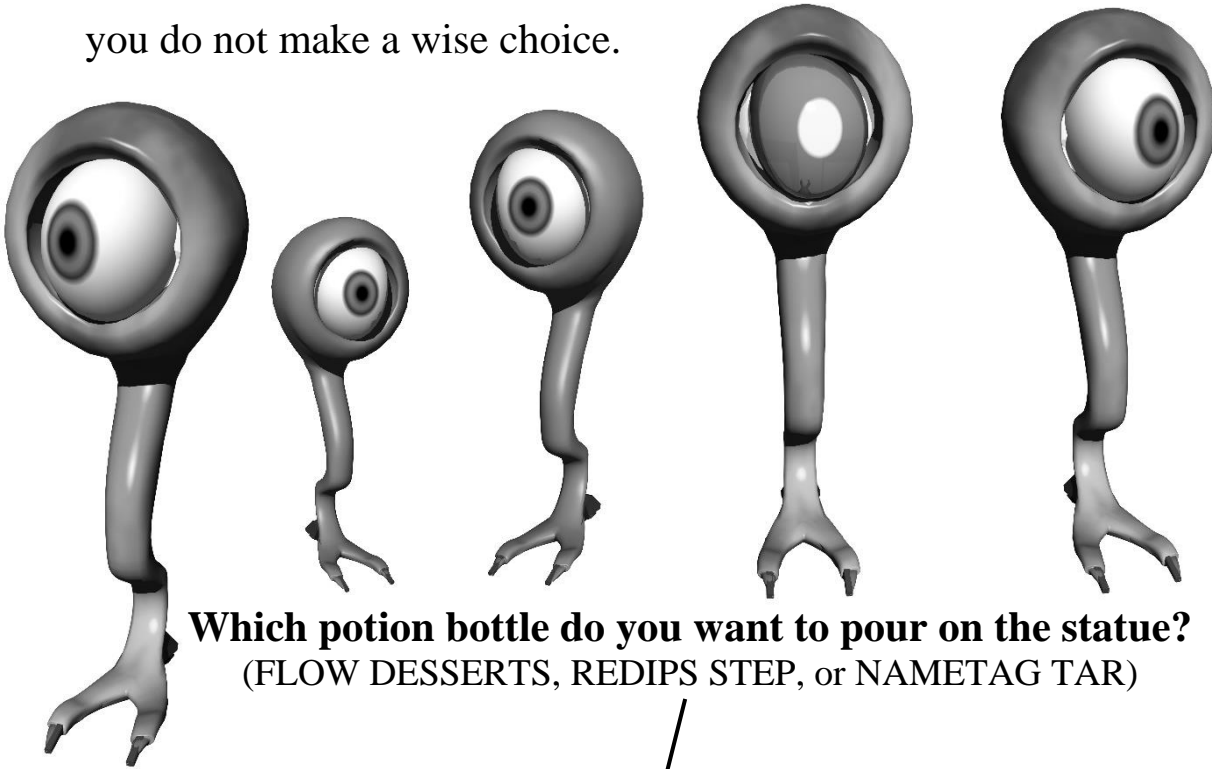


Redips Step



Nametag Tar

You scratch your head and stare at the potion bottles, and then back at the snow-covered statue of the giant rat. The holes that riddle the walls fill up with even more blinking eyes. You are being watched by many creatures. You fear that whatever is in there will come out if you do not make a wise choice.



I will pour the \_\_\_\_\_ potion bottle on the statue in the middle of the room. \*

\*This dungeon is not responsible for any injuries, loss of treasure, or nightmares that result from pouring the wrong potion bottle on the statue. If you're stuck, hold page 31 up to a mirror and look at the potion bottle names. Now turn the page to see what you did.

You pick up a potion bottle and walk over to the frozen statue of the rat. You lift open the metal lid and empty it onto the icy creature. There is a sizzling sound, and steam begins to rise toward the giant icicles looming above the room.

**If you poured the NAMETAG TAR potion go to page 34.**

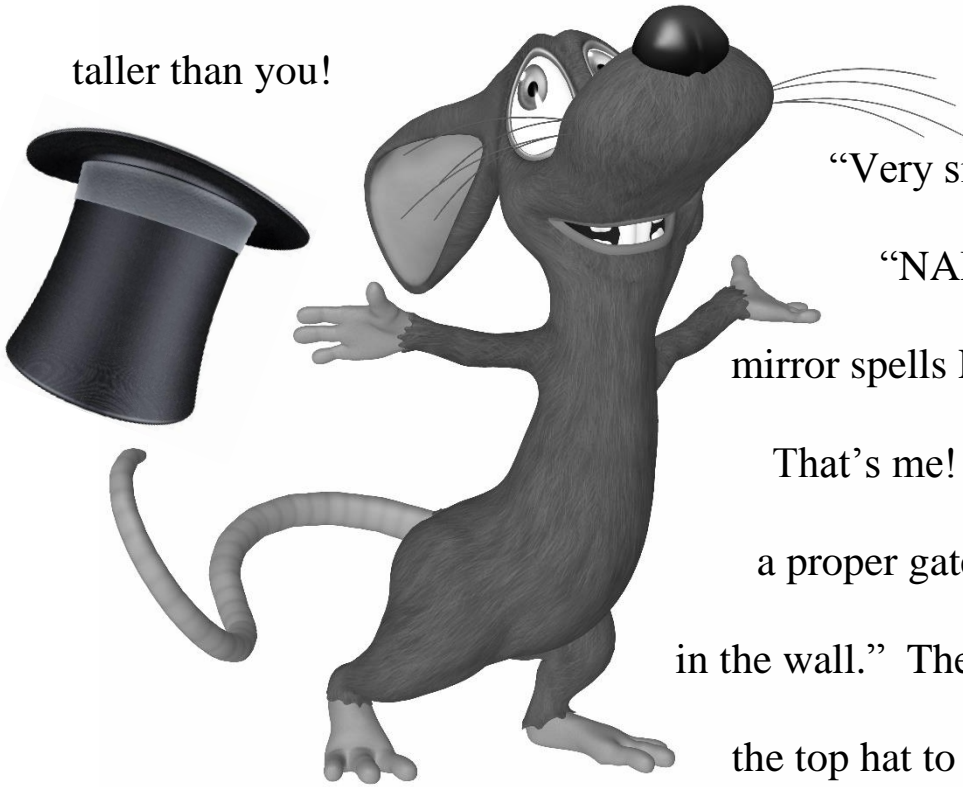
**If you poured the REDIPS STEP potion go to page 35.**

**If you poured the FLOW DESSERTS potion go to page 36.**



You hold the potion bottle upside down until all the steamy black liquid drips out and covers the statue of the frozen rat. Some of the snow melts, creating little puddles on the floor. The icy water makes your bare feet cold. If you ever make it out of this dungeon, you promise to wear slippers more often.

A few seconds later, big chunks of snow crack off the statue, revealing a large brown rat wearing a shiny black top hat. The rat is taller than you!



“Very smart,” the rat says.

“NAMETAG TAR in a mirror spells RAT GATEMAN!

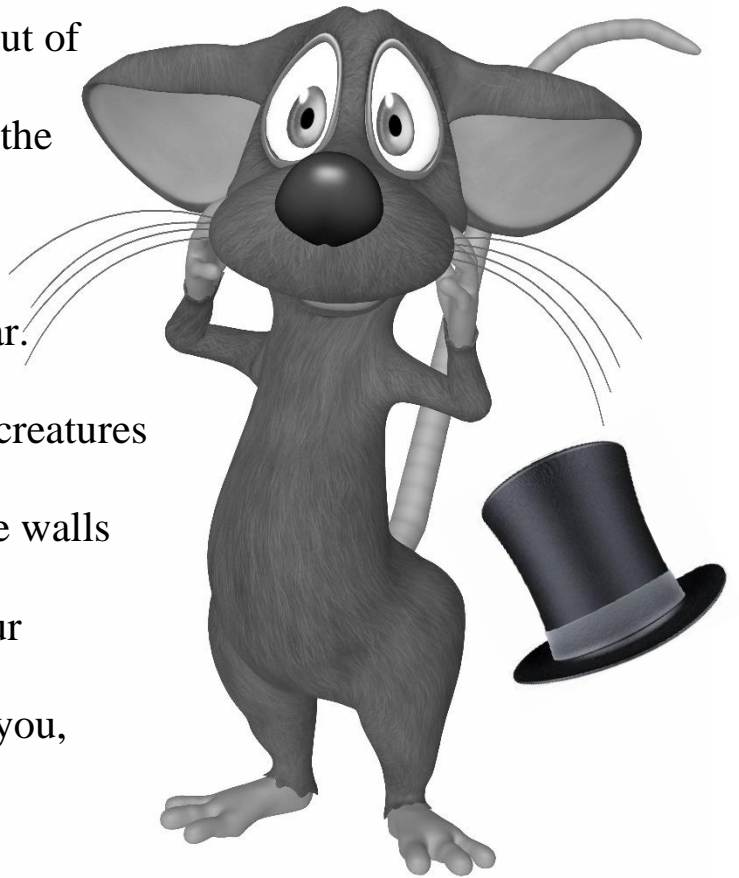
That’s me! Only I don’t have a proper gate—just an icy hole in the wall.” The rat bows, causing the top hat to fall on the ground.

**Go to page 37 to continue this strange moment.**

You pour the yellow liquid all over the statue. A sickening smell fills the room. Large icicles fall from the ceiling. Big chunks of snow crack off the statue. Soon the large rat shakes its head, scattering water all over the room. It stares at you in disappointment.

“In a mirror REDIPS STEP spells PETS SPIDER,” the rat says, pulling a bottle of baby powder out of a hidden pocket and trying to soothe its boiling skin. “I hate spiders!” Your legs begin shaking from fear.

Suddenly, a thousand little creatures with shiny eyeballs hop out of the walls and swarm over you, stealing your treasure. Their tiny claws tickle you, and your giggling can be heard echoing throughout the Creepy Dungeon...



**Remove one treasure and subtract 100 Life Points.**

**Then go to page 37 to see what the rat has to say.**

You pour the strange blue liquid all over the frozen statue. Smelly steam rises. Large icicles fall from the ceiling. Before long, the snow melts, and standing before you is an enormous, smelly rat!

“Um, FLOW DESSERTS spells STRESSED WOLF in a mirror,” the rat says, looking for its shiny top hat. “I hope I don’t look

like a wolf.” The rat pulls out a hairbrush

and brushes the clumpy blue knots

in its fur. Without warning, a

thousand little creatures with

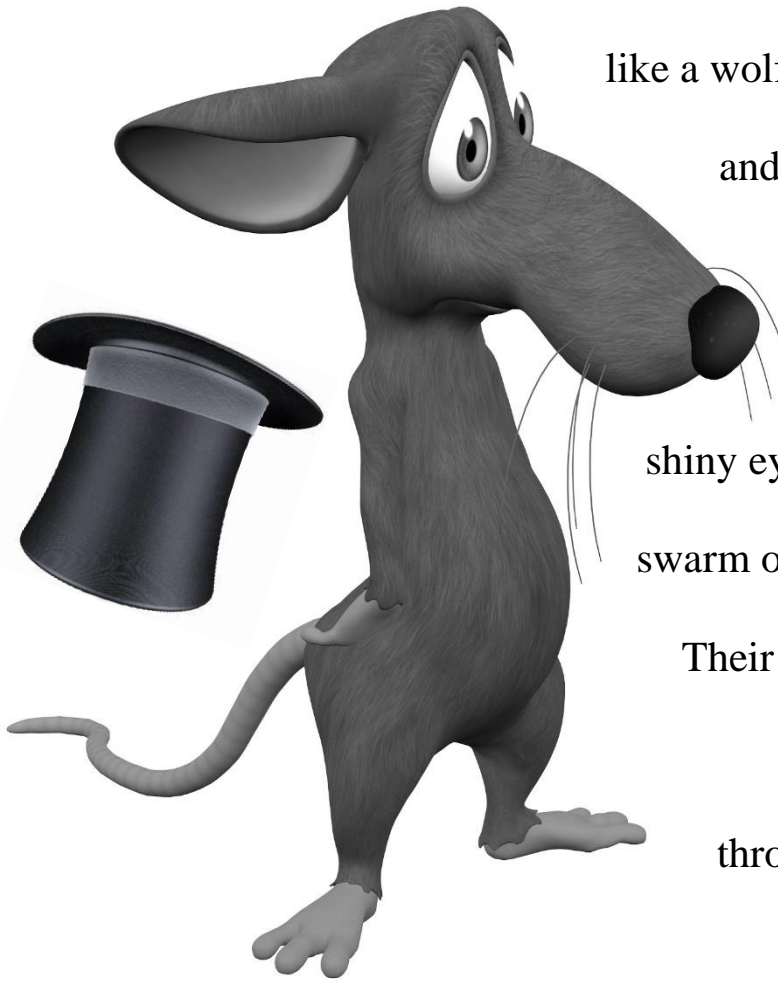
shiny eyeballs hop out of the walls and

swarm over you, stealing your treasure.

Their tiny claws tickle you, and your

giggling can be heard echoing

throughout the Creepy Dungeon...



**Remove one treasure and subtract 100 Life Points.**

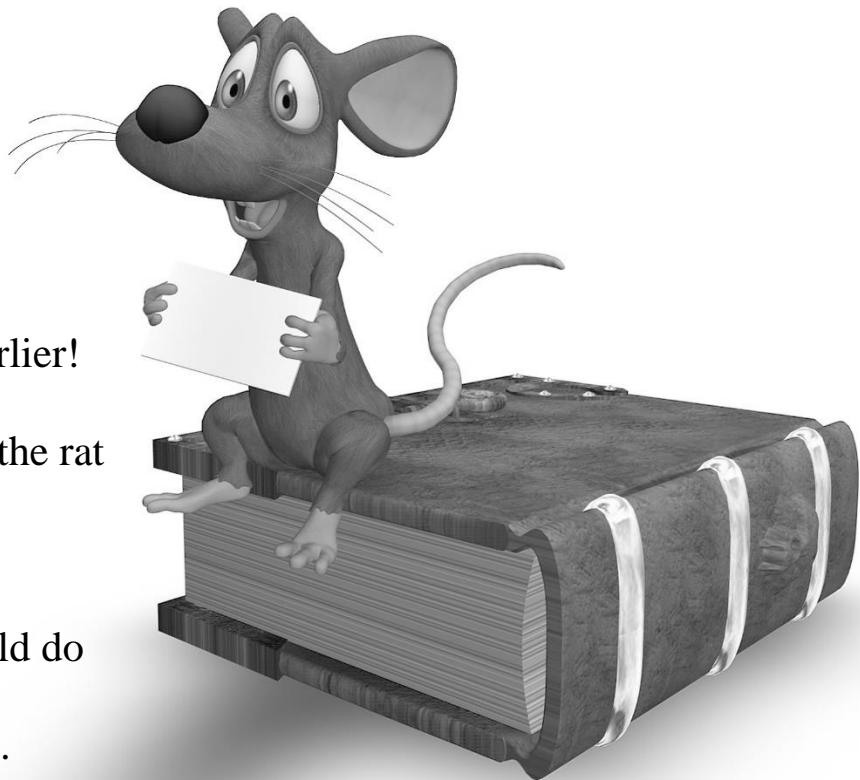
**Then go to the next page to see what the rat has to say.**

The rat stands nearby and pulls a gargantuan book out of a hidden pocket. After reading for a long time, it looks up.

“Oh, are you still here?” It slams the book shut and sits on it. “Now listen, carefully. I don’t normally trust humans, but there isn’t much time. An evil creature plans to conquer the Creepy Dungeon and steal our treasure. The underground world that children love exploring will be nothing more than a treasure-free land of empty passageways. This is a picture of the evil creature! Have you seen it?”

The rat shows  
you a picture of the  
small white puppy  
that you had met earlier!

You question the rat  
about how a small,  
innocent puppy could do  
such horrible things.



“Things are not as they seem down here. You must trust me. My name is Art. Nice to meet you.” The rat sticks out its furry hand

and shakes yours. “Our dungeon has existed for thousands of years, and in that time hundreds of children like yourself have journeyed here before bedtime to see what treasure they can pluck from its depths. A few gold coins here, a few jewels there. Nogard the dragon understands how humans like to explore and solve mysteries. We had an understanding with the world above: if our way of life remains unchanged, we can spare some of our totally awesome, cool, shiny treasure!



However, a few years ago something changed. One human child brought a white puppy on the adventure. Dungeons are no place for puppies. It became lost in the labyrinth near Nogard’s lair, and its owner was forced to go home with an armful of treasure but no puppy. How sad!” The rat pulls out a tiny violin and begins playing it.



“One day the puppy was wandering around a forgotten corner of the dungeon, and it stepped on some black powder lying on the mossy stone floor. That powder was the ancient spirit of an evil wizard who was imprisoned down here in the earliest days of the dungeon.



Soon darkness spread through the puppy, until an evil presence awoke within its body.

Now the wizard lives again, only within the puppy's body. No doubt it wants a human body to dwell in—YOUR body.

After it conquers our dungeon, it plans to take over the whole world. You must beware, and do not trust a word the puppy says!”

You politely tell the giant rat that you are here to battle the dragon and take its treasure. That is the normal thing to do in monster-filled dungeons, and you aren't about to believe that some puppy is an evil wizard.

After all, the puppy gave you a magic scroll to help defeat the dragon. You are very confused about who to trust.

“Oh, so the human child knows everything. The world is just one big bedtime story, just as it's supposed to be. The dragon is evil, the puppy is cute, the giant rat has a top hat, a miniature violin, and an extensive vocabulary. Well, I tell you, don't believe it! If the puppy



gave you a magic scroll, then I can give you something better.” The rat stands up and presses a hidden lever on the wall, opening a secret closet. Inside sits a long wooden box. There are strange symbols and ancient writing carved all over it.

You open the box to reveal a gleaming magic wand with a dark, cloudy gemstone at its tip. A large round jewel sits at the base of the handle. Your name is carved into the side. Like the magical scroll, this wand is yours permanently and may never be given away. If you would like to put this wand in the treasure box, draw it on page 2. Otherwise, you will try to carry it in your pajama pocket.



“Congratulations,” the rat says. “You have completed level one of the journey. Let’s see how you did so far.”

## LEVEL ONE COMPLETE

\* Your magical scroll begins to glow softly \*

If you defeated the skeleton, check this box:

If you solved the door word puzzle, check this box:

If you defeated the hairy spider, check this box:

If you solved the troll's scroll puzzle, check this box:

If you solved the potion puzzle, check this box:

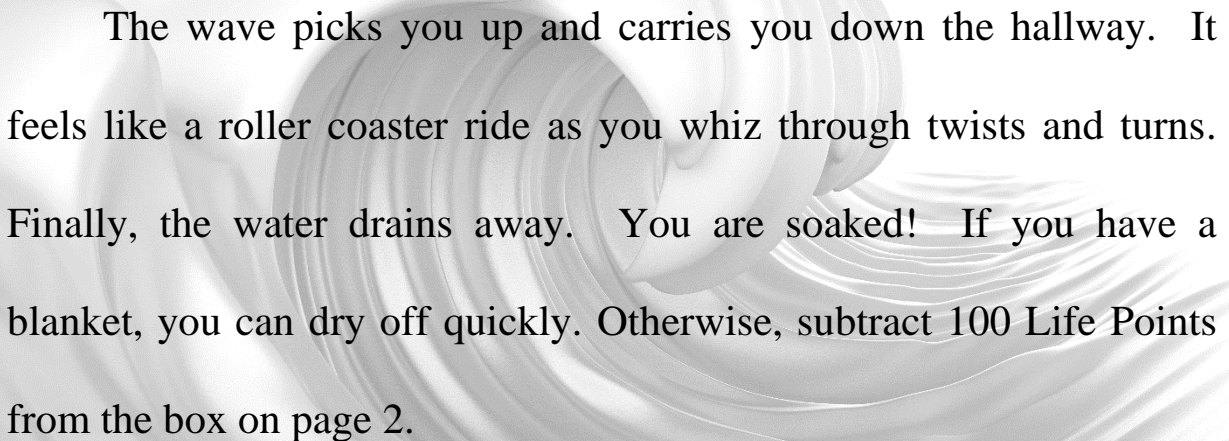
**You earn one character building token for each checked box!**

- Spend tokens to improve your character traits on page 1.  
Each token spent there adds 1 to *Intelligence*, *Skill*, or *Bravery*.
- You may also spend tokens to improve your Life Points on Page 2.  
Each token spent there adds 100 to your Life Points.

**Spend all your tokens, and then go to page 42 to start level 2.**

After waving good-bye to the rat, you wander down a hallway lined with fancy mirrors. You see your gleaming treasure box reflected in a strange pattern all the way down the passageway. There is so much to think about. Who is telling the truth? The puppy or the giant rat? You wish that nice troll was still nearby, so you could ask it some questions.

Suddenly, a powerful roar comes from directly beneath your feet. The floor becomes very hot, and the ground shakes. All the snow in the rat's room melts and begins flooding the hallway. You look back and see a wave of water coming your way!



The wave picks you up and carries you down the hallway. It feels like a roller coaster ride as you whiz through twists and turns. Finally, the water drains away. You are soaked! If you have a blanket, you can dry off quickly. Otherwise, subtract 100 Life Points from the box on page 2.

You are very sure that the dragon is awake. What legendary treasures has it been guarding for thousands of years? Is the dragon

good or evil? You wish there was a computer here so you could look stuff up on the internet.

You finally come to the end of the passageway. An enormous doorway leads to a warm room with lava flowing down the walls. Fluttering around near the ceiling is a giant bat with green wings. It has a furry body and two tiny legs dangling near a small tail.

“Are you doing better at battles or puzzles?” the bat says. “Reflect on your adventure so far and make a choice. I’m ready for either. Let me know when you’ve decided.”



**You have a choice to make.**

**If you would like to battle the giant bat, go to page 44.**

**If you would like to try the bat’s puzzle, go to page 47.**

## Battle Against the Giant Bat

You take out your magic wand and hold it in front of you. You practice waving it. Weak sparks sputter from the cloudy gem. Will you be able to remove the giant bat's 125 Life Points? You close your eyes and take a deep breath.

You will need one lucky number for this battle. Turn to page 148 and find your number.



Now add the *Day of the Month* to your *Lucky Number*. For example, if it is December 20<sup>th</sup>, then you will add 20 to the lucky number.

$$\square + \square = \square$$

Lucky Number      Day of Month      Totally Lucky Number

You are almost ready to wave your beautiful magic wand. First you must take your *Totally Lucky Number* and multiply it by your *Bravery*.

$$\square \times \square = \square$$

Totally Lucky Number      Bravery      Your Wand Wave

Now take *Your Wand Wave* number and add to it the number of minutes in the current time. If it is 10:32 then you will add 32 to the wand wave number. Now hold it tight and wave!

$$\begin{array}{ccc}
 \square & + & \square & = & \square \\
 \text{Your Wand Wave} & & \text{Minutes in Current Time} & & \text{Bat Splat!}
 \end{array}$$

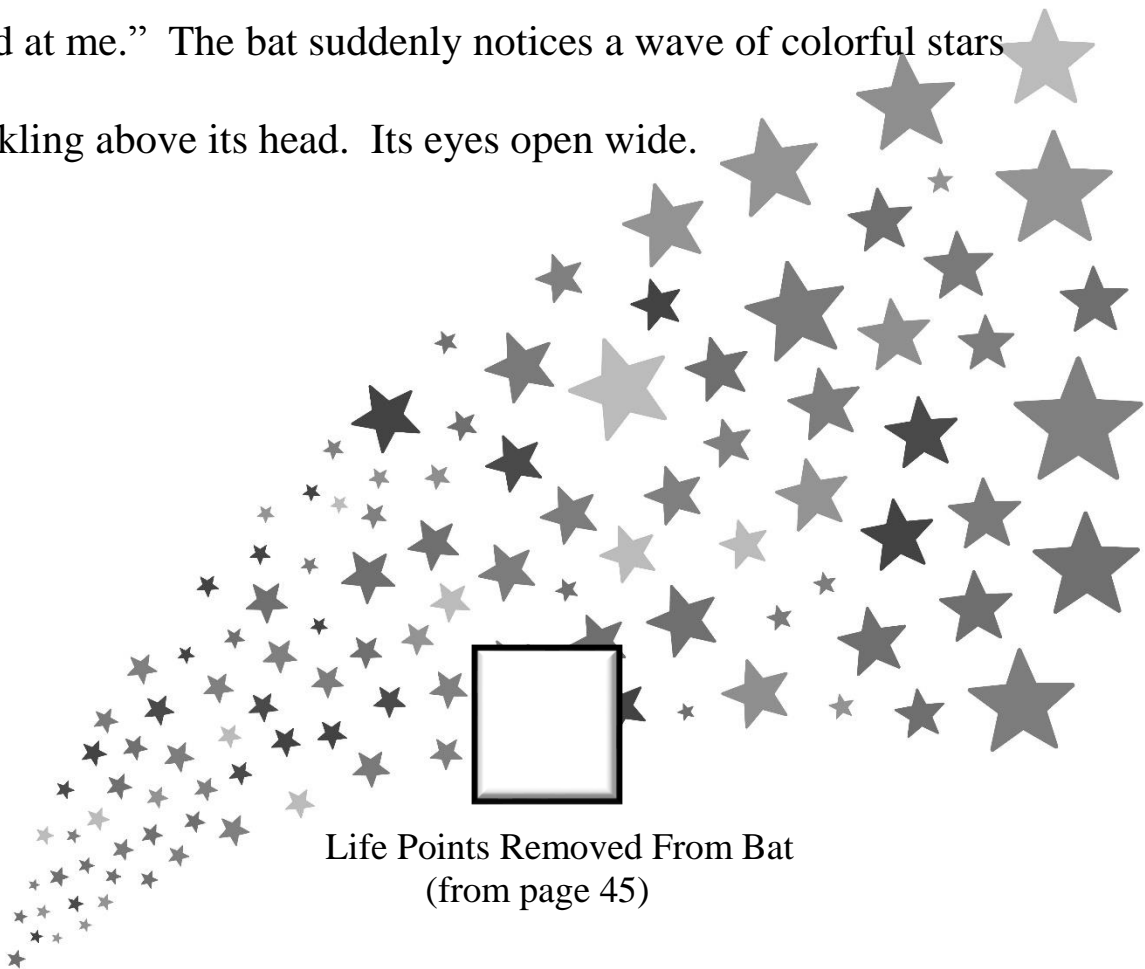
If the magic wand is drawn in your treasure box, then subtract 30 from the *Bat Splat* number. Getting it out slowed you down. If you left it in your pocket, then add 30 to the *Bat Splat* number.

$$\begin{array}{ccc}
 \square & + \text{ or } - & \square & = & \square \\
 \text{Bat Splat!} & & \text{30} & & \text{Life Points Removed} \\
 & & \text{Did you have} & & \text{From Bat} \\
 & & \text{Your wand?} & & 
 \end{array}$$

You wave your wand at the giant bat. It is heavy, and you must use both hands. A warmth flows through your body as you grip the jeweled handle. You wonder if there is a history to this wand—how many magicians have held it high while riding on horseback toward gloomy castles?

A sputtering beam of purple magic leaps from the wand, travels across the room, and surrounds the giant bat. The static pull of electricity makes your hair stand on end. The handle vibrates and tickles your arm. You feel power pulsing through your whole body.

“That’s rather rude of you,” the bat says. “Swinging a magic wand at me.” The bat suddenly notices a wave of colorful stars twinkling above its head. Its eyes open wide.



**If the number is 125 or greater, go to page 49.**

**If the number is less than 125, go to page 50.**

## The Giant Bat's Puzzle

“You’ve made a wise choice,” the bat says. “If you can solve my puzzle, I’ll let you pass.” The bat points to a puzzle carved into a stone table in a corner of the room. “Good luck!”

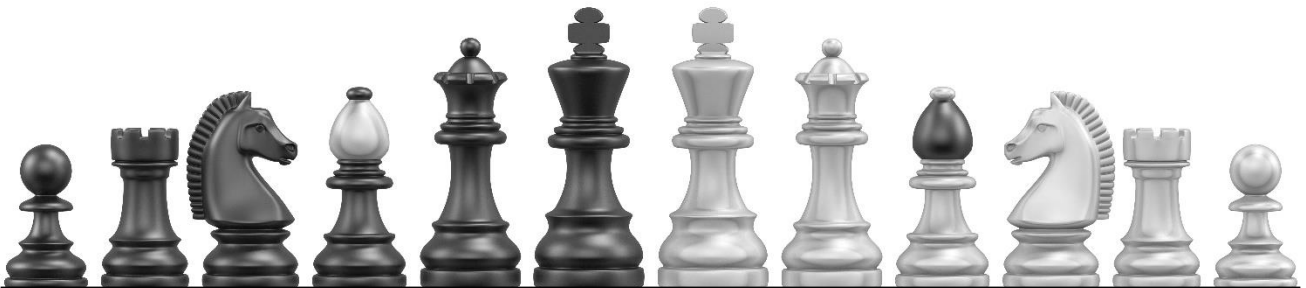


The knight wants to tame all nine dragons and make it home to the castle. However, the knight’s horse will only ride in straight lines. The horse has enough energy to run only four more times. With your pencil, start at the knight, and without lifting your pencil from the paper, draw four straight lines through all the dragons and home to the castle. The lines can cross each other. Go to page 48 when you have finished the puzzle, or if you give up.



You pick up a chunk of dried lava and draw lines on the table. It is difficult at first, but you think you finally have the answer. More importantly, the presence of nine tame dragons on the table makes you wonder if the dragon is evil after all. Why would the knight want them as pets otherwise?

“Ok, time to stop drawing,” the bat says. “Before I show you the solution, you have earned a reward for choosing the path of wisdom. Pick one of the chess pieces below and place it in your treasure box.”



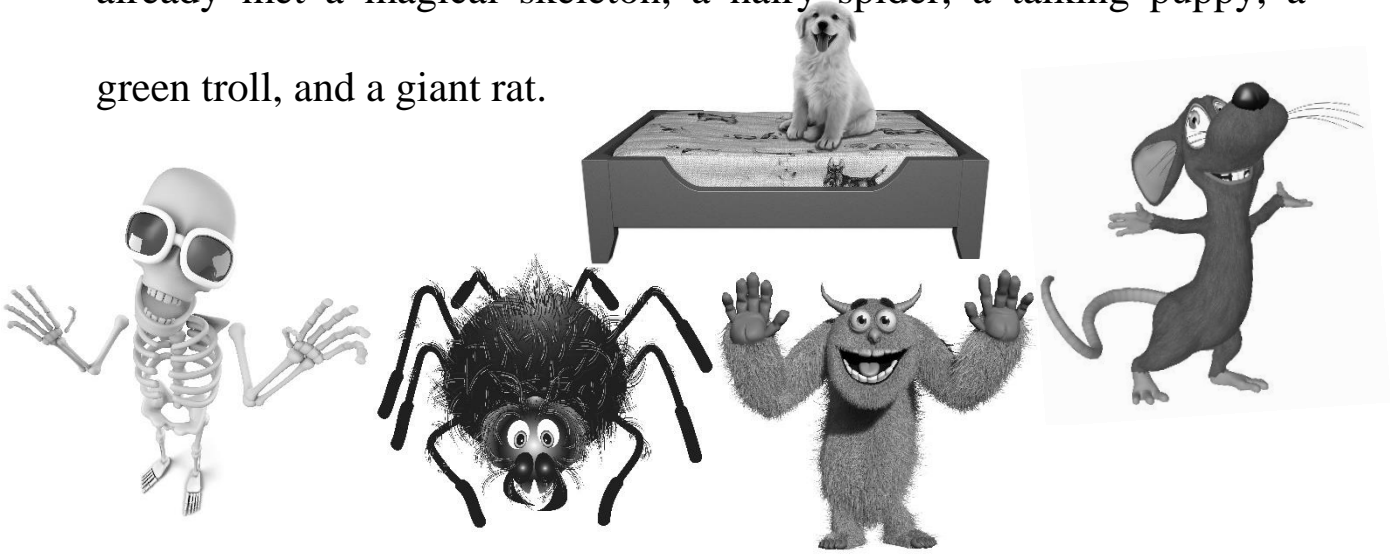
**Draw a chess piece in your treasure box on Page 2. Then turn to page 137 to see the solution to the bat’s puzzle.**

**If you solved the bat’s puzzle correctly, go to page 49.**

**If you solved it incorrectly, you must go to page 44. However, you still get to keep the chess piece.**

“Nogard has trusted me to guard the entrance to the labyrinth,” the bat says. “I have failed. You may enter, but be warned. You will never make it out of the *Dragon’s Labyrinth*. Just beyond this door is the most complicated maze any adventurer has ever seen.”

You tell the bat that you are not afraid of a maze. You have already met a magical skeleton, a hairy spider, a talking puppy, a green troll, and a giant rat.



“Impressive, but did you noticed that they are all smiling? If you do make it to the dragon, it will not be smiling. Nogard eats humans for breakfast, lunch, dinner, and sometimes dessert! I hope you get a good magical item from this reward.” The bat tosses a treasure to you.

**Go to the treasure chamber on page 143 to get the bat’s reward.**

**Then go to page 51 to enter the labyrinth.**

“I think you should practice with that wand a little bit more,” the bat says. “That was an easy victory for me.”

You tell the bat that your mission is important. The fate of the whole Creepy Dungeon rests on your shoulders.

“I wouldn’t trust anyone down here, especially the dragon,” the bat says. “It eats humans for breakfast, lunch, dinner, and midnight snack. I would just go home and crawl into bed. It’s safer.”

You shake your head stubbornly.

“Very well, I’ll let you pass, but first you have to look at my Halloween costume and tell me if it’s scary enough...Boo!”



**Remove one treasure to give to the bat.**

**Subtract 200 Life Points.**

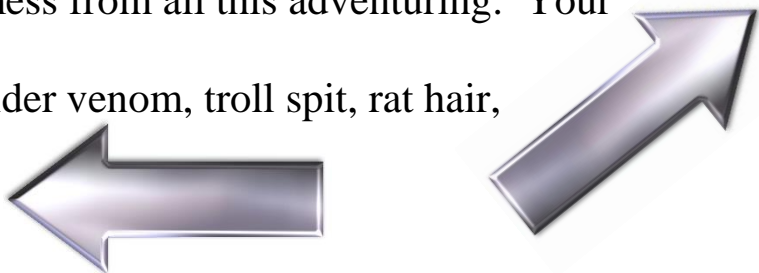
**Go to the next page to enter the labyrinth...**

You crawl through a small hole into a dark smelly room. Chattering bugs scuttle across the floor. The smell of burning lava tickles your throat. It is quiet. You haven't heard the dragon's roar for a long time, and you wonder if it is watching your every move.

A sign reads, "The Dragon's Labyrinth." An arrow points to the entrance of a maze. You walk into the maze and are shocked by what you see. The maze is enormous! It stretches across a vast underground cavern, down the sides of cliffs, and far into the distance below.



You wander through the maze. The walls are made from solid granite, polished so smooth that you can see your reflection in it. You notice that your hair is a mess from all this adventuring. Your pajamas are covered in spider venom, troll spit, rat hair, bat fuzz, and bits of lava.



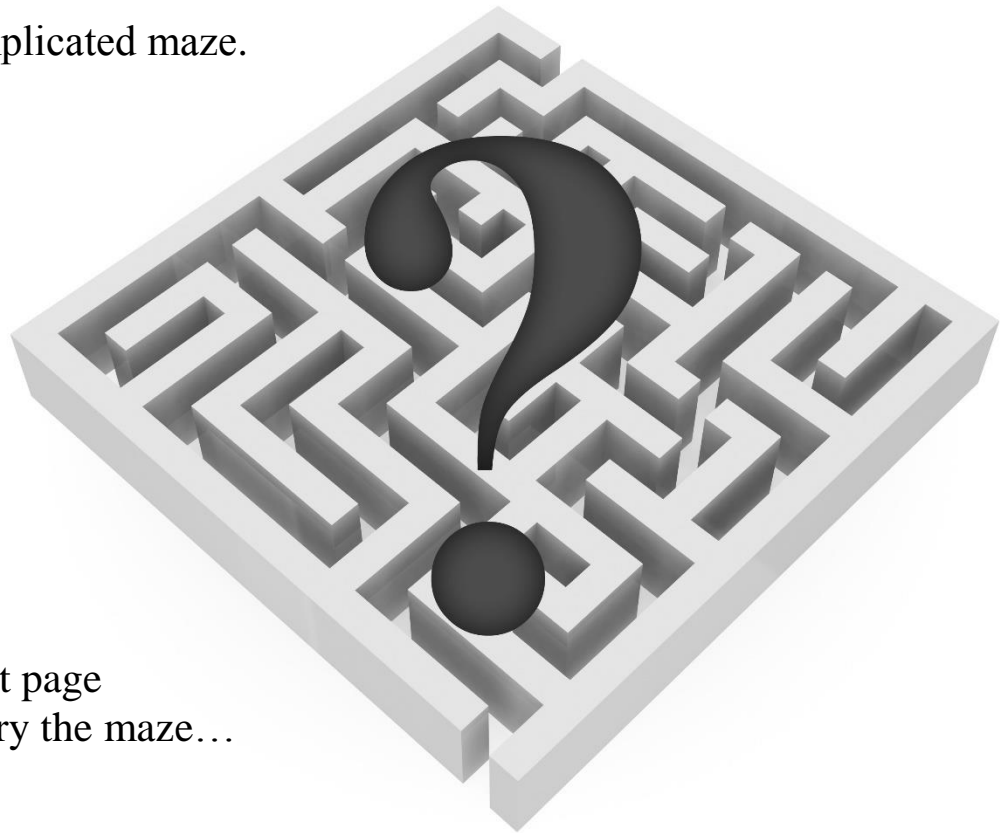
Old toys, bread crumbs, and broken treasures litter the floor of the maze. You feel bad for past adventurers who got lost in these twisty corridors, and you vow to complete your quest and protect this



magical place. Dungeons like this *need* to exist or bedtime stories won't be any fun!

Suddenly, you see a small cliff above you. There is a silver treasure chest on it. If you brought a rope then you can use it to climb up there. Run to page 143 to learn what you find up there.

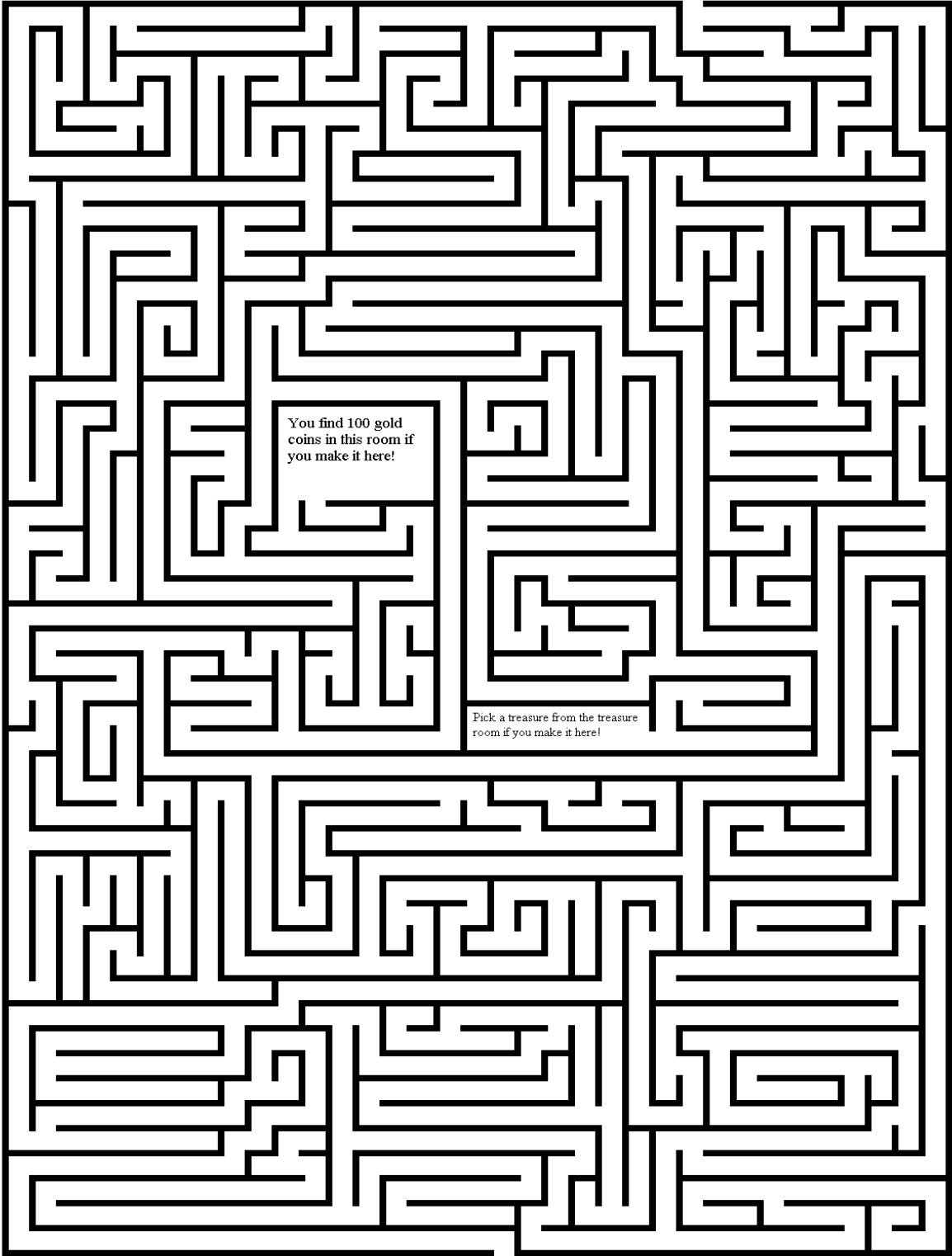
You wander around for hours, trying to locate the exit of the dragon's complicated maze.



Go to the next page  
to try the maze...

**Wait!** One little note before you try the maze: You must complete the maze to continue your adventure. If you cannot find your way out, subtract 200 Life Points and two treasures. Then turn to page 138 for help getting to the exit. **Good luck...**

Start

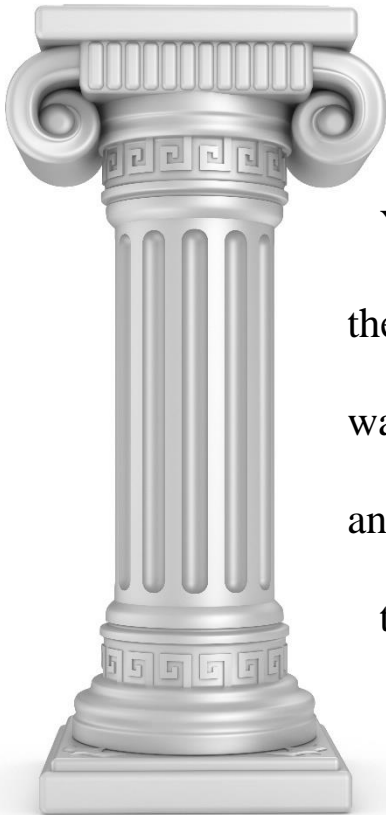


End

Go to the next page when you have escaped from the maze...

You are tired and hungry. Your feet are so filthy that you think they are made out of dirt. Exhausted, you flop onto the ground near the exit sign. You wonder if you have made it to the very center of the Earth. How much deeper can this dungeon possibly go? If you brought along a flashlight then you spot a Skill Potion lying in a dark cave below the maze's exit. Add 1 to your skill on Page 1.

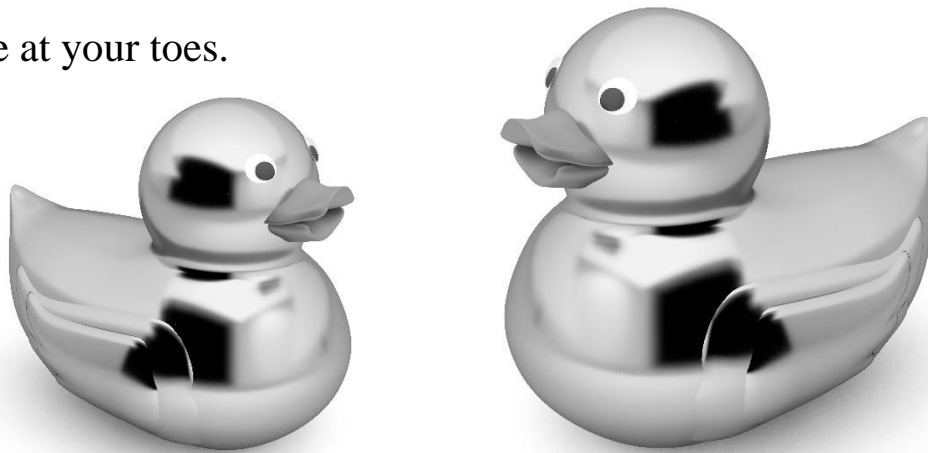
*Please, please, please, let there be no monsters down here, you think.* You are too tired to lift your wand. You are really in the mood for a cookie of some kind, maybe one that you can dunk in milk. Are there such luxuries in the foul depths of the Creepy Dungeon? You



jump to your feet and wipe dirt off your pajamas, determined to make it to the dragon's lair.

You limp through the only door leading away from the maze. It takes you into a room filled with flowing waterfalls, fountains, ancient columns, fancy statues, and a table full of juicy vegetables. It is so bright you think that the sun is shining down. Birds fly around, chirping happily for you.

You nibble on some carrots and celery. A rush of energy flows through your body. You drink water from the fountain. Soon, you are feeling well again, except for the fact that you are covered in dirt from head to toe. You put your feet in the sparkling water. It tickles when you wash off the filth. Sparkling silver ducklings swim over to you and nibble at your toes.



The dragon roars from somewhere below. The noise is so loud that pillars collapse, the ducklings waddle away, and the table falls over. Part of the wall crumbles away, revealing a secret path.

You follow the hidden trail, which is lit by sparkling dust floating in a thick mist. It leads through a forest full of gnarled trees that are bare of any leaves or color. A dim gloom settles over the mysterious woods, and snowflakes fall around you. Rotten odors fill the air. You walk for a long time, until you hear the sound of faint

laughter in the distance. A chill runs through your body. You feel like someone is following you.

You are about to turn around when you spot a clearing up ahead. A large building made of stone stands on an icy, frozen lake.



You carefully step across the ice. Luckily, your feet are so dirty that it protects your skin from the frozen shards. You quickly climb up the stairs and push open a stone door. Inside a dim room there are gold statues, silver orbs, treasure chests, piles of ancient clothing, diamonds, rubies, emeralds, dusty books, and mysterious magical

items. You feel like you are trespassing in someone's personal treasure trove. It is so cold in the room that you can see your breath.

Just when you are about to pick up a scroll to read, you hear a barking noise from above you. The puppy! You look up. Through the magical dust you see a crystal ball. It is held by a rusty iron chain hanging down from the ceiling. The crystal ball swings back and forth, nearly hitting a statue. The puppy's cute face stares down at you from behind the glass. It looks worried.

“Brave adventurer, you have discovered the wizard's lost treasure chamber. The path to these frozen woods has been hidden for centuries behind blocks of marble. Only an evil forest with lifeless trees could exist so far underground. Beware, the wizard's treasure is cursed. If you take even one gold coin, terrible things will happen. Are you still planning to free me by fetching the magical item I need from the evil dragon's treasure pile?”



You tell the puppy what Art the giant rat said—that the puppy contains the essence of the evil wizard, who is trying to regain his true form and power.

“Woof?” the puppy says. “Me? Evil? I never had an evil thought in my life. The rat is not telling you the truth. Let me explain what really happened all those thousands of years ago. Then you shall decide who is being truthful.”

You shrug your shoulders and take a seat on the floor, ready to listen to the puppy’s story.

“It all happened in a time before princesses and giants and witches—a dark time when the magical powers of the world were battling for control of Earth, and bedtime stories were yet to be born.

A wizard named Draziw built a black castle that stretched all the way to the moon. You could not see the entire castle in one glance, and it would take years to climb its highest tower. Within this castle he began collecting the rarest magical artifacts in the universe. When they were all arranged he planned to combine their power and become the most formidable, titanic creature ever known.

Armies were sent against the castle, and a battle raged for hundreds of years. The castle was too strong for the humans to defeat,



even with their dusty magic books and endless courage. The tall towers were not even cracked or chipped. All hope was lost.

Dungeons were built all over the planet to escape from the wizard Draziw. Treasures were hidden away in secret passageways. Dragons, trolls, spiders, and bats were hired to guard the treasures. For safety, humans moved into these underground, moss-covered

chambers, leading damp and stuffy lives. A long period of darkness spread across Earth.

One night a child could not fall asleep in a dark corner of a dungeon. The child's mother comforted the young one and began singing the first bedtime story. She spoke of unicorns, enchanted amulets, jeweled rings forged at the beginning of time, and a magical power so strong that it could leap across the raging ocean and defeat Draziw's sky-high castle. She sang so beautifully that her voice squeezed through cracks in the dungeon walls, rose to the surface of the planet, and was carried by the wind to the very place she spoke about. Her melody chipped away at the granite walls of the castle until big chunks tumbled into the dark sea. The castle crumbled.

Draziw was captured and imprisoned in the deepest corner of the most treacherous dungeon—the Creepy Dungeon. Before long he would meet his doom in a battle with Nogard the dragon. Humans were once again free to live on the surface of the planet, and all the dungeons were locked up and forgotten.

While life went on above the surface, the magical ashes of the wizard's power lay scattered across the hidden chambers of the Creepy Dungeon. One day a rat was sniffing around for food and its

nose touched one of these enchanted bits of ash. The spirit of Draziw entered the rat's body and slowly regained power. The rat grew and grew, until it became a giant rat that terrorized the dungeon's passageways.

Draziw slumbered inside the rat's body, waiting for the day that his power would grow strong enough to escape and regain his human shape. Before that could happen, Nogard froze the rat with a powerful spell. Then the dragon ate some cookies and milk and went to sleep.

As the centuries wore on, curious children would uncover the abandoned entrances of these lost dungeons, looking for adventure and valuable treasures. My owner brought me down here, and I became lost in the labyrinth. One day I wandered into the dragon's lair and woke Nogard by accident while searching through the treasure piles. That's when the beast imprisoned me in this crystal sphere. The dragon told me that after a long nap it was going to cast another powerful spell that would drain my cuteness into its body, so that children would not be afraid of the legendary blue dragon anymore.

Thanks to your carelessness, you have freed the giant rat from its prison and allowed the spirit of Draziw to continue his escape plan. The dragon awakens, knowing that the wizard it long ago defeated is

regaining power. A great battle will destroy this underground world soon. There will be one less enchanted place to explore at bedtime. Among the dragon's treasures is a magical item that can release me from this prison. You must find it and rescue me. Only then will I be able to put the wizard to rest again and save myself from the dragon's evil plan. Remember, though, don't touch anything in the wizard's lair! Continue your journey at once!"

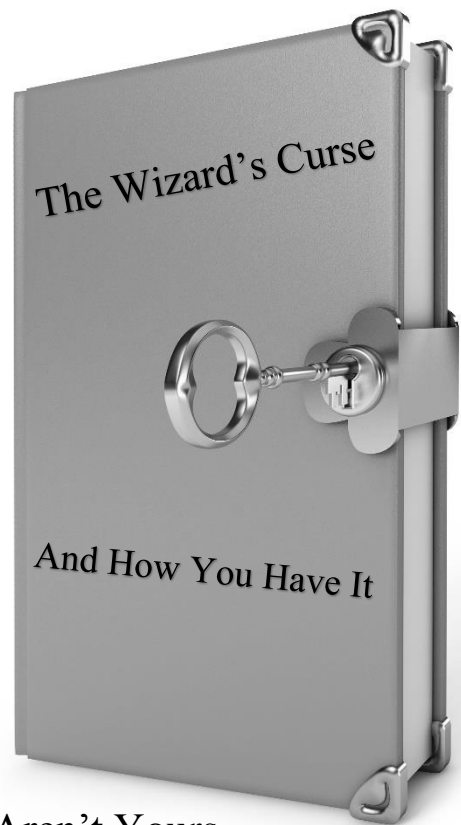
The image of the puppy disappears, and you are left alone in the forbidden treasure chamber.

You are so curious. You look at the wizard's collection of ancient books. Would it really hurt to read one or two pages and be on your way?

You pick up a book and blow a cloud of dust off its cover. It is called, The Wizard's Curse And How You Have It. You pick up another book.

It is called, Why Not to Touch Things That Aren't Yours.

You have released an evil curse by touching things in the wizard's chamber!



A green ivy plant emerges from a crack in the floor and begins to climb your leg, wrapping itself around your pajamas as it weaves towards your stomach. A cold sweat covers your body.

You fumble through the rest of the ancient books. Maybe one of them will tell you how to remove the evil curse and safely take the treasure. The books are hand-written, filled with the smallest writing you have ever seen. What luck! One of the books at the bottom of the pile is called, How to Remove the Wizard's Curse and Walk Away with the Forbidden Treasure. It is written by Draziw himself!

You quickly open the book. Most of the pages are written in an ancient language, but there is one page in the middle with a strange message that you can read:

Dear Cursed Adventurer,



**Castles that reach the \_\_\_\_\_ shall not fall anytime \_\_\_\_\_.**

This magical sentence is the key to removing my evil spell. Fill in the missing blanks and then use these ten words to solve my puzzle on the next page. You may need to skim pages 58-62 to find clues in the puppy's story to fill in the two blanks. Then go to the next page...

Sincerely,  
Draziw (future ruler of the universe)

## The Wizard's Puzzle

Castles that reach the \_\_\_\_\_ shall not fall anytime \_\_\_\_\_.

1      2      3      4      5      6      7      8      9      10

Circle all ten words from the magical sentence above in the puzzle below. Words can be written up, down, left, right, or diagonally. All words must appear in a straight line. Letters cannot be used more than once.

I've also hidden two additional words in the word search that can lead to great riches if found. Do you have the skill to find them?



R	V	K	W	T	K	E	N	G	N	R	K
K	H	Q	P	S	Y	R	D	W	X	O	P
H	C	A	E	R	R	U	T	A	H	T	T
L	Z	S	Z	N	S	S	V	P	H	X	S
S	L	B	P	O	A	A	W	N	L	E	E
D	Z	A	Y	O	H	E	Q	N	L	M	Q
Q	N	J	F	M	S	R	U	T	I	B	Y
S	O	O	N	R	V	T	S	T	L	L	P
N	I	E	Z	Y	S	A	Y	H	L	A	X
R	A	B	J	X	C	N	T	Z	A	J	X
T	H	E	D	Z	A	D	J	L	H	H	W
N	F	D	R	A	Z	I	W	H	S	E	Y



**Try to find the ten magical words, two bonus words, and any other words hidden in the puzzle. When you have found all that you can, go to the next page.**

You circle the words with your finger, and they magically glow a pink color. One by one you illuminate the words from the magical phrase, wondering what will happen when you are finished. Soon it becomes very bright in the wizard's hidden chamber, and your face begins to sweat. The creeping vine has circled your stomach, your neck, your head, and is about to push its way into your mouth.

You open your mouth and speak the magical sentence. At once an evil laugh echoes from somewhere. It doesn't sound like a puppy, a bat, a rat, a spider, a skeleton, a troll, or a dragon. It sounds like something much, much worse.

“So, you have fallen for my trick,” a distant voice says. “It is I, Draziw, forgotten for thousands of years. So you thought I would just tell you how to steal my hidden treasure? Dungeons don't work that way, foolish child. They are dark places filled with evil. Hmm, but I still *might* remove your curse because you are going to be useful to me as you journey deeper into the dungeon. We shall see. First, here is the answer to my puzzle.”

You see a faint illusion of the wizard, who waves a potion bottle and then disappears. Magically, the ten words and two bonus words glow red in the puzzle.



**Turn to page 139 to see the answers to the puzzle.**

**If you did not find all ten magical words, go to page 67.**

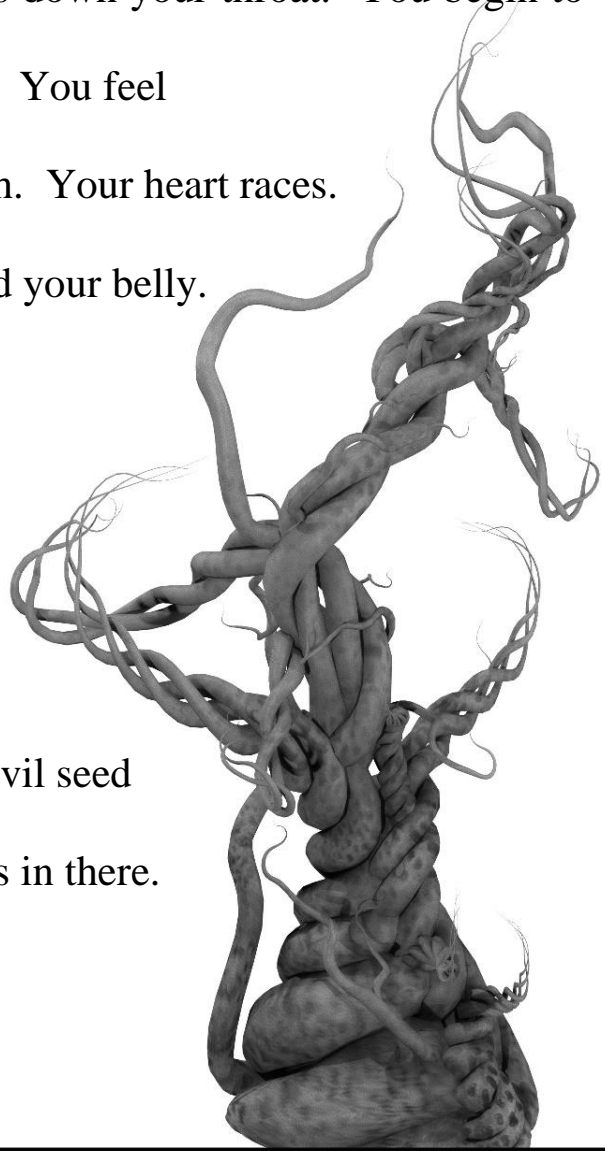
**If you found all ten magical words, go to page 68.**

You did not find all ten magical words. The mutant vine slips slowly between your lips and crawls down your throat. You begin to cough as it becomes hard to breathe. You feel something tickle inside your stomach. Your heart races.

You fall to your knees and hold your belly.

You wonder what reciting the magical phrase just did to you.

Just then the vine disappears. Poof. Gone. Was it some sort of waking nightmare? Did it plant an evil seed inside your body? Something tickles in there.



**Remove two treasures from your treasure box.**

**Subtract 200 Life Points for having the Wizard's Curse!**

**(If your treasure box contains a building block with a letter from the word "dragon" on it, remove only one treasure and 100 Life Points.)**

**Go to page 69 to continue your journey.**

You found all ten magical words. Your teacher would be proud!  
The vine that was about to enter your body shrivels into brown flakes that rain to the ground. You take a deep breath, relieved that you are not a tasty meal for an evil plant.



**Turn to page 143 to claim one treasure.**

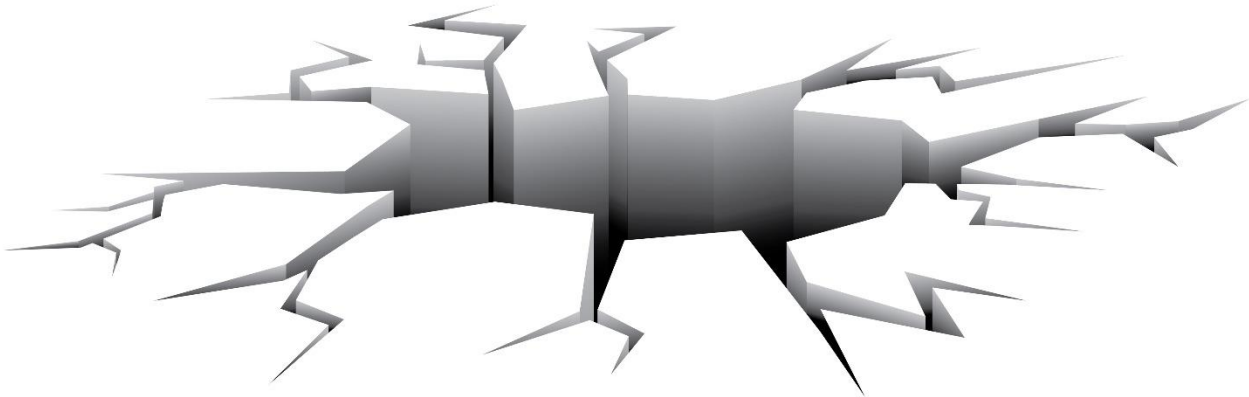
**You can also add 300 gold to your chest for each of the bonus words that you found (DRAZIW and TREASURE).**

**If you found any other words in the puzzle, add 25 gold to your treasure box for each additional word found.**

**Go to the next page to continue...**

“Enough delay, let’s get back to business,” the faraway voice of the wizard says. “The magical phrase you just recited has given me strength, and with each passing moment I grow stronger. I am able to cast some simple spells already. Soon, I will be able to burst forth from this wretched body and regain my original human form. It has been so uncomfortable living inside the body of this rat, or puppy, or whatever this thing I’m in is. I can’t tell my fuzzy creatures apart. Here’s what you get for entering my treasure chamber!”

A large crack opens in the floor and you fall into it. You tumble through blackness. What happens next is scarier than any amusement park ride you have ever been on. You scream as you plummet through darkness. Fear grips you tightly, and you feel lightheaded.



You land with a thump on a pile of dirt, sending a cloud of dust into the air. You are in a steamy room lit by streams of lava dripping down the walls. There is a large sign attached to a charred boulder.

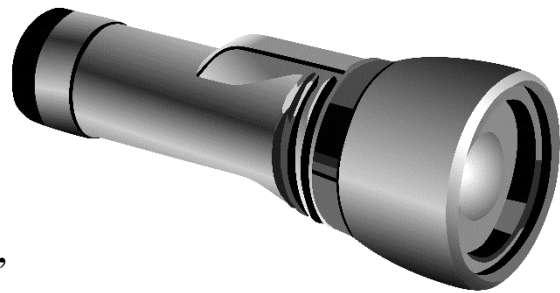


You made it!

The dragon's lair, at last. There's still hope that you can make it back before bedtime, and with lots of treasure. A large wooden door with a sparkling silver lock stands next to the sign. It is the only exit. Fortunately, your fall onto the dirt pile has unearthed a silver key. You pick it up, wipe it on your pajamas, and insert it into the lock. You turn the key. There is a clicking noise and the door swings open.

A tunnel that glows orange stretches into the distance. Small streams of lava criss-cross the floor, making you really mad that you didn't wear slippers. You tip-toe and jump over the lava streams. The hot air hurts your lungs. If your *skill* is less than eight, you will touch a tiny spot of lava and lose 100 Life Points. (However, if you have a rope you can swing over the lava and avoid the penalty.)

You continue walking. The hallway tilts up slightly. You just passed the lowest point of the Creepy Dungeon! A slithering noise comes from up ahead. Oh no. Snakes. You hate snakes. You look for another way forward. (If you brought along a flashlight you can shine it into every dark crevice, until you find a hidden treasure wrapped up in a silk cloth. Your reward can be chosen on page 143 and added to your treasure box.)



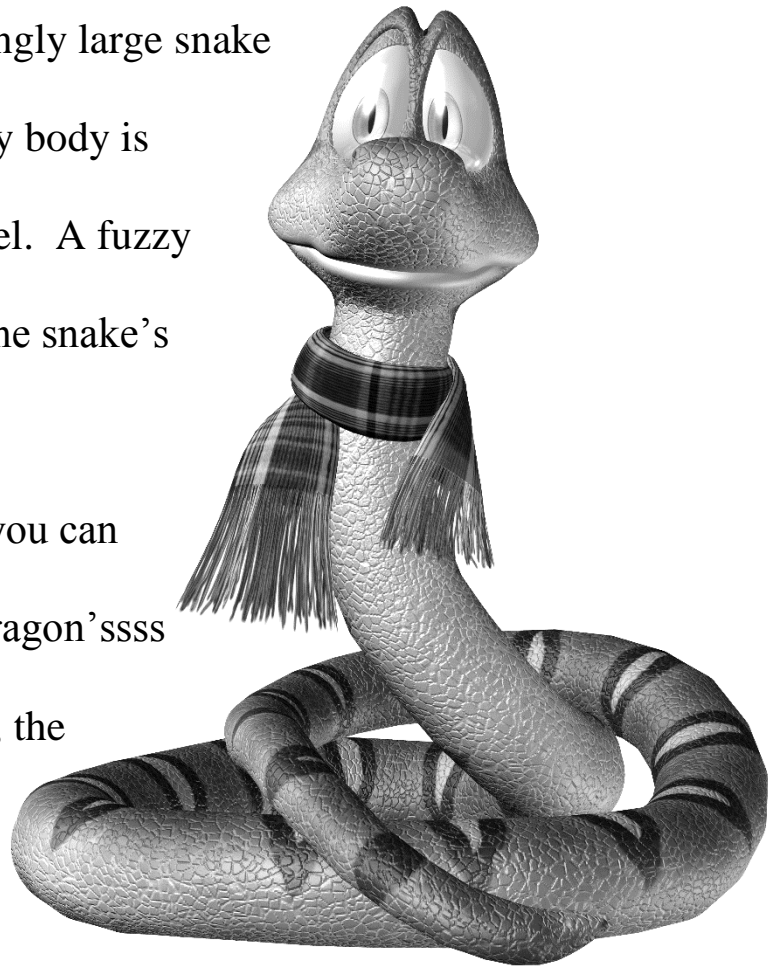
The slithering gets louder as you approach a room at the end of the hallway. You must find a way around the snake. Snakes are so...so...slimy. They bite and stuff. You continue searching, but all

the other paths lead to narrow dead-ends riddled with bubbling lava pits.

Unfortunately, you must enter the room with the slithering thing. You put your hands over your eyes and step inside. You peek through your fingers. An exceedingly large snake towers over you. Its slimy body is coiled around like a pretzel. A fuzzy scarf is wrapped around the snake's long neck.

“SSSSo, you think you can just SSSSneak into the Dragon'ssss Lair. Well, SSSorry. Ok, the slithering sounding ‘S’ thing is getting annoying,

let's get down to business. I've been waiting for a good battle for a hundred years. No other child has made it this far at bedtime. Do you think you have what it takes, with that puny little wand and a magic scroll that you don't even know how to use? And there won't be any



puzzles from me. I want a good old-fashioned battle. Well, actually, one little puzzle to start.” The snake pulls out a small table and puts three round smiley faces on it.

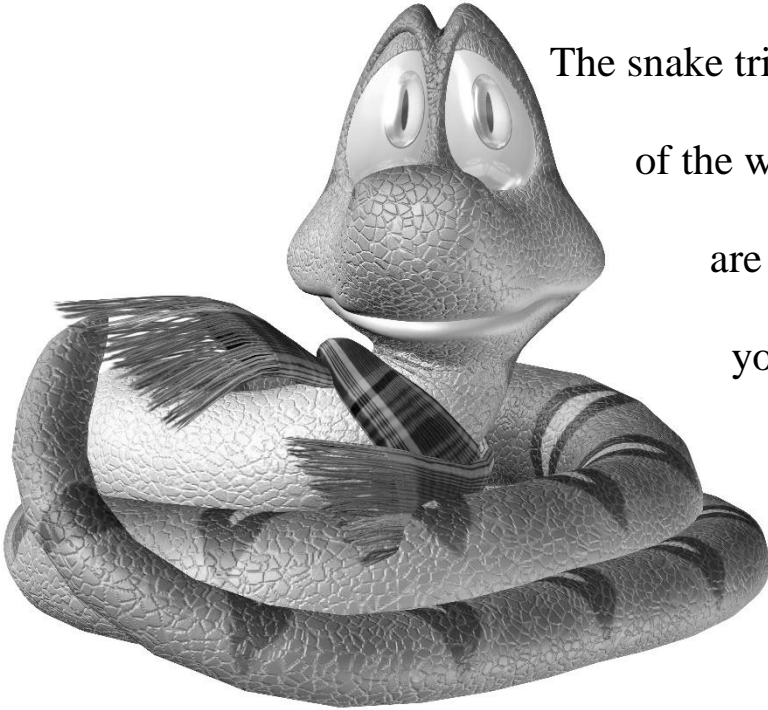
“Before we duel, pick a magical smiley face. But choose wisely.”

Circle the face you would like to pick before you battle the giant snake. Think about your strongest character trait from page 1:



“Ok, now here are the rules for this duel. Absolutely no biting!” The snake looks down at its fangs with giant bulging eyes. “Wait, I take that back. I mean no *kicking*. Yeah, no kicking. That wouldn’t be very fair for me. Ok, let’s start.”

The snake's eyes turn red, and it hisses at you. A terrible stench blasts you in the face. You take out your magic wand and hold it with a shaking hand. You are too scared to wave the wand, so you just step back into the corner.



The snake tries to bite you, but you roll out of the way just in time. Your pajamas are now so covered in dirt that you hope a magical laundry soap will be mixed in with the dragon's treasures.

Otherwise, it's hopeless.

The snake lifts its tail and slaps you across the room. You crash into the wall and tumble to the ground. The wand falls a short distance away. You roll across the room, grab the wand, and jump to your feet. Clutching the handle tightly with both hands, you hold the wand above your head and wave it at the giant snake.

Go to the next page to begin this battle.

## Battle Against the Giant Snake

It is time to figure out how much damage you did, and whether you took away all 200 Life Points from the snake. Your sweaty hands make the wand slippery.

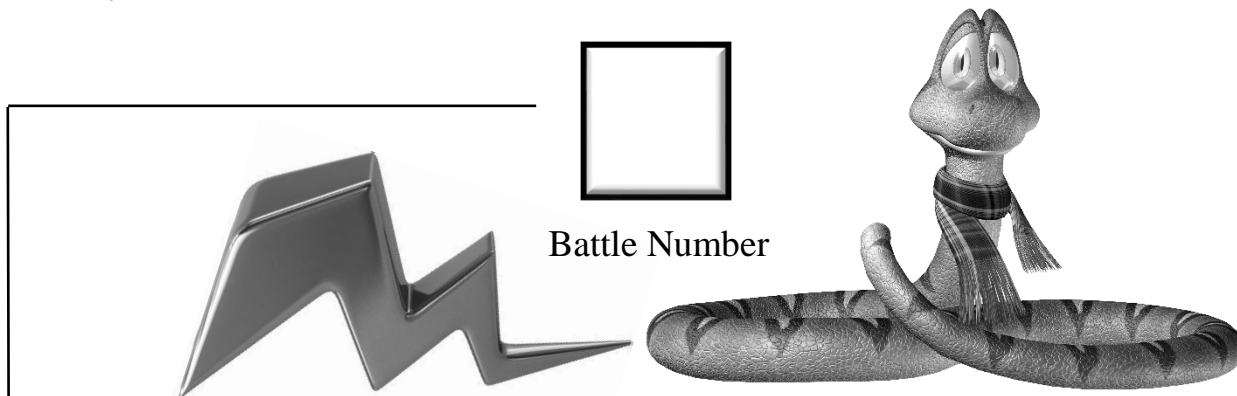
You will need three lucky numbers for this battle. Turn to page 148 and find them.

Lucky Number 1

Lucky Number 2

Lucky Number 3

Now you will find your *Battle Number*. If you chose the smiley face with the hat, the battle number will be your *Intelligence*. If you chose the smiley face that is singing, the battle number will be your *Skill*. If you chose the smiley face that is afraid, the battle number will be your *Bravery*.



Your wand zaps the snake's tail! Add up all three lucky numbers:

+

+

=

Lucky Number 1

Lucky Number 2

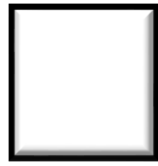
Lucky Number 3

Scared Snake

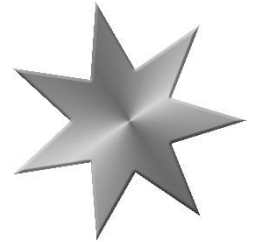
Now multiply your *Battle Number* by your *Scared Snake* Number:



×



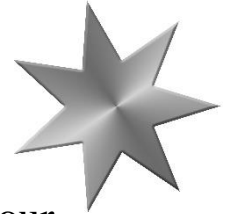
=



Battle Number

Scared Snake

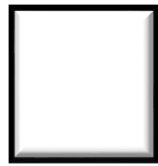
Wand Meets Snake!



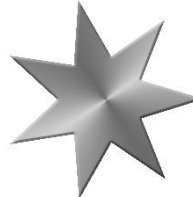
Now you will find the *Snake Attacks!* Number. This will be your current age added to the day of the month that your birthday falls on.



+



=



Your Age

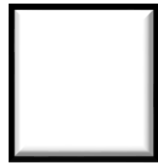
Day of Month of Birthday

Snake Attacks!

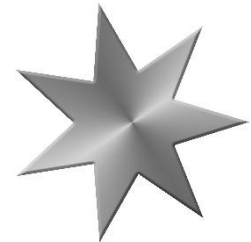
Subtract the *Snake Attacks!* number from *Wand Meets Snake!*



-



=



Wand Meets Snake!

Snake Attacks!

What Happened?

Go to the next page to find out what happens in the battle.

Subtract 50 from the *What Happened?* number if you have the Wizard's Curse. You have this curse if you did not find all ten words in the Wizard's Word Search Puzzle. Add 50 if you are not cursed.

$$\begin{array}{ccccc} \square & + \text{ or } - & \square & = & \square \\ \text{What Happened?} & & \text{Are You Cursed?} & & \text{Life Points Removed} \\ & & & & \text{From Snake} \end{array}$$

You are exhausted. You flop to the ground, and your wand falls next to you. Small purple lightning bolts sputter from its gems. Is dungeon exploring really worth it? You could have been tucked into your warm bed this whole time listening to the crickets chirping gently outside. Then again, you wouldn't be near the dragon's treasure if you did that!

You look up at the giant snake to see if you won the duel.



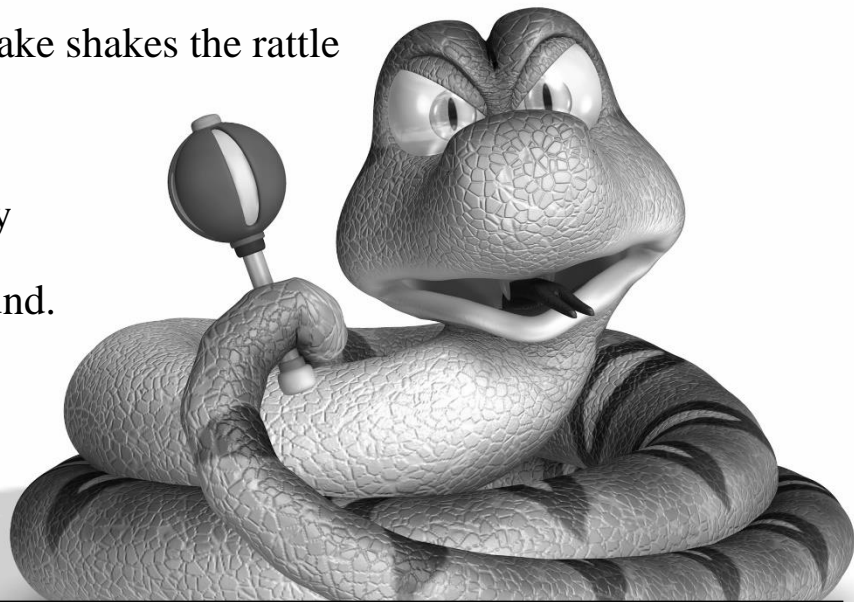
**If your *Life Points Removed From Snake* number is 200 or more, go to page 79.**

**If that number is less than 200, go to page 78.**

The snake's eyes are glowing red, and its scarf is missing. The coiled beast doesn't seem too happy with you. The snake takes out a baby's rattle and begins shaking it.

"So you have been defeated," the giant snake says. "That will teach you to trespass into the forbidden depths of the Creepy Dungeon. Now I've always wanted to be a rattlesnake, so I'm going to shake this rattle until you are really annoyed by the sound. That should bring your Life Points down far enough to make you flee this dungeon." The snake shakes the rattle and stares at you.

You are really annoyed by the sound. Then you have an idea!

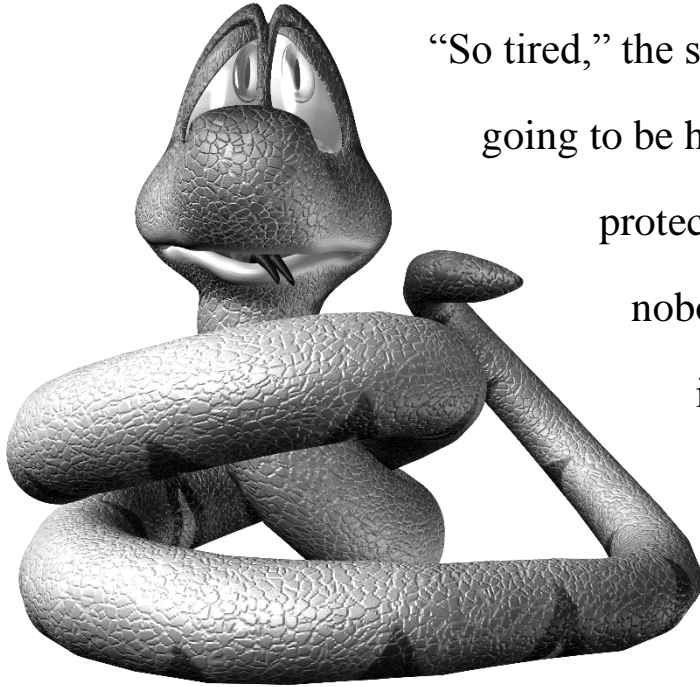


**Remove two treasures to give to the snake so that it will stop rattling. It worked! The snake will now allow you to pass.**

**Subtract 200 Life Points.**

**Go to page 80 to continue.**

The snake appears dizzy, as if it might collapse to the ground at any moment. It sticks a long green tongue out at you, and then curls up into a giant pretzel.



“So tired,” the snake says. “The dragon is not going to be happy with me. I was hired to protect it. In thousands of years nobody was brave enough to make it this far in the dungeon. I’ve let Nogard down. Sniffle.” Tears fall from the snake’s eyes and form a puddle.

You feel guilty, and you tell the snake that you’ll talk to the dragon and smooth things over. You don’t want to be the cause of anybody losing their job.

The snake thanks you and uncurls its tail to reveal a gleaming treasure chest covered in diamonds.

**You may open the treasure chest and take one treasure. Turn to page 143 to find out what you get.**

**Then go to the next page to continue toward the dragon’s lair.**

You exit the room and walk through a tunnel carved from blue rocks. Images of dragons are drawn on the wall. The ground begins to shake, and you hear a roaring up ahead. You nearly fall down.

Moments later the tunnel brings you into a tremendous underground cavern. You stand at the edge of a deep pit with a bubbling pool of lava at the bottom. It is very hot in the room. You look down and see strange creatures swimming in the lava. They have shiny metal skin and look like lizards.

You follow a path that meanders next to the pit. It is difficult to walk at times, and you worry that you will fall, especially with your heavy box of treasure. There is a steep rocky cliff to your right. Every few minutes a boulder falls off the cliff, hits the path, and plunges into the lava pit. The path narrows with each step. You walk slowly and carefully.

At last you come to a giant golden door carved into the cliff. A sign on it reads, "Dragon's Lair." You made it! Your heart pounds, and you wonder if you should knock on the door. The dragon doesn't seem to like visitors, so that would be the polite thing to do.

That's when you notice something strange. A bit farther along the path there is another door that looks exactly like the first. It also reads, "Dragon's Lair." In fact, all the way along the path, as far as the eye can see, are golden doors that read, "Dragon's Lair." Each door has a picture of a fire-breathing dragon on it. You wonder how many dragons are in this dungeon.

That's when you realize it's a trap, or a puzzle of some kind. You look down at the bubbling lava. If you don't pick the right door, you might go flying into that lava. You wonder if you have found enough armor and magical items to battle the dragon. Are your intelligence, skill, and bravery high enough?



You run along the cliff counting the doors. There are 12 doors total, and they all look the same! You sit down with your back against one of them, with no idea what to do next.



That's when you hear a squealing from up ahead. Art the giant rat strolls along the cliffside, sniffing the ground. The rat's shiny top hat keeps falling off and landing on the rocky path.

You quickly ask which door you should go through.

"I would tell you, but why would you believe me?" the rat says, smiling at you. "It seems that you have been listening to the puppy. Oh, cute puppies. Who can resist listening to them?" The rat takes out a tiny violin and begins playing it. The sound echoes across the walls of the vast cavern. Soon a string breaks on the violin. The rat throws the violin into the sizzling lava. It burns up instantly.

"Now listen, human," the rat says sternly, pointing at you. Its eyes glow red. "You've obviously made it this far, so you are very smart. But if you free the puppy, we are all doomed. Doomed, I say! Sure, I may be a giant rat with a top hat, and that little fluffball is cute as cotton. Yet it's pure evil. Evil!" A few rocks tumble from the ceiling and sizzle in the lava below.

You tell the rat what the puppy said to you.

“Me? An evil wizard? Is that what the puppy said? That’s quite a story. Well, there’s one more thing I need to tell you about Draziw before you seek the dragon. You already know that it was a bedtime story that brought down the wizard’s castle, a song so



beautiful that the world has never heard its equal.” The rat reaches for its violin, but then glances down at the lava with a disappointed grimace. It takes out a microphone and begins singing, until more boulders fall off the cavern walls and land in the lava.

“A prophecy has stated that while the first bedtime story destroyed the wizard’s castle, the *cutest* story will make the castle rise again. You cannot end this story with freeing an adorable puppy. It will doom all of humankind.”

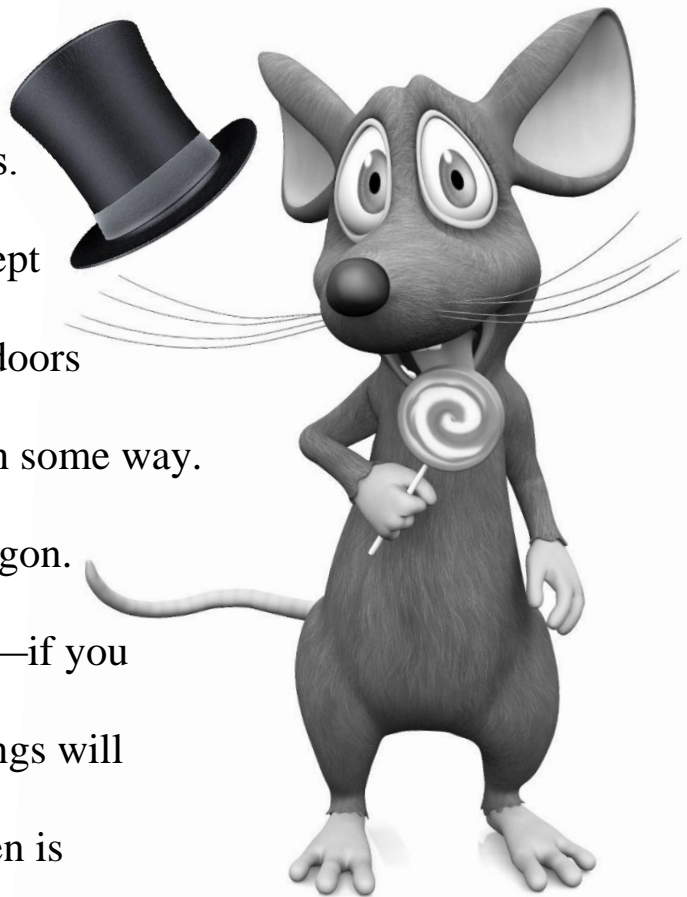
You ask the rat what you should do instead.



“Good question, you are very smart, indeed. Rather than free the puppy, you should help me instead. Among the dragon’s treasures is an ancient device that will keep this hat from falling off my head. You must find it and help me.” The rat smiles at you innocently and takes out a lollipop. “You see, ending this story by helping a giant furry rat with headwear will not fulfill the prophecy.”

You tell the rat that you don’t know who to believe anymore, and you aren’t sure which door leads to the real dragon’s lair, anyway. You point at the row of doors.

“It’s a puzzle,” the rat says.  
“All the doors are the same except three. You must find the three doors that are different from the rest in some way. Beyond one of them lies the dragon. But don’t open any too quickly—if you pick the wrong door terrible things will happen. The door you must open is the one that has the *most* differences about it.”



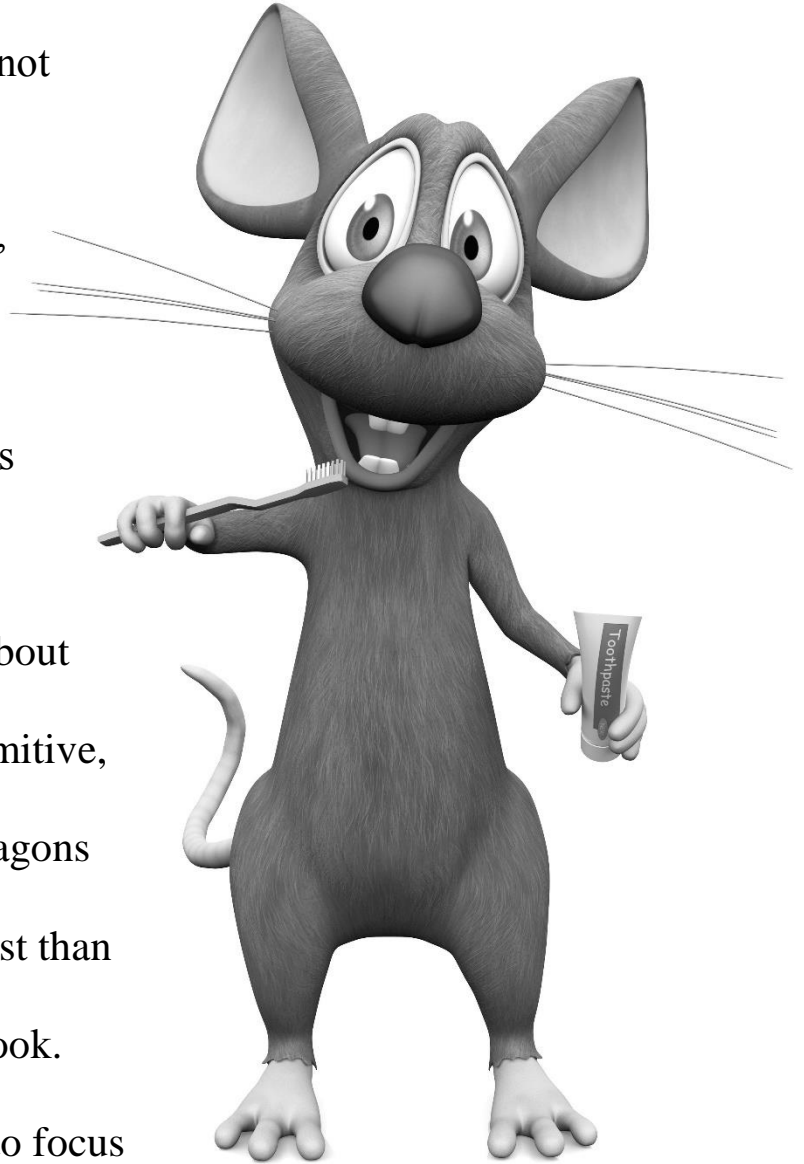
You thank Art and begin walking past the twelve doors, examining them carefully.

“I’ll follow you and try not to do anything too cute. We mustn’t fulfill that prophecy!”

You glance at the rat suspiciously and wonder if it’s telling you the truth.

You notice something about the doors. The artwork is primitive, and you are sure that these dragons were drawn by a different artist than the one on the cover of this book.

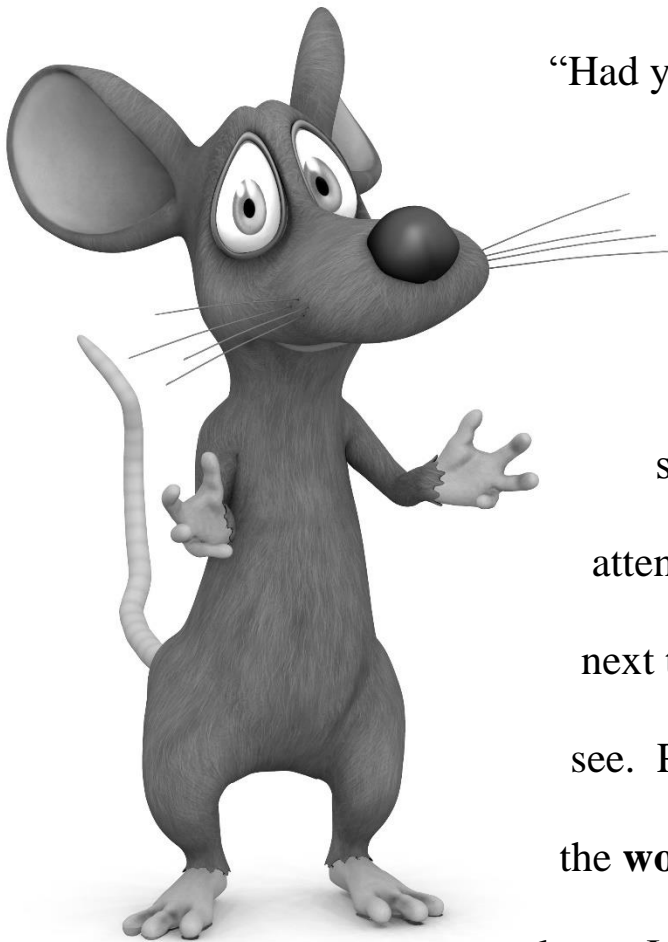
You are really going to have to focus on this puzzle.



Go to the next page to try  
The Dragon’s Lair Puzzle

## The Dragon's Lair Puzzle

Look at the doors on the next three pages and circle one on each page that is different from the rest in some way. Then look at the three you circled and choose the one that has the **most** differences. Write that door's number in the box at the end of the puzzle. Listen to Art's clues before you turn the page.



“Had you always noticed that I have trouble

keeping my hat on my head?

Sometimes the hat is upside-down,

to the left or right, and different

sizes? If so, you're good at paying

attention to details. The details on the

next three pages are really challenging to

see. Pay attention to the **dragon's face**,

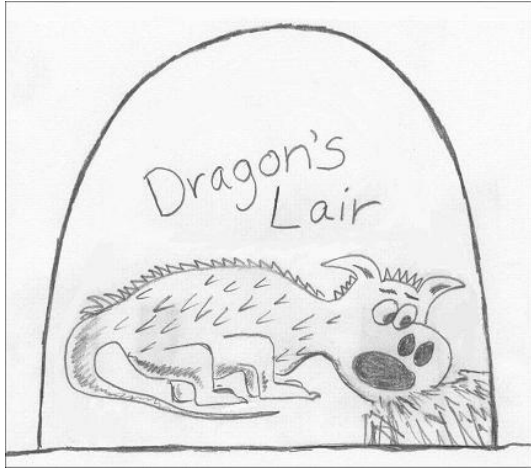
the **words**, and that **tail** which is way too

long. I know all about tails, so trust me...

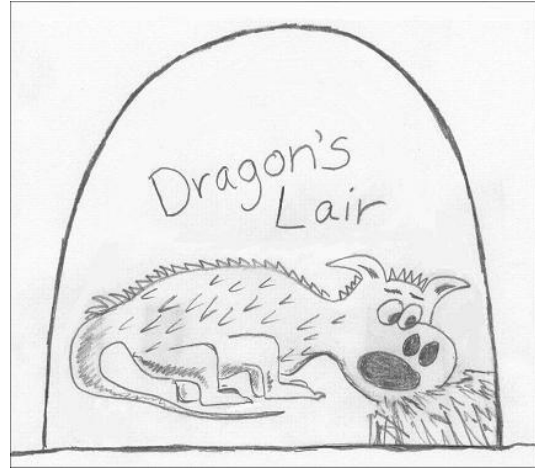
I'll come with you, but most of my energy  
will be spent trying not to drop my hat in the lava.”



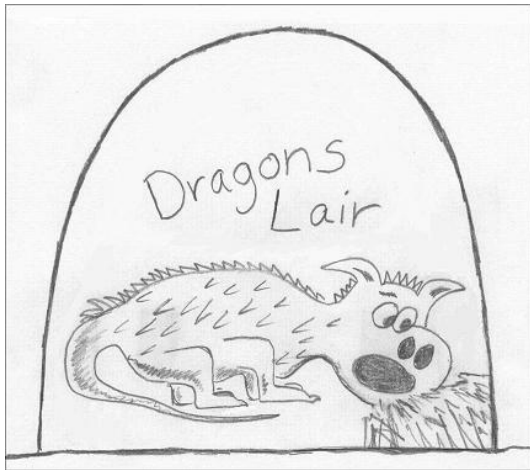
“Circle one door on this page that is different from the rest.”



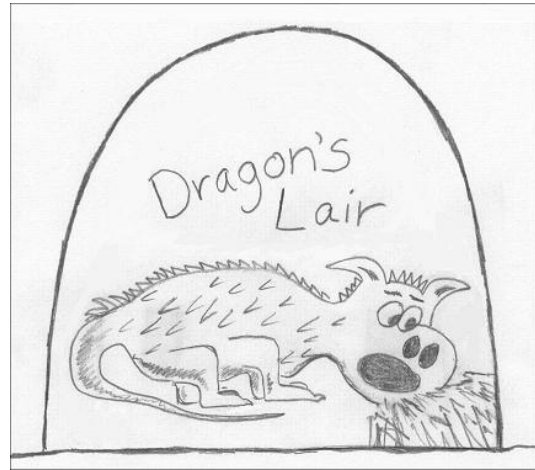
1



2



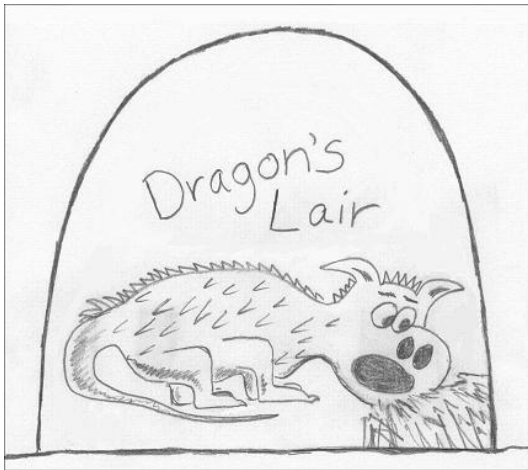
3



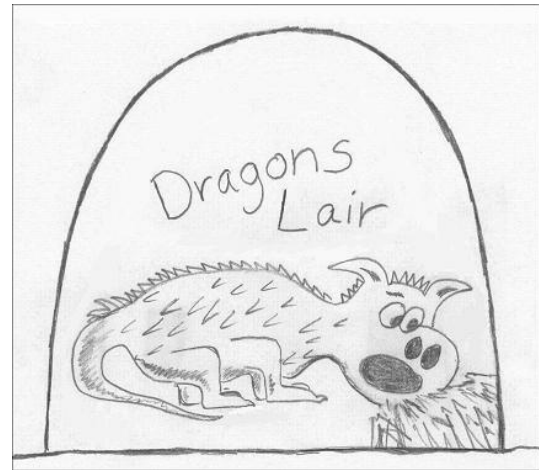
4

“Turn the page, but soon you’ll be walking back here again to see if you can find more differences in the door you circled. There could be one, two, or three things wrong with the picture.”

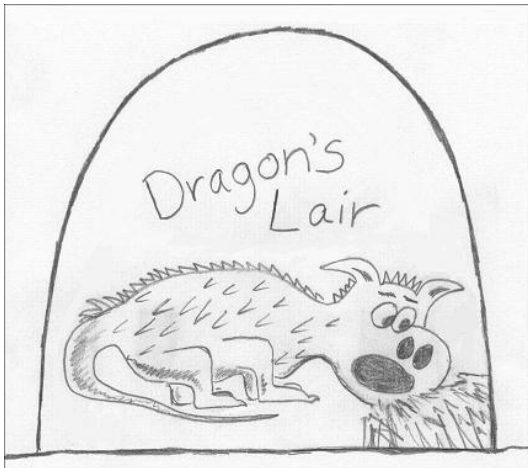
“Circle one door on this page that is different from the rest.”



5



6



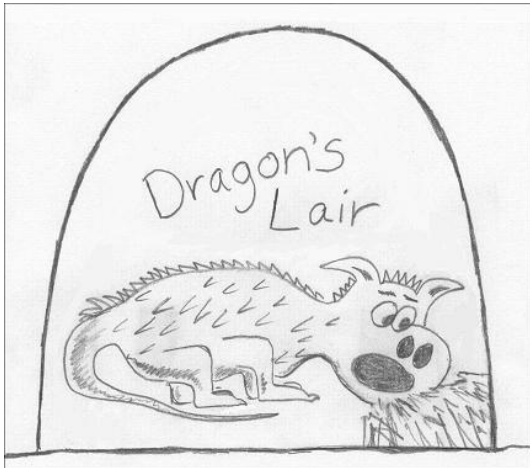
7



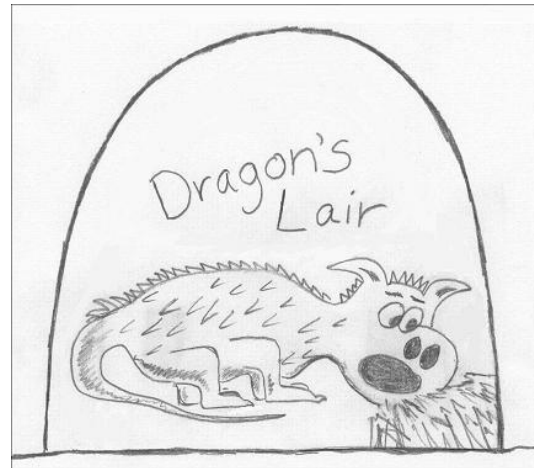
8

“Keep walking along the path. There are more doors on the next page. You’re doing a great job.” Art picks up the top hat and follows you, but the hat falls a short distance later. The rat looks frustrated.

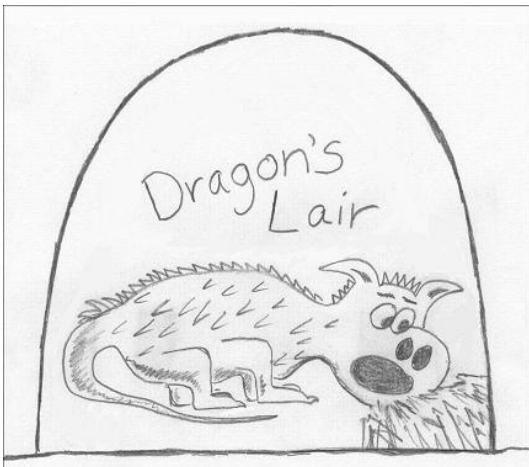
“Circle one door on this page that is different from the rest.”



9



10



11

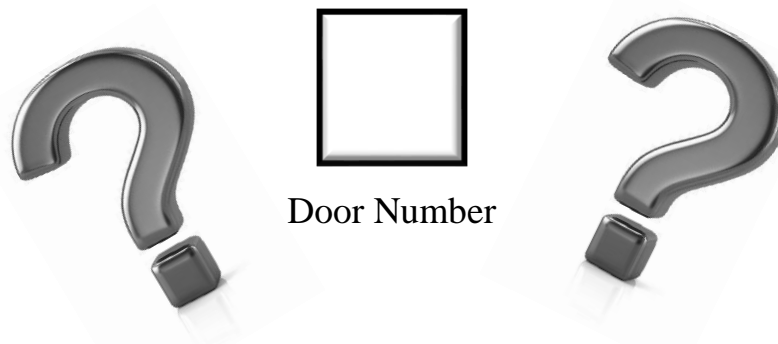


12

“Ok, now you need to look at all three circled doors and see how many differences they have. One has a single difference, one has two differences, and one has three differences! I’ll follow you back.”

“Ok, which door are you going to enter?”

After walking along the cliff path and looking at all the doors, you have chosen the door that has the most differences. You have decided to enter:



You cautiously push open the door. There is a loud creaking noise. The giant rat laughs at you when you jump at the sight of your own shadow. Your legs are shaking.

You enter a small room that is empty! Suddenly, the door slams behind you. You wonder if you picked the wrong door. The ground shakes when the dragon stomps around nearby. You hear fiery breathing that seems to be coming from just beyond the wall.

You look down at the floor. There is a trap door under you. What will happen when it opens? Will you fall into a pit of spikes?

You call to the rat for help.

The door opens and the rat walks in, holding its top hat firmly against its head.

“Oh, sorry, I’m supposed to help you with this next part,” the rat says. “I guess you’re wondering if you’ve picked the right door. Well, here’s the answer to the puzzle.” The rat grabs its tail and waves it like a magic wand. The torch on the wall flickers from a gust of wind, and the top hat blows off the rat’s head. An image appears with the answer to the puzzle.



**Turn to page 140 to see the answer.**

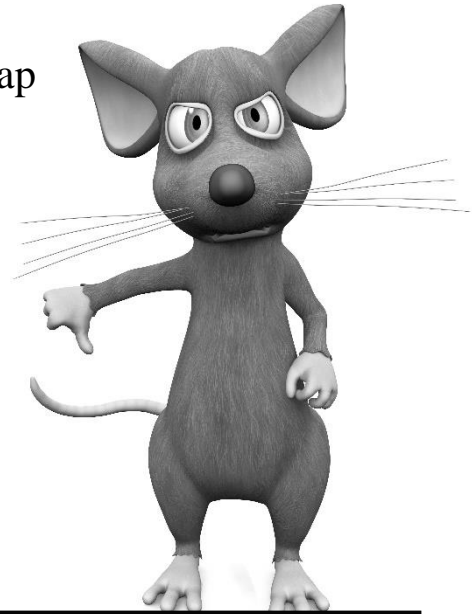
**If you entered the wrong door, go to page 92.**

**If you entered the correct door, go to page 93.**

The hatch in the floor opens, and you are dropped into a pit filled with hungry metal alligators. They snap at you with rusty jaws. Your pajamas are covered with alligator saliva, and your treasure box is damaged. You see a small tunnel leading out of the pit. It is dark, but you manage to dive through it and out of that awful room.

The tunnel leads back to the path with all the doors to the dragon's lair. This time you enter the correct door. The room looks just like the other one. It is small and has a trap door in the floor. The rat is waiting for you in there.

You are covered in slime and shivering.



**You dropped two treasures when you fell through the hatch.  
Remove them from your treasure box.**

**Subtract 200 Life Points.**

**Go to the next page to continue.**

## LEVEL 2 COMPLETE

\* Your magical scroll now works! \*

If you solved the maze without help, check here:

If you defeated the bat or solved its puzzle, check here:

If you solved the wizard's word search, check here:

If you defeated the giant snake, check here:

If you solved the dragon's lair door puzzle, check here:

**You earn two character building tokens for each checked box!**

- Spend tokens to improve your character traits on page 1.  
Each token spent there adds 1 to *Intelligence*, *Skill*, or *Bravery*.
- You may also spend tokens to improve your Life Points on Page 2.  
Each token spent there adds 100 to your Life Points.

If you earned a chess piece you may have one additional character building token to spend. If you own a chess piece and have the golden chess board from the treasure chamber, you have earned a combo bonus—you may upgrade your treasure box to a golden treasure box!

**Spend all your tokens, and then go to page 94 to start level 3.**

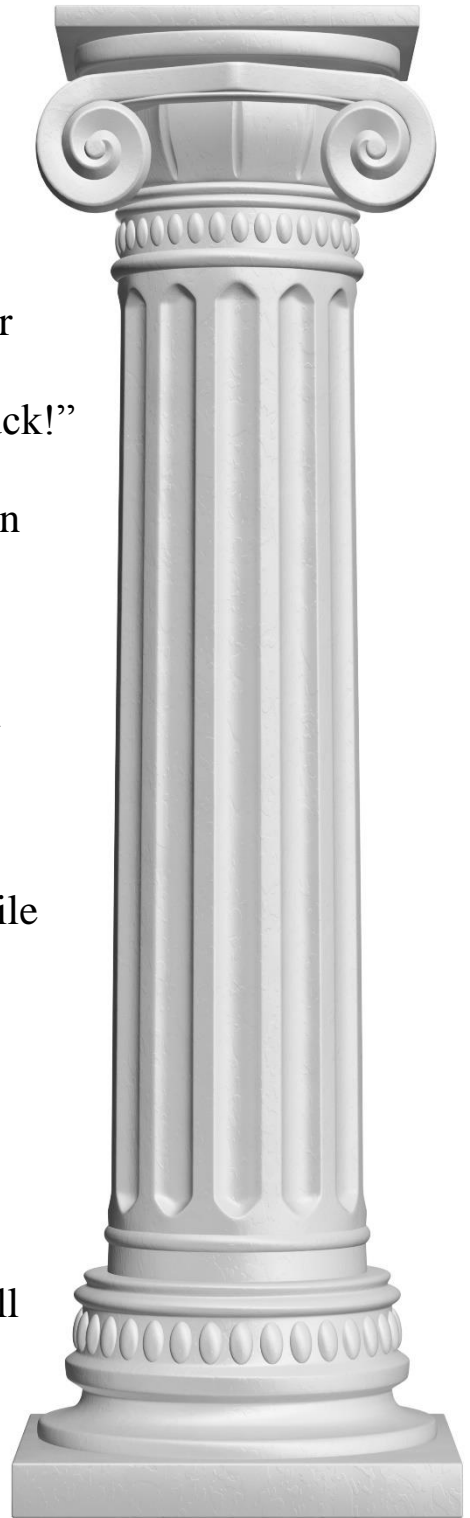
“Don’t forget about that magical device to keep my hat on,” the rat says, grinning at you. “Also, to use your magical scroll, just recite the words in alphabetical order and you will cast a cool magical spell. Good luck!”

The rat steps on a hidden button and the hatch in the floor opens. You fall in.

You scream as a slippery chute twirls you around in loops and then launches you into a tremendous room. You land on an enormous pile of gold and jewels.

You are inside the dragon’s lair!

It is the largest room you have ever seen. Thousands of stone pillars, each as thick and tall as a skyscraper, stretch off into the distance. The ceiling is too far away to see. Mountains



of gold coins mixed with ancient treasures are scattered around. It would take a lifetime to dig through all of it. Gemstones as large as elephants poke through the glimmering mounds.

In the distance you see the shore of a lake!  
The beach is littered with gold coins and precious gemstones. Waves of lava crash against it.



A huge sandcastle sits at the shore. Its tall towers appear wavy from the heat of the lava. You wonder who built such a fabulous thing.



A loud thump shakes the whole room. A crack in one of the giant pillars suddenly gets bigger. Bits of stone crumble down from

the ceiling and land in piles of treasure. Another thump, even louder than the first, causes the mound of gold you are sitting on to collapse and send you tumbling onto a pile of diamonds. A magical lamp appears next to you briefly and then sinks deep below the precious stones. Your treasure box crashes nearby.

That's when you notice something terrible. There are treasure boxes all over the place, mixed in with the glittering piles of gold and jewels. They are just like yours, only you wonder what happened to their owners. Were they eaten by Nogard the dragon? Weren't you the first to make it this far?



A dragon's face emerges from behind one of the pillars. Shiny blue spikes surround its head. Foam drips from its mouth. Sparks of flame burst out of large nostrils. It is a real dragon, and it is staring at you angrily!

A bony blue tail wraps around a pillar behind you. Yet the dragon is in front of you! You are surrounded by the massive beast.

There is nowhere to run. You think about giving up, but then you remember the magic spell that the puppy gave you. You take out the scroll and examine it. It is glowing.

“So, the wizard has come back to life after all these years,” the dragon says, snorting. It breathes a stream of fire next to you, melting a pile of gold into liquid that seeps into a crack in the floor. “I thought I was rid of you.”

You explain politely to the blue dragon that you are not a wizard. Whoever heard of a child wizard, anyway? You babble on nervously until the dragon looks frustrated. It moves its colossal head close to your body and sniffs with nostrils that are twice as big as you. Behind you, its tail whips around, sending gold coins flying your way. One of them hits your back and hurts a lot.

The dragon’s head disappears for a moment and then reappears from behind another pillar. It is impossible to tell how big this dragon really is. You are quite certain that bedtime must have passed. This dragon is way more than you can handle.

You tell the dragon that you made a mistake and that you would just like to leave now. The beast smiles at you, revealing a mouth full of sharp teeth. They are perfectly white and sparkling.

“Oh, not so fast. It is because of you, Draziw, that I have been locked in this lair for thousands of years. My only task has been to protect the world from your evil. I thought that I had won the battle we had eons ago, but clearly I was wrong. I will not make the same mistake again. Prepare for a duel!”

The dragon’s tail slams against a pillar behind you, cracking it in half. An avalanche of rock crashes down, burying you under a pile of gold and jewels. The weight of them makes it hard to breathe. You cannot see anything, and there are gold coins seeping into your mouth.

Suddenly, the dragon’s heads lurches into the gold pile and picks you up with its teeth. You are lifted high into the air and tossed in the direction of the lava ocean! Soaring through the cavern, you clutch the magical scroll in one hand and your magic wand in the other. You land on a balcony of the sandcastle—but you soon see that there is no

sand after all. The castle is made entirely of gold coins and gemstones!

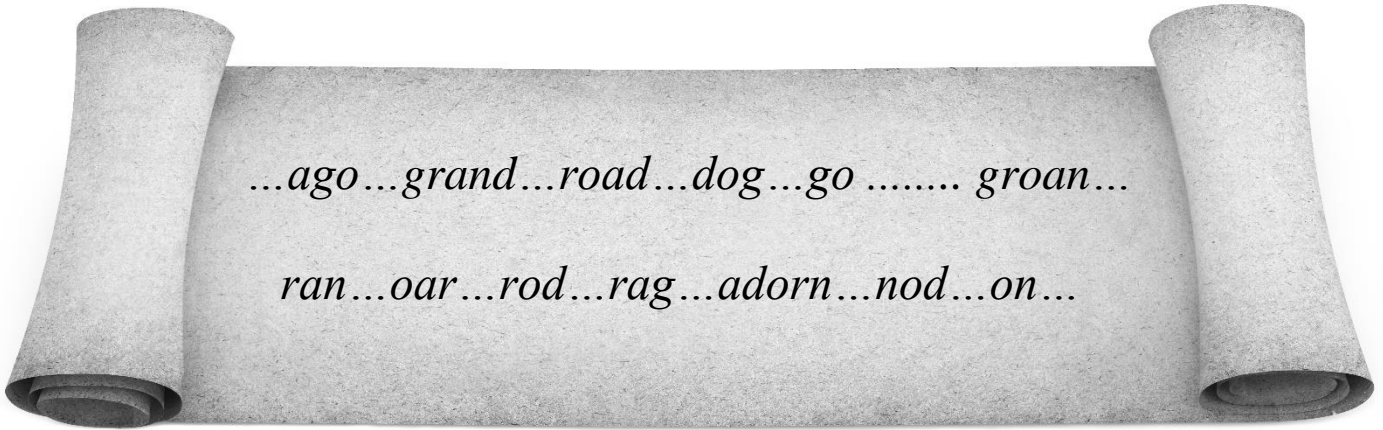
“Don’t make any sudden moves,” the dragon says, looking worried. “It took me ten thousand years to make that castle.”

You tell the dragon once more that you are not Draziw, the evil wizard. You are just a human child, and it’s past your bedtime.

“Lies!” the dragon says, stomping over to the castle. From high atop the balcony you get a clearer picture of just how big this monster really is. You are not even as large as one of its toenails. It is a gargantuan blue terror, even fiercer than you had ever imagined. You go inside the coincastle and sit down at one of the tables. You are safe for the moment.



You unroll the scroll on the table and look at it. What was it that the rat told you? Oh yeah, you need to read the words in alphabetical order to activate the spell. You look at the words on the scroll:



Hint: If two words start with the same letter, use the second letter to alphabetize. If two words start with the same two letters, use the third letter to alphabetize. Good luck, brave alphabetizer!

Put the thirteen words in alphabetical order:

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**Go to the next page when you have finished alphabetizing...**

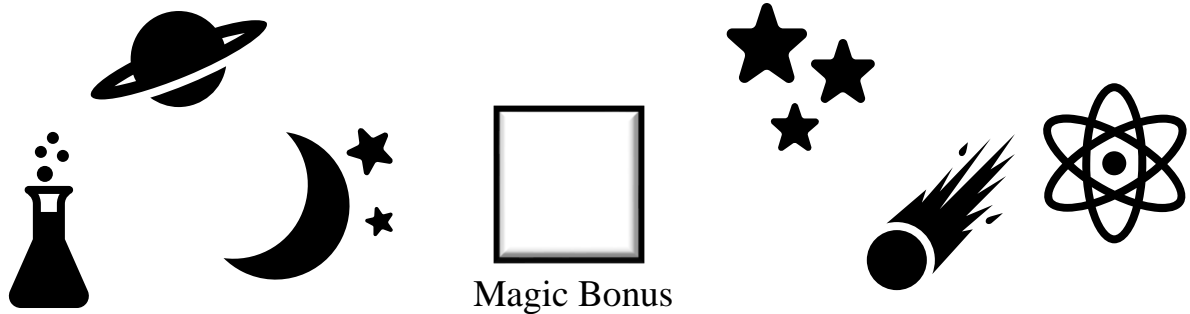
This scroll is your only chance to defeat such a large and powerful dragon. You quickly arrange the words and recite the magical phrase. Did you get it right? (Turn to page 141 to see the correct order of the words.) If you did, it will help below.

**It is time to figure out your Magic Bonus.**

Your Magic Bonus is based on *Intelligence*. If your *Intelligence* is:

<i>1 or 2</i>	—————>	your Magic Bonus is 1
<i>3 or 4</i>	—————>	your Magic Bonus is 2
<i>5 or 6</i>	—————>	your Magic Bonus is 3
<i>7, 8, or 9</i>	—————>	your Magic Bonus is 4
<i>10 or more</i>	—————>	your Magic Bonus is 5

Wait! You can add one additional point to your *Magic Bonus* if you arranged the words on the scroll in the right order. Write your total *Magic Bonus* in the box below. You will need it on the next page.



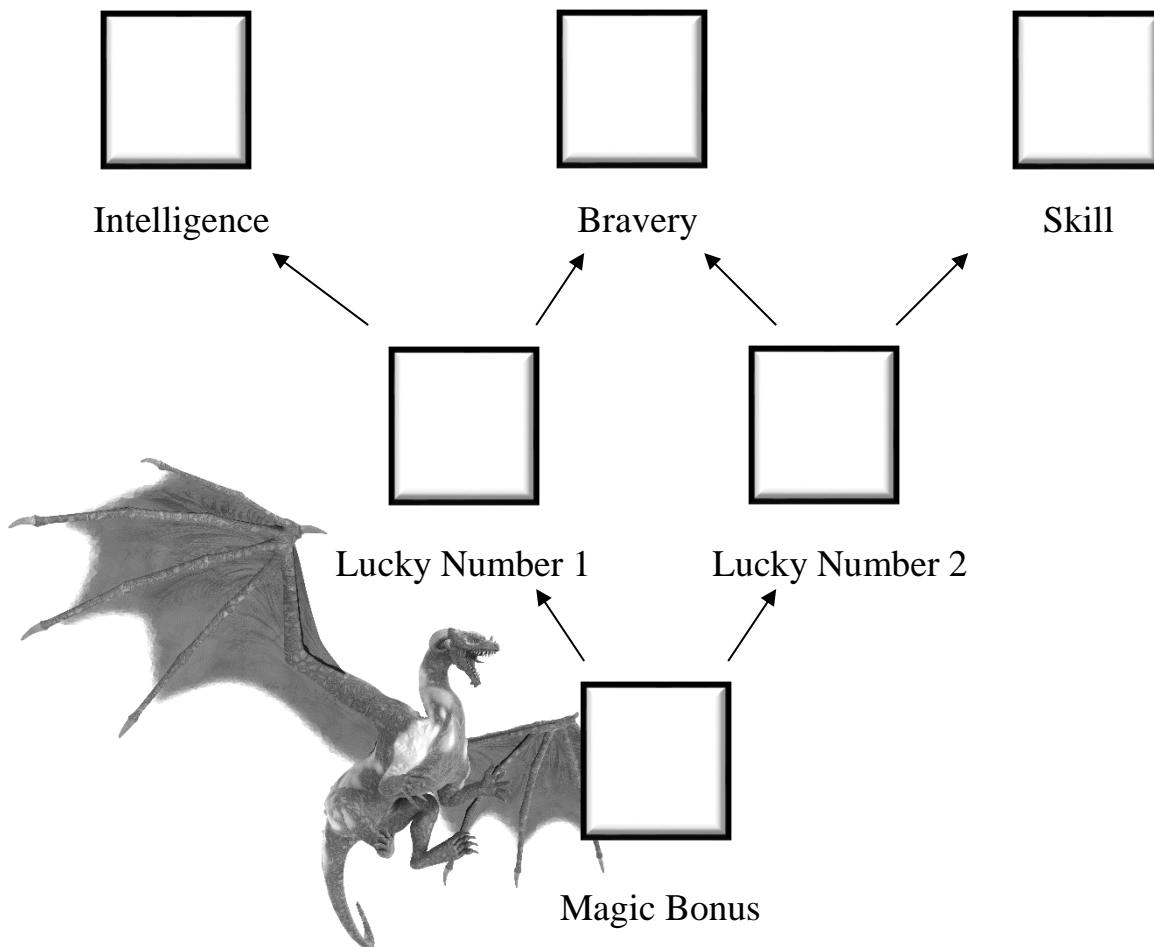
Go to the next page to begin your battle against the dragon.

## Battle Against the Dragon

It is time for the final battle. Do you have what it takes to defeat the dragon's 6,000 Life Points?

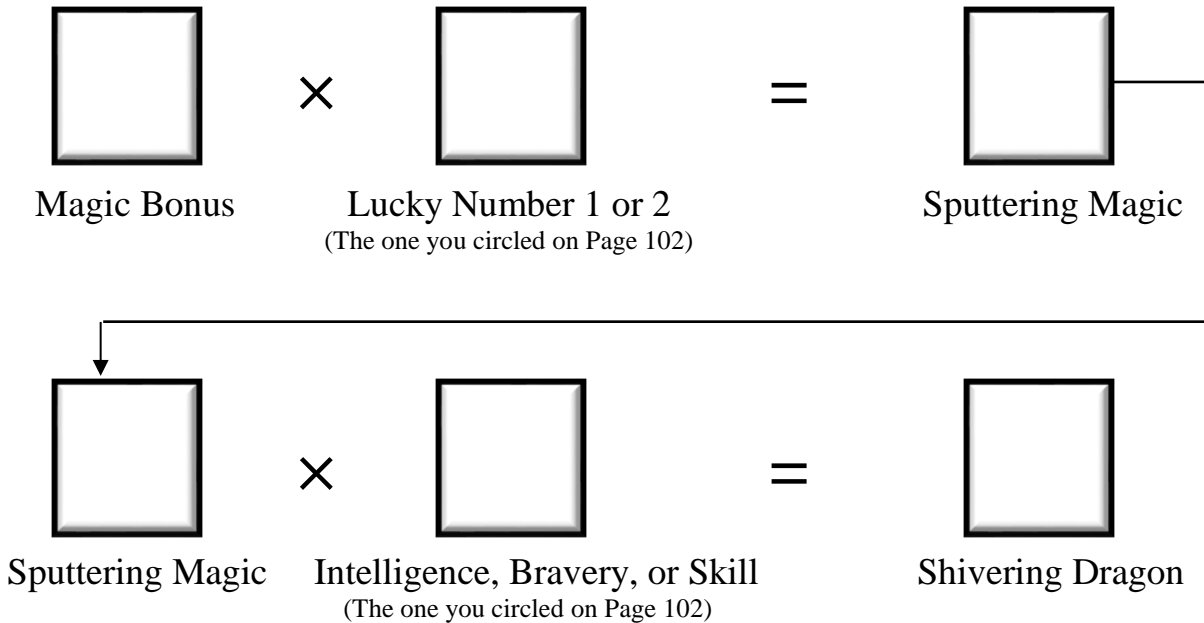
The scroll glows brighter. A wisp of light escapes from the yellow crinkly paper and surrounds your body. Your wand turns blue and freezes solid! You have been given the power of ice magic!

You will need your abilities from page 1, two lucky numbers from page 148, and your *Magic Bonus* from page 101 for this battle.



Now begin at the *Magic Bonus* box and circle one number on each level, creating a path toward the top. All three numbers will be multiplied together on the next page. Choose wisely!

The dragon is stomping around outside the castle, waiting for you to come back out. You better work quickly and put the numbers you chose into this equation.



As soon as you cast the spell, a large ball of ice leaps out of the yellow crinkly paper and flies around the room. It bounces off the walls, sending gold coins raining down from the ceiling. The coincastle begins swaying back and forth. It is starting to collapse around you!

You run out onto the balcony. The large iceball follows you, ready to obey your orders. The dragon stands over you, casting a

shadow across the entire castle. Its large blue mouth opens to breathe fire. A smell of rotting charcoal fills the cavern.

You point at the dragon. At once the iceball zooms up to the dragon and strikes it right in the middle of its blue, scaly chest. There is a tremendous explosion. The dragon roars loudly. Snowballs rain down around you. One of the castle's towers collapses into the bubbling lake and dissolves into a puddle of liquid gold.

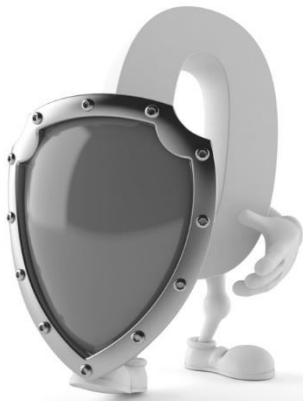
The tower that you are perched on is swaying back and forth, ready to fall at any moment. The dragon is still standing, but it looks dizzy. Now is the time to strike again! You point at the dragon, but no iceball appears this time. Instead, your arm turns into a large frozen wing ready to lift you into the air. You point with your other arm, and it also turns into a wing. You now have two icy wings ready to make you fly!

The dragon's tail strikes the castle, sending an explosion of gold coins, jewels, and hidden treasures into every corner of the dragon's lair. Just as the castle collapses you jump into the air. You fly around the dragon's head, diving up and down, feeling lightheaded and dizzy,

as if you are in a dream. You reach for your frozen wand, ready for your second attack.

**It is time to calculate your wand damage. First, circle the largest number in the box below that you know how to write out in numerals.**

**Note:** Numerals are numbers written out as symbols. For example, the number fifty would be written out as 50 in numeral form. Eleven would be written out as 11.



Ten  
One hundred  
One thousand  
Ten thousand  
One hundred thousand  
One million  
Ten million  
One hundred million  
One billion  
Ten billion



Write out the number here: \_\_\_\_\_.

(Write fast, you are flying around with icy wings. You are holding a frozen wand. There is an angry blue dragon that is about to swat you with its tail.)

Now count the number of zeros in your answer:

You can check your answer on page 142. If you were incorrect you must choose a smaller number and try again.



Number of Zeros

Now multiply your *Skill* by your *Bravery*.

$$\square \times \square = \square$$

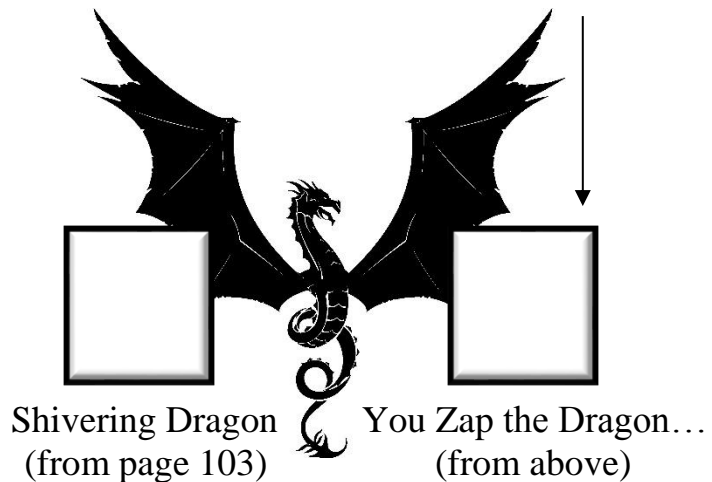
Skill Bravery Watch out, Dragon!

Now multiply the *Watch out, Dragon!* number by the *Number of Zeros*.

$$\square \times \square = \square$$

Watch out, Dragon! Number of Zeros You Zap the Dragon...

These two numbers  
will decide  
The fate of the battle:



You fly directly at the dragon's humungous head, holding the frozen wand with your wings. Your hair turns to ice as the power of the wand flows through your body. With a graceful wave you send a blue bolt of lightning against the dragon's cheek. Shards of ice fly everywhere, sizzling as they tumble into the lava. The dragon backs up into a cave. You feel your insides turning to ice.



Nogard the Dragon breathes blue fire at you, but you hold up the frozen wand and block it. The fireball bounces back to the dragon, hitting it on the left eyebrow. The eyebrow sizzles away. With one last burst of energy, the dragon leaps forward and tries to swat you

with its tail. You quickly roll in the air and swing your magic wand. A jagged blue bolt zaps the dragon. Ice travels up the length of its tail, causing large chunks to crack off and shatter on the ground.

The dragon looks dizzy. It is now missing one eyebrow and part of its tail. You remember the incomplete picture on the door to the dragons lair. Did the puzzle somehow predict the future? Did Nogard know what was going to happen all along? What about the missing apostrophe?

You feel bad for the dragon. It is lying helplessly on a pile of gold coins, looking scared. Its coincastle has been destroyed. You spiral down and land on its soft chest. The fur tickles your bare feet. Suddenly, the ice magic inside of you disappears. Your wings vanish, and your magic wand is no longer frozen. You put the wand back in your pocket. Your body feels warm again.

The dragon begins laughing. You tumble and bounce around on its chest. The laughter echoes through the vast room. You wonder what is so funny...

Did you win the battle?

Add the numbers from your magic scroll attack and your frozen wand attack together, as shown on the bottom of page 106:



+

=

Shivering Dragon  
(from page 106)

You Zap the Dragon...  
(from Page 106)

Dizzy Dragon



Now multiply the *Dizzy Dragon* number by ten.

×

10

=

Dizzy Dragon

Defeated Dragon?  
(must be 6,000 or more to win)

**If your *Defeated Dragon?* number is 6,000 or more go to page 110. (If your number is 12,000 or more you may add one additional treasure to the dragon's reward).**

**If your *Defeated Dragon?* number is less than 6,000 go to page 112. (If you did not defeat the dragon but would like a replay, go back to page 102 and choose new lucky numbers. If you decide to do this, you must draw a replay coin in your treasure box. This coin cannot be given away or dropped, so think carefully!**



The dragon rubs its eyes and looks at you. Its laughter has turned into a soft giggle. You scramble to your feet and continue walking along the beast's soft blue belly. You reach the giant snout and pat the dragon gently on the cheek.

“I see now that you are not Draziw the wizard,” the dragon says with a weak voice. “I haven't had my eyesight checked in ten thousand years. We have a good dentist down here in the dungeon, but we don't have an optometrist.”

You tell the dragon that you are confused about who you should trust now—the dragon, the giant rat, or the puppy.

“That will soon be decided,” the dragon says. “But I can tell you that I don't trust humans. Your kind has been a menace to dragons for as long as I can remember—wizards casting spells on us, knights battling us, kids using us as flying pets, the list goes on. You humans aren't very nice to dragons, and we're really very peaceful. I'm *not* sorry I tried to eat you.” The dragon giggles and spits a burst of harmless blue flame onto your pajamas. Now, besides all the dirt,

troll spit, bat droppings, snake slime, dried lava, spider webs, and ancient dust, your pajamas have a charred blue stain on them.

You ask the dragon why it is laughing.

“My belly is ticklish. It’s a little weakness of mine.”

You ask the dragon where it got all this cool treasure.

“Oh, these old coins and things,” the dragon says, pointing to the enormous mounds of treasure. “That’s nothing. I hid my most precious treasures in my secret chamber.” The dragon claps its hands twice. A door slides open in the far wall. Shiny beams of light stream out of a hidden room.

“Since you defeated me you may take two of my rare and fabulous treasures to add to your collection.”



You have earned a reward from the dragon’s secret treasure room!

Go to page \*145\* to choose two of the dragon’s treasures.

Then go to page 113 to continue talking to the dragon.

“Did you really think that you could defeat me after all these years, Draziw? You will never return to power!” The dragon roars with laughter. You roll around on its soft blue belly, trying to scramble to your feet.

You stand up and firmly tell the dragon that you are not Draziw. You are just a visitor who came here at bedtime to find treasure.

“Hmm, you don’t look like Draziw,” the dragon says, blinking its enormous eyes. “Maybe I was wrong. But I don’t trust humans, and I never will. Treasure, you say? I collect treasure, if you haven’t noticed. I’m getting a little bored with mine. Hand over three of your treasures, and then we’ll see if I eat you!”



**Give three of your treasures to the dragon by removing them from your treasure box.**

**Subtract 300 from your Life Points box. Then go to the next page.**

The dragon lifts you up between two sharp talons and tosses you onto a pile of gold coins. Then it slowly stands up and shakes off the dust of battle. The ground vibrates, and you begin to sink into the treasure pile. A long, low roar causes your eardrums to hurt. You wonder what the towering dragon will do next.

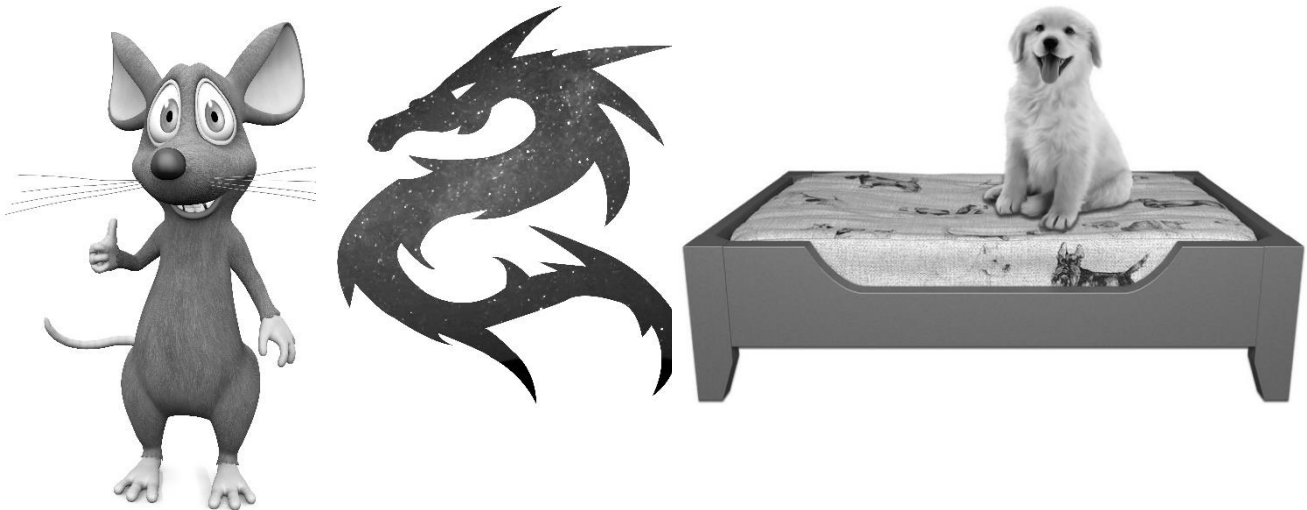
Suddenly, you hear a dog barking. You see a pedestal holding a crystal sphere at the far end of the dragon's lair. Inside the sphere is the fluffy white puppy! You wonder why you didn't notice that before. Was it hidden behind one of the treasure piles?

As you walk toward the puppy, the giant rat pops its head out from under a pile of red rubies. It grins at you.

"Excellent work," the rat says. "The dragon looks very weak. Nogard has either been defeated, or its magic power has been reduced. It matters not. There isn't much time. Seek the magical item that will keep this hat on my head: the Gem-Encrusted Gnomish Glue of Hat Retention. It is under one of these piles of treasure. Start digging!"

“Don’t listen to that rat,” the puppy says. “You must free me quickly before the dragon regains power, or the rat finds the item it seeks. Look for the Ancient Dwarven Hammer of Beastly Power. It is under one of these treasure piles. When you find it, swing it at the crystal sphere that is holding me prisoner. Only then can we free the world of evil.”

“Do not listen to either of them,” the dragon says. “The rat and the puppy must remain my prisoners. I would imprison you as well in my Net of a Thousand Silken Ropes.” The Dragon gestures to a large net hanging from one of the pillars. “Unfortunately, I lack the strength because of our battle. Therefore, you must trust me. Do not seek the Dwarven Hammer or the Gnomish Glue. Flee this accursed dungeon at once and stop meddling in our business!”



The dragon breathes blue fire in your direction, and you dive behind a large statue of a dragon holding a crystal ball. You have only moments to decide what to do.

**If you trust the puppy and want to look for the Ancient Dwarven Hammer of Beastly Power, go to page 116.**

**If you trust the giant rat and want to look for the Gem-Encrusted Gnomish Glue of Hat Retention, go to page 126.**

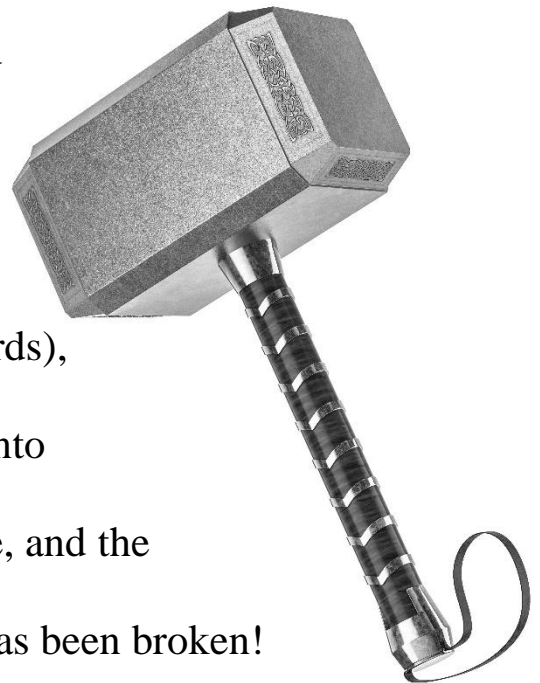
**If you trust the dragon and do not want to look for either of the magical items, go to page 121.**

**You peer into the crystal ball and try to see your own future...Now turn to the page that you picked from the choice above.**



You trust the puppy and dig through piles of treasure for a long time, making tunnels that zigzag throughout the dragon's lair. There are so many rare and wonderful items. You stop often to admire a white pearl the size of a boulder, a sparkly key with ancient writing on it, or a magic doodad that does this-or-that. You feel like you could live under the treasure pile forever, carving out rooms and using magical items to survive. Then you remember the rat, dragon, and puppy that are waiting for you up above.

Finally, you find the hammer that the puppy spoke of. It is crude looking and heavy, with a long handle and a wrist strap on the end. You tunnel back up to the surface and walk over to the pedestal containing the crystal sphere. It takes all your strength to swing the hammer (you nearly fall backwards), but you finally bring its brass head down onto the crystal sphere. There is a tinkling noise, and the sound of fairies singing. A magical spell has been broken!



“Woof!” the puppy says, jumping off the pedestal and landing on your chest. You are knocked backwards, and the puppy begins licking your face. “You are my hero.”

Before you can even pet the puppy, it jumps off you and begins sniffing at the treasure piles. It pulls out the Gem-Encrusted Gnomish Glue of Hat Retention and begins barking at the rat, who was searching in some far corner of the dragon’s lair. The rat hobbles over and pets the puppy, grinning.

“Excellent job,” the rat says in an evil voice. It picks up the glue and begins smearing it all over the black top hat. When it places the hat on its head, the sound of fairies singing echoes through the dragon’s lair again. Another magical spell has been broken!

You are confused.

At once the rat and the puppy cough up dark, wispy clouds that hover in the air. The clouds join and form the shape of a tiny wizard, with golden spectacles, crooked hat, dusty spell book, long white beard, and wooden staff. It is Draziw! You have allowed the wizard

to regain his true form. At once laughter echoes throughout the dragon's lair. Lava bats flutter out of a nook and fly into the distance.

You stare in confusion at the tiny wizard, who doesn't look anything at all like the image of the evil sorcerer you had seen in the wizard's forbidden chamber.

"Thank you," Draziw says in a deep voice. "I've been waiting thousands of years to continue my quest for ultimate power. Once I rebuild my castle and gather the necessary artifacts, the universe will be my playground and all within under my control! Sorry I appeared so scary earlier. If you had known what I truly look like, I doubt you would have feared me. I'm really quite powerful, you must believe."



Draziw, clutching the dusty spell book, waves the staff and disappears in a bright explosion of sparkles.

The dragon looks at you angrily.

“See what you’ve done, meddling human!” the dragon says. “For thousands of years the essence of the wizard lay within the rat’s body *and* the puppy’s body. Its soul was split in two and trapped within both, waiting to come out and rejoin.

I used the strongest magic to imprison the puppy and the rat, thinking there would never be a time when both would be free again. I had originally mistaken you for the escaped wizard, but you are merely the one who has freed the powerful spellcaster. You humans always cause such problems for dragons.

Now the Creepy Castle will rise again and reach toward the moon. Who will go there to defeat the wizard this time before the quest for ultimate power is complete?”

You are just about to answer the question when you notice that the rat has shrunk back to normal size. It scurries away into the depths of a gold pile.

There is a puppy sitting on a doggy bed. It is looking up at you and panting. It is no longer possessed by the evil wizard’s spirit.

The puppy wants to be your pet!



**You have gained a puppy! Add it to your treasure box, and then make your way out of the Creepy Dungeon as quickly as possible. The dragon does not look very happy with you. (Oh, be sure to name the puppy before you go!)**

**Go to page 132 to learn how you did on your dungeon adventure.**

You announce that you are going to trust the dragon. At once the puppy begins to whine. The rat sneers and runs around, sniffing the treasure piles.

“Very wise choice, human,” the dragon says. “Now watch out, the rat is trying to free itself by seeking the magical device!” The dragon picks up an enormous book from a nearby table and flips to a page somewhere in the middle.

You ask the dragon if it needs help. You say that you are getting better with your wand and magical scroll.

“No, stand back, you are not ready for magic this powerful,” the dragon warns. It begins chanting a magical spell. “Abracadabra, fee fie foe, it won’t be enough to turn the rat to snow. A magical spell this nice must turn that evil rat to ice!” The dragon’s claw begins glowing blue. At once a blue beam of lightning zaps the rat and turns into a solid block of ice.

The puppy begins speaking in a deep voice.

“You think you have won, human and dragon. I have waited thousands of years for this moment, and I am prepared to wait longer.

My patience is unending. Free me at once, and maybe I will spare you when the day of my titanic transformation arrives.”

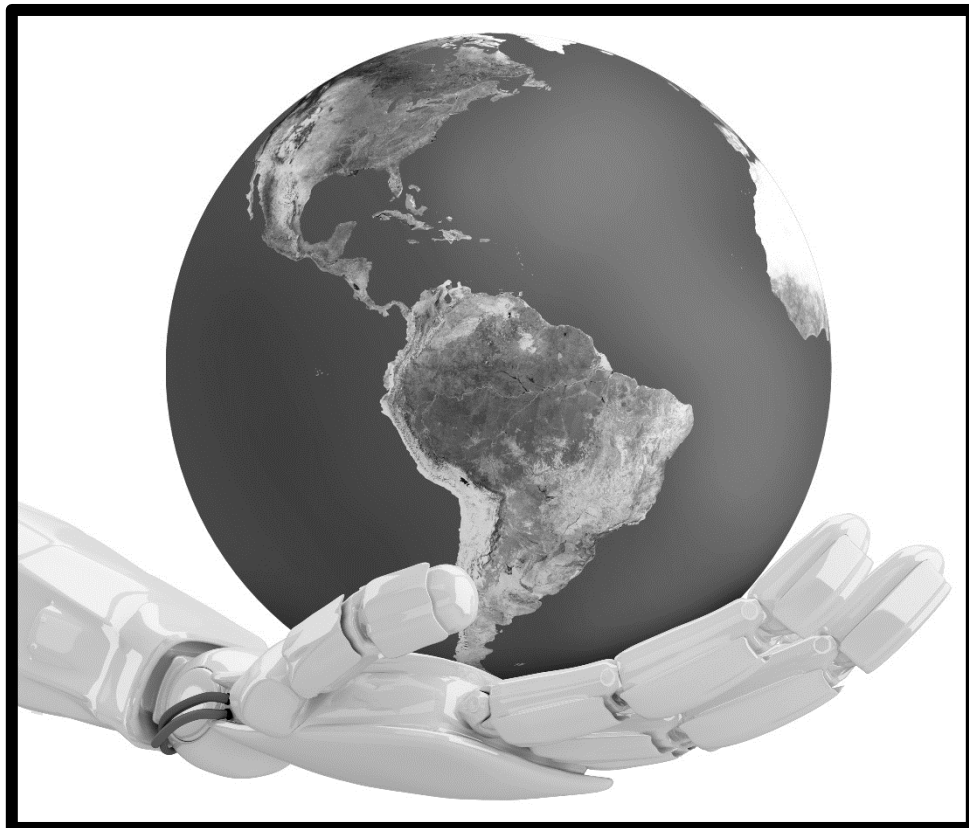
“The puppy and the rat must remain prisoners,” the dragon says. “In a way, they were each telling you part of the truth. After I defeated Draziw thousands of years ago, I divided up the sooty, evil essence that remained behind. I hid the powdery piles of putrescence in opposite corners of the Creepy Dungeon. When the rat sniffed one of those piles, half of the wizard’s essence flowed into its body. Likewise, when the puppy stepped on the second pile, the other half of the wizard’s essence flowed into its body. Draziw’s evil soul has been split among these two creatures for quite some time. They will both have to escape to transform back into the evil wizard. Otherwise, his power will remain weak.”

“Eventually that day will come,” the puppy says. “Then I will rebuild my castle to the moon and fill it with the artifacts necessary to achieve ultimate power.”



You ask the puppy what it plans to do once it becomes the most powerful being in the universe. You explain that cute puppies pretty much get whatever they want, anyway.

“You have a point,” the puppy says, “But my other half is trapped in a giant rat. Need I say more? Once I have achieved ultimate power, my army of mutant beasts and robots will take over the world. Every creature on the planet will bow to me as their ruler. My castle will rise past the moon and soar toward the stars. I would say that is quite better than being a cute furry thing or a rodent that can read and play the violin.”



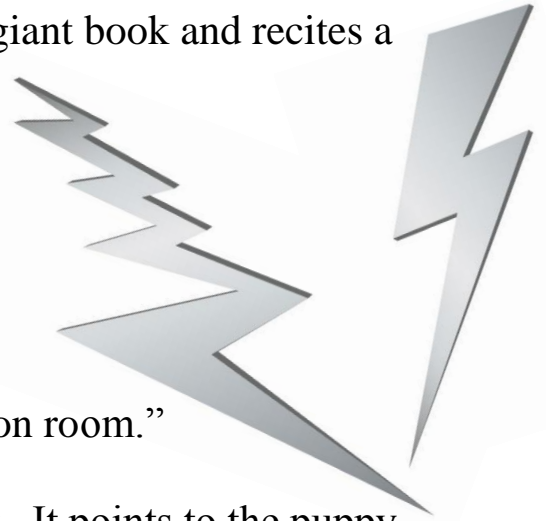
You tell the puppy that you disagree, but it is way past your bedtime. You should get back to your bedroom before somebody notices.

The dragon turns to another page in the giant book and recites a different spell.

“Abracadabra, fee fie foe, it’s time for the rat and puppy to go. Within a cloud of gloom send them to another Creepy Dungeon room.”

A gray mist surrounds the dragon’s claw. It points to the puppy. A bolt of gray lightning zaps the crystal sphere. The puppy growls as a thick fog swallows the pedestal and transports it to a distant corner of the dungeon. The dragon points to the frozen rat. Another bolt of lightning zaps forth, creating a murky cloud that swallows the statue and sends it to a lonely corner of the Creepy Dungeon.

“You have done well, human. I’m sorry I mistook you for the evil wizard. One day I may learn to trust your species,” the dragon says. “As a reward you may choose one treasure from my secret treasure chamber.” The dragon claps its hands twice, causing a

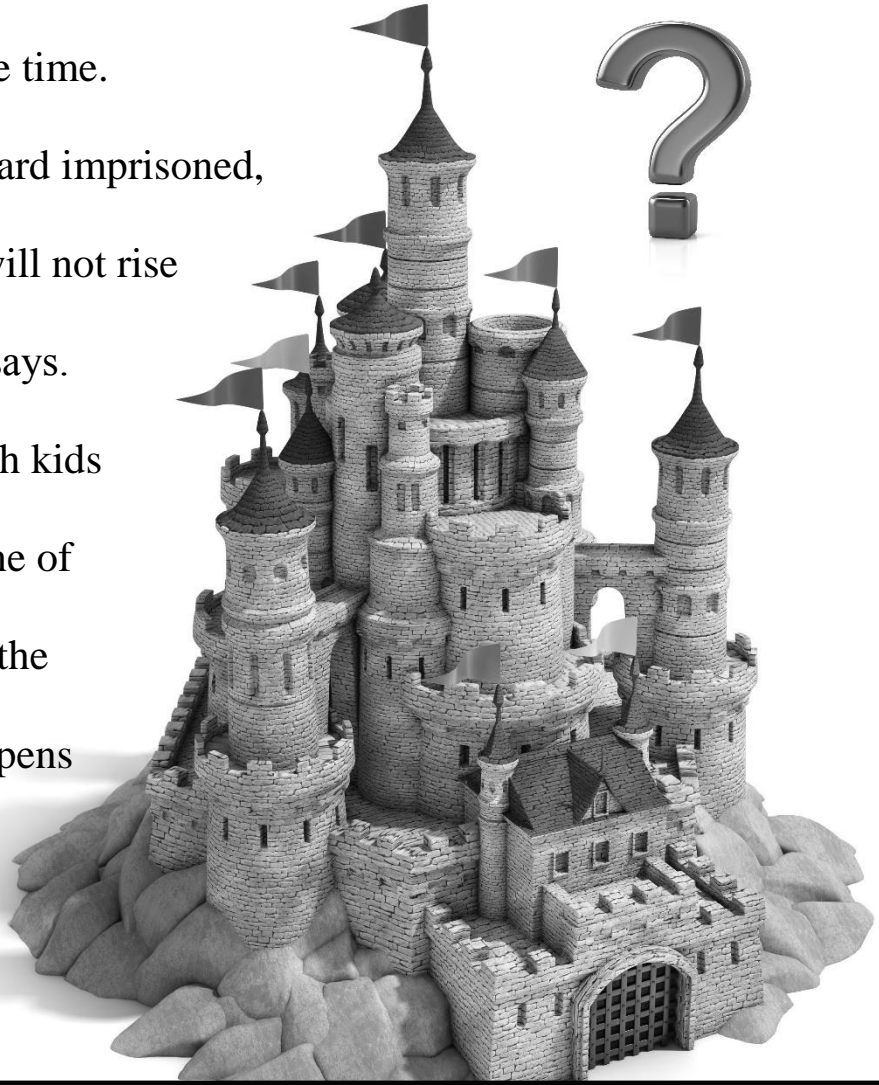


tremendous door to slide open at the far end of the lair. You cautiously walk over to the entrance, eager to pick one of the dragon's fantastic treasures.

You thank the dragon and tell it that maybe you could go on a new adventure some time.

“With the wizard imprisoned, the Creepy Castle will not rise again,” the dragon says.

“However, if enough kids come down here, one of them might release the wizard. If that happens I will call upon you for help.”

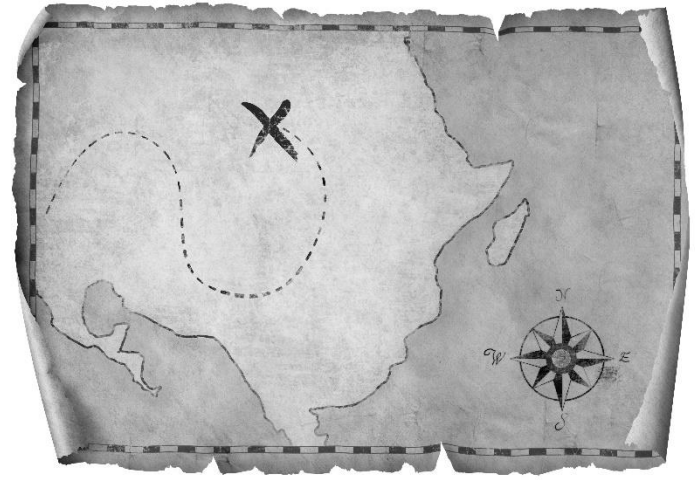


You have earned a treasure from the dragon's secret treasure room!

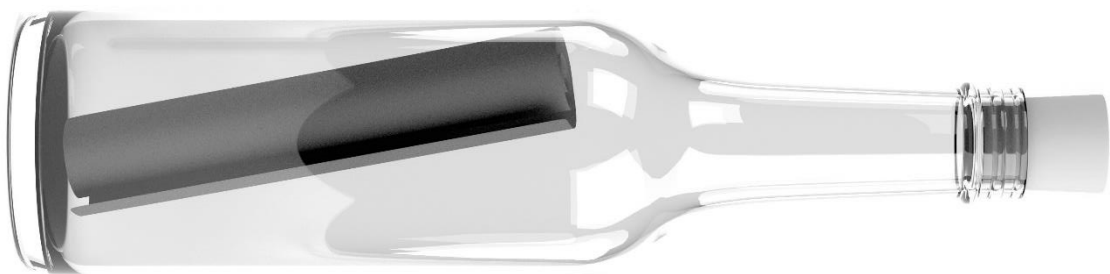
**Run to page \*145\* and choose one treasure from the dragon's treasure room. Then go to page 132 to continue.**

You trust the rat and search for the Gem-Encrusted Gnomish Glue of Hat Retention. You find a golden shovel and begin digging a hole in the layer of gold coins below your feet. You wonder how deep this treasure actually goes. A few hours later, you are so deep that you can barely see the top of the hole.

On the way down you find old pirate maps full of X's, moldy books written in Greek and Latin, antique watches covered in



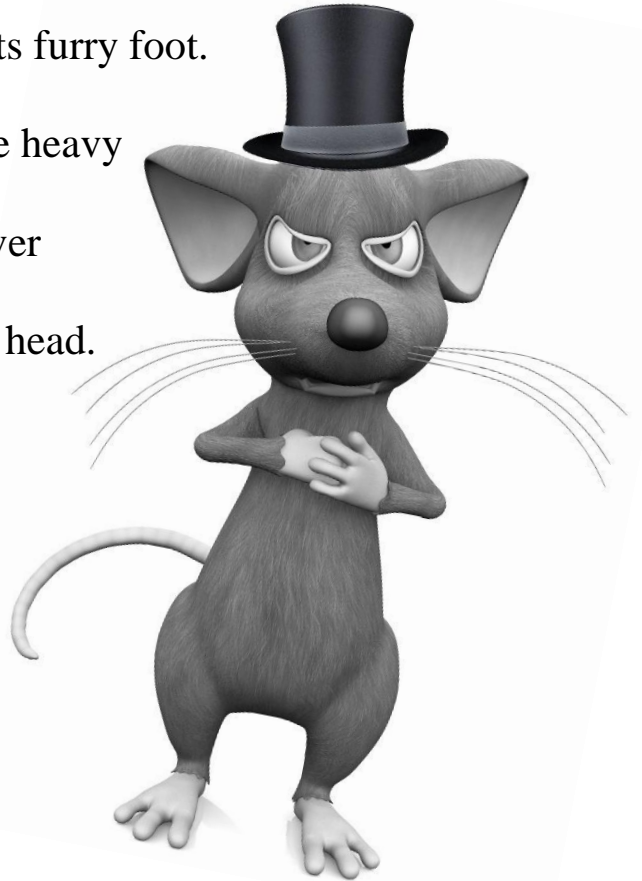
diamonds, glowing rings containing mysterious magical powers, paintings from artists long forgotten, messages in bottles, and millions of gold and silver coins. The coins are covered in strange writing and show faces of people that history forgot. There are even some coins with witches, wizards, and warlocks on them. You wonder where you could spend those coins.



Finally, you find an unusual treasure in a sparkling crystal bottle—the Gem-Encrusted Gnomish Glue of Hat Retention! What amazing luck that it happened to be just where you were digging. Did the rat guide you to the right spot without telling you?

You try to climb back out of your hole, but you keep sliding back down. The sides of the hole are starting to collapse. Coins and jewels are tumbling down and swallowing you like quicksand! You shout for help. There is no answer. You jam the golden shovel into the sides of the hole and pull yourself up, until you are out of the deep pit. The rat is waiting for you, tapping its furry foot.

“At last!” the rat says, grabbing the heavy glue bottle from you. It slops glue all over the top hat and then places the hat on its head. The top hat sparkles in the reflection of treasure, and you hear the sound of fairies singing. A magical spell has been broken! The rat grins at you.



Without even a thank-you, the rat begins searching through the treasure piles, scrambling all over the dragon's lair and sniffing with its powerful nose. It runs through the dragon's legs, but the dragon seems too tired and confused to move. Finally, the rat digs a hole near the ocean of lava. Soon it pulls out the Ancient Dwarven Hammer of Beastly Power! It is a crude-looking hammer with a big brass head and a long wooden handle.

You ask the rat what it is doing. It does not answer. Instead, with foam dripping from its mouth, the giant rat runs over to the crystal sphere containing the puppy. It lifts the hammer and swings the heavy brass head down onto the glass. There is a tinkling sound. Once more you hear fairies singing in the distance. Another magical spell has been broken. The puppy is free! It immediately jumps off the pedestal and lands on the rat's chest, knocking it to the ground and licking its whiskered face.

No sooner does this happen when there is a loud POOF! The puppy transforms into a wizard's hat, spectacles, a spell book with a purple cover, and a wooden staff. There is another POOF! The rat

changes into a small bearded man wearing a dark cloak. He grins at you and reaches down to pick up the magical items.

It is Draziw, the evil wizard! You have released the ancient spellcaster upon the world! He looks very different from the image



you had seen in the wizard's forbidden chamber. He hardly looks scary at all.

The wizard opens the spell book and recites a sentence in a strange language. The ground shakes, and a glowing round portal appears before you—a doorway to a distant place. The

wizard tips his hat and then leaps into the portal. Moments later the doorway disappears, and the ground stops shaking.

“Now you’ve done it,” the dragon says. “The essence of Draziw, the evil wizard, was trapped in both the rat’s body and the puppy’s body. Half of the wizard’s soul was in each. His power was

weak. I had imprisoned the rat and puppy with ancient magic, never thinking there would be a time when they would both escape at once. See what happens when humans meddle in the affairs of the Creepy Dungeon? Now the Creepy Castle will rise again, and maybe even reach the moon! Who will go there and defeat the wizard before he collects the rare artifacts that will grant him ultimate power?"



You tell the dragon that you will go on that quest the next time you need a bedtime story. If the dragon tells you what to do and gives you magical stuff, there's no telling what you can accomplish!

“Hmm, well you are very powerful and brave, and I did mistake you for Draziw after all. Yet you didn't trust me. Why should I believe we'd make good partners? Let me sleep and regain my powers. Then we'll talk. In the meantime, can you clean up this place a little? You've made quite a mess here. Maybe you can take one of the larger jewels back with you. If you sleep on top of a pile of them, your power will begin to grow. I'm running out of space.”

You begin cleaning up the dragon's lair, wondering what your adventure in the Creepy Castle will be like...



**You have enough room in your treasure box to take one of the giant jewels back to your bedroom: A white diamond, red ruby, green emerald, blue sapphire, yellow amethyst, purple garnet, green jade, or black opal. Draw the precious stone in your treasure box and then go to the next page.**

## LEVEL 3 COMPLETE

\* You have completed the Creepy Dungeon! \*

If you completed the alphabetical puzzle, check here:

If you correctly wrote out any of the four largest numbers in the numeral puzzle, check here:

If you defeated the dragon on the first try, check here:

If you trusted the dragon, check here:

If you finished the dungeon without losing all your Life Points, with at least 500 gold, and with at least five treasures, check here:

**You earn three character building tokens for each checked box!**

- Spend tokens to improve your character traits on page 1.  
Each token spent there adds 1 to *Intelligence*, *Skill*, or *Bravery*.

**Tokens may not be used to add 100 Life Points at this time.**

**Bonus: If you have completed the dungeon with at least 1000 Life Points, you may draw a golden health potion in your treasure box.**

## What Kind of Adventurer Are You?

When you leave this dungeon and bards sing of your deeds in distant lands, what will they say about you? Find out now!

Check page 1 to see which ability box contains the highest number. Use this chart to see what **Class** you have earned:

If *Intelligence* is highest, then your class is Magician.  
If *Skill* is highest, then your class is Warrior.  
If *Bravery* is highest, then your class is Explorer.  
**If two or more boxes are tied for the highest number, then you are not a magician, a warrior, or an explorer. Instead, you are a Hero.**

What is your **Class**? \_\_\_\_\_

Now we will see what **Title** you have earned. If your highest character ability number (Intelligence, Skill, Bravery) on page 1 is:

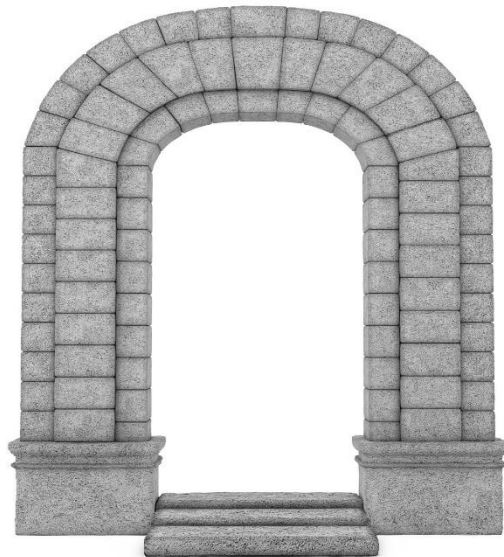
Between 1 and 3, then your title is Well-Behaved.  
Between 4 and 6, then your title is Trustworthy.  
Between 7 and 9, then your title is Honorable.  
Between 10 and 12, then your title is Advanced.  
Between 13 and 15, then your title is Superior.  
Between 16 and 18, then your title is Powerful.  
19 or higher, then your title is Unstoppable.

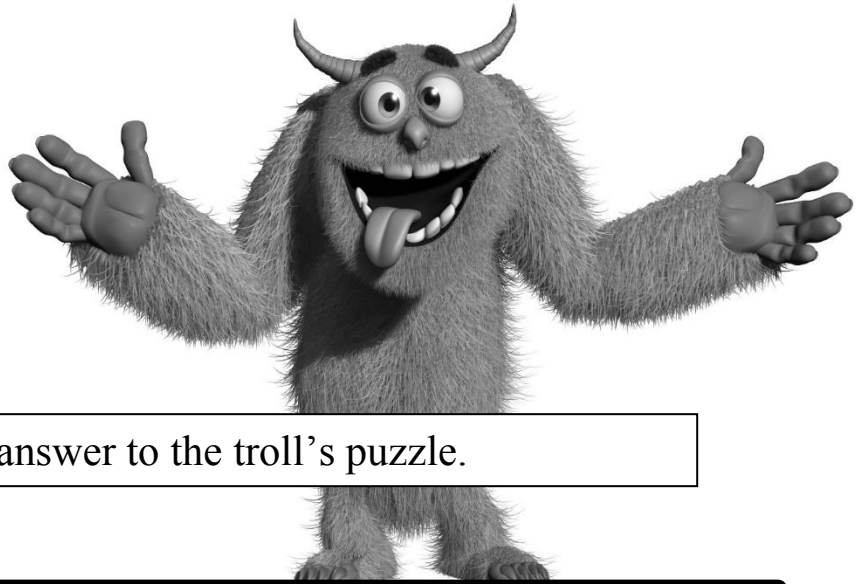
What is your **Title**? \_\_\_\_\_



Here are all the possible words that can be made from the word grid. Remember that letters cannot be used more than once within the same word.

- ad
- ado
- adopt
- an
- and
- ani
- anode
- den
- die
- din
- dine
- dip
- do
- don
- dona
- done
- dot
- drip
- dript
- ed
- en
- end
- id
- in
- nadir
- nip
- no
- nod
- node
- not
- ode
- on
- one
- op
- opine
- opined
- opt
- pi
- pie
- pied
- pin
- pine
- pined
- pod
- pond
- pone
- pot
- pride
- pried
- rid
- ride
- rind
- rip
- to
- toad
- ton
- tone
- toned
- top





Here is the answer to the troll's puzzle.

All the letters from the scroll can be rearranged to spell  
*DRAGON or NOGARD.*

### Bonus!

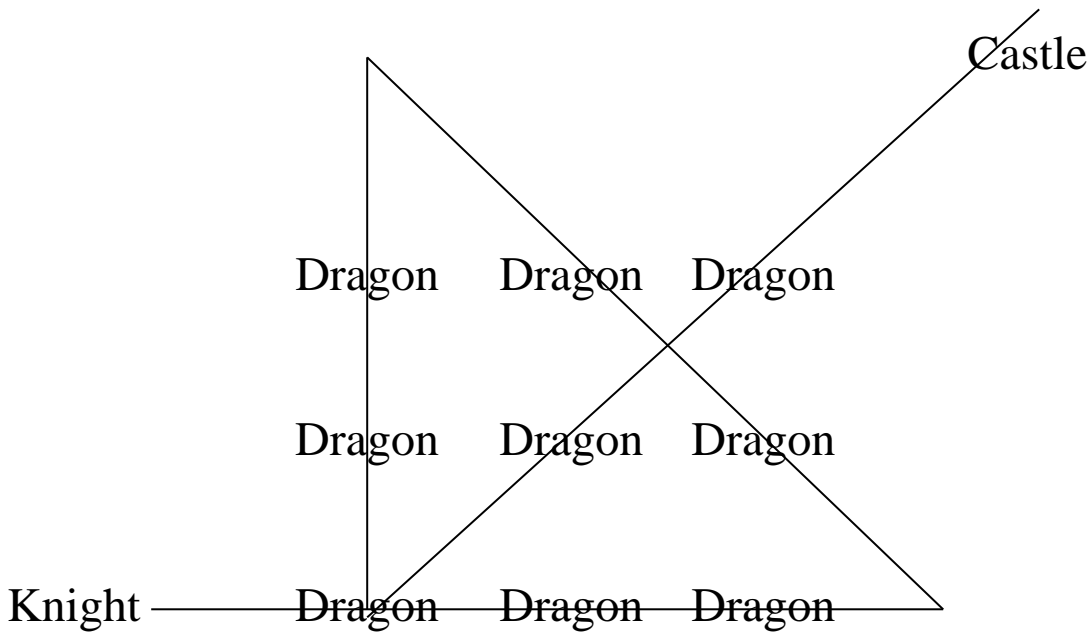
If you found the answer on the first try in the upper box, without even needing to use the lower box, then you receive a bonus reward of a building block showing a letter from the word "Dragon." Choose one of the blocks below and draw it in your treasure box.

Then go to page 27 to continue your journey.



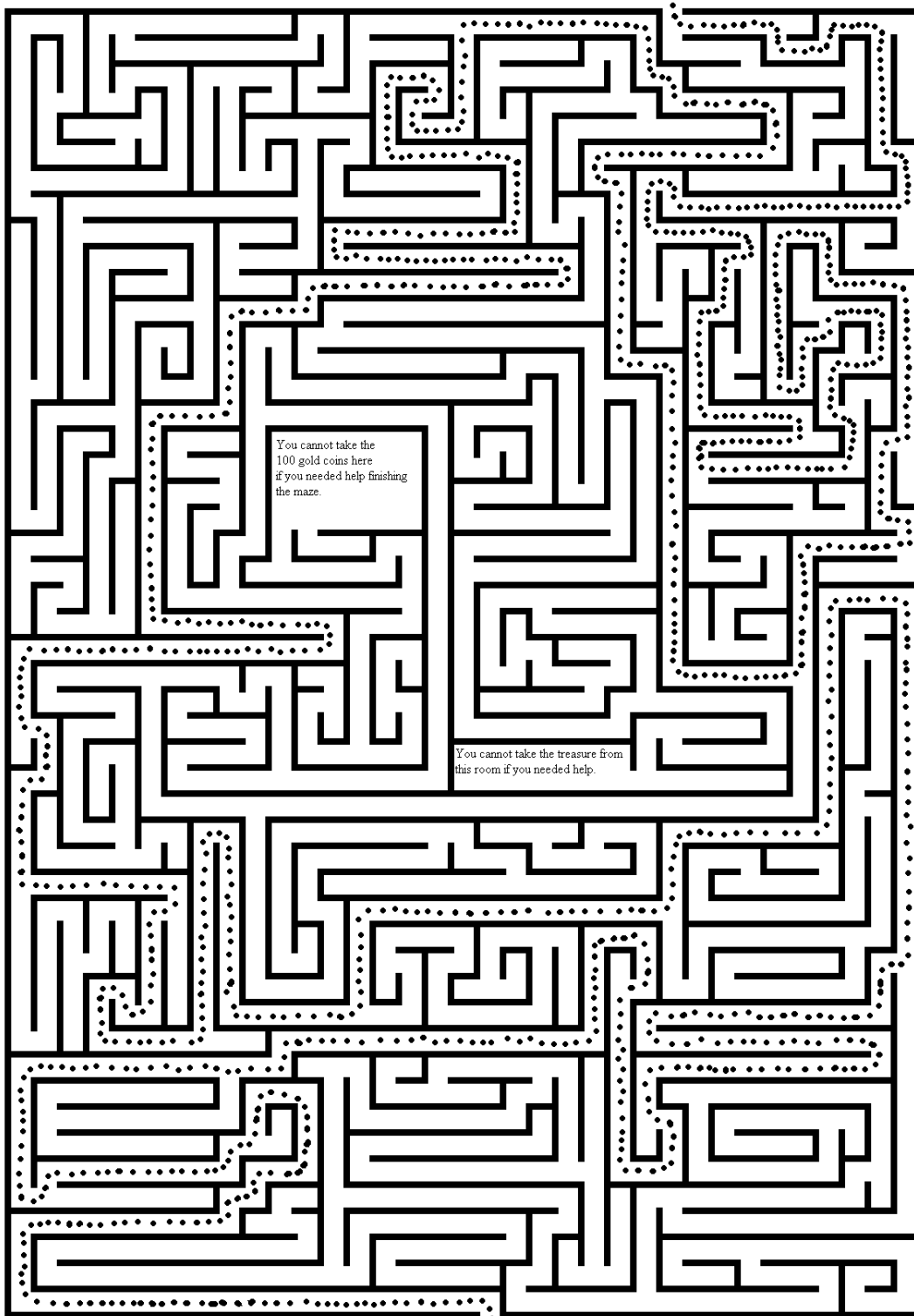


Here is the answer to the bat's puzzle. Remember to start at the knight and draw four straight lines. The pencil cannot be lifted from the paper.



Here is the solution to the labyrinth. You cannot take the treasures from the secret rooms if you needed help.

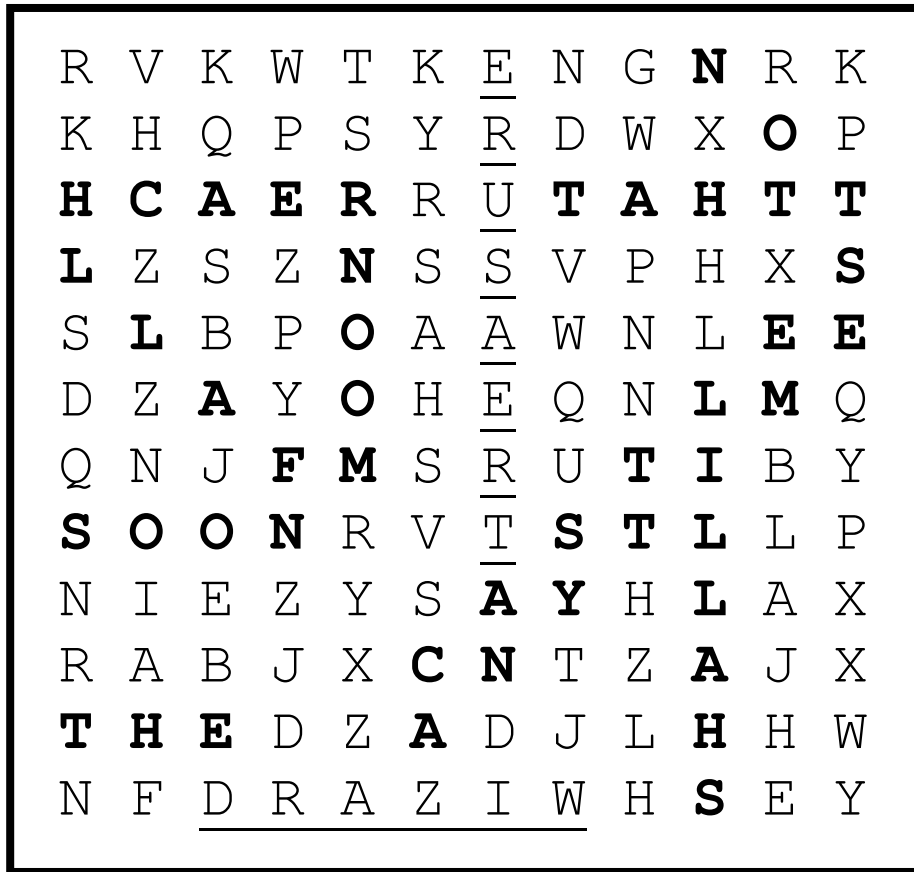
Start



End

Here is the solution to the wizard's puzzle. Remember that words can go forward, backwards, up, down, or at any angle. All words must be in a straight line.

Castles That Reach the Moon Shall Not Fall Anytime Soon!

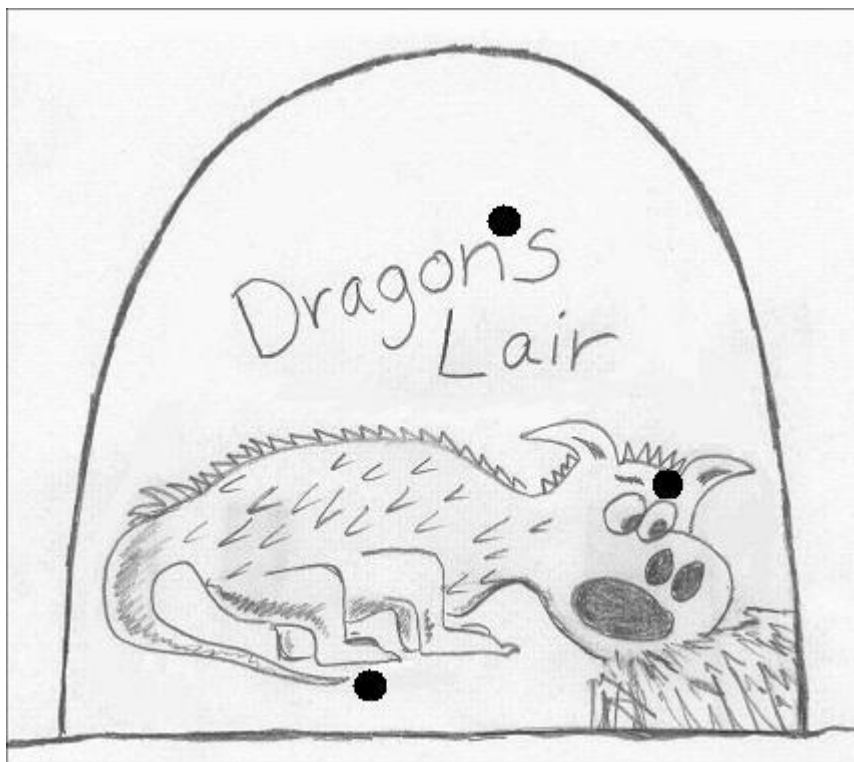


Bonus Words:            Treasure  
                                   Draziw (or Wizard)

There are also many smaller words hidden away (examples: IN, BAR, AX, AN, BY). Letters cannot be used in more than one word at a time.

Here is the solution to the dragon's lair puzzle.

The rat says, "The correct answer is door number six. As you can see, it is missing an apostrophe, an eyebrow, and its tail only goes to the middle of the back foot."

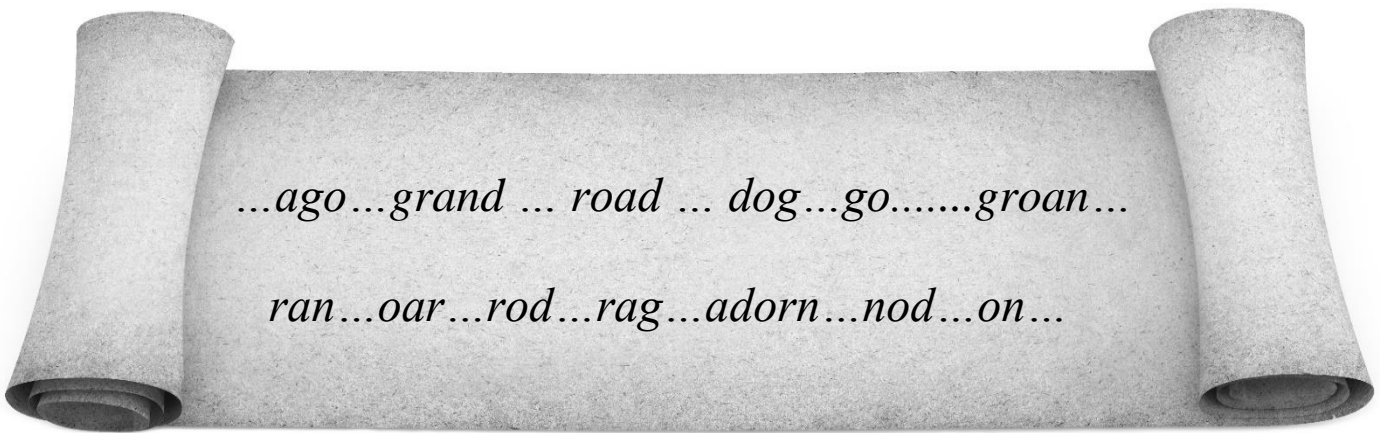


If you have a blanket you decide to take a nap before continuing your adventure. You spread it on the ground in a corner and doze off, dreaming of treasure. When you wake up you notice that your feet unearthed a treasure! Go to page 143 to learn what treasure you discovered.

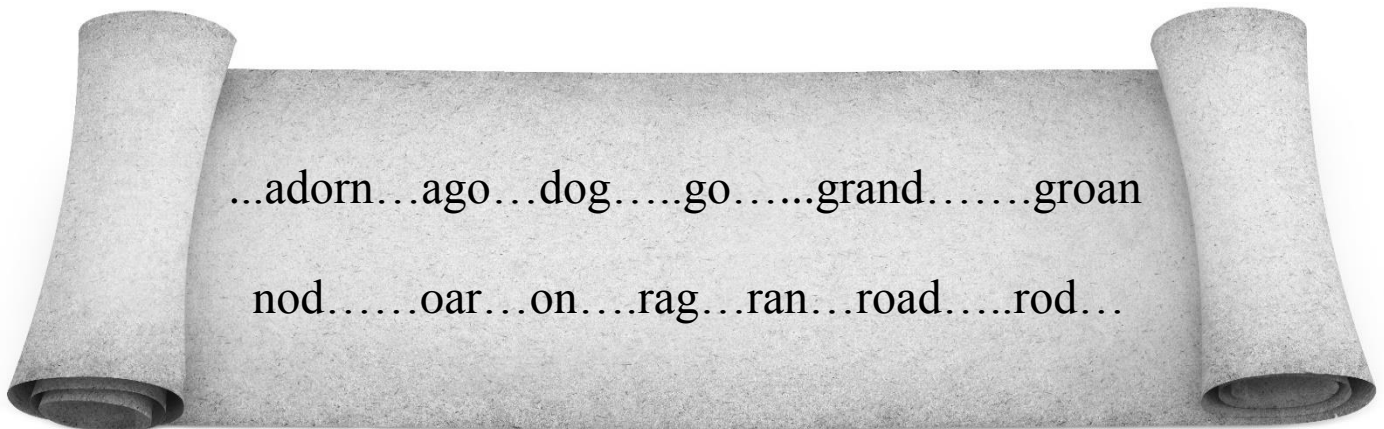


Here is the solution to the magic scroll puzzle.  
Remember that if two words start with the same letter, you must use their second letters to alphabetize them. If two words start with the same two letters, you must use their third letters to alphabetize them.

*Original Phrase:*



*Alphabetical Order:*



Here is the solution to the numerals puzzle



Ten (10)  
One hundred (100)  
One thousand (1000)  
Ten thousand (10,000)  
One hundred thousand (100,000)  
One million (1,000,000)  
Ten million (10,000,000)  
One hundred million (100,000,000)  
One billion (1,000,000,000)  
Ten billion (10,000,000,000)

**Fun Fact:** Somewhere in the dragon's treasure pile is a fabled ring of keys that will open every door in the Creepy Dungeon, the Creepy Castle, and the Creepy Pyramid. It has not been seen for centuries and has probably sunk deep below the treasure mounds.



## The Treasure Chamber



This dimly lit chamber is filled with ancient treasures. Each treasure has a number on it. **To pick a treasure, choose a lucky number from the Lucky Number Machine on page 148.** Then look at the list to see what treasure you won. If you already own that treasure, you may choose another lucky number.

Draw the treasure in your treasure box at the beginning of the book. If the treasure grants you any kind of magical bonus, be sure to change your character's *Intelligence*, *Skill*, *Bravery*, or *Life Points* on page 1 or 2. If you ever lose a treasure, you may keep this bonus.

**Reminder: A lucky number will decide your treasure, not you!**

4. **Blue steel leggings.** These can be worn over pajamas. They look like the pants that the kid on the cover is wearing. They add two points to Intelligence.
5. **Strange blue diamond.** It is beautiful, and holding it adds one point to your Bravery or Skill. If you have both the *strange blue diamond* and *strange purple gem* drawn in your treasure box, you may add 300 gold to your treasure box.
6. **Silver dragon eye.** This adds one point to Skill. Combo bonus: if you have both the *gold dragon eye* and *silver dragon eye* drawn in your treasure box, then you may add two points to Intelligence or Skill or Bravery!
7. **Gold statue of a bat.** It adds one point to Intelligence or Skill or Bravery.
8. **Steel-threaded pajama bottoms.** They don't keep you any cleaner, but they add 100 to your Life Points when you wear them. Combo bonus: if you have both the *steel-threaded pajama tops* and *steel-threaded pajama bottoms* drawn in your treasure box, you may add 300 gold to your treasure box.
9. **Steel-threaded pajama tops.** They don't keep you any cleaner, but they add 100 to your Life Points when you wear them. Combo bonus: if you have both the *steel-threaded pajama tops* and *steel-threaded pajama bottoms* drawn in your treasure box, you may add 300 gold to your treasure box.
10. **Pajama Cleaner.** A crystal vial full of green sparkling goop that cleans all the dungeon grime off your pajamas. This increases your Skill level by one.

- 11. Skeleton's pinky hand-bone.** If you hold this in your hand and think hard, you can choose another special item to take with you on this adventure. (Flashlight, Rope, or Blanket). Once you make the change, it will remain for the rest of the adventure. Be sure to choose an item you don't already have.
- 12. Blue steel boots.** These can be worn with or without slippers. They look like the boots that the kid on the cover is wearing. They add two points to Skill.
- 13. Jingly golden bracelet.** This adds one point to Intelligence or Bravery. Combo bonus: if you have the *jingly and non-jingly golden bracelets* drawn in your treasure box, then you may add 300 gold to your treasure box.
- 14. Non-jingly golden bracelet.** This adds one point to Intelligence or Skill or Bravery. But why doesn't it jingle? Combo bonus: if you have the *jingly and non-jingly golden bracelets* drawn in your treasure box, then you may add 300 gold to your treasure box.
- 15. Golden chess board.** When you hold the board, it adds two to your Intelligence, but it takes away one from Skill or Bravery (you choose).
- 16. Diamond necklace from ancient Egypt.** It adds one point to Bravery.
- 17. Silver statue of a puppy.** This puppy is so cute that your treasure box fills with gold when the puppy is placed inside of it. Add one to Intelligence and 150 gold. If you ever have this and a real puppy, the statue will turn to gold.
- 18. Blue Steel Chestplate.** This can be worn over pajamas. It looks like the one that the kid on the cover is wearing. It adds two points to Bravery.
- 19. Crystal orb of time travel.** This allows you to go back in time and pick up some valuable antiques to sell. Add one to Bravery and 100 gold.
- 20. Silver ring with rubies.** This adds one point to Bravery or Skill.
- 21. Blue Steel Helmet.** This helmet looks like the one that the kid on the cover is wearing. It adds 150 to your Life Points.
- 22. Strange purple gem.** It's beautiful, and it adds one point to your Intelligence or Bravery. Combo bonus: if you have both the *strange blue diamond* and *strange purple gem* drawn in your treasure box, you may add 300 gold to your treasure box.
- 23. Glass key.** This allows you to open a glass door that you find in a corner of the treasure room. When you open the door, a burst of power rushes out and fills your body. Add one point to Skill.
- 24. Gold dragon eye.** It adds 200 Life Points when you stare at it. Combo bonus: if you have both the *gold dragon eye* and *silver dragon eye* drawn in your treasure box, then you may add 2 points to Intelligence or Skill or Bravery.





## The Secret Treasure Room in the Dragon's Lair



The secret room is big enough for the dragon to fit inside. It is lit by a large glowing orb hovering high in the air. There are small pedestals standing around, each holding one treasure. You can tell that the dragon really cares about these treasures. You find it amazing that Nogard is going to let you have some of them!

**Choose treasures from this room using lucky numbers from page 148, just like you did in the regular treasure chamber in the Creepy Dungeon.** You may draw each treasure in your treasure box.

### Treasures

**NOTE: These are the special treasures in the dragon's lair. If you are looking for the regular treasure chamber, it starts on page 143.**

4. A black cape with an image of a dragon on it. It allows you to fly.
5. The jeweled crown of ancient kings. When you wear the crown, it gives you the power to tame any creature in the universe, even dragons.
6. An ancient device with knobs and buttons. It allows you to change the weather as much as you want, anywhere in the world.
7. A little marble that rolls perfectly straight. When it stops rolling, the entire world and everything on it stops moving until you pick up the marble again. (the marble owner does not stop).
8. A complicated model of the universe made from brass and copper. It is covered in dials and buttons. It allows you to travel to any corner of the universe and back again as much as you want.
9. A flying carpet with a fancy design sewn into it. Fly anywhere at your command! (It also has a storage area for snacks in case you take a long trip.)
10. A simple looking stick that has the power to find lost tombs. You walk around, and the stick will point to any buried archaeological ruins or treasure.
11. A blank piece of parchment and an enchanted feather pen. When you hold the pen, it will automatically write out one brand new and amazing scientific discovery. You will also be able to read and understand everything you wrote.
12. A big dusty book. If you sleep with it under your pillow for a week you will know the meaning of every word in the universe. You will also remember their spellings.

**NOTE: These are the special treasures in the dragon's lair. If you are looking for the regular treasure chamber, it starts on page 143.**



13. A golden box with a single button on it. When you ask a question and press the button, the box will tell you the answer. It knows all and is never wrong.
14. Superhero pajama bottoms. They give you the power to become any superhero you want. (When combined with the *steel-threaded pajama tops*, you get a flashy red logo with the first letter of your name on it. When combined with the *superhero pajama tops*, you get a crystal key to your cool fortress in the North Pole where you can relax and take a vacation.)
15. Superhero Pajama Tops. They give you the power to become any superhero you want. (When combined with the *steel-threaded pajama bottoms*, you get a rare pair of fluffy slippers with the head of a blue dragon on each one! When combined with the *superhero pajama bottoms*, you get a crystal key to your cool fortress in the North Pole where you can relax and take a vacation.)
16. A thick gold bracelet covered in rare jewels. Wear it and you will be able to draw illustrations that come to life and become real.
17. Blue steel gloves. They look like the gloves that the kid on the cover is wearing. They give you super strength when worn (and also protect from heat.)
18. A coin with the head of a dragon on it. It brings you permanent good luck, and when you hold it in your hand and speak politely to someone, they will get permanent good luck too.
19. A dusty brassy lamp with the words “Rub me three times” on the side. It has a genie inside that will grant you wishes. (You can’t wish for more wishes).
20. A deck of cards with dragons, knights, princesses, wizards, and unicorns on them. If you arrange the cards in the right order, you can predict the future and do other powerful things.
21. The somewhat-jingly golden necklace. It makes you sing perfectly. Mega combo bonus: Combine this with the *jingly golden bracelet* and *non-jingly golden bracelet* and upgrade your treasure box to an emerald treasure box!
22. A ring made entirely of ice. It never melts, and when you wear it, you have the power of invisibility.
23. A magic blue sword—It looks like the one the kid on the book cover has. It is made of rubber, but when combined with any blue steel armor, it glows brightly and gains magical power. When combined with any superhero or steel-threaded pajamas, your leather sheath turns into a golden sheath with blue gems.
24. Simple slippers with wooden soles. When you wear them and think of somebody from history, you can become that person for a day and learn what their experiences were like.

## The Fairy's Chamber

You appear in a circular room. A statue of a woman with pointy ears stands in the middle of a gurgling fountain. A glass dome in the ceiling peers into the night sky. Twinkling stars cast eerie shadows in the room. You are not sure if you are awake or asleep.

If you have appeared in this lonely room, then you have lost all of your Life Points. I am sorry, but you will not be able to continue your adventure...

But wait! There is a chance after all!

The statue in the middle of the room is coming to life. The woman yawns and stretches her arms. Large wings spread out from both sides of her body.

It is the Dungeon Fairy!

“Hello, unfortunate adventurer,” the Dungeon Fairy says, waving a wand. “I can restore your Life Points if you pay me three treasures. You may substitute 300 gold for a treasure. In return, you may bring your Life Points back to 500. If you do not have enough to pay me, then you may pay later when you have more treasure. Beware, getting sent to this room may change the outcome of your story. Good luck, adventurer!”

Do what the Dungeon Fairy says and give her three treasures. You may bring your Life Points back to 500 and return to the room you were in. (If you cannot pay, make a note in your treasure box to pay later when you have more treasure.)



## The Lucky Number Machine

Choose a number by holding your pencil above the page, close your eyes, move your pencil around, and lower your pencil slowly down to the page. Make a small dot with the pencil. Then open your eyes and see what number your dot was closest to. That number between 4 and 24 will be your lucky number. Your dot must be within the border.

	11		16	22	15	10	17	19	15	9	21	6				
9		8	11	4		8	21	22		12		5				
	12	23		22		24	19		11		23					
14	4		21	7		12		18	16		14	7	19			
	8	5		17		13		7		23	20	8	16			
11		17		6		17		20	13			21	13	6		
	22		16		12	10		22		10	15	24		11		
13		6		19		4		13		11	5			10		
	17	21	16		20	23	7		14	23	24	20		18		
	14		6		9		18	23	16		6		13	8		
7		18		7		15		9	22		21		22	9		
	21		5	14			10	4	11			7	16	19		
5		19	22		9	20	7		5		17	23		7		
	21		14		5		18		16	19		6	9	20		
13		18			23	9	12	8		14			13	17		
	23		10			15	19	4		24	5	17	23			
11		16			22			22		6		18		15	21	
	23	9	10		18	24		15	24	4	15	5			12	
10		5	24		12	17				12		8		13		
	20		4			24		21	11		16	24	17		5	
14		9			17		19		15	19	20		8		11	
	4		24	7		6		20	18	8	4	16	23		6	
	18			18			12		4	9	21		12	20		15
9			8		20		24		15	14	19	6		24	4	
		12		10			21	14			7		19			10
14			16	13			11	20		22	5	11	18	12		14
	13	10		8	7			17	15	10	13	8	22			4