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0-88038-503-0

A **Dragon Lance** SOLO QUEST

# Gnomes-100, Dragons-0



By James M. Ward and Jean Blashfield

**CATACOMBS™**

Books



# Gnomes-100, Dragons-0

By James M. Ward  
and Jean Blashfield

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**To Robbie the Robot, J.M.W.**

**This book is for Chandelle,  
my own inventive gnome, J.B.B.**

**Gnomes-100, Dragons-0  
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Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd.

Distributed in the United Kingdom by TSR UK, Ltd. Distributed to the toy and hobby trade by regional distributors.

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First printing: November, 1987

Printed in the United States of America

Library of Congress Catalog Card Number: 86-91726

ISBN: 0-88038-503-0

9 8 7 6 5 4 3 2 1

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**"I wouldn't touch that if I were you."**

**Common Gnomish Quote**

## INTRODUCTION

You are Rye, a recently promoted baker living on Sancrist. You were a baker's apprentice for three long years, but yesterday the Baker's Guild declared that you had attained full bakerhood. You think it was your breadrolls that did it, but you can't be sure.

You spent the entire day yesterday looking for a job in the town and found nothing! Every bakery was willing to settle for an apprentice baker to avoid paying the guild rates demanded for a full-fledged baker. While drinking at a local inn, trying to sop up your disappointment, you heard what sounded like the chance of a lifetime.

A gnome at a nearby table was talking. He said, ". . . injustafewmonths thingswillreallybecookingaroundMount Nevermind."

You caught the word "cooking" and then managed to interpret the rest of the rapid gnomish speech. Being an enterprising young man, and having heard all you needed to hear, you went over to them, bought drinks all around, and started asking questions.

The gnomes said—once you managed to slow them down—that Mount Nevermind had a huge cavern filled with baking equipment, and hundreds of gnomes had a Life Quest to develop the art of baking. The gnomes, glancing at each other, also added that they were certain the baking gnomes would be happy to share their secrets with the human who would lead all the gnomes. Excitement rising in you at the thought of secrets that might make you one of the greatest bakers on Krynn, you pursued the conversation.

You asked the gnomes when they were going back to Mount Nevermind, and they said they had to hurry because of the huge get-together coming in just a few months. The thought of leading the gnomes in baking for a huge party made your eyes gleam with anticipation.

"Where can I sign up?" you asked, and an important-looking gnome gave you a huge contract written in gnomish which you quickly signed on the dotted line.

That is how you became the general of all the gnomish armies! For what was cooking at Mount Nevermind was preparation for war!

The rest of Krynn had been embattled for many months in the struggle to prevent the Queen of Darkness and her evil dragons and draconians from taking over the land. Word had reached the gnomes in their volcanic fastness on the Isle of Sancrist that a dragonarmy was coming—with evil dragons and hordes of the horrid dragonlike reptiles called draconians—coming to destroy the gnomes' homeland.

The gnomes, of course, are inventors, not fighters. They consulted their histories and discovered that whenever the dragons had come to Mount Nevermind before, a human had led the gnomes to victory. So they sent their best gnomish recruiters to hire a human, any human. And you're it!

Even if there were some way to get away from Sancrist, it's really too late. Besides, the gnomes need your help. There are only twenty days left before the enemy is supposed to arrive, twenty days to explore the entire weird mountain the gnomes have inhabited for thousands of years, to see what you can find that will be useful in the fight. Your thin body shivers at the thought.

**"If it doesn't work on the first try,  
it certainly will on the 99th."**

**Common Gnomish Quote**

## HOW TO PLAY

You enter a world where gnomes have been working for centuries to build "perfect" machines. Your knowledge of machines is limited to what you have learned using pots, pans, and ovens. Your purpose is to locate within Mount Nevermind all the machines and other items that might be useful in the battle against the dragons and draconians.

After reading these instructions, turn to 8 and begin your adventures in the caverns of Mount Nevermind.

As you enter each new chamber, study the picture and read the boxed introductory material, usually at the top of the page opposite the picture. From the illustration, you must decide whether to talk to or fight any creatures you see, or examine other objects that catch your eye.

If the object or creature you wish to examine isn't listed in the choices given in the text, it is of no use to you on your quest. The choices you make from the illustrations direct you to other sections of the book. Be sure to keep track of the picture page you are at, with the GNOMISH MOUNT NEVERMIND WORKSHEET BOOKMARK which you can separate from the back cover, and mark down all the items you acquire for the final battle.

The sections to which you are sent explain what happens as results of your choices. There is danger at every turn, but there are also vital clues along the way that will help you complete your quest. With lots of luck, and even more common sense, you will be able to help the gnomes overcome the dragonarmies.

**"The only thing better than working,  
is making plans to work."**

Common Gnomish Quote

## TIME IN THE MOUNTAIN

You have twenty days in which to gather everything you can find that might be useful in stopping the invading dragonarmy. Usually, if you go into a chamber you will spend 24 hours there. This takes into account inspecting various machines, talking with the gnomes and creatures around you, and eating and sleeping.

There will be times during your quest when you accidentally—or on purpose—return to a certain area. If this happens, you use only half a day, 12 hours. Keep track of this time. If you return to a chamber to get something you left there or get information from things you didn't look at before, it takes only half a day. If you arrive there and quickly leave again, you use no time at all.

Special conditions exist to give you more or less time in the game. The text will always tell you how much time to add or subtract (in increments of 24 hours). Keep track of the passage of time on the worksheet bookmark. When you are ready for the final battle, or when your twenty days have run out, turn immediately to **82**.

## MOVING AROUND IN MOUNT NEVERMIND

The main method you will use to travel to the many different chambers in Mount Nevermind is perhaps the prize gnomish invention, the gnomeflinger. Mounted in the center of the main hall (central shaft of the volcano), it allows the gnomes (or you) to be catapulted to places on the cliffs above. Of course, it doesn't always work properly, but that's what nets are for. You will learn more about the gnomeflinger when you turn to **8** and start the adventure.

When you finish exploring a chamber, you can return to the gnomeflinger by using one of the great natural wonders of Mount Nevermind. The whole ancient mountain is honeycombed with thousands of smooth volcanic vents, which all open out onto the main hall at the center of the mountain. Young gnomes, who haven't yet begun their Life Quests, spend hours every day sliding down the vents and then being flung to the cliffs above. You can enjoy the benefits of these vents also. When you are through with a particular chamber, always assume that you will easily find a vent that will slide you back to the gnomeflinger.

Even in the lower areas of the mountain, there are vents where the drafts blow so strong that gnomes (and you) slide *up* to the main hall.

There are, however, other ways to move around Mount Nevermind. Most chambers have one or more exits leading to other chambers by passageways. And there must be other ways, because the gnomish assistants assigned to you always seem to keep up with you, but you can't figure out how. . .

**"Well, all it needs is a bigger hammer."**

Common Gnomish Quote

## COMBAT

At various points in your quest, you'll encounter enemies. In order to retrieve items for the final battle, you'll sometimes have to fight the enemies, or convince them in some other way to give you things.

The combat system is a simple give-and-take process. You try to strike your enemy. If you succeed (determined by a roll of a 12-sided die), you subtract life points from your enemy according to the weapon you used to do damage. For example, if you strike with your unarmored fist, you subtract 1 life point from the creature's total. If you strike with armor, you do 5 points of damage, subtracting that number from the creature's life points (found on the Combat Table on page 160).

After you have attempted to strike the creature, it gets a chance to strike at you. You roll the die for the creature, and if it hits, you subtract points from your total. Combat continues until you win or your enemy wins. If your enemy wins, you turn to the losing section of text. If you win, you continue with your quest, reading the winning section of text.

A *Combat Turn* consists of two parts: you attempting to strike, then the surviving creature attempting to strike. During combat, you generate random numbers either by rolling a 12-sided die, or by randomly flipping the pages of the book, in which case, the die face shown on the bottom left is your die roll.

Turn to the Combat Table on page 160.

The first column lists the page number of the chamber in which you are fighting. The second column lists the name of the creature or animated object. The third column has two sets of numbers divided by a slash. The number on the left of the slash is the number or less the monster needs to roll to successfully damage you. The number on the right is the amount of damage the creature will do if it successfully strikes you. The last column shows the starting life points of each creature. Each *Combat Turn*, when you succeed in hitting your foe, you subtract life points from that total. When it reaches or is less than 0, the creature is dead and you have won the battle. Any deviations from the normal pattern of combat will be noted in the text.

## MORE BAD NEWS. . .

You decide—because you have no real alternative—to try to help the little people. Your first question is: If you're the general of an army, where are the troops? The gnomes trot out sixty-eight gnomes all dressed in the oddest assortment of armor and using the strangest weapons you ever saw!

Your new army is deadly, all right. But the only way it will kill dragons is if the dragons laugh themselves to death.



When you ask if this is all the army there is, the head military gnome gets defensive (the most military thing he has done in decades). Speaking slowly, as if he thinks you are stupid, he says that there are hundreds of thousands of Life Quest projects being worked on in the mountain, and even an invasion of dragons, draconians, and human warriors couldn't stop this activity. Life Quests, after all, are what being a gnome is all about!

When the gnomes realize that you really are concerned about how to fight this battle, they tell you that the entire mountain is filled with powerful devices of war. Each ready and able to defeat the dragons.

Now they're talking! you think. But when you ask where these items are, none of the military gnomes knows. They each have made a Life Quest of military fighting, but not of fighting with military weapons. A twinge of worry begins to nag at you.

Your task, then, is clear. All you have to do is find as many of these military items as you can in the twenty days provided.

Then you think to ask, "Are gnomes the only living things in Mount Nevermind?"

They look at each other, consternation on their faces. Then they all talk at once: there's cousin Gnisield's pet raccoon, the horsegnomeship Life Questors whose mounts have been put to pasture, the hybrids the biologists developed and . . .

"Yes?"

Well, it seems that some parts of the mountain have a few monsters that have moved in. They might not like being disturbed.

Now you really begin to worry.

"No problem!" say the gnomes, and they trundle out the biggest, shiniest, most powerful suit of armor you've ever seen.

The gnomes have carefully prepared a suit of steam-powered armor for your use. They help you into it and show you how to use it. You are amazed at the power it gives you. The armor multiplies even your puny strength and protects you at the same time! Suited up, you walk into the mountain ready for anything.

***"More steam! It worked for uncle Gnuckle, before he blew up, so it should work now!"***

**Common Gnomish Quote**

## YOUR FAITHFUL GNOMISH ASSISTANTS

You have sixty-eight faithful gnomes to help you and obey your every command. You don't know how they do it, but every time you enter a chamber, no matter how you get there, those sixty-eight gnomes—at least you assume they are the same ones—are right behind you. They won't help in combat because you are the leader, but they are the ones that carefully carry any items you find back to the holding area for the great battle.

The holding area is a large plain outside the entrance of the mountain where the dragons must come if they are going to invade. So whatever you find will be taken to where you need it, or so the gnomes tell you when you ask them.

Gnomes speak very fast. When word of your coming reached Mount Nevermind, all the gnomes were told to speak more slowly for your honor and benefit. Sometimes they forget and their words run together. But you have discovered that trying to slow them down only gets them more excited. So to save some time, you try to decipher what they are saying "whenalltheirwordsareruntogether."

***"If it works well with two wheels, just think how well it will work with eighty-four."***

**Common Gnomish Quote**

## THE GNOMISH MACHINERY FIGURE-OUT CHART

You haven't the slightest idea how the gnomes make and use all the things they have. You aren't a technical person, but you are a very bright young man. Whenever the text tells you to try to figure out an item, you use the Gnomish Machinery Figure-Out Chart on page 157.

Just follow the instructions there and you will soon understand how the gnomes build what they build.

## THE BOOKMARKS

There are three bookmarks (attached to the back cover of this book) to help you keep your place: Rye the Baker, The Draconian, and The Gnomish Mount Nevermind Worksheet.

The first is for your character, Rye. Rye has 10 life points. These reflect how much damage you personally can take from enemies and weapons in the mountain. When you reach 0 life points, your quest is over. However, you may acquire more life points on the quest.

Under the "Other Possible Life Points" section are listed additional life points that you may acquire. When you do, simply circle the total in this section. Always use a pencil so that you can erase easily.

Your steam-powered armor also has points of strength. It is designed to take damage before you do. So when the text says you take damage, subtract the points from the armor first, unless the text specifically states that you lose *life* points. As long as the suit has points, it continues to function. When the suit's points reach 0, it is useless and you must go on without it.

Without powered armor, you are a very ineffective fighter. You were trained to beat dough, not the heads of dragonmen! Unarmored, you hit on a roll of 3 or less and do only 1 point of damage to your enemies. With your armor on, you hit on an 8 or less with your fist or any other weapon and do a variety of damage. It varies because you can build up your armor's power by increasing the steam power in the suit.

The damage you do varies as follows:

First Combat Turn	5 Points of Damage
Second Combat Turn	7 Points of Damage
Third and All Further Turns	10 Points of Damage

There are spaces on the bookmark for personal weapons that you might pick up in the mountain. These are items that you won't be able to use for the final battle, but which may prove useful while exploring the dark, and not always abandoned, outer regions of the mountain. The die roll you need to hit successfully with these weapons is 8 or less, just like your armor punch.

The "Other Objects Carried" section could prove useful as the quest progresses, for making notes about nonweapon objects you pick up along the way.

### THE DRACONIAN BOOKMARK

The Queen of Darkness's forces aren't so dumb. They have sent some of the evil draconians ahead to infiltrate Mount Nevermind and see what they can learn or use in defeating those numerous gnomish nuisances. You use this bookmark to randomly determine where in the mountain you come across one of these draconians, and what will happen to you then.

Open the book to a page at random and place the draconian bookmark on that page. Then forget it until you come across the draconian by turning to that page on your quest.

Note the 1-12 die number at the bottom of the left-hand page. Match that number with the type of draconian and its section number. Turn to that section, where you must deal with the draconian before going any further on your quest. Be sure to note what section you were heading to when you were interrupted by the draconian.

After you encounter the first draconian, place the bookmark randomly elsewhere in the book, and proceed as before. If, by chance, you get the same number (and draconian), you may generate a new number by riffling the pages and stopping at random.

### THE GNOMISH MOUNT NEVERMIND WORKSHEET

The third bookmark is a special worksheet to help you remember where you have been in the mountain. There may be times when you want to go back to a chamber or just make sure you never visit a certain place again. This worksheet makes sure you are aware of these places.

There are also a few spaces provided to make notes on unusual things that happen in the mountain, and a section to keep track of the time you spend there.

*"What do you mean it isn't working?  
It worked four decades ago!"*

Common Gnomish Quote

### THE RANDOM EFFECTS TABLES

These tables will become constant companions on your quest through the mountain. The Malefic Table, on page 158, is used when the text informs you that some strange and unfortunate occurrence has happened. There are 20 items on the table and you take them one at a time, in order. If you get to the 20th occurrence, begin again with # 1 if you get another one.

The Beneficent Table, on page 159, deals with beneficial occurrences on your quest. If you run through all 20 of these, you begin at the top of this table, as well.

In using these tables, be sure to mark where you came from in the text—you may have to return there.

*"When the going gets tough, the tough  
get ten more feet of steam pipe."*

Common Gnomish Quote

### EVEN MORE BAD NEWS...

You are about to explore Mount Nevermind for a noble purpose. You have a willing crew of sixty-eight gnomish warriors ready to do anything you ask . . . except be warriors. You've got great steam-powered armor that increases your strength and your ability to hit enemies. You are ready.

But as the gnomes lead you toward the main hall, you see a tiny green humanoid creature disappearing into the darkness.

"What's that?" you shout.

"Oh," says a gnome, obviously embarrassed. "That's just an imp. We don't know how they got into our mountain, but they seem to be multiplying like flies and are everywhere. They're usually just mischievous, but . . . they could be a problem."

"Great. It's bad enough that I have to fight a dragonarmy in twenty days. Now I have to worry about imps, too. Well, we will take care of them as they come along. Is there anything else I should know about?"

"Well," the oldest says. "There are numerous tunnels, especially in the lower areas, that gnomes don't use anymore. These have sometimes become the homes of possibly dangerous monsters."

"Monsters!" you shout. All the gnomes around you look very sad and respectful. You'll never hear the whole story if you don't let them finish. "I'm sorry, go ahead."

"Well, it seems there are some monsters in some of the abandoned areas. A gnome can easily spot the entrances to such places and avoid them. You see, usually the monsters just roam around in their own areas and eat each other. It is only sometimes that they come out and eat gnomes, but we do have a committee looking into the problem. So, there are dangerous monsters and there are imps to deal with, but that's all." He stands as tall as he can, gives you a kind of salute, and says, "We gnomes know you won't have any trouble with these minor problems. Shall we get started?"

They take you by the hand and lead you toward the gnomeflinger. Turn to 8 and begin your quest.



## INSTRUCTIONS FOR THE GNOMISH MACHINERY FIGURE-OUT CHART

This is a simple method of determining if you can figure out the device that you have discovered. Gnomish things have levers, wheels, buttons, pulleys, inclined planes, steam pipes, gears, and other types of switches. Because of this bewildering array of items, it takes a little time for even a gnome to start and operate one of these machines.

If, for example, the text says that you must reach A on this chart, you begin at the top of the chart and roll the die. If you roll a 1-8, you successfully figure out the item. By rolling, you are actually pulling levers, pushing buttons, and just carefully examining the device in an attempt to figure it out. If you roll a 9-10, or 11-12, you continue along the chart, in different directions until you reach a conclusion or decide that you are unable to figure out the device.

If you rolled a 9 while trying to reach A, then you haven't figured it out. But the device is still operating in such a way that you gain some benefit. When the chart

takes you to E, F, G, or H, the machine you are trying to figure out has helped you, even though you haven't figured it out yet. When this happens, you immediately go to the Beneficent Random Effects Table on page 159, and read the next effect. If you desire, you can then continue along this chart, or you can stop and return to the text.

On the other hand, if you rolled an 11 while trying to reach A, you haven't figured it out yet and the device is causing some harmful effects. When you reach I, J, K, or L, you immediately turn to the Malefic Random Effects Table on page 158, and read the next effect. Again, if you so desire, you can continue along this chart or stop and return to the text.

When using this chart, it is sometimes possible to be trying to figure out an A item and reach the B, C, or D sections. When this happens, you have merely done an extra amount of figuring out, but you have succeeded, and should turn to the success-related section of text.





(See art on pages 10 and 11.)

**8** You eye the gnomeflinger suspiciously. It doesn't look like anything you want to have any part of, but . . . You glance again at the cliff with all its strangely shaped entryways. You can feel your curiosity overcoming your caution.

There is a small knock on the leg of your armor. You look down to see a gnome, calling himself Tromsh, standing impatiently at your side.

"Well? . . ." he says, his voice oozing doubt as to your ability to handle the gnomes' problems, and whether you even have the courage to be flung through the air to somewhere up on the cliff.

Yes! The gnomes of Mount Nevermind need help, and never mind the fact that you've never done anything but work in a bakery. Never mind the fact that even the smallest draconian soldier must outweigh you by a hundred pounds. Never mind that you know nothing about military matters. The gnomes are looking to you for help and, by Reorx, you're going to try!

Turn to 8A.

**8A** Hoping to see something that will help you make up your mind, you climb onto the earthen platform bearing the gnomes' steam-powered lift system, the gnomeflinger. A gnarled, muscular, leather-apron-clad gnome introduces himself as Gnowmpsh-the-Flinger-Boss.

He thrusts you toward a reclining seat, saying, "First-trip,hmm? Nothing.nothingatalltoworryabout. Thisisthefastestandmostreliablytestedgnomedevice anywhereinMountNevermind. Itwasbuiltbymygreat-greatgreat granduncleBrahmpsh,andmyfamily'sLife-Questhasbeento makeitbetterandbetterallthetime."

You stir restlessly under his barrage of words. Every time one of the gnomes talks to you, you hope you'll be able to understand him, but it doesn't seem to happen. By your side, Gnowmpsh (at least you understand that much) still talks while he pushes you into the gnomeflinger seat. You're about to resign yourself to whatever the gnomes have in store, when you shout, "STOP!"

Gnowmpsh and the other gnomes, who have been twisting dials, checking steam valves, and shoveling coal, stop what they're doing and stare at you, open-mouthed, incredulity on their faces.

"I'm sorry!" you say, surprised at the anguish in your voice. "But if I'm going to go through Mount Nevermind and find the things I think will help you—and me—beat the dragonarmy, I have got to understand what you're saying! Please . . . talk . . . *slowly*. . . whenever . . . you . . . say . . . anything . . . to . . . me."

The gnomes' looks change to ones of pity and dismay. The coal shoveler clucks under his breath and you think you catch the murmured words: "Poorfellow. He'llbenohelpatall. Doesn'thavethebrainsforit, butI-guesswecan'tsend himawaynow. Itwouldn'tbekindto-lethimknowwerealize howweak-mindedheis."

Gnowmpsh gently pats your hand, saying loudly, as if you were deaf, "I WILL DO THAT, YOUNG MAN. AND I WILL REMIND EVERYONE ELSE To TALK SLOWLY, TOO!" He makes a gesture toward a less-muscular gnome working on the gnomeflinger. He's also younger, you see, as he turns toward you and raises an eyebrow questioningly.

"Getonwithit,Knekst," the flinger boss orders.

You watch as young Knekst gathers a number of brightly colored flags and begins making broad gestures in the air with them. Suddenly, a loud whistle sounds and you see gnomish heads popping from the many openings in the rock wall in front of you. They all watch Knekst's signals, which quickly become faster-than-the-eye-can-see flips and twirls. You're afraid that Knekst will twist himself into a pretzel if he keeps this up for long.

Finally, once more turning his head and giving you a look of pity combined with impatience, he sloooowwwwws dowwwwwnnnnn thhhhhhe mmmmm-mooootionnn ooofffff thhhhhhe flaaaaaagsssss lllllmmmm-mmmooooosst tooooo aaaaa stoooooopppp . The gnomes on the cliff all look at you, shrug their shoulders, and duck back into the cliff openings.

"THE FARTALKING FAMILY IS USING A NEW SYSTEM To SEND MESSAGES. EVERYONE KNOWS NOW TO SPEAK SLOWLY," announces Gnowmpsh.

"Thank you," you answer in a tiny voice.

Turn to 8B.

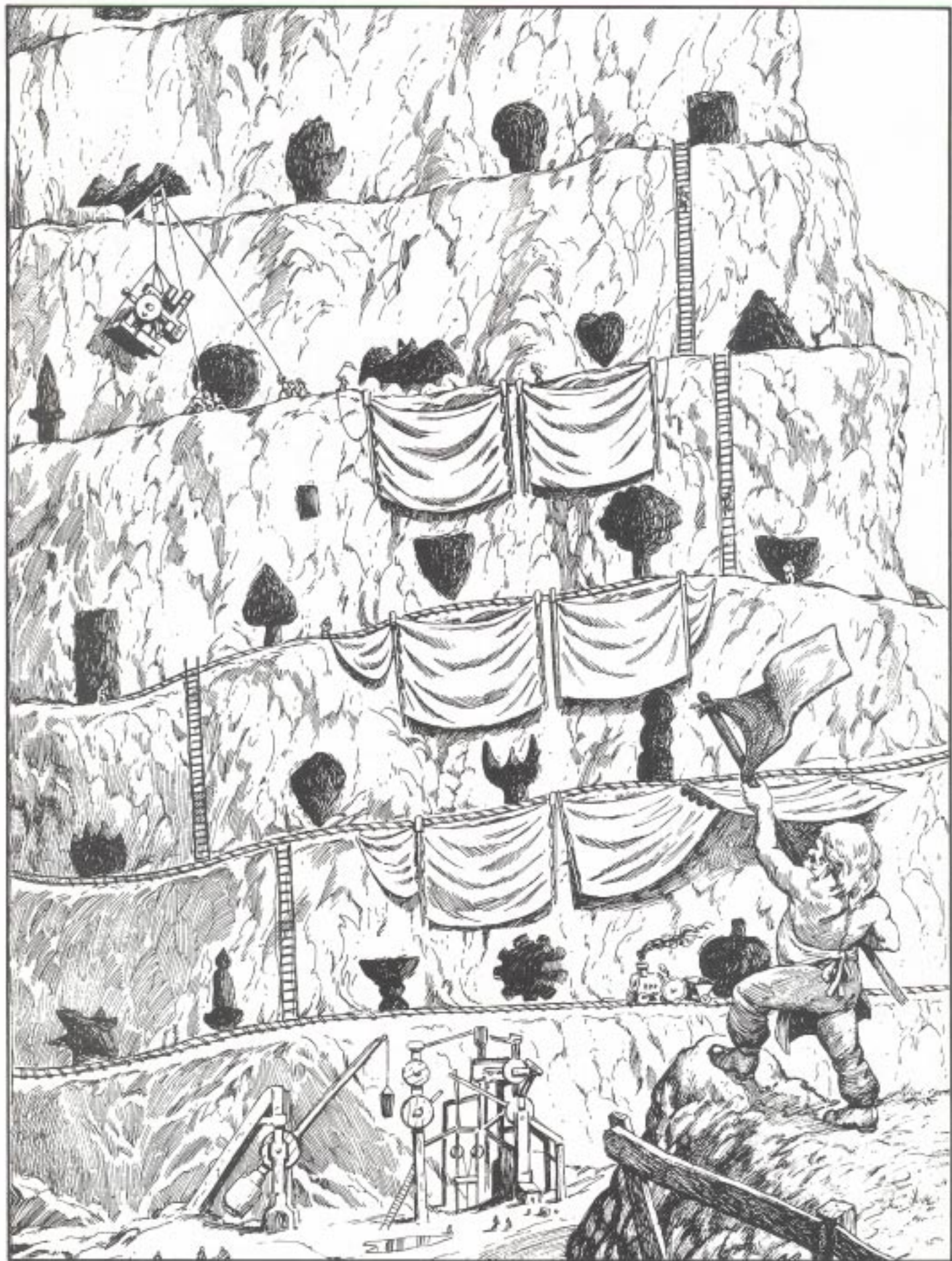
**8B** You sit in the gnomeflinger, not liking anything you see, as the gnomes around you explain what you are indeed seeing.

"Before you are five levels of cliffs. There are also two chambers that you can easily walk to without being flung."

You seriously consider getting out or the gnomeflinger and going toward one of the areas within walking distance, but you politely wait until the gnomes are done explaining, and you get a fairly good idea of what every entrance on the cliff face means to the gnomes.

Turn to 9A.





## GNOMEFLINGER CHART

1	2-4	5-7	8-9	10-13	14-16	17-19	20th Day
5-12	6-12	7-12	8-12	9-12	10-12	11-12	12
4-12	5-12	6-12	7-12	8-12	9-12	10-12	12
3-12	4-12	5-12	6-12	7-12	8-12	9-12	11-12
2-12	3-12	4-12	5-12	6-12	7-12	8-12	11-12
1-12	2-12	3-12	4-12	5-12	6-12	7-12	8-12

**9A** The closer you get to the time of the dragonarmy's invasion, the harder it is for the gnomes to concentrate on their flinging. The chart above judges your success rate for each fling depending on how many days are left before the invasion.

Each time you wish to be flung, generate a number from 1-12, then read the chart. If you get the number you need or higher, go to the page number of the chamber you want to reach. If you get less than the number you need, you miss your target and go one level lower and one entrance to the right. Add any extra points you acquire while on your quest, also.

For example, if you try for A on the highest level and miss, you would reach B on the next lower level. If you really didn't want to go to B, you could use up half a day to return to the gnomeflinger, but remember, you don't have a lot of time.

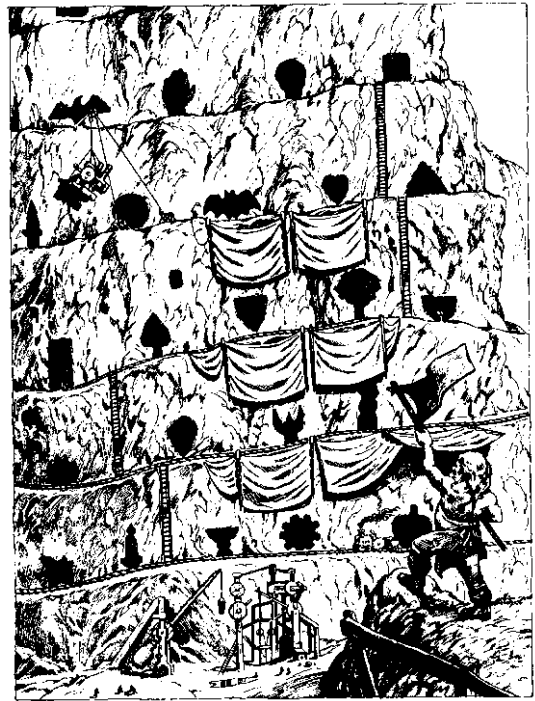
If you aim for the far right of the cliff and miss, you are flung to the left side, one level down. If you aim for the lowest level and miss, you are flung on an odd number to the library, and on an even number to the lights chamber (both within walking distance of the gnomeflinger).

Days on the chart are measured only in whole days. If you are at nine and one-half days in your quest, just read the nine-day column on the chart.

Turn to **9B**.

**9B** The information you receive about these caverns is sketchy at best. You are only able to get hints about the places, because the gnomes tend to be very clanish even in the mountain and don't get around much. Looking over the possible areas, you select one, tell the gnomes, and then close your eyes and hope for the best. Suddenly, you feel yourself being **flunnnnnnnnnnnnnngggggggggggg!**

**NOTE:** When you think you've explored enough chambers, or when your twenty days have run out, like it or not, you will have to face the Dark Queen's minions. When you are ready for the final battle, see the art on pages 80 and 81, then turn to page 82. *Good luck!*



Page Where Area Is Found

### Highest Level (from left):

A) The Nest .....	122
B) The Cold .....	130
C) The Bottle .....	134
D) The Plant .....	146

### Second Highest Level:

A) The Magnet .....	94
B) The Bakery .....	98
C) The Catapult .....	106
D) The Dark .....	110
E) The Gallery .....	118

### Third Highest Level:

A) The Maze .....	64
B) The Spark .....	68
C) The Undead .....	72
D) The Armory .....	76
E) The Explosives .....	86

### Fourth Highest Level:

A) The Crystals .....	44
B) The Military .....	48
C) The Toys .....	52
D) The Signals .....	60

### Fifth Highest Level:

A) The Water .....	20
B) The Clocks .....	24
C) The Steam .....	28
D) The Heat .....	32
E) The Train .....	

### The Areas In Walking Distance

A) The Lights .....	12
B) The Library .....	16



**12** The pleasure you find in exploring a new place in Mount Nevermind without having to be flung to it is quickly destroyed by the sheer brightness of the place you enter. You stand still, squinting, hoping that your eyes will adjust to the glare quickly. Before they do, however, you feel a tiny hand (clawed? — you can't be sure) take yours and thrust something in it. It has two round parts with a straight piece going off each side perpendicularly. You squint at them and realize that they are made of dark glass. Maybe they're what you need to look through so the bright light won't hurt your eyes. But then you realize that they were handed to you by an imp! If you want to put the glasses on, turn to **96G**. If you don't, turn to **94J**.

If you are free to explore this light chamber, you may investigate the:	by turning to:
gnome at machine	75F
other two gnomes	134D
lights on ceiling	110B
"open" sign	78C
large devices at center left	113A
flashlight	144D
lantern	18A
ancient oil lamps	98D

**If you have been to this chamber before,** there is no sign of an imp and your eyes have adjusted to the brightness. You may search the area or you may return to the gnomeflinger (**8**).

**12A** You press the first button and find yourself in **150**.

**12B** This warrior is certainly not as powerful as Lord Soth's lieutenant, but you have your work cut out for you smashing the skeleton to the ground, away from the big wheeled machine. Finally, the skeleton lies motionless before you and you can inspect the machine.

Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching C on the chart, turn to **100F**. If you fail to reach C, turn to **60H**.

**12C** Maybe the ice remaining in their bodies slows them up, but their might, even combined against you, has no chance against your steam-powered armor. One by one, the human warriors fall, though you shut your mind against knowledge of their humanness. Finally, all is quiet. All of the human dragon servants are dead. Return to **150**.

**12D** Wandering to the back of the crystal chamber, you find an opening in the stone, through which lies darkness. Intrigued, you step inside, and find yourself on a sliding, twisting, pathway that inexorably takes you to **150**.

**12E** You lift a web-strewn cover off a hole in the floor and peer down inside. It's dark but you get the fresh smell of water. If you want to climb down into it, turn to **117F**. Otherwise, return to **126**.

Pretending that you didn't even notice the faerie dragon steal your capacitor, you climb **12F** out of the armor and start to look around the strangely cluttered chamber. You wonder just what kind of victory the gnomes felt they had gained over this little dragon. Then it swoops around your back, and you realize that it has stolen your best baking hat. You decide that there's no point in staying here. The longer you do, the more likely that the little bandit of a dragon will manage to filch your armor. And then where will you be?

You leave this time period with a lot of questions, but little else. Return to **24** in order to go to another time period. You may not return to this chamber.

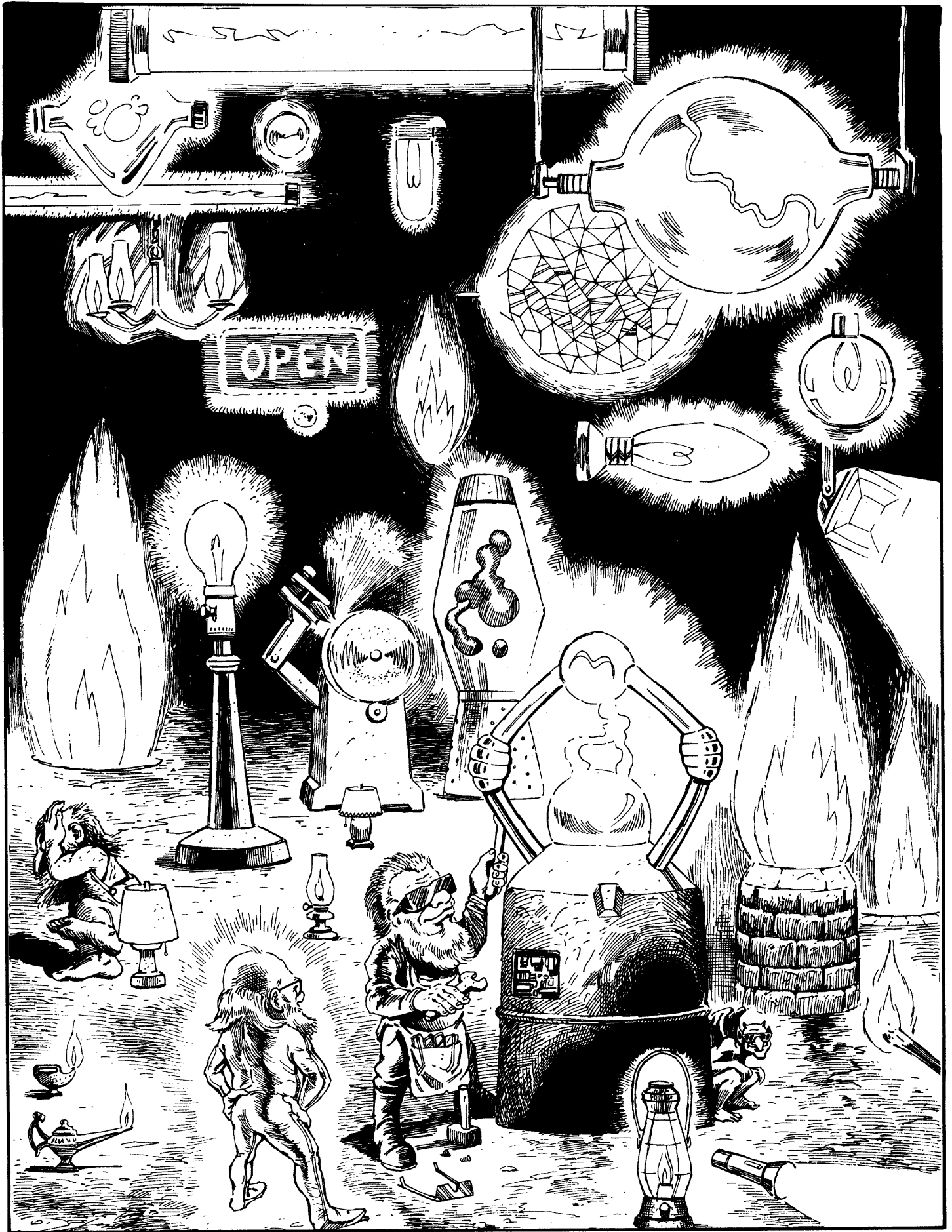
You try to keep your eyes turned to the floor as you pound at the evil figure with your **12G** power armor. But it becomes impossible to be sure where you're punching . . . and you inadvertently look at the medusa's face, and turn to stone. Perhaps some day, the gnomish miners will find the hole in the wall and find the odd armor-clad human statue hidden in their mountain.

You press the green button set into the base of the crystalline draconian . . . and instantly the **12H** silvery crystal turns to disgusting black flesh. The draconian has come alive and you must fight it!

Conduct combat. If you win, turn to **125C**. If you lose, turn to **35J**.

You feel a momentary twinge of regret at the sight of the beautiful creature lying on the floor **12I** before you. But your mind knows that if you had not destroyed her, she would surely have destroyed you. At least now you are free to explore the chamber unhindered . . . you hope. Turn to **130**.





**14A** You fiddle and diddle with the gnomish machine, not really having any idea what you're doing, but when you press the switch that starts it, it heads directly for the dragon statue across the room, as if it were going to attack it.

You quickly turn off the machine and, hoping that it will have the same urge to destroy real dragons in battle, you give it to a gnome to keep for you until the enemy comes. In the final battle, it will automatically destroy Kapak draconians. Return to **118**.

**14B** As you find yourself dying from the unexpected life and evil possessed by the statue, the last thing you hear is what you suspect is a chortle of glee from the toothless, old red dragon.

**14C** If the imp is still swinging from the tubes on this thing, you can only get near it if you fight it; turn to **121I**. If you're willing to skip this machine, return to **86**. However, if the imp is no longer there, turn to **133B**.

**14D** Within seconds after you plant the smooth white fang, the soil begins to stir and out pops a snarling, winged draconian! The evil, fanged creation of the Dark Queen uses its sharp talons and teeth to attack. You have no choice—you must fight.

Conduct combat. If you win, turn to **121F**. If you lose, turn to **70F**.

**14E** As you look at the odd limbs and branches on the tall piece of machinery, one of the gnomes accompanying you comes up and says that the machine was originally invented to fight giants but it only works to clean paintings.

"Do you think it would work against dragons and draconians?" you ask.

"Right now it would just clean them, but if you could get it to work the way it was supposed to, it probably would," replies the gnome.

To see if you can make the machine work right, turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching C, turn to **14A**. If you fail, turn to **93C**.

**14F** Just as you realize in horror what the machine is, you also realize that it has hold of you! It's a mummy-making machine, and it is turning you into a mummy! There's no getting away. You feel yourself inexorably being wrapped and taking your place in one of the ornate cases that line the room.

The way you land puss your armor right in line with the steam exploding from the burst pipe. It steam-cleans your armor, adding 5 points to it. Return to **26E** to decide which way to go. **14G**

you join the battle at the deconian's side. The worn is defeated and the draconian looks at you with expression of respect. **14H**

"You fight good", it grunts. "Are there more like you here?"

"Hundreds," you say without smiling.

"Maybe we need to prepare our armies more," the creature says, thoughtfully, though runs away.

You aren't sure how you did it you know you must have gained at least 24 extra before the battle will begin.

The draconian is huge, and an able Fighter. You fight for your life from the moment you start! **14I**

The draconian will hit on a roll of 8 or less, doing 8 points damage, and has 18 hit points. If you win the battle, continue your adventure. If you went your quest is at an end.

The joyous gold dragon stands on the middle of the shambles of fallen pipe. You're sure that if dragons could smile, he would be, right at you. **14J**

You start to turn away, leaving the dragon to his newfound freedom, but you hear him say, "Hey, fella. I meant what I said about a reward for getting me out. Aren't you going to stay long enough to get it? I think it would be helpful for you."

"Well, sure," you say, gulping. "What is it?"

The dragon says you can pick one from among the three items sitting on the floor outside the heating apparatus. They are:

*Book of Forever* - it affects the future *now*. You can go through the pictures in this adventure and read the list of things to be investigated (but not the text about them) and write "negated" by two of them. Then, when you actually reach those items during your adventure, anything that might have been harmful will fail to affect you. However, so will anything helpful.

*Gems of Protection* - you can take three gems from the small chest on the floor. You can use each one once to cancel out any harm that might be done to you.

*Tome of Clear Thinking* - will let you undo any action of yours that appears, in retrospect, to have been stupid or wasteful. It will work one time.

You select which item you want, thank the dragon, and then prepare to leave. You will yourself back into the red-velvet chair of the huge grandfather clock. Return to **24**.

**15A** You run forward to intervene between the machine and the mad skeleton. Conduct combat. If you win, turn to **12B**. If you lose, turn to **124J**.

**15B** Taking care not to get caught in the sticky web, you make your way to the wooden door at the back of the chamber. It opens easily, and you find yourself climbing a slight slope to **12**.

**15C** Having decided to wait until nightfall to try to take the balloon (which, of course, has to come back to the ground first anyway), you look around the fair and do other things to pass the time. Return to **36** to do other things. When you've looked at at least two other objects, dusk will be falling. Then go to **31I**.

**15D** By poking and prodding, you suddenly realize that the thing projecting from the drawer is a gnomish musical instrument. It works by filling the stomach sac with air and then squeezing it. As the air goes out through the tubes, the thing makes an extraordinary wailing music. Return to **48**.

**15E** The gnome with the sparkling stones dancing in a circle around his head is sound asleep. If you want to shake him awake and learn about the stones, turn to **109A**. If you decide you'd better not, return to **52** if you're in the toy room, and **44** for the crystal room.

**15F** The top floating book is called *The Efficient Conquest of Ghosts and Other Paranormal Phenomena*. You glance through it quickly and learn things that will make it unnecessary for you to fight ghosts, spectres, or any other undead types that you might come across in Mount Nevermind. If you are told to fight, just automatically turn to the winning section of text.

When you try to take the other book and look at it, some invisible force pushes your hand away, so you turn to other things. Turn to **16**.

**15G** Fred the Efreets hears your wish and oozes all forty feet of himself into the room, towering over the draconian. Before you can gasp, Fred has taken the steam-powered armor off you and is using it to smash the draconian into the ground, until all that's left is a small, flat black mass that instantly turns to stone.

"You've only got one wish left, chump!" Fred says. Then he diminishes himself back into a forgettable state once again. In addition, Fred has done 5 points of damage to your armor by smashing it on the floor. Return to **134**.

The machine moves again and with incredible speed removes the last remaining barriers to the dragon's freedom. At first he does realize that he can move, then suddenly he trumpets a roar of joy, and you're afraid you're going to be crushed in a flurry of flapping wings of this dancing talons. Turn to **14J**.

The gnome you save from the griffon's capsule has been very helpful. He has looked as a all your **15I** items and found that several were illusionary.

what this means in game terms, is that any of the illusions that would have caused you to lose the battle now do not exist. You don't receive the magic or gnomish effects you have hoped for, but those items aren't as devastating as the other ones, anyway. Also, any illusions you acquire in the future will be discovered by this gnome. If you ever suffer damage from an illusion during the rest of the quest, this gnome's efforts negate that damage as if it had never happened.

you walk up to the gnome nearest the stairs and introduce yourself, interrupting an argument he's having with the wizard about how long "again" is in "time and again." **15J**

He seems relieved to have you interrupt as he smiles politely and says, "So you've come here to see me, Rye, lad. It's about time." He smiles weakly at his own joke, then points to the huge steam-powered clock mounted on the raised platform. "The people down in the steam-heat room made that to cool themselves when the heat got too high, but the long blade would only go around once an hour and the short one doesn't even move that fast. They brought it up here because they didn't know what else to do with it. Well, they just have to wait their turn. Everybody's got clocks to be fixed!"

He looks ready to scurry off about his multitude of tasks, but you persuade him to talk a bit more, and he tells you that the clock is the Clock of Ifatfirstyoudon't-succeedtryagain. You can go through doors in either of the hands of the big clock and revisit some place you've already been to but where you didn't accomplish what you hoped to. If you took something from the room you can keep it, but if you lost a battle or failed to find something, you can try again.

You may use each door only once during the adventure, but you must reach this chamber and enter it in the usual fashion and return to it after your brief revisit to another chamber. Make a note that whenever you are ready to use this special time device, to undo some misfortune in your quest, turn to **114A**.

Glad to have such help in reserve, you thank the gnome and return to **24**.



**16** Recognizing the new chamber as a library, you are amazed to see how large it is. Your baking master's library consisted of an iron shelf mounted above the warming oven, but this one has shelves that go off into the distance. You knew gnomish history was long, but this is incredible. As you stand there taking it all in—and wondering where to start looking—your eye is caught by a movement on an upper shelf. It's an imp, claws and teeth bared, poised to leap down on you.

If you want to fight the imp, turn to **118A**. If you want to try to talk to it, hurry and turn to **71J** before it leaps. If you want to ignore it, you are free to explore the chamber.

<b>If you are free to explore the library, you may investigate the:</b>	<b>by turning to:</b>
gnomish librarian	<b>50K</b>
film reel	<b>58B</b>
scroll by desk	<b>72B</b>
mouse on desk	<b>23J</b>
lantern	<b>68E</b>
floating books	<b>133J</b>
lamp below imp	<b>70H</b>
large, square jar on middle shelf	<b>88C</b>
goldfish bowl	<b>125J</b>
random books	<b>78J</b>
chair and desk	<b>117C</b>

**If you have been in the library before,** you are amazed to find everything you touched or changed restored somehow. Things you might have taken have been replaced. It is as if you hadn't been here before and everything is brand new, except your ability to read if you lost it before.

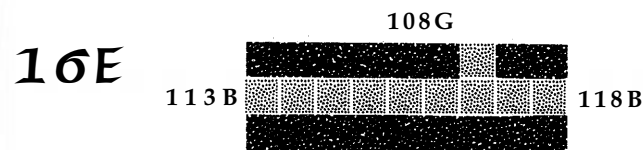
**16A** You press the third button and find yourself in **146**

**16B** Unable to comprehend the what, why, or wherefore (let alone the how) of the thing, you just return to **68**.

**16C** You study the figure intently, fingering—but not pressing—all the buttons and knobs. Finally, though still not certain of what you're doing, you press any old button. Delighted, you see the thing moving. But then it moves toward you, attacking!

Conduct combat. If you win, turn to **154C**. If you lose, turn to **149F**.

**16D** You can return to **60** and just keep exploring, but in the next encounter in which you must fight, you miss for the first two rounds because of your sheer terror.



**16F** The device you pick up is obviously useless.

You quickly discover that the mirror is a Mirror of Dragonne Control. If you use it in battle, it will add 10 points to your defense in the final battle because it will automatically call all dragonnes in the vicinity to your aid. Return to **154**. **16G**

Studying the powerful-looking crossbow device, you realize that it fires the pointed and **16H** vaned objects that stand nearby. When you pick one up, you see that it is all bright blue with a white top. Lettered on the side is the word SMURVE. It is a steam-powered rocket, and the crossbow must be the launcher.

You aim the device at the kraken and position one of the SMURVE rockets in the crossbow. Roll the die. If you get 8-12, turn to **105E**. If you get 1-7, turn to **130G**.

Before anything else happens to you in this chamber, you find yourself confronted by a draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragonarmy. **16I**

Its huge figure looks down at you from high up in the corner of the cavern. Naturally, you go nearer to see if the creature really is one of the enemy.

"Come no nearer," the dragonman grunts, "I am the biggest and best of my race and will surely kill you if you get too close. Leave me alone, for you will meet more than enough of my brothers soon."

Your choice is clear. You can ignore this creature (and the evil it may be doing) and go about your business, or you can attack (**14I**).





**18A** The lantern is a small, easy-to-carry light that appears to work well. That's all it is, unless you know otherwise. Return to **12**.

**18B** Two groups of candles—both black and white—stand on a table among the clocks. The white ones have marks on them as if their burning was used to measure time in some way. Do you want to inspect the black candles (**54K**) or the white ones (**150A**)?

**18C** With great reluctance, the gnome assistants help you thaw the little imp. They run as they see it start to move, tripping over themselves in their haste to get away.

The creature's little hand slowly rises and brushes the remaining ice off its face. It turns over and groans as it gets up and sees you. Then it attacks! Turn to **121I**.

**18D** A huge steam-powered clock, well over twice your own height, stands at one side of the chamber on a raised platform. If you know what is special about the clock and are prepared to use it, turn to **114A**. If you don't know anything special about it, or are not interested in using it at this time, turn to **51K**.

**18E** Somehow, you conquer your terror and manage to use the steam-powered armor to its greatest benefit—keeping yourself alive! As the scaly, evil creature flutters its wings on the ground in front of you, you exult in the feeling that you may indeed manage to help the gnomes prevent the draconians and dragons from destroying them.

The gnomes working in the room have not even noticed that something is wrong. Rather than let them know, you decide to stay in the dark end of the chamber and go into the tunnel you see there. Turn to **114E**.

**18F** By the time you've finished fiddling with the big things, your hair has fallen out and you've got angry, nasty, red patches on your skin. You finally realize that these things actually work to make hair fall out and cause angry, nasty, red patches on the skin. But you don't see how they could be of much use in battle. Return to **86**.

**18G** You study the thing and the way it sits on the floor, and suddenly it dawns on you. Flicking a few switches here and there, you start the big machine, making big bars of pure agnomium from the ore in the floor. The young gnome is ecstatic to have a functioning machine, and the others are delighted to get some more

metal to make nonmagnetic stuff from. But you get nothing from the whole episode, except an insult to your build that you won't soon forget. If it makes you leave the chamber so you can don your armor again, you go back to **8**. If not, keep looking around. Return to **94**.

"I'll take the wishes," you say, your mind working even as you speak. **18H**

"Oh. Oh, well. All right. What do you want?"

"Do I have to use them all at once?" you ask, never having been in this position before.

"Well, no, I guess not. But it can't be too long. I want to get out of here."

"It won't take me long," you reply. "In fact, I'll make my first one now. I wish . . . that you would stay and help us fight the draconians and dragons."

Before you've even finished speaking, the efreeti is huffing and puffing with annoyance. "No fair! That way you get both things!"

"Yah!" you say with a smile. "Now, can you make yourself smaller so you can follow me around and grant my other wishes when I need them?"

"Is that a wish?" Fred asks slyly.

"No. I'm just asking for information."

"I guess so." You know that Fred begrudges every word he says.

From now on, Fred will follow you around, staying out of trouble, unless you ask for one of your two remaining wishes. The two wishes allow you to undo two bad things that happen to you. For example, say you get your armor destroyed and die in a steam blast. The efreeti will use his magic to take you back to a time before your action caused your death. When you've used up the two remaining wishes, Fred will go with a gnome to wait until the final battle, when his presence will add +3 to your offense.

Return to **134** to pick another bottle to investigate.

The wonderful dragon-patterned, steam-powered balloon casts its shadow across the whole dragon fair. You stare up at it, marveling at the possibility of someone dropping things from it. What a war device it would be! You could drop things on the draconians in the coming battle. **18I**

But then you realize that the gnomes, who are staring proudly up at the balloon, aren't going to want you to have it, and that it's much too big for you to take back with you with everyone watching. You really have only two choices: you can forget it (return to **36**) or you can wait around and take it at night (**15C**), although that will, of course, be stealing.

The lead imp eagerly sorts through the eight gems, but none of them pleases him. "You didn't find it!" he exclaims. And then you find yourself fighting for your life. Turn to **101A**. **18J**

**19A** You were tricked by an impish illusion. The figurines you took from the drow cave were parts of an illusion and they can play no role in the final battle.

**19B** As soon as you step into the darkness on the left side of the castle, you begin to smell your favorite aroma—things baking! Hurrying along, your mouth watering, you quickly come to **98**.

**19C** Even though the giants outnumber the dragons, you're convinced that the might of the dragons must make it an uneven fight. You leap into the fray, pounding each of the white dragons as it comes near you in the melee. Conduct combat with the white dragons. If you win, turn to **66F**. If you lose, turn to **153E**.

**19D** The intriguing bottle shaped like a horse's head gives off a totally unintriguing odor when you open it. Then you see a label on the bottom and discover that it contains fermented mare's milk. You're not sure whether that means the milk of a fermented mare or the fermented milk of a mare, but you wonder just why anyone would store some in a bottle. Maybe it has some special powers. Hmmm.

If you want to drink the fermented mare's milk, turn to **104E**. If not, replace the bottle and go back to **134**.

**19E** The instant you open the tall, round-bottomed drawer, you hear a ticking sound. Then you find a small clock. Reaching back into the drawer, you find yourself taken to **24**.

**19F** The large glass flask filled with bubbling liquid draws your attention. Turn to the Gnomish Machinery Figure-Out Chart on page 157. Any time you miss a die roll in working your way to C on the chart, the machine sprays acid at you, doing 3 points of damage to your armor, in addition to sending you to the Malefic Table. If you succeed in reaching C on the chart, turn to **59K**. If you fail to, turn to **48C**.

**19G** "I hate to appear too eager, young man," the higher human skull says after fawning on you for having chosen it. "You see, I was a wizard, a mighty wizard in fact. The problem is that I cannot rest easy while I still have one magic spell that I have never used. Please, oh please, sir, let me cast it on you. Then I will accept my position in life . . . er, death."

"What is the spell?" you ask, quite logically.

"I'm afraid I can't remember that. You see, I no longer have a brain. But I *do* know that I have one spell remaining."

If you are willing to have the belated wizard cast his spell on you, turn to **118C**. If not, return to **30D** to talk to another skull or go back to **72**.

perhaps the smallest item in the room is an intriguing little set of metallic sticks projecting from a small round ball. Occasionally, little sparks arc between the sticks. When you look closer, you discover a label that describes the thing as an ACR Rabbit-Ear Automatic Question Answerer. You ask it any yes-or-no question you want, whenever you come into this chamber. Then you roll the die. If you get 1-4, turn to **54A**, 5-4; **64B**; 9-12, **20A**.

The cigar tastes wonderful on the first puff. On the second puff it explodes, causing 2 points of damage to your armor. If you're willing to keep to your agreement with the gnome, turn to **30E**. If not, turn away and go to **138**.

Deciding to take a chance on the time-travel device in the huge grandfather clock, you go up to the gnome in charge, Gnyrus Hourguard, and ask what you do to return in gnomish history to the victories over the dragons.

"Well, now, young Rye. You just sit yourself down in that swinging chair and tell me what period of the great gnomish conquests over dragons you want to visit. You can go to 3000 years ago, 2000 years ago, 1000 years ago, 500 years before the Cataclysm, or 200 years before the Cataclysm. When you get ready to return here, you just will yourself here. We tried to make a machine that would get us home better, but . . . well, never mind."

"Can you tell me anything about the various times to help me choose?"

"Nope. I've never been there. I just know that in each time, the gnomes have conquered the dragons—just as we have to do again if we're going to survive this horrible war that is about to overtake us."

You can tell Gnyrus any time period you want, but it will be a matter of chance which one you actually get to.

Seat yourself in the swinging chair, then roll the die.

If you get: turn to:

1-2	<b>71A</b>
3-4	<b>28A</b>
5-6	<b>148L</b>
7-8	<b>79K</b>
9-10	<b>24A</b>
11-12	<b>32A</b>

Whenever you return to the clock chamber (**24**) by willing yourself there, you may choose to travel to another time period, to continue exploring the clocks, return to the gnomeflinger (**8**), or find another exit from the chamber.

**20** You know instantly that you've entered an unusual chamber. But as soon as you recognize the tangy smell of salty sea air, you know that the three stern-looking, armed women standing in front of you aren't about to let you do anything but deal with them.

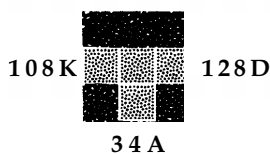
With their lethal arrows aimed straight at you, your first inclination is to launch into a fight at once (**132A**). However, maybe it would be better to try to talk to them first (**152H**).

**20A** MAYBE.

**20B** As the gnomes return to their work, you ramble about the room, picking up first one toy and then another to inspect. Most of the items are just normal gnomish toys made with expert craftsmanship. But you see several unusual-looking items that the gnomes claim not to recognize.

Roll the die. If you get 1-4, turn to **47K**. If you get 5-8, turn to **140C**. If you get 9-12, turn to **121A**.

**20C**



**20D** You press the switch on the little machine, which looks kind of like a gnomish idea of a paint remover. And you discover that that's what it does—remove paint. It trundles to the nearest picture and its whirling brushes begin to scrape off the paint.

To see what is revealed when the machine is through removing paint, roll the die. If you get a 1 or 12, turn to **141I**. With any number in between turn to **75J**.

**20E** The hammer just lies there, interesting but useless, unless you also pick up another specific object. If you have been told this about another-item, meaning that you have both, turn to **146D**. If not, return to **56** to investigate another object.

**20F** You discover the mechanism that will make the warrior robot follow you and fight for you, at least until the final battle. It has 10 hit points and does 3 points of damage and hits on a 9 or less. Return to **28**.

If you are free to explore this chamber, you may investigate the:

	by turning to:
catapult at right	100A
device above catapult	55A
crossbow	142H
crystal figures at left	97D
submarines	79E

If you have been to this chamber before, it is as you left it. You have dealt with the amazons and know the facts of this area. You may continue investigating the various items in this intriguing chamber, or you may leave and return to (**8**).

No matter how you push or pull the red and pink buttons, you can't get the device **20G** to do anything but sit there and bubble weirdly. You replace the lamp on the shelf and return to other items in the chamber (**16**).

Sparkling among the somewhat rusted items in the nest is a horseshoe-shaped **20H** object which you think is a magnet, though you've certainly never seen a magnet that *glowed* before.

You lean toward it to inspect it more closely. Roll the die. If you get 1-4, turn to **31F**. If you get 5-12, turn to **145B**.

You study the small, black device and realize that the top part is intended to be removed **20I** from the bottom part. You cautiously pick it up. Delighted that the sound has stopped, you hold the top for a moment, until you hear a human voice whispering inside it.

You put the top to your ear and hear the words, "Please hold." The voice is very commanding, so you do as it instructed and hold the device . . . and hold it . . . and hold it, until a full day has gone by and you finally drop the thing. Peeved at the useless loss of another day, you return to **60**.

You press the fifth button and find yourself in **64**. **20J**

Standing still in the middle of the chamber, you watch a skeletal warrior keep trying to attack a big wheeled gnomish machine with its sword. But every time it hits the machine, a huge spark flies out, sending the skeleton flying backward to the floor. **20K**

It's an intriguing sight, watching the skeleton get its comeuppance, but you begin to wonder if the machine might have some value in the final battle. If so, you'd better get the skeleton to stop attacking it.

If you want to challenge the skeletal warrior in order to get it to stop, turn to **15A**. If you decide to let it go, return to **110**.



**22A** The big lights on the floor at the back of the chamber mysteriously disappear when you go to inspect them. You'll have to look at other items in the room. Turn to **12**.

**22B** It takes only a moment to discover that the well - is dry, and has been for a very long time. But then you see that there appears to be a tunnel opening off one side of the well wall. If you want to climb down and see where the tunnel goes, turn to **52I**. If not, return to **146**.

**22C** The large glowing bowl on the third shelf attracts you with its fascinating, unnatural light. The idea of magic scares you a bit, but you really want to see what's in the bowl. If you open it, turn to **67J**. If not, return to **134**.

**22D** "Tsktsktsktsk!" exclaims a gnome at the sight of the fallen wizard disappearing in a poof of smoke. "He was a nuisance—always claiming he knew more than we do about time—and you know that is just a bunch of nonsense—he just dabbled in the art and science of timekeeping, and here it's our Life Quest! Well, he didn't have to depart so dramatically. Such a showoff!"

You don't bother trying to get a word in edgewise. Clearly, you don't have to apologize to anyone here for getting rid of the elven wizard. Return to **24**.

**22E** With a small flutter of excitement, you open one of the glowing bottles. It falls over and a thick, viscous, green fluid spills out. . . . Then you realize that it isn't spilling, but actually moving of its own accord! It's green slime!

Before you can get away, the green slime has eaten 5 points of damage into your armor. Return to **130**.

**22F** The imp gets an excited look on its little brown face. As it turns and flutter/scurries away, you think you hear it saying, "Oh goodiegoodiegoodie goodiegoodie! I didn't like it here anyway!" Clearly it's lived with the gnomes too long.

Return to the main description of the chamber you were in so that you can explore.

**22G** The huge crystalline sphere that you saw hanging from the ceiling when you entered this chamber is gone. It was an illusion created by the imp. Return to **44**.

"That sure smells good," you say with complete truth.

**22H**

"It ought to," replies the witch in a creaking voice. "It's made from the very best imp."

Imp!? You suddenly feel nauseated. She's cooking them!

She must have seen a reaction on your face. "It's not something I do all the time, you know," she says in miffed tones. "But these blasted creatures have been invading my castle for months now. They won't leave me alone! So I figured I might as well get some use out of them. My Ladies' Aid Society is having a bake sale next week."

"If . . . if . . ."

"Well, what are you trying to say?"

You swallow hard. "I think I can get the imps to stop bothering you. If you have a special gem that's used to travel through different planes of existence." Then you quickly add, "And you'll let me have it."

"Hmmm. I've got the gem . . . and I'll give it to you if you can guarantee that you'll get the imps to stop bothering me. If I give it to you and you fail, *you'll hear from me!*"

Gulping, you agree, and the witch sorts through a small casket on the counter and hands you an unusually shaped green gem. You thank her, promise to do your best, and run back down the road to the picture frame.

If you have both the gem and the key now, turn to **39D**. If you still need the key, turn to **104I**.

Two small, very heavy boxes lie on the floor at one side of the chamber. They have **WARNING 22I** - **DANGER** signs all over them in gnomish. When the old gnome in the rocker sees you inspecting them, he says, "I wouldn't touch that if I were you."

If you're willing to ignore the gnome, turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching C on the chart, turn to **31H**. If you fail, turn to **66A**. However, if you're going to take the gnome's advice, return to **86**.

An old gnome has been rocking gently, studiously reading his newspaper, throughout the **22J** crashing and booming. He looks up as you near him.

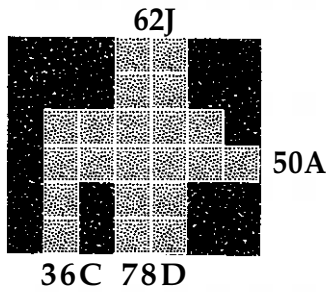
"**Fun, isn't it?**" When you just nod, trying to shield your noise-sensitive ears from his shouting, he adds, "**Happenseveryhourorso. Yougetusedtoit.**"

You doubt that you will, but you go ahead and ask the gnome what this place is all about. He answers, "**Things that go BOOM!**"

If that answer makes you want to get on your way as quickly as possible, return to **86**. If you're willing to take more time to talk to this gnome, turn to **108C**.



**23A**



**23B** Using just one finger, because that's all that can reach it, you move the upper lever sideways, and immediately rain begins falling from the ceiling. You hold your mouth open, catching some of the thirst-quenching liquid in your throat. Refreshed, you look around the remainder of the chamber to see where you might go (146).

**23C** Suddenly, you feel a massive, swift kick in your backside. As you scrape yourself off the floor, you discover that there was a sign on your back saying "Kick me!" in silver dragonese, so the beast did. You've lost 3 points. Turn to 88L.

**23D** You inadvertently trip over some steam pipes, breaking one. Roll the die. If you get 1-6, turn to 14G. If you get 7-12, turn to 132J.

**23E** The machinery starts to move toward the steam-heat apparatus. It quickly picks up speed and before you know it, it has added *more* pipe-to the structure! It'll be even harder to get the dragon out!

Quickly—roll the die again. If you get 5-12, turn to 102G. If you get 1-4, turn to 68G.

**23F** You pull open the drawer and something within immediately explodes. Roll the die. If you get a 1, 2, or 3, your armor takes 5 points of damage. If you still want to check inside the drawer, turn to 63B. Otherwise, turn to 48.

**23G** Reaching up on tiptoe, you grab the middle lever and pull it down. Immediately, the false sun goes out, leaving the room in darkness. You hurriedly move the lever back up a little, so that there's enough light to see by.

This amazing false sun has a strengthening effect on you. As you move through the rest of this room, you cannot take anymore damage from plants. If you must fight plants, turn automatically to the win section.

If you want to move another lever on the tower, turn to the bottom one (67A) or the top (101I). Otherwise, return to 146.

Reluctantly, you walk toward the line of seated skeletal warriors. They don't react as you inspect them, and soon you realize that there's a small round badge in the center of each one's chest that says "Press me."

If you want to press the badge on one or more, choose exactly how many you'll press (there are ten warriors), and turn to 142F. If you have no desire to even get near the awesome figures, go on to something else by turning to 72 and making a new choice.

Walking through a twisting passageway, lit only by a weird phosphorescence on the stone walls, you finally come to 110. **23I**

The little mouse sits up, squeaking at you. Your first urge is to smash it flat, but then it wiggles its little whiskers at you and you look right into its eyes. There's no way, now, that you can smash it. **23J**

"Hi, little mouse," you say gently.

"Hello, big person," it replies. Your eyes open wide. "I know what you're looking for," the talking mouse continues. "You want information on the draconians, don't you?"

"Y-yes," you stammer.

"Well, I just ate a delicious book on draconian pest control. It would have been most helpful, but it was so good I just couldn't resist nibbling away at the core of the information."

"Hummph!" you grumble, marveling at yourself for making such a noise.

"But . . ." The mouse is obviously waiting for a response from you, so you oblige.

"Yes?"

"I'll show you a book on destruction by Sivak draconians, if you'll do me a favor.

"What favor?"

"Well, I'm sure you're going to go to the gnome's bakery sooner or later. Just take me along and leave me there."

You agree on condition that he just sit quietly in your pocket until you get to the bakery.

The deal made, you place the mouse in your pocket and turn to other things. You hand the book, containing information to eliminate Sivak draconians in the final battle, to one of your gnomish assistants. He hurries off to the holding area with it. Return to 16.

The area fills with blasts of icy air, doing 3 points of cold damage to you through your metal suit. After the blast, all the exits clear and you don't know why this effect occurred. **23K**



**24** your are are suddenly lambasted hundreds of clangs, tings, clonks, ding-dongs, and off-key tinkles. You have entered a chamber of clocks and hour glasses, none of which, you realize, as the earsplitting noise continues for long, painful minutes, agree with each other exactly. It must be somewhere near some hour, but you don't know which one.

As the noise gradually lessens, you begin to perceive with your other senses. That's when you see that there's a lovely human woman standing in the room. You see the same astonishment on her face that you feel on yours at finding another human in this place. But before either of you can speak, you see an imp peering at you from behind a small sundial-topped footstool.

If you want to deal with the imp right away, turn to **128I**. If you figure that with two humans, One elven wizard, and several gnomes in the room, you don't need to worry about the imp now, or if you just want to ignore it for some other reason, begin exploring.

**When you are free to explore this chamber, you may investigate the:**

	<b>by turning to:</b>
human female	<b>43D</b>
gnome with back turned	<b>15J</b>
elven wizard	<b>101G</b>
forward-facing gnome	<b>156G</b>
sundial stool	<b>30G</b>
candles	<b>18B</b>
flaming hourglass	<b>86H</b>
steam-powered clock on platform	<b>18D</b>
tall grandfather clock	<b>34J</b>
bells hanging from ceiling	<b>36B</b>
large crystal hourglass	<b>100H</b>
all remaining timepieces	<b>120G</b>

**If you have been in this chamber before,**

the human female is gone (though you probably know where). If you dealt with the imp before, it is gone. Otherwise, all else remains the same.

**24A** You've been sent to the time 500 years before the Cataclysm. Turn to **114**

**24B** When you question him on his strange presence in Mount Nevermind, the wizard replies that his name is Ristandantilus. He is Fistandantilus's smarter brother and advisor to the gnomes. The two gnomes who have been avidly watching the wizard at work to you and beg you not to remind the other gnomes that the wizard is there. He doesn't really belong in the stronghold of the anti-magic gnomes, but really, he's just completely fascinating . . .

You agree just as Ristandantilus comes from behind his table, muttering something about how magic could improve your armor. If you are willing to let him try, turn to **58C**. If not, turn to **32G**.

**24C** Weighted down as you are by your power armor, you're not able to leap quite as quickly as you need to in order to avoid being entangled by the tree's marauding branches. One grasps you and pulls you toward the trunk. In an instant, the armor is off you, and your unshielded body is being drawn inexorably into the maw of the great flesh-eating tree. Your last thought is the hope that the tree gets indigestion!

**24D** Of the three dark tunnels that leads out the back of the chamber, you pick the right-hand one. It leads you directly to **86**

As you are fingering the spine of a worn leather book, giant, slimy bookworms attack you **24E** (unless you have something with you that prevents danger).

Conduct combat. If you beat the gruesome, oozing, segmented beasts, turn to **62A**. If you lose, turn to **44H**

You push on the recessed panel and discover that it slides upward and stays. Climbing the **24F** Fire bricks along the side, you manage to peer into the opening. There's a tunnel, and light at the end of it. If you're ready to leave this chamber, climb on up and turn to **152B**. If not, return to **102**.

Your heart in your throat and your fist in your armor, you release the imp onto the **24G** floor. But it just says, "Come along," and starts to walk away, and you follow it.

You don't know where it goes or what it does, but you suddenly find yourself following it into a brightly lighted art gallery (**118**)! However, if you've already been here and don't want to stay, you don't get the extra magical time promised you by the imp. Just return to the gnomeflinger (**8**).

Unwilling to be swayed by gnomish tales of doom, and drawn by the gleam of the glowing tools, you head to the workbench. As you reach it and start to touch the tools, you find yourself magically transported to **72**.

You walk through the right-hand tunnel entrance and suddenly find yourself sliding **24I** down an incline. Unable to catch yourself you relax and just go with the slope until you find yourself deep underground in **102**.





**26A** Finally, the water elemental is no more than a quickly drying puddle on the stone floor. You lean into the still-open drawer and find yourself in **142**.

**26B** The gnomish chariot takes you to **16**.

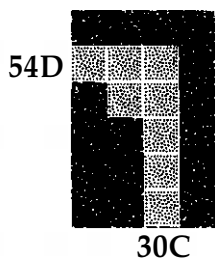
**26C** You stare down into the maze. The more you look, the more complicated and elaborate it becomes. You begin to wonder just how quickly you could go through it, and what you might find both in it and at the other end . . . if there is an other end. You suspect that if you try the minotaur maze you might lose more than the day that you've mentally allotted to any one place in Mount Nevermind.

If you still want to go down into the maze, turn to **117D**. If not, you only have the choice of going to the door in the rock (**148I**) or leaving this place entirely and returning to the gnomeflinger (**8**).

**26D** The machinery starts to move toward the steam-heat apparatus. It quickly picks up speed and before you know it, it has moved a couple sections of pipe from around the dragon's head—not enough for him to get out, but it's at least a start.

Roll the die again. If you get another 5-12, turn to **55E**. If you get 1-4, turn to **68G**.

**26E** If this is your first time in this section of the maze, turn to **23D**. If you've been here before, just pick which direction you want to go:



**26F** You open the mummy case and instantly you hear a great rumbling sound from over your head. Before you can move, the ceiling of the stone chamber comes crashing down on you, smashing your armor, which, in turn, crushes you to death. Your protection becomes your tomb.

**26G** Scattered about the chamber are human-sized figures in replicas of various kinds of armor. You realize that all have the insignia of the Dark Queen

and the draconian armies, though only one is the armor of a Dragon Highlord.

As you start to look at the armor, a gnome leaps to your side, saying, "I wouldn't go near them if I were you."

If you think you might find something that will be useful to you in the battle, turn to **150F**. If you're willing to heed the gnome's warning, return to **76**.

You spend the next days dawdling around the gnomes in Mount Nevermind. You particularly find their Life Quest rooms fascinating—and they make you ever more thankful to be a baker. Somehow yeast is so much simpler and more predictable than gnomish machinery.

Finally, the last day comes, and with it the enemy. Turn to pages 82 and 83 and study the picture, then turn to **55C**.

You catch the attention of the gnome working atop a huge box painted with a vicious black dragon.

"What kind of toy is this?" you ask.

"Well, this isn't really a toy. The toymakers just give me work space."

"Then what is it?"

"It's a Dragon Attention Box."

"Huh? How does it work?"

"Any dragon who sees the box absolutely cannot resist turning the crank to see what happens. Any kind of dragon will stop whatever it is doing to come and turn the crank. It really gets their attention. That's why I call it—"

"Right," you drawl. "How long will it keep their attention?"

"Until they starve to death. Strangest thing. Nothing will stop them. They'll just keep cranking away, cranking away, until they drop, waiting for something to happen."

"What does happen?" you ask.

"Nothing. But every dragon in the vicinity will come and sit and watch the one cranking, convinced that something is about to happen."

Now you have it, you think, the ultimate weapon! Those dragons are yours!

If you want to take the Dragon Attention Box and just go back to the main hall to get organized for the battle at a leisurely pace, turn to **153D**. If you want the box taken to the battle storage area while you go on exploring, return to **52**.

After studying it, you realize that the long device is a steam-powered blow-up thrower. You can use it one time to make something blow up for 30 points of damage. Delighted with your luck, you pocket the device and continue to look around. Return to **122**.



**27A** When you say yes, the princess excitedly promises that you won't be sorry. This will be much more interesting than waiting for her floating clock to get fixed!

She starts dancing lightly around the room, looking at everything there is to see. "Maybe I'll find something that will be useful!" she replies when you ask what she's doing.

Turn to the Beneficent Random Effects table on page 159 to see how her aid helps you in this chamber. She's delighted that you agreed to take her with you. Make a note to turn to **113E** as soon as you enter the next time chamber you come to, before you react to any choices given you. For now, return to **24**.

**27B** Nothing happens, though you feel as if something, or someone, inside the crystal is watching you. Shuddering, you turn to other things on the beach. Turn to **20**.

**27C** You want that balloon, and the only way to get it is past this blasted brass dragon! Conduct combat. If you win, turn to 86E. If you lose, turn to **71E**.

**27D** The semicircular drawer contains a confusing array of wooden tubes and the soft stomach from some sort of animal. You think it might be some sort of gnomish device. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you reach C, turn to **15D**. If not, return to **48**.

**27E** There are two huge, ancient-looking tomes, a small chest, and some gnomish-looking equipment on the floor in front of the dragon's "cage." You walk to the tome on the taller pedestal and start to flip through the pages.

As you look at the strange spidery writing, which you recognize as magical, you vaguely hear the dragon mutter, "Well, if you won't help, you certainly can't have one of those . . ." and a great cloud of fire spews from the dragon's open maw. It envelops you instantly . . . and your adventure is at an end.

**27F** You watch the little gnome artist painting the scene of coins on the table beside him. Suddenly, you realize that as he paints each coin, it disappears from the table and appears—real!—in the picture. As you watch, amazed, something tickles at the back of your mind. Roll the die. If you get 1-5, turn to **75B**. If you get any other number, turn to **153B**.

Trembling slightly, you reach out and pull the second lever. Instantly, the steam traveling through the pipes increases and gets even hotter. If either you or the gold dragon takes any more damage because of heat while in this chamber, the damage will be tripled. Sickened by the potential danger you've caused, you turn away and look with considerably less enthusiasm at other things. Return to **114**.

Ignoring the creatures and the mummy cases, you walk toward the dark back of the long chamber. The chamber turns into a tunnel, which quickly turns into a steep ramp. You try to turn around, but cannot, so you go with the slope and find yourself in **102**.

You bite into the first croissant you pick up. Its goodness immediately spreads through you, giving you an additional 1 life point. There are 9 more croissants, which you may eat if you wish, giving you a total of 10 additional life points. When you are through eating, if you still want to check inside the drawer, turn to **121B**. Otherwise, return to **48**.

"I'm willing to try," you say, "but I don't see what I can do. If you can't get back, how can I get there?"

"You don't have to go all the way there," the senior imp explains. "I know just what is needed to open the gate for us again. You just have to get the ingredients."

"How do I do that?" you ask, perking up at the sound of words that might mean baking.

"Most of the pictures in this room are just that: pictures. But that gate up above our heads opens, and that castle over on the right wall can be entered. Joicy, the imp hanging out of the painting, got into it but, as you can see, couldn't get all the way back." You think he wipes a tear at sight of the purple body.

"Somewhere beyond that gate, you'll find a key. And in that castle you'll find a magical gem. Bring them both to us, and we'll be able to get back to our own plane of existence."

You have grave doubts about that—and even what's going to happen when you try to step into a painting—but you're committed now. When you ask how to get into a painting, the imp tells you not to worry, that when you get ready to try, you'll find you can open the gate easily.

Do you want to go through the gate first (**104I**) or into the painted castle (**112E**)?

**28** You gasp as you see the giant metal robot dominating the huge chamber. The little gnomes don't seem any larger than its big toe. And the steam compressor that runs the manlike figure is even larger. However, when you finally pull your eyes away, you realize that there are other metal steam-powered figures in the room, too.

You wonder, suddenly, if there is an imp in the chamber. Or does it matter? If you want to talk to the gnomes, turn to **149I**. If you think you'd better look for the imp first, turn to **149E**.

**If you are free to explore this chamber, you may investigate the:** **by turning to:**

hose device being used	
by gnomes	<b>138J</b>
small warrior robot	<b>98C</b>
dragon robot	<b>97H</b>
beam-shooting device	<b>32H</b>
gnomes at left	<b>109J</b>
tube-and-cone device	<b>113D</b>
huge robot	<b>72C</b>
tunnel at back	<b>93I</b>

**If you have been in this steam robot room before,** you discover it is as you left it. You can use another 12 hours and explore this area further or you can lose no time and leave for the gnomeflinger.

**28A** You've been sent to the time 2000 years ago. Turn to **90**.

**28B** Turning the handle on the metal door at the back of the chamber, you step into a passage. It gradually leads you to **76**.

**28C** The instant you fish the smiling goldfish from its bowl, the little creature expands alarmingly and turns into a *gold dragon!* Before you can give in to your first inclination to *RUN!*, the dragon tells you to hold on, that it is a good dragon, and wants to help you.

After you stop quaking, you must decide whether to ask the dragon for information (**48E**) or have it help fight in the final battle (**105G**).

**28D** Something unexpected and bad happens to you. Turn to the Malefic Random Effects Table on page 158. After you discover what happens, you can pull the lever again if you want by rolling the die again. If you get an odd number, return here. If you get an even number, go to **62H**. You may pull the lever as many times as you want. Otherwise, return to **44**.

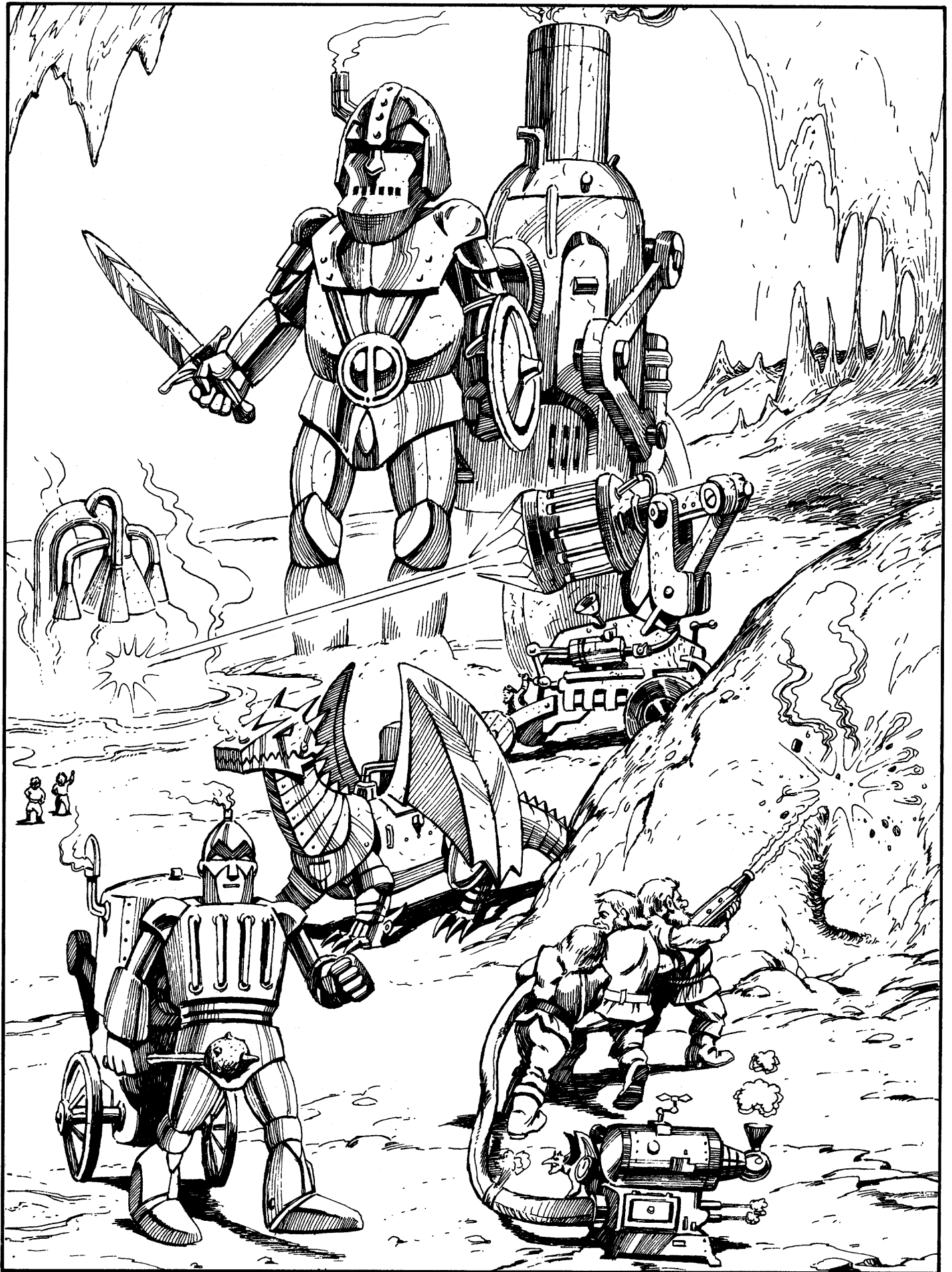
**28E** The sharp-edged leaves and the strangely shaped flowers deliberately slice at you and grasp any exposed portions of your body, and the tendrils slither into every opening of your armor. You try to smash them, but you only end up smashing at your own body, helping the evil plants accomplish their goal. At least you won't be aware of it when they finally turn you, too, into dry, white bone.

Instantly, you can tell that the pressure of the steam has increased even more. The pipes start **28F** to tremble and hiss under the strain. You're wondering what to do to stop it when a small crack in one pipe suddenly starts a chain reaction, and in seconds the entire structure has exploded. Both you and the gold dragon are scalded beyond imagining. The dragon, released, whimpers as it slowly drags itself away from its age-old trap. You have lost 27 life points, and if you're still alive, it's all you can do to will yourself back to your own time, where you will apologize to the gnomes for failing them, slink away from Mount Nevermind, and go back to hunting for a baking job.

As you open the door, that tingly sensation you were expecting begins to arise in your **28G** skin. But now you're curious, so you go on, and find yourself in **68**.

Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you **28H** and you must fight. If you lose, turn to **36D**. If you win, return to **54D**.

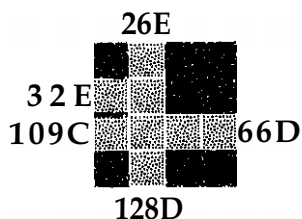




**30A** The plant monster lies on the floor in a heap of oozing plant juices. You reach into the drawer it came from. . . and find yourself magically drawn into 146.

**30B** The little spiders require more agility than force to destroy, but they seem to keep coming and coming. Finally, however, there is a lull in the attack. You seem to have killed them all. Delighted, you begin— finally—to investigate. Return to 126.

**30C**



**30D** On one side of the room is a collection of various kinds of skulls—and they are all floating in midair! The moment you come near, they start talking to you in such a mishmash of conflicting words that you don't understand any of it. You tell them that you'll talk to one of them at a time. If you want to talk to the dragon head, turn to 36G; the huge humanoid head, 90G; the upper human head, 19G; the lower human head, 43G.

**30E** The prankster gnome takes you to an exit at the back of the chamber. "Just to relieve any hard feelings you might have about me," he says, "there's a present in there for you."

Roll the die. If you get 1-3, turn to 39B. If not, turn to 120J.

**30F** You open the mummy case and a large charge of acid is flung toward you from a trap. It does 3 points of damage to your armor. If you care to check another mummy case, return to 71D.

**30G** A very short stool with a bronze sundial on its top (or very tall sundial) rests on the floor near a table. Its feet are clawed, and you think you see facial features on one side. If the imp is still in the room, turn to 130F. If you got rid of the imp, turn to 71H.

**30H** The two gnomes leave their work as you take off your steam-powered armor. It feels good to have the weight off you. As one gnome poses you and draws your picture, the other carefully inspects the armor piece by piece—literally, because he takes it apart and

sketches each piece. When the first gnome finishes your portrait—in which you look disturbingly like a skinny gnome—the second gnome is putting the armor back together.

Roll the die. If you get 1-3, turn to 112J. If you get any other number, you don your armor and turn to 106A. Remember you have gained an extra day in the future because one of the draftsgnomes leaves the chamber.

Oh, you can see yourself inspecting the devices and trying to figure out the heating system. But **30I** what you *can't* see yourself doing is standing there when the dragon gets mad because you've failed. No dragon is a good dragon when it's unhappy! And, somehow, you suddenly doubt if you're going to find a happy dragon anywhere back here in gnomish history.

You close your eyes and will yourself back to the red-velvet chair of the huge grandfather clock. Return to 24.

You kneel down beside the dejected gnome, who is holding his head in his hands. **30J**

"Why don't you have goggles?" you ask.

"Normally, I do," he replies, in a voice that sounds so low it must have come from his boots—except for the fact that he's barefoot. "But I'm being punished."

"What for?"

The sad gnome explains that he came up with a couple new kinds of lights, but for some reason, whenever he shines them, they melt the rock in the chamber. His boss is furious because the holes he's been making cut down the reflected light in the chamber—something the boss likes and wants.

Holes in rocks! The sad little gnome has invented something that might be useful in the final battle!

"Will you let me take them?" you ask.

"Might as well," he replies. "If they make my boss unhappy, they're of no use to me. That's them, over there." He points to two smallish devices (144D and 18A) lying on the floor near the machine the boss is working on. You pick them up and give them to a gnomish assistant to store until time for the final battle, when they will add 5 points to your offensive ability in battle. You thank the gnome and return to 12.

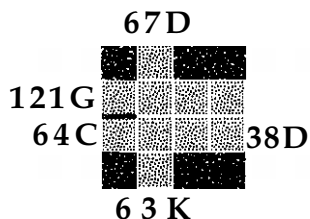
You pick up a bottle of wonderfully aromatic wine. You drink more . . . and more. Finally **30K** you drink so much that you fall asleep and lose another whole day. When you wake and discover that, you decide to concentrate only on bottles and jars with something special about them. Turn to 134.

**31A** The luscious female steps out of her urn, applauding silently as you stand over the still figure of the mummy.

"well, done, young man," she says in sultry tones. "I've been needing a new champion someone to protect and I can see that you are indeed well qualified for the job." You feel yourself being drawn willingly—oh, so willingly—toward her.

Roll the die. If you get 8-12, you run on **48B**. If you get 1-7, turn to **92G**.

**31B**



**31C** You lift one off the conveyor belt. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching B, turn to **125F**. If you fail to, turn to **138C**.

**31D** There are four crystalline shapes, all with vaguely two-legged forms. If you want to try to break a piece off the crystal, turn to **51F**. If not, return to **20**.

**31E** "Please, come back!" you call to the faerie dragon. It turns back toward you, a pleased expression on its little face.

"Oh goodie! I like talking to new people. What can I do for you?"

"Well, you can tell me what the gnomes do when they come to see you."

"They come for information, just like you. You see"—and the faerie dragon raises a front talon and seems to be combing it through an invisible beard—"I'm very, very old, and I've seen it all. I mean everything! So they come to me to find out what has happened in the past, and they bring me things." The faerie dragon glances around at all the unusual objects in the room. "I guess they regard it as a victory that I talk to them at all."

"Well, if I were to give you something, what could you tell me about . . . well, say, blue dragons?"

"Give me something and you'll find out!"

So you give the little dragon one of the super-duper ginger cookies you made yourself, and it quickly tells you enough about the electrical breath weapon of the blue dragon for you to know that you'll be able to negate the blue dragons during the upcoming battle.

Thanking the faerie dragon, you turn to the chamber and start to explore. Turn to **90**.

As you near it, the glowing magnet begins to move. Suddenly it shoots out of the nest. You **31F** manage to duck, however, and the magnet goes spinning off down the mountainside. The griffon mouths "Tsktsk" and you continue to finger through the items in her nest. Return to **122**.

You enjoy sitting there for a moment, rocking back and forth in the wheeled chair. The rest **31G** is nice, but, of course, it isn't getting you anywhere. Return to **16**.

You finally figure out just what is in the boxes and what it is used for. But in the process, **31H** some of the stuff explodes, doing 5 points of damage to your armor.

You may send the explosives to the storeroom to be kept for the final battle, in which they will add 3 points to your offense. For now, return to **86**.

At dusk, the celebrating gnomes find places to curl up to get some sleep before another day of **31I** the dragon fair begins. The fires die down.

You creep quietly through the fairgrounds, heading for the area in back of the tents where the balloon came down. But you trip over the nose of the still-sleeping brass dragon, and it awakes with a start and a roar. All it knows is that something has disturbed its sleep and it rears up to attack.

You can choose to fight (**27C**) or get out of there as fast as you can (**133H**).

The moment you touch the "OPEN" sign, five **31J** doors open in the stone wall, sending thunder rumbling through the chamber. Each one reveals a light beyond, but when you walk by them the only difference you can perceive is the smell that from each doorway.

You know you can choose to go through a door. Do you want to go through the door through which you smell: a wonderful, golden butter cake (**52A**); a crisp, cold frost with a hint of glazed donut and hot cider (**62B**); a charcoal broiled steak (**124B**); an oceanside wharf on a hot day (**144A**); or a musty, old, and dry scent (**150E**)?





**32** The harsh clang of metal, the angry whirr of a drill, and the heavy *whoosh* of hissing machinery greet your ears as you enter the chamber. At first the darkness, heat, and noise make it difficult to see where you are, then your eyes begin to adjust and you realize that you're in some sort of coal mine-cum-heating plant.

Then, through the general noise, you hear a gnome with a hose shouting, "Somebody come and help me! We can't let him get away!" That's when you realize that he is using a hot-water hose to fight some sort of fierce, winged creature. It's a draconian! One of the evil beasts you're supposed to be fighting days from now, *not here and now!*

If you want to leave this chamber and save your draconian-fighting for later, hurry back down the passageway and go to **8**. If you're willing to answer the gnome's plea for help, turn to **79J**.

**32A** You've been sent to the time 200 years before the Cataclysm. Turn to **56**.

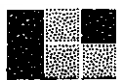
**32B** The display in this tent is called "The True Dragon in Legend and Lore." In it, you learn that the gnomes have invented a suit made of material that they call *bestos*, which prevents the fiery breath of red dragons from hurting the person wearing it. You acquire the plans for making one of the suits, which you know will be useful in the final battle. You give the plans to your gnomish assistants and ask them to make many. It will add +3 to your offense in the final battle. Return to **36**.

**32C** All you wanted to do was look in a drawer, and now you lie dying in a magical chamber within the very unmagical gnomes' kingdom of Mount Nevermind. Oh, well, never mind . . .

**32D** Somehow, just as the dragon's hot breath strikes you, you manage to exert just enough will to take yourself back to the clock chamber. You come to, after sleeping soundly from the dragon's sleep breath weapon, rocking gently in the red-velvet chair mounted on the huge clock. You have slept 2 days away and accomplished nothing. But you're alive. Turn to **24**.

**32E**

**70E**



**30C**

**If you are free to explore this room, you may investigate the:**

gnome with coal bucket	<b>132F</b>
machine on coal face	<b>72F</b>
tunnel at back	<b>145H</b>
imp perched on wall	<b>40F</b>
gnome by mushrooms	<b>88J</b>
huge boiler	<b>55D</b>

**If you have been to this chamber before,** you discover it is exactly as you left it. You can look around again and take another 12 hours or you can return to the gnomeflinger (**8**).

The moment you press the red button, the entire statue explodes with incredible force. It **32F** does 5 points of damage to your armor. In addition, it blows all the loose objects on top of the pile of dragon treasure to smithereens. The draconian statuette, floating books, and other items are no longer available for you to look at. Return to **72**.

Hastily, you say no thank you but the armor is all right as it is. Ristandantilus returns to **32G** his work table muttering beneath his breath, though you think you hear the words "chicken" and "gutless." Return to **48**.

You study the beam-making device with fear **32H** building in your heart. You ask one of the gnomes what it is, hoping he'll say that it's a marshmallow cutter or something innocuous like that.

He tugs on his beard and says, "Well, we don't really know what it is or what it can do. We call it a spaser, because it's steam-powered— *S-P*, you know." Then his voice meanders off and you realize that he's been no help at all.

If you want to take the thing in the hope that it will be useful, just give it to your gnomish assistants. It will add +10 to your offense. Return to **28**.

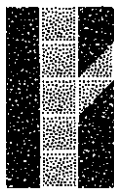
Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you and **32I** you must fight. If you lose, turn to **36D**. If you win, return to **121G**.





**34A**

20C



128D

114B

**34B** You find a small, wooden rack holding several peculiar gnomish devices that, unlike everything else in this chamber, look small enough to be held when used. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching B, turn to **74F**. If you fail, turn to **156B**.

**34C** The little casket easily opens, and inside you find three small glass vials, one red, one blue, and the other clear. You know from all the stories you heard as a small child in your father's bakery that magic potions come in little glass vials. Maybe there's something here that will do wondrous things for you! However, your parents also told you never to take things to eat or drink that you didn't know where they came from.

You may try one, two, or all three of the vials. If you want to sip from the red vial, turn to **93B**; blue, **47E**; clear, **71C**. If you're going to follow your parents' advice, close the casket, and return to **68**.

**34D** When you look more closely at the three gnomes holding the hose, you see that it is sending out a small trickle of water that is barely enough to dampen the rock they are directing it toward.

"What are you doing?" you ask after introducing yourself.

"Oh, Gnitwit here," says one, pointing to the gnome in the middle, "thought he could make an ice-cream cone maker, but all it does is dribble. We'll have to find some other use for it."

Smiling, you turn away to study the awesome robots in the chamber. Return to **28**.

**34E** No matter how you study the dials and test the levers, you just can't figure out how the giant boiler works. And, adding insult to injury, in the process of reaching that conclusion, you release some blasts of steam that injure your armor (those points you lost on the chart). Giving up, you return to **32**.

You know *what* it is—a water wheel. But how it works and how to turn it off is another matter. **34F** Studying it awhile and analyzing the gears, though, finally show you how to turn it off. You do so, and as its spin gradually slows, you hear a whirling sigh that soon becomes a "Thannnnnnnk youuuu!"

The grateful whirlpool, relieved of the pain caused by the water wheel, grants you two gifts. Turn to the Beneficent Random Effects Table on page 159 and receive the next two boons. Then return to **142**.

You light a white candle, and instantly you realize that you have lit a magic time candle. **34G** You just blew an entire day of the twenty you can use. Losing interest in candles, you return to **24**.

Swinging the pole mightily, you hit the huge bell, not really expecting your strike to cause **34H** it to sound. But it does, thank Reorx. Turn to the Beneficent Random Effects Table on page 159, receive your boon, then return to **24**.

As you near the big pot of gnome soup, stewing on the fire, the cook in charge moves a lever and **34I** raises a device that pulls a huge leg bone out of the kettle.

"Lookatit! Lookathowbigitis!" exclaims the cook.

Puzzled, you ask, "But wasn't it that big when it went in?"

Startled to realize he's not alone, the cook turns to you and replies, "Oh, no. It was just a little bitty chicken bone—a gnomish chicken at that. But you see, some time ago, a wizard came to visit Mount Nevermind. He liked my soup a lot, so he put some magical herbs into the pot, and ever since, whatever has gone into the pot has come out larger. I can feed tribes and tribes of gnomes with this one pot." Then he adds with a sigh, "At least I could if the other gnomes didn't get so tired of my soup."

You shrug uncomfortably in your armor and jokingly ask, "Do you suppose it could make my muscles larger?"

But the gnome takes you seriously. "I don't know. It might."

If you want to get in the pot and see what the wizard's magical ingredients do, turn to **44G**. If you've not got the nerve, thank the gnome for the thought and return to **98**.

The pendulum on the tall grandfather clock that dominates the chamber swings back and **34J** forth with an inexorable rhythm that catches your attention. If you know something special about the clock, turn to **19J**. If you just want to take a look at it, turn to **100M**.

**35A** A tall green bottle with a silver label on it contains gnomish aftershave. When you smell it, you realize that it was probably never used by any self-respecting gnome, who would, of course, have a beard anyway. Return to **141E** to try another bottle, or go back to **134**.

**35B** Before your very eyes, the skeleton warrior statue comes to life, flesh returning to its bones, and gratitude toward you flashing in its eyes. It seems that his name is Leif Eriksson. He's a famous Viking explorer who somehow got caught in a magical time warp.

"And you have rescued me," he says, thumping you casually on the back. "Let me come and fight for you!" If you want to take him with you on the adventure, he has 5 hit points (he hasn't returned to life quite as substantially as he started) and does 5 points of damage, hitting on a 5 or less. Return now to **72**.

**35C** Powering up your armor just in case, you pick up the the low brown bowl off the shelf. It's quite heavy, even though it doesn't have a lid. When you can see inside, all you see is one green eye peering up at you from the surrounding brown hairy darkness.

You gasp and exclaim, "What?"

A flat husky voice comes from somewhere in the hair. "I'm the genie of the light brown bowl. And it isn't polite to just say, 'What?' You might at least have said 'Who?'"

"Wh-why?" you gasp again, bewildered and not a little frightened.

"Why am I in here? Because I'm ugly. If I were pretty, I'd get to be in a bottle. You've heard of the genie in the bottle? Well, that's not me. I just get a dreary bowl."

"Do you like it in there?" you ask, accepting that there is probably no immediate danger here.

"I'd like it better if that damnable imp hadn't stolen my lid. It gets kind of cold sometimes."

"Well, is there anything I can do for you?"

"Find me a lid."

You look around and find another low bowl, remove its lid, and try it on the genie's bowl. It fits fine, and you hear a muffled "Thanks" from inside.

Feeling good about your deed, you return to **134**.

**35D** You know that the power is gone from your armor and that you have no protection against the vampire. But as she draws toward your vulnerable neck all your senses feast on the sensations she brings to your body. You no longer care that you are hers . . . as long as your blood lasts.

Though the witch looks rather frail, her powers are greater than yours or your steam-powered armor's. As you feel your life ebb away, the witch quickly removes the armor and tosses you into the oven, where you find yourself turning into a gingerbread man. **35E**

Before anything else happens to you in this chamber, you find yourself confronted by a draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragonarmy. **35F**

You find the creature battling a fearsome tentacled worm of some type. Now the question is, should you let the draconian continue fighting the worm to the death (**137D**), or should you join in the battle (**14H**)?

Giving a last sad look at the giant robot, and suppressing the thought of how wonderful it would be treading through the lines of marauding draconians, you look around behind the huge figure. Its shadow falls across a small doorway in the rock. You go through and find that you've entered a gnomish armor repair shop. The repairgnome there fixes your armor for 5 points. Return to **28**. **35G**

The gum tastes good, until it suddenly explodes in your mouth and you stumble from the small room into the larger research lab—where all the gnomes and dragons turn toward you and laugh. The gum explosion hurt a lot but did no damage. **35H**

If you're still willing to go for one more practical joke in order to win your extra day of preparation, turn to **136F**. If not, you've had it with this chamber. You silently will yourself back to **24**.

Gnorris will unobtrusively (as unobtrusively as it is possible for a gnome to be) travel with you through Mount Nevermind in your preparations for dealing with the upcoming battle. He will stay out of sight unless you meet a sick dragon, at which time you can call on his services. Also, when you get to the final battle, you can request his advice on dealing with the reptilians you face, which will add +1 to your defense in battle. You also automatically gain an extra day when you return to the future. **35I**

For now, return to **138**.

In silent anguish, you succumb to the force of the larger draconian. Your last thought is to wonder if this beautiful crystal chamber will be shattered by the many evil draconians who cannot now be stopped. **35J**

**36** You stare around you in awe. Whatever this is, it certainly isn't a dragon fight.

"Of course not!" exclaims a gnome when you repeat that thought aloud. "This dragon fair is one of the gnomes' greatest successes ever! A veritable victory!"

So that's it! you think. The gnomes of the future will regard this fair as one of their conquests over the dragons.

Carefully walking around the nose of a snoring brass dragon—who has clearly had too much dragon ale—you look in all directions, absorbing the sights, sounds, and smells of the dragon fair. You cool off by the central dragon fountain. No one bothers you, so you are free to explore all you want.

**You may investigate the:**

glider in the sky

balloon

female gnome's cookpot

left-hand tent

right-hand tent

central tent in back

crowd

**by turning to:**

**118G**

**18I**

**51I**

**79B**

**141G**

**32B**

**128E**

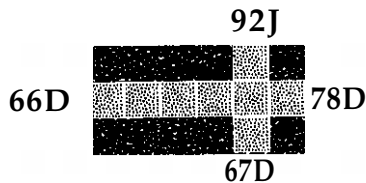
**If you have been to this time period before,**

you have made a mistake in reading this CATACOMBS™ book. Return to the time chamber (24) and figure out exactly what you did wrong by retracing your reading path. You should be in this chamber only once during the entire adventure.

**36A** Shivering, you open the tiny drawer . . . and find yourself in **150**.

**36B** Four bells hang from the ceiling of the time chamber. Each one is a different size, and you wonder if there is anything interesting about any of them. You find a long pole and reach up to ring a bell. If you ring the smallest, turn to **133F**; second smallest, **92E**; second largest, **136I**; largest, **34H**. If you decide not to ring any at all, return to **24**.

**36C**



**36D** The large, ugly, half-man, half-bull shows a lifetime of practice for combat in every move it makes. You know that the legends of minotaurs and their pride and prowess in battle are true. But what does that benefit you when you are dying? . . .

**36E** You have drunk the delicious liquid from a Goble of Glory. You feel yourself becoming bigger and stronger, until you have gained 2 life points for yourself. If you want to drink again, return to **55B**. You may only drink twice. If you would rather not take another chance, or have drunk twice, return to **90**.

**36F** The door quickly shuts behind you, and you're pleased to be away from those dangerous plants. Surely, what you're coming to can't be worse! You find yourself in **134**.

You think you notice tears coming from the empty eye sockets of the dragon skull. It **36G** looks at you and says, "I find it very sad to be dead. Silver dragons were born for glory and daring deeds of good. I know of your quest, young man, and know it to be a cause for good. Take me with you into your final battle, and I will eliminate one type of dragon for you before I turn to dust."

Pleased by the magnanimous offer of the silver dragon skull, you give the skull to a gnomish assistant to take and hold until the final battle, when the dragon will come to life and fight whatever kind of dragon you choose. For now, return to **30D** to talk to another skull.

The fates are with you. The warriors are vicious, nonliving killers, but you managed **36H** not to press the badges activating more warriors than you could handle. As you shuffle through the bones about you, you look around to see what else in this chamber it might be worth your while to inspect. Return to **72**.

Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you and **36I** you must fight. If you lose, turn to **36D**. If you win return to **66D**.

You crawl gingerly out onto the top surface of one of the small submarines. Finding a small **36J** lever, you open the hatch and quickly crawl inside. You marvel at the intricacy of the machine that the amazons have put together from gnomish instructions (or perhaps despite gnomish instructions).

You glance over at the amazons and one shouts to you, "Go ahead. Close the hatch and press the red button."

You follow the instructions and quickly find yourself submerging and then being caught in a whirlpool. You manage to get out of the submarine, losing only 5 points of damage on your armor, and find yourself in a completely new place, with no sign of the amazon women. Turn to **142**.





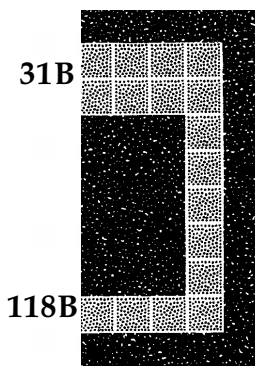
**38A** As you touch the light, it seems to explode. You're not just sure what happens, but whatever it is burns your steam-powered armor, doing 3 points of damage.

You wonder if some of the other lights might be helpful. You can check out a total of 9 other lights by rolling the die and turning to **68B** if you get 9-12 and coming back here if you get 1-8. Otherwise, stop when you are satisfied and-return to **12**.

**38B** The faerie dragon gives you information that will eliminate the Sivak draconians from the final battle. If you are willing to give up 10 more points of armor power, cross them off, and turn to **108L**. If not, return to **90**.

**38C** Safe at the bottom of the tower, you breathe a massive sigh and study the huge stone structure towering above you. There are three levers on the tower, and you have no idea which one you want to try. You can move the lowest (**67A**), the one in the middle that moves vertically (**23G**), or the little one on top (**101I**).

**38D**



**38E** The gnomish chariot takes you to **118**.

**38F** A brief flash of hope crosses the imp's wizened face, but it quickly turns from hope to disappointment to derision to anger to determination . . . as it attacks you. Turn to **121I** to fight.

**38G** The large drawer in the upper right-hand corner of the immense chest appears to be made of crystal. It has no padlock or runes on it, so you try to open it yourself. The instant you touch the crystalline front, you find yourself teleported to **44**.

**38H** You have drunk the acrid liquid from a Cup of Cupidity. You feel yourself becoming thinner,

less muscular, even less than you were before. You've lost 2 life points. If you want to pick another cup in the hope of doing better, return to **55B**. You may only drink twice. If you don't dare take a chance on losing more life points, or have drunk twice, return to **90**.

A gnome to your left works very intently, pressing square things on a large, black machine. You watch the extendable arm with the mirror on it go up and down for a few minutes and then, when he pauses for a moment to write something in a book, you ask what he's doing. **38I**

Glancing up from his notes, he tells you that he's experimenting with light and sound of different frequencies. At first, he sounds kind of impatient, but suddenly he gets a satisfied look on his face and asks, "Say, I need an assistant to help me. Will you be my assistant?"

If you agree to help for a few minutes, turn to **86F**. If you think you'd better get on with your own work, turn him down and go back to **60**.

As you head toward the huge, trundling machines at the back of the chamber, a gnome rushes up, hailing you and exclaiming at your good luck in being here at this very moment—at least you think that's what he says, he's talking so fast. **38J**

"Why?"

"We've just perfected the ultimate dragon-killing machine! We call it the steam-powered mail delivery cliffproof trundler."

Not certain you heard that correctly, you say, "Huh? Why?"

It seems that it started out to be a mail-transporting cart, and they wanted to be sure that it could survive a fall in the cliff-like interior of Mount Nevermind, so they covered it in armor plate, changed the wheels to huge, flexible treads, and so on, and they ended up with that vast "trundler."

Intrigued, you wonder if you should test the strength of the thing—it might be just what you need as a defensive measure during the battle. If you want to ask the gnome to shoot at you while you're inside the trundler, turn to **102F**. If not, congratulate the gnome on his accomplishment and return to **76**.

"I had to protect myself" You stammer not knowing what to expect. "They are dead now." **38K**

"And so are you!" the spear says, leaning forward and attacking. You must fight the magical spear. If you win, turn to **149H**. If you lose, turn to **149G**.



**39A** The gnomish chariot takes you to **20**.

**39B** As you walk through the door, a bucket of water drops on your head from above. As it trickles down through your armor, the water does 5 points of rust damage to it. If you're willing to continue with your agreement with the gnome, turn to **120J**. If not, turn away and go to **138**.

**39C** The incredibleness of the whole situation of being attacked by a *doll* puts such fear in your heart that you are unable to manipulate your armor properly. Instead of stomping the doll, you find yourself being first pounded, then crushed, by the Golem Doll of Death.

**39D** Happily you hand the key and the gem to the lead imp. Immediately his expression turns from threatening to begrudgingly pleased.

"Now watch," he says. "Hey, everybody. We're going home!" All the imps within earshot crowd around you as the head imp tosses the key and the gem you worked so hard to obtain at the dark-blue canvas. Instantly, the blue changes to white. The last imp you saw come through the canvas quickly charges back into it and immediately disappears into the white nothingness within the frame.

Then, one by one, all the other imps pour through the picture frame, back into their own plane of existence. The leader waits until last, and as he pushes his way into the nothingness, he turns back to you and says, "If you see anymore of us, please let them know that the gate is open and they can go home."

As you agree to do so, the imp turns away, and you think you hear him say, "I just hope they believe you."

You are now free to explore the art gallery (**118**) or return to the gnomeflinger (**8**).

**39E** Using a stool from the wizard's table, you feel deep- inside the drawer. Suddenly, there's a numbness in the air, a *whoosh*, and you find yourself in **122**.

**39F** When you have obviously vanquished the blue dragon, you refrain from delivering the final, fatal blow. It offers to accompany you into battle, where it will draw away any blue dragons in the vicinity. Return to **56**.

**39G** Just as you realize that the machine also makes machines that fight of their own volition, a

minotaur leaps from the bushes and attacks. You have no choice but to fight. If you lose, turn to **36D**. If you win, return to the Figure-Out Chart and try to go to D. If you do so, turn to **56B**. However, if you fail to, or if you'd rather just get out of this part of the maze, turn to **112B**.

Before anything else happens to you in this chamber, you find yourself confronted by a **39H** draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragonarmy.

You don't know what a draconian is doing in the mountain, but you suspect the worst, and you have obviously surprised the creature in what it was doing. You rush in and attack!

The draconian will hit on rolls of 4 or less, doing 4 points damage, and has 8 hit points. If you win the battle, continue your adventure. If you lose, your quest is at an end.

You stand watching the gnomish armorer on the big silver dragon's head trying to fit a piece of **39I** face plate to the beast. He's having trouble making it fit and he can't see why. You think you see the reason, so you call up to him and tell him to turn around ninety degrees and straighten out the small bend that is keeping the plate from fitting around the dragon's eye.

The gnome follows your instructions. Roll the die. If you get 1-6, turn to **148B**. If you get 7-12, turn to **42G**.

You lean down and shake the imp's shoulder. It just groans and whistles and clutches the bottle **39J** even harder.

"Hey, fellow," you say, raising the well-oiled imp to its feet. One eye opens slightly as the creature moans. Then its eye opens wider as it focuses on you. Speaking slowly and clearly, you tell the creature about the way being open back to its own dimension. You have to say everything twice, but it finally manages to understand you.

The imp shakes itself, clutches the bottle more firmly, and mumbles something about it'll get you if you're pulling a practical joke on it.

"I'm not," you say, and the imp staggers off, still clutching the bottle. Smiling, you begin looking around. Turn to **60**.

The lion-beast spreads its huge wings in the chamber, leaving you little room to get at it **39K** with your powerful blows. Then suddenly, giving a great swirl with those wings, biting you, and gouging with its mighty claws— all at once—the dragonne overwhelms you and drags you to the floor.

The last thing you hear is "Why didn't you just break the mirror?"



**40** Instead of arriving in the new chamber in the normal fashion, you find yourself sliding inexorably down into a rectangular box, and it's *moving!* Then you realize that you have landed in an open car of a train, under the control of a gnome engineer, who is obviously very happy in his work.

You sit back, relaxing, enjoying what might be a very pleasant alternative to the gnomeflinger.

The engineer stops, looks back at you, and asks, "Well, do you want to stay or not?"

It's certainly the best ride you've found so far—especially since this is the *first* ride you've found. If you want to stay on the vehicle and see where it goes, choose one of the four knobs you find in the car you are in. If you'd rather not, you tell the driver so, and he lets you off where you can easily get back to **8** — though he isn't very happy about losing a customer.

**If you want to stay on the gnomish train, you may pull the knob with the:**

	<b>by turning to:</b>
magical glowing orb	<b>75C</b>
red-hot lava chunk	<b>116B</b>
little air blast tube	<b>102C</b>
miniature dragonlance	<b>137J</b>

Because of the unusually speedy nature of the train, you don't use up any time at all going from place to place. Don't subtract any time at all when using this mode of transportation.

**If you have been on this train ride before,** just pick the same or another knob to pull, and see where it takes you.

**40A** Catching your breath, you marvel that the small pile of greasy cloth wrappings at your feet could have been such a horrible threat to you. Suddenly you've had all you want of this chamber. You turn and hightail it back to **8** as fast as you can go.

**40B** The few bolts that actually strike you are prevented by your heavy armor from doing any damage to you. And each moment, you move closer and closer until finally the blows of the steam-powered armor smash the drider to a horrid pulp that spreads across the sticky web. You are now free to explore the chamber. Turn to **141J**.

**40C** You've found an odd gnomish weapon that will give you one shot while in Mount Nevermind, doing 5 points of damage. Return to **48**.

**40D** Studying the machine, you realize that the most important part is the saucer-shaped section. You raise it on its angle arm until you can see into it. It grasps you and holds you, because the machine is a Hold Your Attention device. It keeps your attention for a full day, causing you to waste 1 day in your work. Angry, but knowing there's nothing you could do to prevent it, you begin exploring again. Return to **60**.

**40E** Gradually, as you inspect the levers and hoses, and apply what you have learned about gnomish technology, you realize that before you is a steam-powered frost-ray machine—just what you need!

If you have the gnomes take the machine to the hold-

ing area to prepare for battle, you add 3 points to your offense. For now, return to **150**.

Perched on a little ledge, high above the action, you see an imp, a look of malice on its **40F** little face. You prepare for action as you walk toward it. But before you get to the rock, you realize that you are seeing a stone imp! How strange, you think. You doubt if they ever hold still long enough to turn into anything except more trouble.

When you stand beneath the imp, however, you realize that it is sitting in front of quite a large hole in the coal. You climb up and peer into it, past the small stone figure. You see at once that it opens into another chamber. If you want to crawl through, turn to **146E**. Otherwise, return to **32**.

Underneath the stone archway, two tall obelisk-shaped crystals form a gateway **40G** through which you can see an idyllic country scene. When you walk toward the interesting gateway, you hear a couple of gnomes gasp and call out, "Don't touch it! Those who did have never come back!"

Intrigued, you walk closer. If you want to touch the gateway crystals, turn to **79C**. If you're willing to heed the gnomes and stay away, return to **44**.

The passage from the medusa's chamber takes you up a steep incline to **94**. **40H**

Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you and **40I** you must fight. If you lose, turn to **36D**. If you win, return to **118B**.



## 42A

The device you pick up is obviously useless,

## 42B

A machine with many gears and angled arms catches your attention. You notice a small mouse standing by a saucer-shaped piece. When you move the piece, the mouse shakes itself and runs off.

Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching C on the chart, turn to 40D. If you fail, turn to 56G.

## 42C

With your feet, you push aside the plants that you must walk through to reach the tree. But they aren't willing to be pushed aside! You must fight them! Conduct combat with the vicious plants. If you win, turn to 138F. If you lose, turn to 28E.

## 42D

The drider's eight huge legs keep it moving hither and thither, preventing you from aiming your blows at enough places at once. Gradually, it manages to place some bolts in your armor, then moves in for the final blow with a poisonous bite. Before you are even dead, the drider and other spiders start wrapping you in their sticky traps of silken, eternal thread.

## 42E

The pounding, pounding, pounding of the warrior robot's mace is driving you to the ground. You seem to have no defense against its inexorability. You've just about given up hope, when shocked, exclaiming gnomes appear from nowhere and quickly disconnect the power source from the robot.

You manage to rise and find to your amazement that only your armor has been damaged, to the tune of 15 points. But you're still alive. Thanking your rescuers, you return to looking around the chamber. Return to 28.

## 42F

You discover ten gnomish war chariots, each with a name plate on, and each with a slightly different mechanism for making it work. The name plates indicate where in Mount Nevermind the chariots are geared to go to. Choose one from the list at the top of the next column. After selecting it, you must turn to the Gnomish Machinery Figure-Out Chart on page 157. After successfully reaching B on the chart, return to the list and turn to the section indicated. It is necessary to use the chart for each chariot. If you fail to reach B, you can try again on another chariot, or return to the train (40).

### Nameplate:

Amazon  
Whirlpool  
Castle  
Maze  
Bottle Room  
Art Gallery  
Library  
Bakery  
Go Boom  
Tick Tock

### Turn to:

39A  
94A  
90A  
43A  
102A  
38E  
26B  
46A  
106H  
98A

However, try as you and the armorer might, the face plate fails to fit the dragon. Finally, **42G** the armorer turns his back on you and you look elsewhere in the chamber. Turn to 138.

The thing with the arms is also a catapult, in fact it can fling several things at once, making it a formidable weapon. You inspect it, wondering if you dare take it with you for the final battle. As you're staring at the steam rising from the conical dome in the center, the arms suddenly grab you. **42H**

Roll a die. If you get 1-4, turn to 132B. If you get 5-12, turn to 118F.

A simple little wheel, looking very like what you would expect a cut-off valve to look like, is **42I** mounted on a short segment of pipe. To find out what the wheel does, roll the die. If you get 11 or 12, turn to 71B. If you get anything lower, turn to 93F.

You count twenty mounts of extraordinary preserved monsters. Someone—the gnomes?—has **42J** done an incredible job of taxidermy on them. However, other than the skill shown in their display, there is nothing special about them. Return to 130.

As the giant, trundling, terrifying golem doll falls to bits before the great power of your **42K** armor, the pieces that fall off shrink back to doll size. Finally, only little, harmless-looking bits of wooden doll lie at your feet, and you find it hard to believe that you didn't dream the whole fight. But the sight of cringing gnomes popping back out from under their worktables tells you that it was no dream. They apologize profusely again and again, making sure that you believe they had no idea such a doll was among their toys.

As the gnomes dust you off, offer you water, pat your back, and continually bow and scrape, you realize that you'll have to get out of there. You look toward the two tunnel mouths at the back of the chamber. Do you want to go out the left one (141C) or the right one (24I) or back to the gnomeflinger (8)?



**43A** The gnomish chariot takes you to **64**.

**43B** The pipes have stopped flying, but still something seems to be moving and heaving. The whole chamber's starting to collapse! You've got to get out! Close your eyes and will yourself back to **24**.

**43C** "I traded two other devices for . . . you," you falter.

"Then I will gladly serve you," it replies. "Give me the opportunity and I will gladly kill all Baaz draconians during battle."

You happily give the spear to one of the gnomes—who takes it only after you threaten to use it on him—and return to **102**.

**43D** When you turn and look at the human female, she shrugs slightly as if to say, "Well, finally you noticed me!" Then she looks at you more closely and smiles. "Hello," she says. "Are you here to pick up a clock, too?"

"No," you reply. "I'm here to help the gnomes . . . uh, with a special project." You don't want to frighten her.

"Oh, yes. The invading draconians. Well, the gnomes are nice little guys. They could use some help." Then an excited look comes into the woman's face. "Hey, why don't I help too? I've got to wait here while they fix my clock—somehow they turned it into an hourglass and I don't *need* an hourglass; I want back the clock I brought in!—so if you want some help, I'm available."

You talk some more and find out that she's Princess Nerenia from a small island near Mount Nevermind. She says she's very good at exploring and would be glad to travel with you through the gnomes' mountain and help you find the things you need to confront the evil cohorts of the Queen of Darkness.

If you want Nerenia's help, turn to **27A**. If you think you can work without her, turn to **134G**.

**43E** You start to crawl out onto the top surface of one of the small submarines. But the kraken, angered at your presence, quickly tosses the craft upside down, with you under it. The heavy weight of your steam-powered armor pulls you deeper and deeper into the water, until you drown.

**43F** Your feet freed from the vicious plants, you quickly pull open the small door. Closing it behind you, you follow a tunnel that takes you to **126**.

The human skull that rides lower in the air keeps chuckling as you look at the old bones. **43G**

Finally, you go and stand in front of it, asking, "Well?"

"Well, well," replies the skull. "That's even deeper."

It starts to chortle. "Oh, the old ones are the best. That's what I always said in my life as a jester."

"Does that pertain to skulls too?" you ask.

"Of course. I've been here nigh on to umptyteen eons now. In fact, I've only got two good jokes left. Want to hear them?"

If you choose to hear the jokes, turn to **67I**. Otherwise, return to **30D** to talk to another skull or to **72** to move on elsewhere.

Within seconds after you plant the stubby, well-worn molar, the soil begins to stir and **43H**

out pops a short, but obviously very tough, warrior dwarf, determined to use his magical strength to help you in your final battle with the draconians. Not wanting to have to keep an eye on him, you send the dwarf with a very reluctant gnome to wait until you need him. In the final battle, his fury will add +1 to your defense. Return to **134**.

Just as you realize you know what it is, the combination magical-and-mechanical device puts **43I** you to sleep. You wake up out in the open, lying atop the fabled Faerie Mound of Dragonkind. You don't know how to get back to Mount Nevermind, so your adventure is over.

Two jars of different heights are elaborately decorated with beautiful, sinuous dragons. When **43J** you study them, you discover that they are Jars of Dragon Holding. If you place one by a dragon, it will inexorably draw the dragon into itself, storing it, harmless, forever.

If you think these jars might be useful in the final battle, give them to a gnome to keep for you. In battle, the jars will draw in and eliminate all the any *one* type of dragon you choose. Return to **134**.

There's a wooden box with a silvery-greenish square inset into one side, mounted on a corner of the steam-pipe apparatus. It's got long, thin ears rising from the top of it. Nothing seems to move except two little round knobs on the same side as the inset square. **43K**

You turn one of the knobs and a hum and a crackle sound through the chamber. Then a white light flashes across the inset square. You begin to panic, not having any idea what's coming. If you panic enough to turn the knob back, turn to **153G**. If you're willing to wait to see what happens next, turn to **145K**.

**44** As you come into the broad chamber you find yourself squinting from the bright light, reflected time and time again from the facets of the many crystalline objects the gnomes are working on. Before you say anything to the little scientists, an imp leaps from behind a large obelisk-shaped crystal, trying to bring terror to your heart.

If you have something to say to the imp, turn to **97E**. If you want to fight, turn to **121I**. However, if you think you can ignore the creature and talk to a gnome, turn to **59D**.

If you are free to explore this chamber, you may investigate the:	by turning to:
large ball hanging from ceiling	<b>126B</b>
gnome at left	<b>129G</b>
gnomes at right	<b>133G</b>
lever device at right	<b>79D</b>
crystals in midair in center	<b>109A</b>
crystal draconian	<b>56A</b>
crystal gate at left	<b>40G</b>
tunnel entrance at back	<b>12D</b>

**If you have been in this chamber before,** nothing has changed except that the imp is gone. You may leave and not lose any time or you may explore some more, using up another day.

**44A** If the imp is still present, turn to **126C**. If not, turn to **142E**.

**44B** You walk cautiously down the slope. Before you've gone even a few steps, you hear a loud *boom* ahead of you, followed by a gnome swearing. Turn to **86**.

**44C** Because they've materialized, the ghosts are vulnerable to blows from your power armor. Thud, thud, thud, you manage to punch them with a steady stream of blows, until the two ghosts are mere whitish insubstantial puddles lying among the bottles on the floor. Cheerfully, you look around again; return to **134**.

**44D** The foregnome excitedly exclaims that he immediately recognized that you were wearing steam-powered armor, but he's always so busy in this shop that he's never been able to inspect it close-up before. "Please, oh *please*, let me see how it works!" he begs.

The red dragon is under firm control, and nobody else in the shop seems menacing, so it's probably safe to take the armor off, but do you want to (**89C**) or not (**153I**)?

**44E** "That's a storeroom through there," Knebler replies when you ask about the right-hand archway. "And, of course, there's an exit in the back."

"Do you know where it goes?" you ask.

"Nope, never needed to go anywhere. This bakery is

my place."

If you want to go through the storeroom and use the exit, turn to **152J**. If not, return to **98**.

To your dismay, the ancient pen markings on the parchment scroll mean nothing to your **44F** eyes. You know that they should, but losing to the slimy bookworms has taken away your ability to read in the library. Sadly, you replace the scroll and return to **16**.

The gnome cools down the soup and lets you climb in—without the armor, he demands. **44G** Crossing your fingers, you duck down in the liquid and stay there for some minutes. When the gnome says, "That should do it," you climb out again. You can't tell if anything has happened, until you put your armor back on. It's a tighter fit around your upper arms and across your shoulders. Your muscles have become stronger and you have acquired 5 more life points. Briefly you think about going in again and again. Then a vision of you ninety feet tall and never able to enter a bakery again fills your head. You think you have been lucky enough, so you don't return to this pot. Return to **98**.

The slimy bookworms beat you, and beat you badly, but *they don't kill you!* They just take **44H** away your ability to read books and scrolls anytime you are in this library; you'll only be able to check out non-written items. For now, they dump you, in pain and with twisted armor (it has lost 3 points), back at the gnomeflinger. Return to **8**.

Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you and **44I** you must fight. If you lose, turn to **36D**. If you win return to **78D**.





**46A** The gnomish chariot takes you to **98**.

**46B** Try as you might, you can't seem to figure out exactly how to make the robot work for you. You finally step away from it, out of range of its mace, and go on to other things. Return to **28**.

**46C** Presumably you have already been into this painting in your mission to help the imps, so you know what it's all about. If you don't, go back to the beginning of **118** and start again.

**46D** The gnomish engineer shows you how to aim the thrower at a clear space in the back of the cavernous chamber. Then he loads it with a "chunk." Roll the die. If you get 1-3, turn to **100G**. If you get 4-12, turn to **71I**.

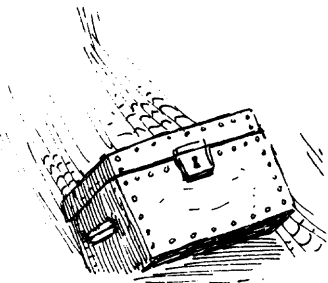
**46E** Not knowing what to say, your eye is caught by the gnome-guided flying machine in the sky, and suddenly the question pops out. "Are you teaching the gnomes to fly?" you ask the griffon.

A strange noise comes from the beast, a laugh, you guess, though you've never heard a griffon laugh before. "No, no. The gnomes won't be *taught* anything. They have to learn it for themselves as part of their Life Quests—silly business, if you ask me. They should be raising children. But, anyway, we have a kind of lend-lease arrangement. I lend them the cliffs around here to fly from, and they lease me whatever I happen to find that will be helpful for my nest. As you can see," she says proudly, "I have quite a collection of gnomish items. They make grand nesting materials.

"However"—she ouches her eggs sadly—"I'm having a bit of trouble keeping this litter warm. I'm afraid I might lose them."

Touched, you wonder if there's some way you can help her. Roll the die. If you get 1-6, turn to **112K**. If you get 7-12, turn to **63F**.

**46F** Two plain iron chests lie trapped in the spiders' webbing. When you pull them out you hear the chink of what sounds like coins within. If you want to break them open, turn to **72I**. If you doubt that money would be of much use to you right now, return to **126**.



Intrigued at the thought of a beneficial water spirit, you agree to help her. Cupping **46G** your hands in the water, you fill them and then pour the water over the joints in your powered armor. The face, you notice, is gone from the waterfall.

The water spirit adds 10 points to your steam-powered armor, but she takes away 2 from the damage you do on an attack because she slows down your movements a little.

Resisting the urge to carry on a conversation with your armor, you return to **142**.

Even over her sobs, the woman must have heard your footsteps. She turns toward you, **46H** and something about her movement, her robe, her outline in the semidarkness—you don't know what—but something tells you that she is a medusa! Instantly, she realizes that her masquerade is over and there's no point in subtleties. She attacks!

Conduct combat with the snake-haired medusa. If you win, turn to **116D**. If you lose, turn to **12G**.

The left-hand archway leads into a tunnel that slopes gently upward. You keep on going, even **46I** though the feeling in the air is very similar to the undead feeling of the chamber you just left. As you step into **110**, you see why.

You ignore the plea from the committee because of the important things you feel you **46J** have to get done. This does have the adverse effect of making a large majority of gnomish citizens not trust you as much as they did. The next time a strange gnome helps repair your armor, it does only half the points of repair stated in the text (round all fractions downward).

You catch the necklace before it falls from the horn. Studying the helm, you discover that it **46K** is a Helm of Power, which gives you a bonus of +1 in combat. You put it on your head and then look at the necklace. It is a Necklace of Defense, which lets you take 1 fewer points of damage whenever you are hit than you normally would.

Marveling at your lucky finds, you return to **90**.

You pick one up and rub its side, hoping for . . . you know not what. But the rubbing **46L** action makes the fragile lamp break apart. At first you're horrified. Then you discover that the oil that ran out has seeped into the joints of your power armor, improving it by 2 points.

If this is your first lamp, and you'd like to try the second one, return to **98D** to choose what to do with it. Otherwise, return to **12**.

**47A** The device you pick up is obviously useless.

**47B** Above both the top shelf and the fourth shelf down float two small covered bowls. They look as if they belong together, so you bring the top one down and place it in the air beside the other.

If you want to just let them float there, return to **134** and make another choice. If you want to open them, turn to **102H**.

**47C** Before you can dodge the disgusting globule, it strikes you, turning you instantly to crystal. You become just one more of the crystal figures that stand, forever, on the beach.

**47D** The flat wall under a vast stone arch is covered by a beautifully made tapestry. Into the bottom are woven the words "Tapestry of Time." You study the scene on the tapestry and start to feel uneasy. It shows a strange device trundling across a plain in front of a mountain. Ready to attack it are great numbers of winged figures—draconians and dragons! And that mountain—it's Mount Nevermind!

The little faerie dragon suddenly lands on your shoulder. "I'll be happy to point out some of the more important parts of this tapestry," it says. "After all, it is a scene from your future."

"Huh? . . . You mean that's the machine *I'm* going to use to fight the draconians?"

"Uh-huh. Isn't it fun?" You groan, but the little beast just keeps on talking. "You can learn up to four important things in this tapestry, but you've got to give up 10 points of your armor power for each item of information. And I assure you: they are very important!"

If you are willing to give up 10 points of power, turn to **112C**. If not, return to **90**.

**47E** The blue vial contains a healing potion that gives 5 additional life points to your own body, whether you had that many before or not. So there, Mom! Return to **34C** to try another, or **68** to look around some more.

**47F** Pointedly ignoring the baker, you walk past him toward the imp, which is playing around a cast-iron pot on the table. But the baker doesn't care to be ignored, and you feel his rolling pin descend on your shoulder. As you discover that it has done 3 points of damage to your armor, the imp laughs at you. You start to charge it, but it quickly runs away . . . as do you when the angry gnome gets after you again. You try to tell him that you're a baker, too, but he refuses to listen and all you can do is run out of the room and make your way back to **8**.

All the metallic clutter in the world appears to have gathered at the two ends of the huge **47G** horseshoe magnet. As your stand underneath staring up, your eyes begin to pick out specific pieces of metal—tools, weapons, pot lid and lots of the inexplicable gnome-designed objects that you've been finding all through mouth Nevermind.

If you want to leap up and see if you can pick off anything useful, you can choose the left side (**51A**) or the right side (**96A**). If you don't really care what's up there, return to **94**.

You're still not sure what it is, but you take one of the big lightning device with you and **47H** eventually learn that it will help your defensive strength in the final battle by 2 points. Return to **12**.

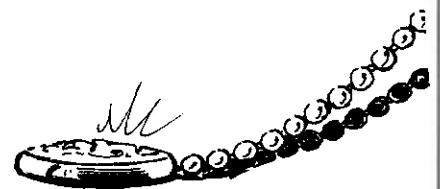
Gasping and groaning, you land one final blow on the head of the second werebear. It goes **47I** down in what you're certain will be its last gesture in life. But what you don't expect is that the two bears—dead, you're certain!—disappear, as if they had never been. Only the faint chuckle from the imp makes you realize that you've been fighting an illusion created by the little stinker. At least you didn't let an illusion kill you! Return to **68**.

When you agree to help fight the kraken, the amazons cheer in celebration, making a sound **47J** that makes you wonder if you can live up to their expectations.

"Well, obviously my power armor is useless. The kraken's not about to come up on shore, and I'm not about to take that vicious thing on in the water. So what do I fight with?"

They show you three devices on the ground. One they know is a draconian catapult (**100A**). Another looks like a crossbow (**142H**) but they can't figure out how to use arrows or bolts with it. The third item (**55A**) they know nothing about at all, except that it is a weapon. Which one will you choose to fight the kraken?

You pick up a triangular, metal object that looks like nothing you've ever seen before. **47K** Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you successfully get to B on the chart, turn to **52E**. If you fail, replace the object and return to **52**.





**48** "Welcome, stranger," says a wizard behind the worktable. The gnomes, avidly watching his every move, turn toward you, disgruntled at the interruption in their lesson. "I know that you are here on an important quest," the wizard continues, "so I will not interfere with you. However, be warned: Be very careful of that war box" —he points at the huge chest with the many odd-shaped drawers. "Opening any drawer in it might have unforeseen interdimensional effects."

You're trying to figure out just what that means when an imp leaps at you out of nowhere. You automatically start to attack it when it flutters back, holds up a hand for you to stop, and says, "Wait! Don't fight me. I'll open any of those locked drawers for you."

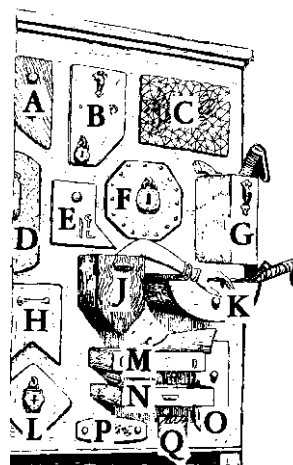
"How come?" you ask suspiciously.

The imp laughs uproariously—and alone—and then says, "I can't tell you how much fun I've had watching people open the drawers. I might as well enjoy watching you, too."

If you want to open the drawers, check the diagram at the right. If you want to talk to the wizard to see what more you can learn about this place, turn to **24B**.

Because you are free to explore this place, you may investigate:

	by turning to:
A	128H
B	140J
C	38G
D	55G
E	146G
F	118E
G	144G
H	121C
J	94G
K	27D
L	89E
M	70C
N	74B
O	19E
P	108E
Q	149B
Wizard	24B
Hole in ceiling	113C
Dark archway	74I



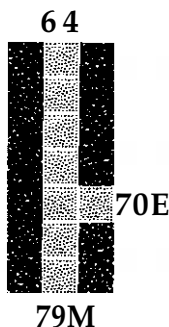
If you have been to this chamber before, you find it exactly as you left it the last time you were here. You can leave the area or take some more time and check out the things you left from the last time.

**48A** You feel rush inside yourself as you turn the weird raw- power machine on. In a few minutes, it clicks itself off, and you find that your armor has acquired 5 more points and does 5 *points more damage per attack!* What luck!. Return to **68**.

**48B** Your entire being becomes dedicated to protecting this beautiful woman . . . forever.

**48C** Disturbed at the amount of acid that is being spat out of the device and damaging your armor, you leave the device, no longer caring what it is. Return to **130**.

**48D**



Trying very hard to avoid being crushed by the huge creature, in the room that seems to have grown disturbingly small, you lean backward so you can look in its face and ask if the dragon has any advice for you in searching Mount Nevermind. The gold dragon tells you that his fellow dragons are accessible only through the time-travel device in the clock chamber. You must talk to the gnomes there in order to learn about it.

While you're thinking about what it said, the dragon slips back into its miniature size inside the goldfish bowl. Return to **16**.

You can't tell just what the fluids are that are bubbling through the horseshoe-shaped glass tube on the device next to the vampire's red urn. Go to the Gnomish Machinery Figure-Out Chart on page 157. If you successfully reach B, turn to **14F**. If you fail to, turn to **58A**.

You stare at the skeleton on the floor, grasping the small casket with its withered fingers. How odd. The skeleton appears to be withered. But how can bone wither? You lean down to inspect the box and discover that a musty odor comes from it. The tiny thing disquiets you for some reason.

If you want to open the casket, move the skeleton's hands and turn to **60G**. If the whole scene makes you too uneasy, return to **110**.



**50A** Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you and you must fight. If you lose, turn to **36D**. If you win return to **23A**.

**50B** "In celebration of our agreement," says the gnome, "here, have a cigar."

You take the cigar from him and light it. Roll the die. If you get 1-3, turn to **19I**. If not, turn to **30E**.

**50C** You stay still, watching the hem of the evil figure's gray robes. When nothing happens for a few minutes, you finally get the courage to peer out. The gray robes have turned to gray stone, and now you are safe.

Smiling happily, you look around the kitchen where the medusa was working. On the yuckily bloody butcher's table, you find an ornate key. It has a small etched drawing of the gate you entered by on it.

Deciding not to go any further, but to take the key and go back to the gate, you turn to **129B**.

**50D** You open the mummy case and are immediately assaulted by a swinging scimitar blade. The case was trapped, and your armor loses 3 points. If you want to check out another mummy case, return to **71D**.

**50E** You finally perceive that this is a machine that makes raw power. Suddenly, you get very excited. Maybe you could infuse your power armor from this machine and make it that much more powerful. On the other hand, maybe that much raw power could damage the circuits, too.

If you want to use the machine on your steam-powered armor, turn to **88F**. If you don't, return to **68**.

**50F** As you step into the darkness of the tunnel entrance, you begin to perceive an eerie redness ahead of you. Prepared for anything, you follow it to **102**.

**50G** As you study the glider up in the sky, you suddenly realize just how it works. But then your excitement collapses. The device is just too complicated to use in battle. There's no way you—or even the gnome pilot—could maneuver it and fight at the same time. Sighing, you return to **36**.

Getting a boost from your steam-powered armor, you climb the tall wall and look over. **50H** At first all you see is a large (relatively speaking, of course) collection of statues of gnomes. You begin to wonder if you've found some weird kind of gnomish cemetery, when you catch the scent of spices and hear the light, lilting noise of young ladies singing.

Led by your nose and your ears, you make your way through the statuary until you find yourself coming into an outdoor kitchen. There's a woman in a grayish hooded robe, kind of like a shroud, working at an oven. The scent of crusty bread makes you salivate.

If you go to the baker and ask for some, turn to **64J**. If you decide to be polite and wait until the bread is offered, continue to look around by turning to **62E**.

As you reach out and grab the draconian, your hand falls on some slimy substance. You **50I** hold your hand up as the draconian falls to the ground. The back of the dragonman is covered in the stuff. It's green slime! Before you can burn the destructive goo off, it does 5 points of damage to your armor. The draconian falls to pieces before your eyes from the action of the slime.

The dart flies so slowly that you can almost completely track its flight. But by misjudging its **50J** speed, you fail to catch it properly, and the sharp point cuts into your hand. It seems a small penalty to pay for a chance to acquire something to fight with in the battle . . . but then the pain starts in your hand . . . your arm turns numb . . . and your head starts to spin. Falling to the ground, you realize that the gnome has put poison on the dart—a wonderful new variation on an old weap—

Unless you have been told that the gnomish librarian has disappeared, he has been looking inquisitively at you since you entered the library. He's taller than many gnomes; his feet almost reach the floor when he sits in the human-scaled chair at the desk. **50K**

"Can you help me, please?" you ask.

The old librarian bows graciously and looks inquiringly.

"I . . . I'd like to know about where there are dangers in Mount Nevermind, and . . . uh, details of the gnomish victories over dragons, and more about the draconians and where they came from—did they exist before the Cataclysm?—and so on."

The librarian lays down his quill pen, rises, and leads you to the long, long arched section opposite his desk. "Down there, young sir, is all that you need to know. Just go into the stacks and you'll find what you're looking for." He gestures for you to go down the long hallway.

If you have acquired a warning device here in the library, turn to **64G**. If not, turn to **137I**.



**51A** You leap up and grab. Roll the die. If you get 1-6, turn to **70D**. If you get 7-12, turn to **88A**.

**51B** Surprised at the quality of the workmanship, you touch the metal-man's arm on the side away from the mace. It is of finely polished rustless steel . . . but it's also very sensitive! At your touch, it turns jerkily toward you and crashes its mace down on your armor.

You must fight! Conduct combat. If you win, turn to **156F**. If you lose, turn to **42E**.

**51C** You discover a collection of unusual devices with illuminated squares on their fronts. The faerie dragon tells you that they are gnomish steam-powered add-one-two-three-and-do-other-things-with-it-real-quick devices. You control them by pressing the numbered and lettered little squares on the board at the front.

To see if you can figure out how to work them, turn to the Gnomish Machinery Figure-Out Chart on page 157. If you reach D, turn to **96I**. If you don't, turn to **86D**.

**51D** This device adds 5 points to your armor.

**51E** When the foregnome reluctantly returns the armor to you, you discover that he has somehow damaged it enough to take away 5 points. Ignoring his apology, you turn to talk to the wizard (**66H**) or start looking around (**56**).

**51F** Using a blow of your armor, you chip a piece of crystal off one of the figures. If you chipped the smallest figure, turn to **27B**. If the second smallest, **128A**; second largest, **136K**; largest, **138D**.

**51G** Faster than you can do anything about it, the machine trundles you into a section of piping and closes it around you so you can't get out.

Just as you start to panic, the dragon, chuckling, says, "That's another bit of dumbness! And here you are, stuck, just like me!"

"Oh, no, I'm not!" you exclaim. You close your eyes to will yourself elsewhere, anywhere, but nothing happens. You're still as stuck as before, but you don't know why.

Maybe you won't be here forever, though. After all, you've still got some devices the gnomes built into the structure to fiddle with. But you're certainly not going to get through in time to prepare for the battle with the draconians. For now, for you, this adventure is over.

When you answer. "One hundred," the dragon laughs and say, "That's the answer **51H** that all these warriors here gave. Now, have their fate!"

And before you realize what he's doing, you find yourself drained of all life and turned into an undead skeletal warrior. Like the other warriors, you'll be at the dragon's beck and call forever.

Drawn by the flavorful smell of the pot over the fire, you walk to the female gnome who is doing **51I** the cooking.

"That sure does smell good," you say, crouching by the fire.

"It should," replies the cook, "we gnomes have been making it for centuries. But it has the peculiar trait of putting two kinds of dragons—black and brass—to sleep. Look at old Arnott over there—all he had was a little sip."

Oh, you think, that's why that brass dragon is sleeping; it's not that he's drunk. Then you realize what the woman said. *Black dragons*. You could use this soup as a weapon!

"Could I have the recipe?" you ask eagerly. You tell her how you plan to use the soup.

"Certainly. Just be certain to leave yourself plenty of time to make it. This soup has to cook for a whole day to taste good or to work right."

If you want to use the soup as a weapon, you must explore Mount Nevermind for only a total of 19 days instead of 20, so that you'll have time to make the soup.

Return to **36**.

The gnomish bard, catching your excitement, agrees to go with you for the opportunity to try **51J** out the perfection of his songs under genuine battle conditions. You quickly remind the silver dragon of her promise, take the bard by the arm, and will the two of you back to the clock chamber, where it's a tight squeeze in the red-velvet chair. Return to **24**.

When it comes time to use the gnomish bard in battle, you will roll the die for his actions. With a 1-6, his music puts all white dragons to sleep. With a 7-12, his music makes the target dragons fly into a rage and become twice as strong as before.

Marveling at the huge, complicated structure, you walk all around it. You see lots of pipes, **51K** levers, joints, valves, and other things. But you see nothing else but a clock face with rectangular holes cut in the gigantic hands.

However, as you walk behind it, you note two tunnel openings. If you want to investigate them, turn to **112F**. Otherwise, return to **24**.

**52** You feel your eyes widen with delight as you look around and see zillions of toys being worked on by a group of happy-looking gnomes. The place looks like every child's dream of the ideal Gift of Life Day present. The gnomes smile up at you but do not interrupt their work, leaving you free to study the wonderful workshop.

Then your eyes catch a small movement by a set of shelves and you see an imp leaping toward you. Clearly, it's not going to let you ignore it, so if you have news for the imp, turn to **97E**. If you want to fight it, turn to **121I**. When you are through dealing with the imp, turn to **74C**

If you are ready to explore this chamber, you may investigate the:		by turning to:
worktable at bottom left		<b>117B</b>
table at bottom center		<b>54F</b>
table at bottom right		<b>15E</b>
artist		<b>27F</b>
big dragon box		<b>125A</b>
workbench at back		<b>94E</b>
any other toys		<b>20B</b>
left tunnel		<b>141C</b>
right tunnel		<b>24I</b>

**If you have been here before,** everything you changed is still changed. You can continue searching the area and use another half day, or you can leave with no time lost.

**52A** You go through the door and follow a passage, ending up in **154**.

**52B** You open the mummy case and a powerful smashing spike springs out of the case, doing 3 points of damage to your armor. If you care to check another mummy case, return to **71D**.

**52C** Instantly, you can tell that the pressure of the steam has increased again. The room is getting hotter, and your forehead is getting sweatier.

If you've had enough of this particular device, you can return to **114** and choose again. But if you're willing to roll again, hoping that's the answer, go ahead. If you get 11 or 12, turn to **71B**. If you get 10 or below, turn to **28F**.

**52D** Inspecting it carefully first, you finally free the glowing chest from the web. When you try to open it, however, you discover that it is locked. It has gnomish danger signs written all over the outside, so you wonder if it would be safe to break it open. If you think it would, turn to **149J**. If you'd rather not, return to **126**.

**52E** As you study the object, pressing various knobs and protuberances, you realize that the object is a ray gun! It gives you a bonus of +2 in regular combat. Pocketing the gun, you return to **52**.

**52F** Statues of two gargoyles appear to be straining to hold up the weight of the huge anvil. They even seem to flinch when the drow hits it with his hammer. Then one of the creatures appears to come to life and

says, "I see you looking at us. Just don't touch us, or you'll be sorry."

You've been told similar things so many times by the gnomes that you don't even listen. You just go on inspecting the gargoyles. If your curiosity gets the better of you and you reach out to touch one to see if you imagined it talking, turn to **89D**. If you heed its advice, you finally return to **102**.

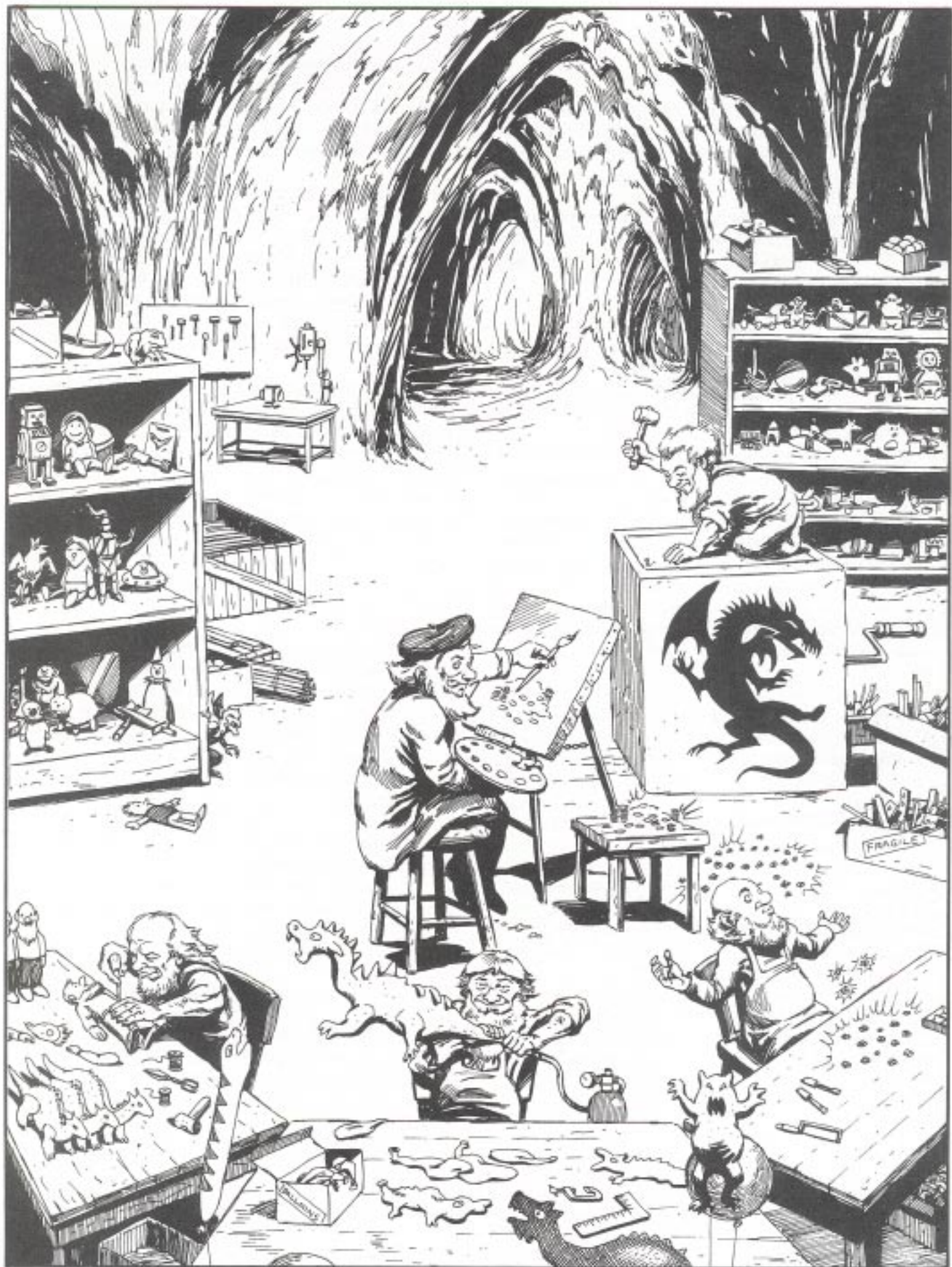
Before anything else happens to you in this chamber, you find yourself confronted by a **52G** draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragonarmy.

This draconian was obviously waiting to attack you. It has its trap well laid out and you are now fighting for your life against a well-prepared enemy.

The draconian will hit on rolls of 7 or less, doing 5 points. and has 12 hit points. If you win the battle continue your adventure. If you lose, your quest is at an end.

"I'll just look around, thanks," you say. "Oh, no, you won't!" replies the armored **52H** drow, signaling to the other two who have been silently watching, and they all attack you. Conduct combat three times, with each drow individually. If you win, turn to **76F**. If you lose, turn to **67B**.

Reaching carefully for secure footholds, you climb safely down the well wall until you reach the opening into the tunnel. The air is dry, even parched, and you find it hard to believe that this must once have been a water well. The tunnel twists and turns until, suddenly, you find yourself in **110**.

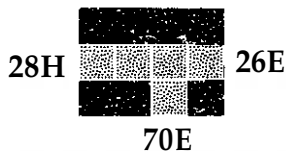


**54A** YES.

**54B** You pick up the metal helm that looks so large compared to the tiny faerie dragon. If you let the necklace that is around one horn just drop, turn to **92B**. If you grab it, turn to **46K**.

**54C** You pick up the jeweled horn and prepare to blow in it, but you hesitate. If you want to blow in it, turn to **110G**. If you decide you'd better not, return to **56** and choose another item.

**54D**



**54E** Looking at the size of the mushrooms, you think that the gnome must have to keep pretty busy watering them. He could use some help, so you agree. He quickly hands you his can, saying "I'll get another," and then returns with his own can full of water. The two of you walk toward the mushrooms. The instant you pour water out, the nearest mushroom leans down and smashes at you. And you always thought mushrooms were *soft*! The mushroom does 5 points of damage to your armor before you can get away. Rueful, you return to **32**.

**54F** One gnome is working on a fun collection of balloons and blow-up toys. He is busy blowing up a gold dragon that swells, as you watch, to almost four feet long. Something tickles at the back of your mind. You keep watching as you try to grasp what it is.

Roll the die. If you get 1-5, turn to **78I**. If you get any other number, turn to **141B**.

**54G** When you speak to the two dark elves not working at the anvil, the one in armor says, out of the corner of his mouth, "This is *his* show. We're prisoners here, doing servitude for . . . well, something that's none of your business."

The other speaks up then. "We know why you're here, and those gnomes, they're amusing little fellows. We'd like to help. What say you give us one of the devices for the final battle we know you've collected, and

we'll tell you the secret of getting rid of draconians."

Rid of draconians! It sounds marvelous, but do you really want to give up one of your devices? If you agree, send a gnome to the holding area for the item you choose, and then turn to **136J**. If you don't trust them, decline politely and return to **102**.

Near and above the mound of treasure are three books, all floating in the air. You don't **54H** understand how that can be, although somehow it seems appropriate for a dragon's treasure hoard. But the thought sends shivers of doubt up your back.

If you think you'd better not handle the books, return to **72**. However, if your curiosity is too strong and you'd like to turn a few pages, turn to **101E**.

The gnome sitting on the floor working on the smallish machine introduces himself as the mag- **54I** nate, or leader of the gnomes whose Life Quests are magnetism. He tells you that if you want to do anything useful in this chamber, you're going to have to take your power armor off, otherwise you'll be trapped here forever by the vicious magnetism in the chamber.

"Then how do you manage to work in here, with metal tools?" you ask, piqued.

"The rock in this part of Mount Nevermind is all made of a mineral we call Reorxite. If we mine it, we can get a metal from it called agnomium—though some of the fellows over in another part of the mountain insist on calling it agnominium, silly creatures. Anyway, for some reason, it doesn't get attracted to that thing up there."

You thank the magnate for his advice. If you're reluctant to shed your power armor, you can leave the chamber and return to **8**. If you are willing to take a chance, however, or have already lost your armor, you may return to exploring (**94**).

You pull the red lever and find that, indeed, the gnomes have constructed a marvelous invention. **54J** It's a remote-controlled-fortress-strength-test-apparatus, which automatically fires the huge catapults out on the plain. They all fire at once, and pulverize the castle, with you in it, thus ending your adventure.

As you look closer, you see faint markings on the black candles, too. But they are not time **54K** units. Instead, the indentations show that each candle is made of dragon scales. However, there are wicks in them, so they must light like regular beeswax candles. If you want to light one, turn to **68D**. If you think it's probably the better part of wisdom not to, turn to **150A** to check the white candles, or return to **24**.



**55A** If you fought the amazons, turn to **152G**. If you didn't, turn to **89A**.

**55B** You pick any cup at random. Roll the die. If you get an odd number, turn to **36E**. If you get an even number, turn to **38H**.

**55C** The fierce, evil, destructive dragons and their smaller, evil-created relatives, the draconians, arrive at Mount Nevermind in hordes. You are among the first to die because the Dragon Armor Destroyer you observed was just an illusion created by an imp.

**55D** You walk around the giant boiler, accepting that it must provide the major steam source for the entire mountain, but marveling that such a thing could even be possible. You don't see how it works, though. Turn to the Gnomish Machinery Figure-Out Chart on page 157. Each time you fail the die roll needed to move to the next place on the chart, the boiler blasts you with steam, doing 1 point of damage in addition to sending you to the Malefic Random Effects Table. But if you succeed in reaching C, turn to **58F**. If you fail to, turn to **34E**. If you don't wish to try, turn to **32**.

**55E** You can't believe it! All you're doing is pressing the button on the remote control device, yet the machine is removing even more pipe, and doing it without steam gushing out. One more time ought to let the dragon out.

Roll the die again. If you get 1-4, turn to **141H**. If you get a higher number, turn to **15H**.

**55F** Just as he fires, you suddenly find yourself naked to the oncoming projectile! When you hear an evil laugh, you realize that the trundlers were just illusions created by the malicious imp. But that knowledge doesn't do you any good—the chunk being hurled at you is very real and hard as a roc—

**55G** You easily open the tall, narrow drawer and a scroll falls out. Opening it, you are surprised to discover that it is written in bakerese and that the reading of the scroll magically gives you an additional day to prepare for the final battle.

When you peer into the drawer, you get a miniature interdimensional view of what appears to be a library. If you want to explore further, turn to **66G**. If not, return to **48**. Note that if you return to this drawer a second time, the scroll will not be here.

**55H** All I wanted to do was help the gnomes, you think wearily to yourself as you succumb to the devastating talons and teeth of the draconian. And I wasn't even able to stop one scout. Then the pain blacks out all other thought.

As you stand in the middle of the big chamber, the gnome working with the huge machine with the flag-like piece on top starts to rant and scream, "Notagain! Notagain! Behind him, another metallic machine is starting to melt. **55I**

As the gnome, now dragging his feet dejectedly, nears you, you ask what the matter is.

"Ohyeah,Iknowwhoouare. Iguessyouhaveairighttobe interested."

When you get him to slow down, he tells you that he has been experimenting with a communication device that uses invisible beams called *sewaworcim*. But so far, every time he has tried to make it take voices and carry them invisibly to other people, all that happens is that it melts whatever it's aimed at. When the gnome starts to get hopping mad at the memory of it all, you calm him down by saying that maybe you have a use for this machine. In fact, it could be quite wonderful for use in the battle against the draconians and dragons!

You arrange to have the gnome deliver the machine to the battlefield, where it will add 5 points to your offense. Return to **60**.

There are two draftsgnomes busy at short drawing tables. You stand at their sides and watch them **55J** work on their detailed anatomical drawings of the silver dragons. Finally, one looks up at you, does a double take at your massive steam-powered armor, and, with sly excitement on his face, offers to make a picture of you.

Getting sly on your own, you agree, if one of the draftsmen will leave the chamber—after all, it doesn't take two people to render the drawings.

Then the gnome springs what you realize was on his mind all along: one of them will leave if you will let them inspect and draw the details of your armor first.

If you agree to this, turn to **30H**. If not, turn your back on the disgruntled gnome and continue looking around (**138**).

You can't see how it would hurt, and it sounds as if it might be helpful to move the storm giant **55K** skull. You do so, and the giant does, indeed, come to life. He looms before you and his voice booms as he says, "I said I would serve you all your days . . . now you're days are numbered!"

And he attacks. You must conduct combat. If you win, turn to **154A**. If you lose, turn to **146H**.



**56** You see a huge mass of metallic red scales in front of you and think, This would be a real victory for the gnomes —over a red dragon, a thing of ancient evil! I'd better do what I can to help.

Seeing you about to attack the huge beast, a gnome in a robe comes hurrying over. "Stop! Don't attack her! She's a client of ours!"

"Client?" you repeat, astonished.

"Yes. She's come to us for a complete fang lift and general overhaul. Poor thing—she's quite old and is gradually falling apart. We are doing what we can for her."

It's a one-stop dragon fur-up shop! And that's what the gnomes call a victory!

You stare at the red dragon in amazement, and she turns even redder than usual, embarrassed to be caught without her teeth!

Then you realize with surprise that the gnome you are talking to is dressed in wizard's robes! Gnomes are supposedly not in favor of magic, because technology can do anything magic can do and do it so much more interestingly!

Then the foregnome, who had been directing operations, turns and sees you. A look of sheer delight crosses his face, and he comes running over to you. Now two gnomes are trying to talk to you. Which will you talk with first: the foregnome (turn to **44D**) or the robed wizard (**66H**)?

**If you are ready to check out two of the items, you may investigate the:**

	<b>by going to:</b>
horn	<b>54C</b>
gauntlets	<b>75E</b>
small dragon statue	<b>136B</b>
draconian statue	<b>71F</b>
hammer	<b>20E</b>
belt	<b>90F</b>

**If you have been to this time period before,** you have made a mistake in reading this CATACOMBS™ book. Return to the clock chamber (**24**) and figure out exactly what you did wrong by retracing your reading path. You should be in this chamber only once during the entire adventure.

**56A** A beautiful silvery, crystalline draconian, crystal sword in hand, stands guard at a stone doorway. Certain that this is the only time you will ever regard a draconian as beautiful, you inspect it more closely. On the base are two buttons, a red one and a green one. You can press the red one (**97F**), the green one (**12H**), or neither but just go on to the stone doorway at the back of this chamber (**40G**).

**56B** With excitement-and dismay—you discover that the weird gnomish machine makes robotic minotaurs. They are what you've been fighting!

For an instant, you wonder if the machine would be helpful in the fight against the dragons, but then realize what horrible problems you could have with a horde of robotic minotaurs running amuck. Sighing, you turn to **112B** to get on your way again.

**56C** You realize immediately that this passage—slide is not going to decant you at the gnomeflinger, but where it will is a question. All you can do is relax and enjoy the ride, until you reach **24**.

**56D** As you step toward the eggs, they magically disappear. Disappointed, you return to **154**.

You move slowly through the many devices and mounted creatures scattered about the floor, **56E** keeping your eye on the vampire. Fortunately, she just stays where she is, though you can almost feel the evil in her stare sinking through your armor and into your heart. Unfortunately, you can't watch everything at once, and so you are not prepared for the mummy that creeps up on you from your right.

You must conduct combat with the foul creature. Roll the die. If you win, turn to **31A**. If you lose, turn to **96F**.

The bears are bigger than you, and together they gang up on you so that even your steam-powered armor isn't enough. As you fall to the floor, some of the sparking equipment does, too, but you don't care. It's not your responsibility— **56F**

Failing to figure out what the machine does, and not wanting to interrupt any of the busy **56G** gnomes working nearby, you abandon the machine and look at other things. Turn to **60**.

The right-hand archway leads into a tunnel that slopes gently upward. You keep on going, **56H** and finally you realize that a familiar—and most beloved—odor is drawing you on. It's yeast! You're heading toward a bakery! You run as fast as you can and find yourself in **98**.





**58A** The machine somehow grabs part of your armor and does 5 points of damage before you can get it away. You realize as white cotton rolls out of the machine that you were almost caught by a mummy-making machine! Skirting it widely, you go on looking at the strange chamber (130).

**58B** A round, two-layered, metallic flat thing lies on the floor, with a long tail of something clear, black, and gray hanging out one side. There are zillions of little holes along both edges of the tail. When you hold the tail up to the light, you see hundreds of almost identical pictures. Looking closely, you think you see what must be draconians in the scenes.

You call in one of the gnomes accompanying you and ask about the thing. The little fellow says that he's not sure, but he thinks it is the only pictures-that-move-when-you-twirl-the-case-real-fast-and-hold-it-up-to-a-light that one of his uncles invented one time, but never managed to make a machine that would do the work of holding and lighting it. The uncle died trying.

Replacing the picture thing on the floor, you return to 16.

**58C** Roll the die. If you get 1-9, turn to 134A. If you get 10-12, turn to 126D.

**58D** Before anything else happens to you in this chamber, you find yourself confronted by a draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragonarmy.

"I have come to fight the powerful leader of the gnomes," the huge dragonman roars at you as it closes for battle! You must fight!

The draconian will hit on a roll of 9 or less, doing 9 points damage, and has 22 hit points. If you win the battle, continue your adventure. If you lose, your quest is at an end.

**58E** The imp looks at you for the longest time and then begins laughing. It laughs so hard that it falls to the ground, still laughing. Tears come to its eyes and it begs you to stop. "Well, get out of here then," you shout. The creature does, laughing all the way. It wasn't the bravest way to win a battle, but you won it just the same. Continue with what you were doing before you met the imp.

You've studied the dials and levers, and finally have realized just how the huge boiler works. **58F** You manage to control a blast of compressed steam in such a way that it increases the power of your armor by 5 points. Return to 32.

You discover a band of human warriors encased in ice, each one looking as if he could **58G** come to life at any second. Maybe they would if you thawed them. They sure look mean and tough, you think. Maybe they would help fight the draconians and dragons.

If you want to thaw the human warriors, turn to 75I. If you decide not to, return to 150.

The great big metal unit sitting on the floor at the corner of the steam-heat apparatus appears **58H** to be an important—perhaps even central—part of the whole system. And yet, try as you might, you can find no reason for it being there at all. The pipes just go through it without touching anything. Nothing turns, moves, heats, or cools.

"When they put that there," says the dragon, "I heard a gnome say that it was supposed to be a home entertainment device that would show pictures of things happening in the world."

"Humph!" you reply, going on to the next device. Turn to 114.

Your feet freed from the vicious plants, you hurry to the door. There, you discover that the axe is a **58I** steam-powered axe that gives you +5 on damage in combat! What a lucky find! If you are ready to go through the door, turn to 36F. If not, return to 146.

This is his domain, so it's only polite to introduce yourself to the baker. You stand in front of him **58J** and tell him briefly of your background and your mission.

"Howdoyoumakeagooseberrytartsoachildcan putinhispocketwithoutgettingmessy?" he demands.

You tell him how your master taught you to compress the dough just so. The baker hmms and haws a minute but finally admits you must know your business. You tell him of your current business and how it is being complicated by theimps.

"We've learned to live with them," he says, "but I can see how you might have problems. Tell you what I'm going to do . . ." and he quickly turns to the table and captures the imp in the pot. Before you can react, the baker has thrust the imp into a bowl of gingerbread batter and tossed it into an oven to bake. "That takes care of that imp!" he exclaims.

The gnome introduces himself as Kneebler the Baker and offers to show you around his domain. Return to 98.



**59A** This device pulls off anything that might be clinging to your armor, thus undoing any harmful effects. You gain 5 points.

**59B** Whatever that mist is, it's strong stuff! You barely stop yourself from falling sound asleep. You leave the draconian alone and proceed with your quest.

**59C** Aiming the nozzle of the huge squirter at the joints in your armor, you hold your breath and squeeze the trigger. What comes out is one last dose of very high quality lubricant that adds 5 points to your armor. Return to **98**.

**59D** You pointedly turn away from the imp and look at what the gnomes are doing in this crystalline chamber. Ignoring the creature's squeak of protest, you decide to talk to the gnome fiddling with the box-shaped object (**129G**), or the ones who appear to be using crystals as weapons (**133G**), or the one who seems to be juggling crystals (**15E**). You realize a few minutes later that the imp has retired under a workbench, where he sits glaring at you malevolently.

**59E** A huge spider guards another section of web, one that, unfortunately, lies in front of what looks like an exit. It doesn't seem inclined to come out after you, but if you're apt to need that exit, you're going to have to do something about its guardian.

If you want to fight the spider, turn to **108J**. If you'd rather rely on other exits and not fight the spider, return to **126**.

**59F** The round thing that looks like a child's top with legs catches your attention because it looks like a child's top with legs, *and* the steam pipe goes right through it. But try as you might, and pull and twist as you do, nothing whatsoever happens.

Finally, the dragon lazily opens one eye, sees what you're doing, and says, "One of the gnomes was playing with that when they started building my heating system. He said he lost it, and he groused out of here, never having seen it."

So much for that thing. Return to **114**.

**59G** You know you have no intention of really trying to kill the gnomish guard, but maybe you can get his attention and make him change his mind. You're fighting to stun, not to kill, but you use the Combat Table in the normal way.

If you win, turn to **126H**. If you lose, turn to **88H**.

As you are smashed to the ground, knowing deep inside you that you won't get up again, **59H** you wonder how you could ever have thought that you could succeed in taking on draconians. An army of them is coming, and one alone has destroyed you.

Before anything else happens to you in this chamber, you find yourself confronted by a draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragonarmy. **59I**

At the sight of you, the draconian starts laughing. Embarrassed, you rush up to attack, but the creature easily ducks your every attack and still laughs. Finally, you are panting with exhaustion and the draconian hisses at you.

"The gnomes have really outdone themselves now. I can't wait until I get back to tell the war leaders about the man-of-tin. I think we will celebrate before the coming battle. Tell your gnomish leaders to take 48 more hours to prepare. I'd let you have even more time, but some of the dragons haven't had roasted gnome in quite some time."

The creature leaves, still laughing, but at least you know you have 48 more hours to prepare.

You marvel at the ingenuity the gnomes use to create different kinds of cannonlike projectile weapons— "chunk throwers," the head gnome engineer calls them. He's been working on such devices all his life and has finally achieved an amazing reliability of approximately 26.52 per cent. **59J**

"You mean that you can hit your target only one-fourth of the time?" you ask, astounded.

"Oh, no, there's only a one-in-four chance that the device will explode when you ignite it." Before you can react to that bit of news, he goes on: "Hey, I know why you're here, and one of these things could really help in the battle. Why don't you test one out—of course there's only one working right now, but you really ought to try it."

If you agree to test one chunk thrower that works, anticipating that you'll get a very helpful device for the final battle, turn to **46D**. If not, you thank the gnome, who turns away, disgruntled at your lack of interest, and return to **76**.

You gasp as you realize just what the piece of equipment is. It's a Steam-Powered Re-Animator! You can bring back to life any of the dead creatures you want and they will join you in the final battle, adding 3 points to your offense, by adding them all to the battle. For now, return to **130**. **59K**

**60** You enter a huge chamber of noise and shouting and commotion and anger. But yet see, in the middle of it all, an imp lying should asleep with its arm wrapped around a bottle, which you presume once contained sprits of some of the At least you don't have to decide at once what to do about the imp—that will make a pleasant change.

You study the room while thinking about the imp. The gnomes are all busy working with machinery that seems to involve sending signals to each other. The imp gives a sudden turn, and you realize that you can wake it up (if you have something to tell it) (**39J**), you may capture it (**140G**), or you can just ignore it, in which case, just start exploring the room.

<b>If you are free to explore the chamber, you may investigate the:</b>	<b>by turning to:</b>
can and flags	<b>1 1 3 F</b>
machine behind can	<b>4 2 B</b>
big device in middle	<b>5 5 I</b>
darkness at back	<b>1 1 4 E</b>
telephone	<b>1 3 3 D</b>
giant keyboard	<b>3 8 I</b>

**If you have been to this chamber before,** you find it exactly as you left it the last time you were here. You can leave the area or take some more time and check out the things you left undone from the last time.

**60A** If you have successfully figured out the comb, turn to **144J**. If not, turn to **109G**.

**60B** The two werebears prowl the room, growling at you as they pass you, and being careful not to knock anything over. Curious about why they would be there in the first place, you go up to one and try to touch it. *It doesn't like that!*

You must conduct combat. If you win, turn to **47I**. If you lose, turn to **56F**.

**60C** More from curiosity than sanity, you press the button on the military gnome's base again. The statue starts to speak again. But this time your attention is caught by the statue's words and the continuous stream of sound gradually lulls you to sleep.

When you awaken, the statue has wound down and you discover that you have slept for 2 days. Mark them from the time available to you. You decide that you can't afford to waste more time in this chamber, so you quickly leave the gallery by going through the lava tunnels to the gnomeflinger (**8**).

**60D** Open up the large slot that says, "Place Armor In Here," and roll the die. If you get 1-9, turn to **124D**. If you get 10-12, turn to **122E**.

**60E** Clearly, that fellow's an apprentice, you think to yourself as you watch the young gnome spill things for the third time since you entered the room. He trembles when he sees Kneebler glare at him, and

Kneebler murmurs, "Kid's no good at all. Does everything wrong. I'm really dissatisfied."

Remembering your own painful apprenticeship, you feel a deep twinge of pity for the lad. If you want to go to the apprentice and try to calm him down, perhaps give him some advice, turn to **74K**. If you shrug and tell Kneebler that he'll probably get better, do so, then return to **98**.

You discover after watching for a few minutes that there are three kinds of devices, apparently helmets, probably of gnomish design, being produced in this part of the mountain. You can choose to check out one that looks magical (**31C**), one that appears to be strictly mechanical (**133C**), or one that is a combination (**108D**).

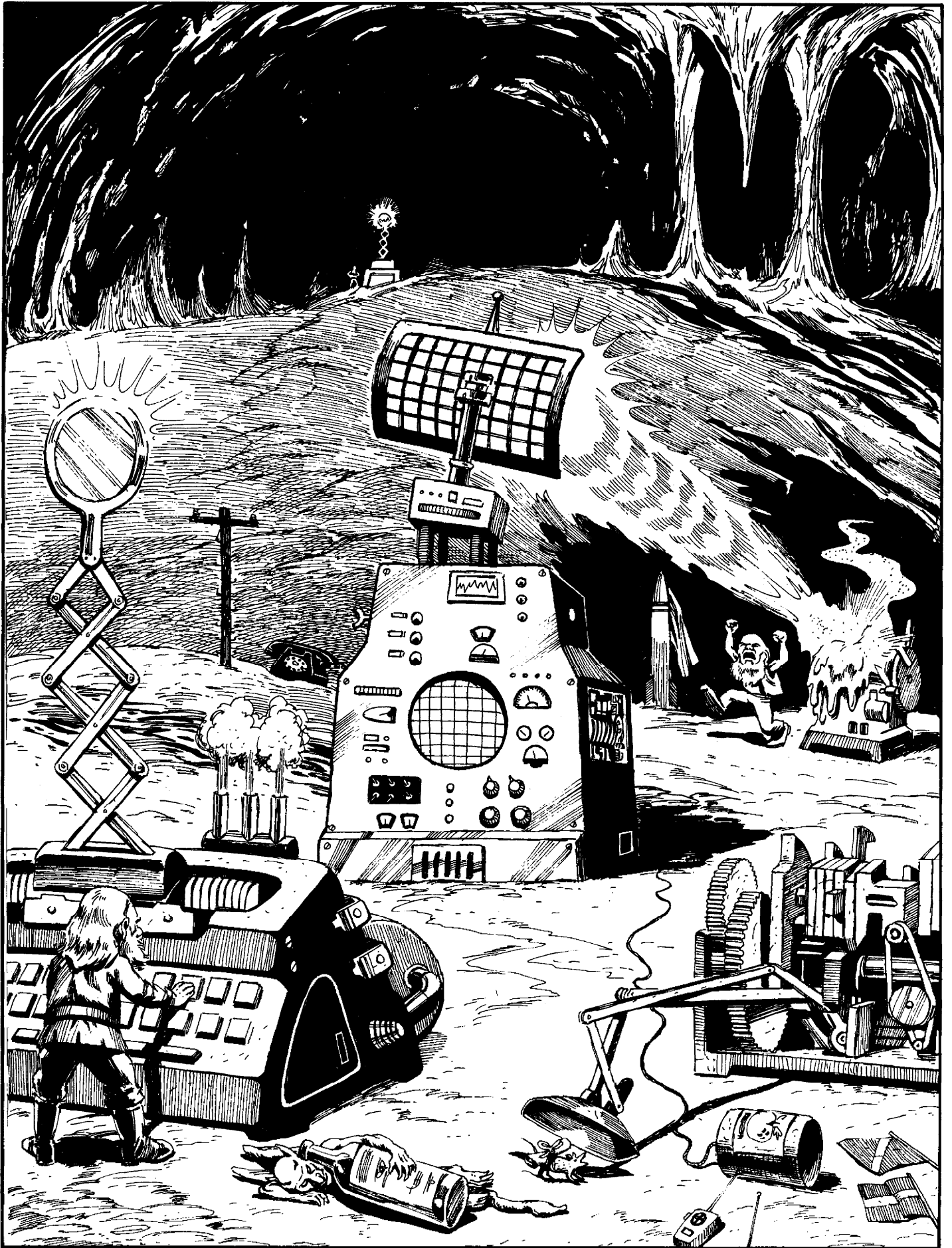
You open the small casket, expecting at least some gold coins or a gem or two. But **60G** what you get is old age. Instantly, you age fifty years and lose all but 5 life points (if you had fewer than that, you mysteriously gain some to make 5). Your joints creak ominously as you turn around, trying to get the strength to lift the steam-powered armor. Failing, you set out to find a way out of Mount Nevermind, hoping that you can at least survive to reach your own home.

You don't know what the thing does, you just know that when you touch it, you, too, **60H** find yourself driven back by powerful sparks, which take 2 points from your armor. Giving up, you return to **110**.

Maybe the heat of the battle has slowed the white dragons, maybe their hearts weren't **60I** really in the fight (though you doubt that), but somehow, you and your steam-powered armor manage to survive.

All around you, chilling where they lie, are the huge bodies of the giants and dragons. Amazed at still being alive, you begin to look around the icy chamber. Turn to **150**.





**62A** You've beaten the slimy creatures into the ground, but you find yourself reluctant to try any more random looking around, at least for a while. You give up rolling the die for now. But if you return to the library later, you find yourself willing to try again, using any rolls you have not yet made. For now, return to 16.

**62B** Drawn by the pleasant, cold air, you go through the door and follow a passage that takes you to 150.

**62C** You tap the huge egg gently against the sharp edge of the pedestal. It splits open and out pops a baby black dragon! It may be a baby, but it's still fierce, and it's ready to fight. Conduct combat. If you win, turn to 128K. If you lose, turn to 96E.

**62D** You very quickly find yourself entering 28.

**62E** Moving quietly so as not to disturb the cook, you look around the unexpected kitchen. On a not-quite-clean butcher's cutting table, you find an ornate key with a picture of the gate you entered by etched on it. Without thinking, you grab the key. Suppressing your yearning for the fresh-baked bread, you hurry back to the wall and quickly climb over it back into the garden. Behind you, you hear a raspy voice calling, "Stop, thief!" but you pay no attention. Turn to 129B.

**62F** You realize that the statuette is a magical attack device. You can take it with you and it will attack anything you want it to . . . sometimes. When ready to use the device, you roll the die. If you get 1-8, it will attack whatever you want it to. It has 20 life points, and does 5 points damage on a roll of 8 or less. It will keep attacking until the thing you direct it at is dead.

However, if you get 9-12 on the initial roll, the attack device will attack you! It will fight with the same statistics.

Return to 144J if you want to check other items from the comb, or 68 to look around the room.

**62G** You rush at the skeletons, preparing to smash them to bits, but your charge makes them drop the dragon statue, and *it* smashes to bits. Now you'll never know if there was anything important about it. You also still have to fight the skeletons sent by Lord Soth!

Conduct combat. If you win the battle, turn to 66L. If you lose the battle, turn to 125K.

Something unexpected and good happens to you. Turn to the Beneficent Random Effects **62H** Table on page 159. After you discover what happens, you can pull the lever again if you want by rolling the die again. If you get an even number, return here. If you get an odd number, go to 28D. You may pull the lever as many times as you want. Otherwise, return to 44.

Riled up by the sight of the gnome, you manage to place blow after devastating blow on the **62I** fierce skeletal warrior, which gets in only a few jabs with its weapon in return. And, then, somehow it ends, the skeleton crumpled into a pile of bones on the floor.

You go to the gnome and raise his head off the floor. Soon he begins to stir. For one moment of fright he thinks you're part of the skeleton crew, but then you calm him down and he becomes your willing servant.

You have rescued Gnowledge, a—he blushes as he admits it—genius among gnomes. He'll make your job of figuring out gnomish machinery a lot easier from now on. He adores you for rescuing him, and he will follow you for the remainder of your adventure, reducing by one letter any Gnomish Machinery Figure Outs that you have to do.

In other words when you have a machine that is a D on the chart on page 57 it becomes a C because of your new-found gnomish friend.

Delighted to have found such a helpful gnome, you return to 110.

Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you and **62J** you must fight. If you lose, turn to 36D. If you win, return to 23A.

You study the pulleys and levers and the way the gnome has positioned you in the sling **62K** beneath the wing. Then, trying to pretend confidence, you step off the cliff.

Immediately, you begin to drop, and you see the cliff-side rushing terrifyingly past. You try pulling on various ropes and levers, but nothing halts the dreadful plummeting. You are within feet of the deadly ground when you feel a large pointed object grab the back of your pants. In terror, you barely manage to look around. The griffon has *rescued* you! Wordlessly, she flies you to another ledge. She drops you there and, giving a disdainful look, she heads back toward her nest.

"Thank you," you call, but the griffon doesn't even acknowledge your words. Finding a hole in the cliffside, you enter a tunnel and soon find yourself in 44.



**63A** You inspect the huge jar, walking all around it and checking the way the massive crystalline lid fits on it. The stylized paintings of fighters around the girth are interesting, but you find nothing worth noting, until you realize that you're seeing words in a secret language, a language you learned from your baking master! You had always thought it was used exclusively by bakers.

Interpreting the markings you see, you read that the jar supposedly contains a creature of fire (ah, maybe it was used for baking bread) from the Plane of Fire, in fact, an efreeti. You're not sure what the efreet are, but you seem to remember that they grant wishes. But what if they don't want to? you wonder.

If you want to open the big jar, turn to **153J**. If not, return to **134**.

**63B** You lean down and look deep inside the drawer, and find yourself magically teleported to **86**.

**63C** "That's a storeroom through there," Kneebler replies when you ask about the left-hand archway. "And, of course, there's an exit in the back."

"Do you know where it goes?" you ask.

"Nope, never needed to go anywhere. This bakery is my place."

If you want to go through the storeroom and use the exit, turn to **72H**. If not, return to **98**.

**63D** They tell you that the dragon robot has the power to fight black dragons. If you use it in the big battle, you won't have to worry about those evil creatures. Thankfully, you send the dragon robot with a gnomish assistant to wait for the day. Return to **28**.

**63E** Climbing the cliff that forms the waterfall, you follow the narrow river out of the water chamber and through other light and dark passages until you reach **12**.

**63F** You stare at the crowded nest and wonder what would help make the eggs hatch, but nothing comes to you. Your business has always been to make eggs bake properly, not hatch.

"I'm afraid I can't help you with that," you say to the griffon, and she turns her back on you, spreading her wings protectively over her nest. Clearly, you're not going to get to look at her nest. All you can do out here is signal to the gnome flying up above. Turn to **144H**.

You decide to make your gnome army work for a change, and try to get them organized into a force that can capture the imp. But from the beginning, things don't work out right. You hear things like:

"I think we should all talk about this for a while, what do you think? . . ."

"My life quest is fighting wars, not chasingimps around the cavern. . . ."

"I have just the machine for the job, let me go get it. . . ."

Ninety minutes later, the imp is smiling at you snidely and the gnomes are talking in something they call interpersonal groups, to try to get the job done. You don't have any choice. You look up at the imp and say, "Okay, you win this one." You are forced to search the area and ignore the imp. You can only hope that it doesn't use its legendary magical powers of illusion to hinder you.

NOTE: If you leave this chamber and ever enter it again, you must battle the imp all over again because it will still be in the chamber.

Before anything else happens to you in this chamber, you find yourself confronted by a draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragonarmy.

This draconian is eating, and you don't want to know what it is chewing on. You can get away easily, and continue with the adventure, or you can attack (**124H**).

Standing as far away as you can and still reach the button, you push it and leap back. Nothing dangerous happens. In fact, you think that nothing *at all* has happened until you realize that the small draconian statue on the platform is now even smaller, actually half the size it was before.

Immediately your imagination makes a great leap, and you picture mighty, fierce dragons being reduced to half their size. You could actually *fight* them then! Happily, you give the device to a gnomish assistant. When you use it in battle, it will reduce the power of one kind of dragon (your choice) to half. For now, return to **72**.

You warily circle the strange mechanical human-like figure, wondering if at any moment it might zap you. A little sign on its round "chest" says "Personal Home Defense Unit," but you have no notion of how it works.

Go to the Gnomish Machinery Figure-Out Chart on page 157. If you reach C, turn to **154E**. If you fail to reach C, turn to **16C**.

Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you and you must fight. If you lose, turn to **36D**. If you win return to **31B**.



**64** You find yourself overlooking a vast plain filled with massive irregular clumps dense shrubs. Projecting above them are three huge pieces of machinery, ones that look as if they might be important. However, you can see at one glance that once you go down the winding trail into the plain, you will not be able to see above the tall shrubs and will have to find your way through the maze of greenery.

A scurrying sound above your head draws your attention to an imp hanging from the ceiling of the incredibly huge chamber. Do you want to try to fight it (**121I**) or talk to it (**93G**) or ignore it (**92A**)?

**If you are free to explore the area, you may go:**

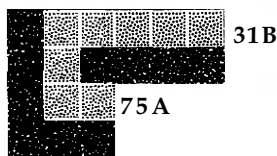
down the trail to the maze	<b>26C</b>
through the door in the rock	<b>148I</b>

**If you have been to this chamber before,** you find it exactly as you left it the last time you were here. You can leave the area or take some more time and check out the things you left from the last time.

**64A** You pick up a bottle of water, which tastes very sweet and fresh when you drink it. Return to **141E** to try another bottle, or go back to **134**.

**64B** NO.

**64C**



**64D** The large sculpture of a dragon amazes you with how lifelike it is. A gold plate on the base of the statue says "Dragonwish Stone."

You explore all around the stone sculpture but find nothing of interest, a fact you find rather surprising. Taking the nameplate literally, you even make a wish, but nothing happens. Giving up, you return to **118**.

**64E** It gradually dawns on you that the strange machine is actually a blood purifier. You figure out how to hook yourself up to it, and the machine gives you new blood that adds 5 life points to your own body. Return to **130**.

**64F** When the foregnome reluctantly returns the armor to you, you discover that he has improved it enough to add 5 points to it. Thanking him, you turn to talk to the wizard (**66H**) or start looking around (**56**).

"Thank you," you say, setting off past shelf after shelf of books, scroll cases, and the numerous other items that make up the gnomish archives. You keep looking for some guide to where you'll find the specific things you want, but the shelves don't appear to be labeled at all.

The long corridor of books gets darker and darker, and you find nothing that will help you figure out where you should be looking. Finally, you return to the librarian's desk, only to find the gnomish librarian gone. He was not helpful whatsoever.

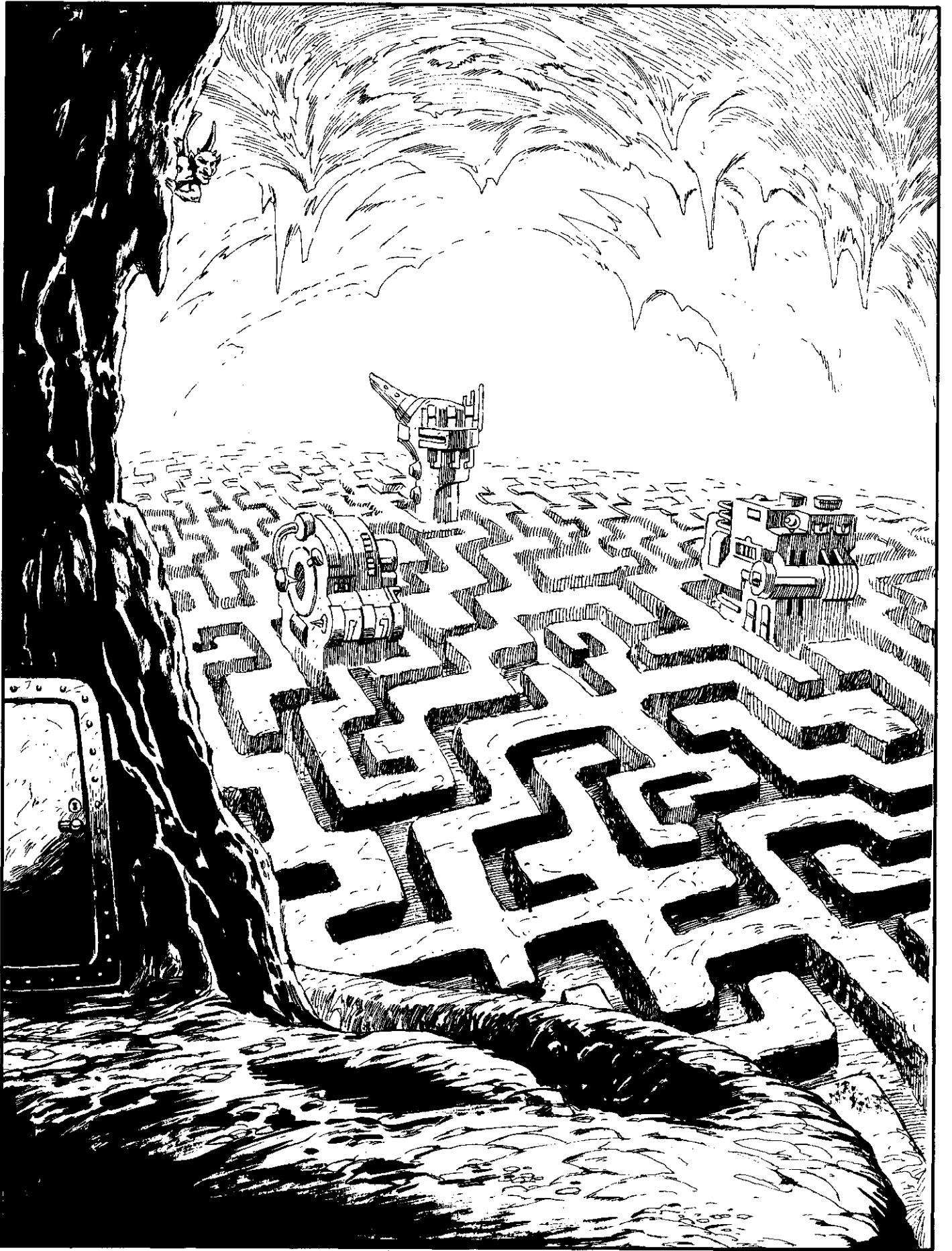
You decide to explore the other items and books you can see more easily. Return to **16**.

You have 4 sleep stones that can be used against any living creature you come across. If you want to use one as an attack weapon, roll the die, and on a 1-5, the creature falls instantly asleep. On 6-12, you must fight the creature. Keep track of the stones you use, they only work once. Now, return to the main chamber you are in.

Studying the strange bubbling light, you discover that it is a Lamp of Lava, and that it contains the essence of old Mount Nevermind. If you release that essence in the final battle, using the buttons, you have a major weapon that adds 10 points to your offense. Return to **16**.

You stumble as you walk toward the cook. She turns and you realize that she's a *medusa*! Those things sticking out of her head aren't hairs, their snakes! And those statues aren't statues—they're real live gnomes turned to stone!

If you have something shiny with you, turn to **74D**. If not, turn to **93D**.

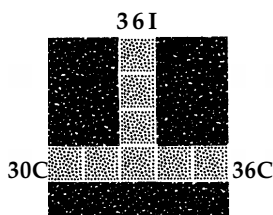


**66A** You fiddle with the boxes, causing some of the items in them to explode, doing 5 points of damage to your armor. But even so, you never figure out just what the stuff is used for. Return to **86**.

**66B** The mist strikes you and you fall from the effects. The gnomes around you try to revive you, but it is an impossible task. A wise philosopher of the gnomes says that it takes a princess to wake you. If you've met one on your journey through the mountain, the gnomes fetch her, and the spell of the gas is negated; return to your quest. Otherwise, you sleep for centuries in the hidden passages of Mount Nevermind.

**66C** The little spiders require more agility than force to destroy, but they keep coming . . . and coming, until finally exhaustion overcomes you and you stumble. Instantly, you feel the pricks of poisonous fangs entering your skin, and slowly, excruciatingly, you die.

**66D**



**66E** The minotaur health food is so nourishing and muscle-building that you quickly feel stronger. You gain 5 additional life points for your own body. These points are available to you *after* the armor's points are used up.

If you return to this section of the maze, you find the minotaur and his table of food gone. Then, as now, you just go on to **23A** to decide which way to go.

**66F** Your coming in on the side of the frost giants takes away the edge the more powerful dragons have. Gradually, you and the giants manage to hit the dragons in the most vulnerable spots, and first one, then the other, drops to the floor, gives a flutter of broken wings, and dies.

You turn to the frost giants, awed, now that they're standing still, at their size. One puts his arm across your shoulder and booms, "Thanks, buddy. Can't say I've ever seen a human with skin like yours but it sure does do wonders for your strength."

The frost giants, in thanks for your help, give you the secret for dealing with white dragons, which will eliminate them from the final battle.

The giants leave, saying they have other things to do, and you are free to explore the icy chamber. Turn to **150**.

You lean into the drawer toward the interdimensional hole and find yourself in **16**. **66G**

The gnomish wizard—definitely an anomaly—eyes you with deep interest. You see him glancing from you to some objects on the floor. Finally, he nods firmly to himself in answer to some unspoken question, then faces you. **66H**

"Sir. We'd be glad of your help in this business."

"How can I help?" you ask.

"This bad drag—ah, this *kind* dragon has offered to pay us for the work we are doing on her with five magic items. But she won't tell us what they are. You, sir, look like a serious businessman. We would be willing to give you any two items if you will test them to find out how they function."

You think about the offer for a moment, all the while eyeing the objects on the floor. If you want to test the two items, return to **56** to choose. If you haven't spoken to the foregnome yet, you might want to talk to him first (**44D**). However, if you would rather stay away from magic, you can will yourself back to **24**.

The gnome with the goggles on smiles at you and immediately launches into an explanation **66I** of how nice it is to work in the light chamber. You don't hear all the chatter, but it seems to boil down to the fact that the older gnome, Keros, enjoys his work so much he won't let this one, who is supposed to be his assistant, do anything.

"What do you know about these lights?" you ask. "Might any of them be of use to me?"

"Dunno. Keros won't tell me anything, so I just take naps most of the time I'm supposed to be working."

If you'd like to talk to the crouching gnome, turn to **30J**. If not, return to **12**.

What if that mirror prevents the ferocious-looking dragonne from attacking you? That's a **66J** thought you don't care to experiment with. But the moment you shake your head, the beast attacks, mirror or not.

Conduct combat with the dragonne. If you win, turn to **137G**. If you lose, turn to **39K**.

Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you **66K** and you must fight. If you lose, turn to **36D**. If you win return to **113B**.

At first, the terror of being attacked by skeletons slows you down. But you gradually get **66L** into the swing of the battle, leaving the bones pulverized on the floor. When you finally win, you know you'd rather not do that again, so you leave and go back to the gnomeflinger (**8**).



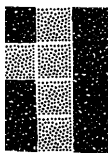
**67A** However, as you move your feet to stay in balance while moving the bottom lever, you discover at the base of the stone tower the skeleton of a tiny imp. Its freshly picked-clean fingers are reaching toward the lever you decided to pull.

If you still want to pull that lever, turn to **98H**. If not, you can pull the middle one (**23G**) or the top (**101I**), or go on to something else (**146**).

**67B** At first, only the big drow who has been speaking fights you, and you think you might stand a chance. But then the other elves join in . . . and you don't have a hope against them. You realize that they are better fighters than legend has told, and you begin to wonder if the gnomes will ever find you in this fiery pit.

**67C** Opening the small drawer, you are immediately sucked to **118**.

**67D**

	<b>36C</b>	
		
<b>121G</b>		
	<b>31B</b>	

**67E** Nearing the glowing spear, you see its glow become stronger. Then, just as you are about to touch it, it speaks:

"Did you trade something to get me (**43C**) or did you kill my creators (**38K**)?"

**67F** A steam pipe pops and sends a gush of fearfully hot steam rushing at you. You lose 2 life points, more if you've previously been told that you take double or triple damage from steam. Not so certain you want to pursue this much further, you can return to **114** to make another choice or, if you've had enough of hot things, you can return to the clock chamber (**24**) to get sent to another time period.

**67G** Saying good-bye, you step into the gnome-sized passageway. In a few minutes, your back aching, you find yourself in **20**.

**67H** The gnome standing at the big machine leans down and peers under it. He runs his hand over the oddly shaped parts, turns whatever he finds to turn, and finally just gives a mighty sigh.

When you approach, you realize that he must be considerably younger than the other gnomes in this chamber. When you go to him and introduce yourself, he

perks up immediately, excited of more the famous fighter who is going to help Mount Nevermind. "But I must admit," he says, looking askance at you slander, nay, puny build without the power amount you don't look quite... uh, qualified, for the job."

Ignoring his doubts. You ask about the machine. He confesses that the doesn't know what it it. It was left to him as a Life Quest by his father, who never took the time to explain what he did.

Turn to the Gnomish Machinery Figure-Out chart on page 157. If you succeed in reaching D, turn to **18G**. If you fail, turn to **74A**.

"Oh, good, a brave soul!" exclaims the skull.

"Well, once there was a string who wanted to go to a nightclub. But the manager wouldn't let it in. 'No strings allowed here!' he said. So the string went out into an alley and tied himself into a knot and frazzled his ends, then returned to the club. 'Aren't you a string?' asked the manager. 'I'm afraid not,' said the string."

You stand there waiting for the rest of the joke, but a disappointed look crosses the skull's features.

"Is that it?" you finally ask.

"Never mind. Go away," replies the skull. "I'll save my other one for someone else."

As you walk away, you finally get the joke, and as you look around you are laughing out loud. Return to **72**.

When you lift the lid off the glowing bowl, you see that the contents are glowing, too. You have found a bowl of Continual Light oil. Anything you put it on will glow. Because of that, if you put it on an imp, which likes darkness, the imp will run and hide in the farthest reaches of whatever chamber you are in. Or, it's still there, but it won't bother you.

Delighted with your find, you pour some of the oil into a smaller corked bottle so that you can easily carry it on your explorations. The next time you meet an imp you automatically defeat it in battle by using this oil. Return to **134**.

Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you and you must fight. If you lose, turn to **36D**. If you win, return to **108K**.

The gnome's recitation is somewhere deep in the major developments in the mining of coal as developed by his ancestors, when you shake him by the shoulder and get his attention for a second. "LISTEN TO ME!" you try to shout over the noise. "I HAVE IMPORTANT THINGS TO DO, AND I CANNOT STAY HERE ANY LONGER. THANK YOU."

A look of great sadness comes over the gnome's face, but you harden your heart and hurry away. Return to **32**.

**68** Although two large werebears are prowling the chamber when you enter your attention is immediately drawn to a chuckling sound coming from behind a giant-sized, vertical comb (which itself catches your interest, but it will have to wait until later). The mean, little laugh, which you recognize as an imp's, resounds even over the sparks and whooshes and crackles coming from the big machines in the room.

If you want to talk to the imp, turn to **97E**. If you want to fight it, turn to **121I**. However, you can ignore the nasty little creature and just get on with other things in the laboratory; look at the list and choose what to do.

If you are free to explore the chamber, you may investigate the:	by turning to:
were bears	<b>116C</b>
tall crystal structure	<b>100E</b>
huge comb	<b>122H</b>
items on comb	<b>60A</b>
disk at back	<b>142G</b>
double doors	<b>156C</b>
machine at left	<b>92C</b>
little antennae at front	<b>19H</b>

**If you have been in this chamber before,** you find that the bears and the imp are gone. You can take 12 hours and search things out or you can return to the gnomeflinger (**8**).

**68A** The device you pick up is obviously useless.

**68B** As you touch the light, it flares with an amazing radiance that penetrates your body, giving you 3 extra life points. You can check out a total of 9 more items by rolling the die and turning to **38A** if you get 1-8 and coming back here if you get 9-12. Otherwise, stop when you are satisfied and return to **12**.

**68C** You move through the archway into a darkened passage. It must once have been part of the art gallery because you can see dust shadows where pictures have been in the past. But you find nothing now except two small doorways. One opens into a passage that immediately slopes downward (**44B**), and the other is level but the air in it has a peculiar dryness to the air that makes you cough. When you do cough, you think you hear an answering rustle ahead of you. If this doorway is your choice, turn to **23I**.

**68D** The wick on a black candle flares into light, and instantly you see a vision in the brightness, a vision of black dragons being turned away by some invisible force.

If you take the black candles and light them at the time of the dragon battle, all black dragons will be magically barred from joining in the fight. Seeing this, you hand the black candles to one of the waiting young gnomes to carry down to the battle holding area.

If you want to check the white candles, turn to **150A**. Otherwise, return to **24**.

This is a Lantern of Warning. If you have it with you when danger threatens in the library, **68E** the danger will not occur. Ignore any passage that says you have taken damage or must fight. However, it does not work beyond the library. Return to **16**.

"Excuse me, sir? . . . I've agreed to help the gnomes of Mount Nevermind—" **68F**  
"Complete foolishness!" the wizard exclaims. "You have no business here!" and he suddenly attacks you without warning.

Bewildered and then angry, you conduct combat against the wizard. If you win, turn to **22D**. If you lose, turn to **102B**.

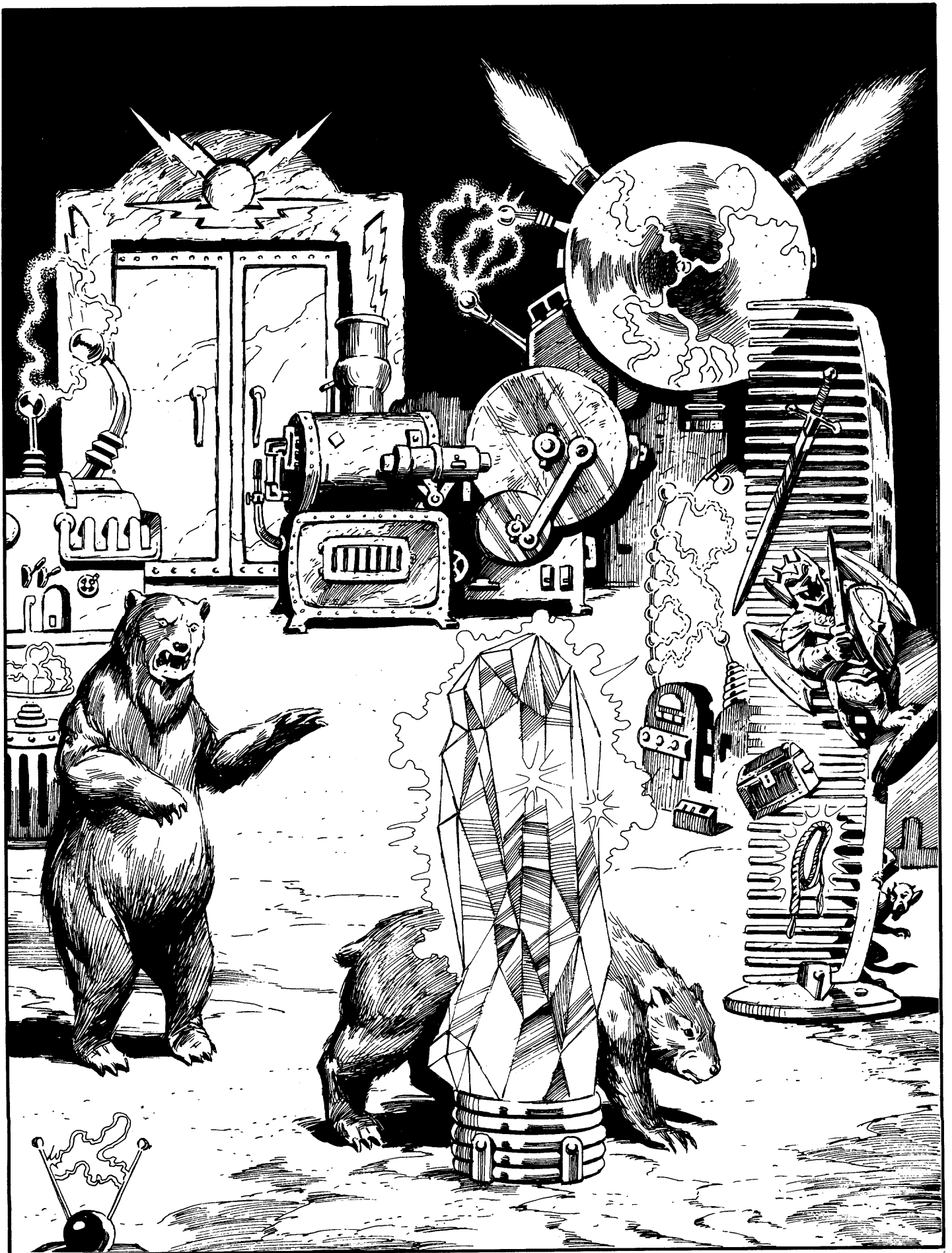
The machine won't stop! Now it erects enough pipe to start building you into the **68G** mechanism! You've got to stop it somehow! Roll the die again. If you get 1-4, turn to **51G**. If you get a higher number, turn to **141H**.

Unable to resist the smell, you thank the cook and quickly munch the burger he hands you. **68H**  
Roll the die. If you get 1-3, turn to **71G**. If you get any other number, turn to **140H**.

You think a little sadly about the extra time you might have gained if you had been able to help **68I** the silver dragons. However, you sigh, you certainly can't attack a gnome.

You shut your eyes and will yourself back to **24**.

You start to turn away again, but suddenly it comes to you. If you take the ice machine to the **68J** battlefield, perhaps you can turn it up full blast and get the draconians slipping and sliding all the battlefield area! Send it along to the store room. The machine will add 10 to your defense during the final battle. For now, return to **98**.



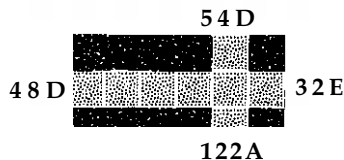
**70A** You try to reasonably explain to the messenger gnome that you just don't have time right now to talk to the committee, but you really want to and will, right after the upcoming draconian battle. This seems to please the gnome and he leaves with a happy expression on his face.

**70B** As you study the lone warrior bearing a battle-axe, you realize—with relief—that it is not an undead warrior but a statue of one! On its base are two little buttons, one red (32F) and one green (35B). You can choose to push one, or you can leave the whole thing alone and return to 72.

**70C** A gnomish object is projecting from the shallow drawer. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you reach B, turn to 40C. If you fail to, return to 48.

**70D** You don't know whether it's related or not, but as you leap something bad happens to you from the thing you grabbed. Turn to the Malefic Random Effects Table on page 158. If you're willing to try again and see if something better happens, you can choose between the right side (96A) and the left side (51A). Otherwise, return to 94.

**70E**



**70F** It's almost as if you don't have your power armor on! No matter what you do, you just end up getting gouged again and again. "Oh, I wish this steam armor could just smash that monster into the ground!" you exclaim.

If someone or something is around that can respond to your wishes, turn to 15G. If not, the draconian rakes your face with a devastating blow that sends you spinning into unconsciousness. Your adventure is over.

**70G** The poisoned tail strikes between your armor plates and into your flesh. Take this damage off your life points, not your armor points. The poison does 1 extra point of damage on this combat turn. Continue with the battle.

From the second to the top shelf you remove an oddly shaped lamp that has weird oily colors bubbling leisurely inside it. You watch it for several minutes, fascinated by the unpredictability of the shapes and sizes of oil bubbles that form around the heat source. If you can read in this chamber, you finally notice a small label on the bottom saying, "Made in Hong Kong."

As you study the strange lamp, you discover that there are a number of red and pink buttons on it. Turn to the Gnomish Machinery Figure-Out Chart on page 157; you will need to get to level D to succeed in figuring out the device. If you do, turn to 64I. If you don't, turn to 20G.

Curious, because every other imp you've come near has been trying to kill you, you go to see how the imp was caught in a trap. It turns out to be incarcerated in a gnomish steam-powered wire net.

The little creature screws up its face in pleading. "Oh, please, please, please, kind sir. Don't leave me here, helpless, before these awful undead creatures. I may be from another plane, but I'm not evil like they are. Let me out, and I'll grant you three wishes."

Certainly seems tempting. If you want to release the imp, turn to 108I. If you're unwilling to take any chances with such a creature, smile and walk away, to 110.

At first, the gnome with the dragonish tongue depressor won't talk to you because you interrupted him in his vital work, but he finally agrees to stand back for a brief chat—brief, mind you!

He is Gnorris Dragonbetterer, a dragon veterinarian, who is in charge of research into the huge flying reptiles. He's never before been able to get this close to one—which is why he's wearing the protective garb; he expected to get frozen or gased by the beasts. However, when you tell him that, in your own time, you are expected to see many dragons soon, he contemplates the possibility of coming with you. If he will, you'd win in two ways: you'd have help in dealing with the dragons and draconians in the battle, and you'd get a gnome to leave this chamber, thereby winning an extra day for preparation.

Roll the die. If you get 1-3, Gnorris will go with you; turn to 35I. With any other number, the veterinarian refuses to leave and you must look elsewhere. Return to 138.

Before you realize you've reached a dead end, a beastly, snarling minotaur leaps out at you and you must fight. If you lose, turn to 36D. If you win, return to 128D.

**71A** You've been sent to the time 3000 years ago. Turn to **36**.

**71B** With a whoosh and a sigh, the pipes begin to gasp and bounce. Then, suddenly, they stop. There's complete silence in the room for the first time since you entered it—except for the dragon's asthmatic breathing.

Afraid that your slightest movement will start the apparatus up again, you delicately turn a joint on a pipe. When it's open, only a little water dribbles out. So you open another . . . and another . . . and another.

The gold dragon suddenly raises his great, horned head from his forefeet. "What are you doing?" There's fear in his voice. Then he repeats it with the fear changing to wonder. "What are you doing? . . . You've done it!" And he rises to his feet, smashing recklessly against the pipes, and sending the whole metal structure tumbling to the floor in a thousand dripping pieces.

Turn to **14J**.

**71C** You drink the clear liquid in the clear vial and it quenches your thirst. So much for magic potions! Return to **34C** to try another, or **68** to look around some more.

**71D** There are nine beautiful mummy cases spaced along the long wall of the chamber. If you want to inspect them, you need to do so one by one, starting with number 1. You may check out as many as you wish. When you have finished, return to **130**.

To inspect:	turn to:
#1	<b>52B</b>
#2	<b>30F</b>
#3	<b>121D</b>
#4	<b>145D</b>
#5	<b>93H</b>
#6	<b>26F</b>
#7	<b>50D</b>
#8	<b>126F</b>
#9	<b>148C</b>

**71E** You power up your armor quickly, but pound as you might, there's no stopping the brass dragon from rearing back and blasting you with its breath weapon. As you feel the hot, living, dragon breath roll over you, you begin to feel yourself falling uncontrollably asleep. . . . Turn to **32D**.

**71F** The tall brass statue of a Baaz draconian reminds you most forcibly of the evil creatures that you are committed to fighting for the gnomes. Wishing it weren't so, you sigh and touch the metal of the statue. Instantly, the figure comes to life and attacks you!

Conduct combat. If you win, turn to **102E**. If you lose, turn to **14B**.

The juices ooze around your tongue and you open your mouth for another succulent **71G** bite—only to find that your mouth has changed shape. And so have you! You've been turned into a dragon! In minutes, you find yourself the object of intense and excited scrutiny by a horde of little gnomes who crawl all over you in their quest for knowledge. Your adventure as a human has tragically ended here.

You look again at the vertical face of the stool **71H** but can't see now what made you think you saw a face. Checking that you won't get poked by the gnomon of the sundial, you sit down to rest on the stool. The rest magically gives you 10 additional life points. Return to **24**.

Following the engineer's directions, you aim the device and press a red button. "Duck!" yells the **71I** gnome, and all the other gnomes in the cavernous chamber fall to the floor, their hands over their ears. Then you find out why—the chunk thrower, instead of sending its projectile off with a roar, explodes with a tremendous bang, doing 10 points of damage to your powered armor.

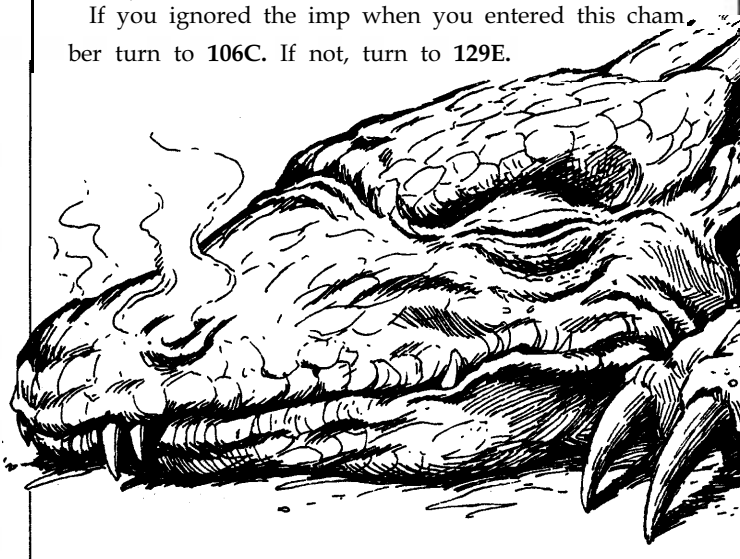
The engineer comes running over—from where he had jumped to just as you pressed the button—and says, "My, oh my. I guess I had my figures wrong. Maybe it's that it works only 26.52 per cent of the time and explodes the rest of the time. Going to have to work on that!"

Your ears ringing, you return to **76**.

Ignoring the gnomish librarian (who makes a **71J** *humph* of disgust), you walk over to the little horned imp and look up at it. If you have special knowledge that you know the imp should learn, turn to **97E**. If you just want to try to ask it questions, turn to **100J**.

You start down the dark staircase, wondering what awaits you at the bottom, or for that **71K** matter, whether it has a bottom.

If you ignored the imp when you entered this chamber turn to **106C**. If not, turn to **129E**.





**72** The moment you step into the new chamber, you almost turn around and run. But, trembling, your heart in your throat, you advance into the midst of a collection of skeletal figures. Chief among them is a huge skeleton dragon, perched on a mound of treasure.

"Sure is busy in here," he drawls. "Just had the teensiest tidbit of an imp, not much more than an *hors-d'oeuvre*, and then along comes a main meal, and it's even packed in a can."

You surreptitiously power up your armor, replying, "I'm nobody's meal! I'm just here trying to help the gnomes."

"Speaking of gnomes," says the dragon skeleton, "answer me a riddle, or fight me."

"Why should I do either?" you ask, hoping you'll have the dragon stumped.

But the long white skull replies simply, "If not, you'll die."

Figuring that's a good enough reason, you choose to try to answer the riddle (144K) or fight (130I).

If you are free to explore this place, you may investigate the:	by turning to:
row of warriors	23H
lone warrior with axe	70B
floating skulls	30D
floating books on treasure mound	54H
draconian figurine	149C
rest of treasure mound	79L
archway at left	46I
archway at right	56H

**If you have been here before,**

you are amazed to discover that everything you touched or worked with the last time you were here is magically restored. You have exactly the same choices you had as the first time you were here. Begin as if everything were new.

**72A** The device you pick up is obviously useless.

**72B** Picking up the large, dusty scroll from where it leans against the desk, you unroll it, sneezing at the ancient dust that flies out. If, for some reason, you can't read, turn to 44F. If you can, turn to 88K.

**72C** You thought that a gnome might be the size of the monster's big toe, but as you draw closer you discover that its toe is even taller than you. You practically have to bend backward to the ground to stare up to the top of the metal behemoth. The thunder of the steam compressor making it move almost deafens you.

As you study it, you realize that there are hundreds of dials and levers all over its body and limbs. If you want to try some of them to see what happens, turn to 104F. If you decide you really don't dare touch them, turn to 35G.

**72D** The hot steam pipe goes through a round metal thing that has two levers sticking out of it. If you want to pull a lever, turn to 137F. If you'd rather not, return to 114 to explore other objects on the steam pipe.

**72E** Try as you might, you can figure out no reason why there should be a huge comb standing in this chamber or why it holds things to it. Giving up, you turn to other things (68).

At least with this machine, you don't have to ponder to figure it out. It's clearly a gnomish **72F** steam-powered coal borer, and it appears to be doing a fine job. As you watch the clever device work, you realize that the drill has bitten a hole through the coal, into another chamber. If you want to wait until the borer makes the hole big enough for you to climb through, it won't take long; turn to 146E. If you'd rather not, just return to 32.

Surprised at the quality of the workmanship, you touch the dragon's wing as it walks **72C** by you. It is of finely polished rustless steel . . . but it's also very sensitive! At your touch, it turns jerkily toward you and snaps at you with its vicious mouth.

You must fight! Conduct combat. If you win, turn to 154F. If you lose, turn to 94D.

Grabbing a thick slice of bread as you go, you pass through the storeroom and out the exit **72H** beyond. Immediately, the aroma changes from one of good yeasty things to a dry, acrid smell of . . . well, you're not sure what.

As you walk up the gentle incline, however, the smell gradually disappears as you become increasingly aware of fresh air. Turn to 122.

Using the power of your armor, you smash open one of the iron chests. But the armor doesn't **72I** prevent the poison-dagger trap from being sprung. Roll the die to see if it hits you. If you get 1-6, turn to 112D. If you get 7-12, turn to 120B.





**74A** You don't know what it does either, so you just wish the gnome good luck, and return to looking around (94).

**74B** A shallow drawer contains some tan-colored objects that you immediately recognize by their smell and texture as fresh croissants. If you want to eat one, turn to 27I. If you prefer to just dump them out and check the back of the drawer, turn to 121B. If you don't want to do either, return to 48.

**74C** One of the busy gnomes looks up at you and says, "Thank you. Those imps are such pests, and we can't seem to get rid of them,"

"You're welcome," you reply, and then add, "This is a wonderful room. It makes me feel like a child again."

"And so it should," says a second gnome. "We're getting ready for the Festival of the Graygem. There will be toys for everyone. Making sure of that is our Life Quest."

"Not mine," says one gnome grumpily. "Mine is to make the *perfect* toy—you know, won't break, won't discolor, puts a child to sleep, makes the child think of mommy, educational, and, of course, easy to make."

"That's quite an order," you say. "Have you succeeded?"

"Not yet, but I keep working."

All the busy gnomes turn back to their work, leaving you free to look around. Return to 52.

**74D** Immediately a vision of a mirror pops into your head, a mirror that will make the medusa look at herself instead of at you, and maybe keep you from being turned into stone. You don't have a mirror, but you have a very shiny, bright pot!

You grab the pot and hold it before your face just as the medusa turns toward you. Roll the die. If you get 4 or higher, turn to 50C. If you get 1-3, turn to 145F.

**74E** Of the three dark tunnels that lead out the back of the chamber, you decide to go through the left-hand one. After you follow a gentle slope upward for a while, you find yourself in 106.

**74F** Just as you realize that the things will shoot small but powerful projectiles from a handy, standing, or even running, position, a gnome comes over to you and tells you that they are actually gnomish nail plungers, meant to be used for carpentry. But one of the armory Life-Questers discovered that they made better weapons than carpentry tools, so here they are. You may take two of them. Each is a single-shot device that does 10 points of damage. Return to 76.

You kneel down so that your eyes are at about the same level as Stars. She turns the **74G** far-seeing device so that the small end meets your eye. You gasp as you see the distant castle suddenly loom large in front of you! "Wow!" you exclaim. "I'd sure like to have one of these!"

"Would you? Here, I've got a small one you can have."

"Well, I don't really have time to look at the sky. I've got a battle to prepare for."

"I know," Star replies. "Actually, this little far-seer would be of more use to you in using the gnomeflinger to get around Mount Nevermind. In fact, that's what I designed it for."

You take the device, thanking Star. From now on, whenever you use the gnomeflinger you have a bonus of 2 points in trying for the exact location. Return to 106.

You gather up three particularly dirty utensils, a pot, a bowl, and a pan, and scrub them **74H** in some nearby water. When you've got them all as shiny as shiny can be, you realize that you don't want to place them back in the dirt with all the others and there's nowhere else to put them, so you carry them along when you go to explore beyond the wall. Turn to 50H.

As the wizard impresses the gnomes by turning a pink fluid to blue, you wander back into the **74I** dark archway at the back of the room. Feeling your way along a stone passage, you find yourself entering 52.

You move into the dark entrance to the tunnel, and immediately begin to feel warmer. It's a **74J** relief to be out of the cold room. By the time you're comfortable again, you find yourself in 154.

Leaving Kneebler, you go to the lad and help pick up what he dropped. In calming tones, **74K** you make some suggestions to the boy, based on your own experience. He's so flabbergasted at your attention—as well as the good sense of your suggestions—that he pulls something out of his pocket and, blushing, hands it to you.

"What is it?" you ask.

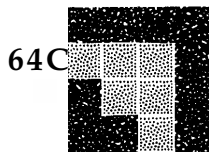
"Please take it, sir. It's a gnomish luck stone. I'd . . . I'd like you to have it."

The next time you need to make a roll for something good to happen, the stone will make it happen automatically. It only works one time, and it will not work in combat. For now, return to 98.

You discover the mechanism that will make **74L** the dragon robot fight all black dragons, and eliminate them! Gleeefully, you get your robot assistant to take the dragon's leash and lead it away until the final battle. Return to 28.



**75A** You stumble across a huge pile of treasure. Your eyes open wide as you see the glories of the gems, gold, and ivory. You wonder if this might be one of the reasons that the dragons are coming to the island. If you want to take a pile of gold, you may. Otherwise, just decide which way to go:



64C

118B

**75B** Suddenly, the idea tickling at the back of your mind pops into the front, full blown. You could have this amazing artist go to the scene of the final battle and *paint the worst dragon!* It will disappear into the picture, and you'll have it trapped.

You quickly explain your idea to the artist, who balks at first, but then gets excited about being able to contribute something to the coming fight. He agrees to be there when you need him. The type of dragon the painting will eliminate is your choice. Return to **52**.

**75C** You pull the knob with the glowing orb inscribed on it, then lean back, seeing where this wonderful train is going to take you. It begins to slow down as you see a conveyor belt bearing a number of smallish glowing objects with odd shapes. You get the feeling that this place could be sinister.

If you want to pull another knob and go to a different place, turn to **40**. If you're willing to investigate this one, turn to **60F**.

**75D** You press the fourth button and find yourself in **20**.

**75E** The gauntlets just lie there, interesting but useless, unless you also pick up another specific object. If you have been told this about another item, meaning that you have both, turn to **146D**. If not, return to **56** to choose another object.

**75F** "I was told that you might be coming. Here, put these on and you'll be able to see more of this place." He hands you something that looks like the things he's wearing over his own eyes—but they also look like the thing the imp handed you. If you want to put them on, turn to **92I**. If you don't, turn to **94I**.

**75C** Reluctant to look too closely at the wooden draconian statues, you venture only close enough to discover that they appear to be just practice dummies for the gnomes' projectile-throwing. Return to **76**.

You hoist your armor and put the slender belt around your waist. That's when you discover **75H** that you have donned the Girdle of Femininity. You are turned into a woman, forever. And your adventure is over because the peculiar time gate that the gnomes used to send you to the past works only for men. You are stuck in a timeless dimension for eternity.

It takes a while, and the help of some reluctant gnomes who locate the hot steam pipes, but you **75I** finally get all the ice off the human warriors. In just a few minutes, to your amazement, they begin to wriggle and squirm, gradually breaking down the ice in all their muscles and skin.

Finally, the largest warrior—the leader?—opens one eye, moves his head around, opens the other eye, and then shouts, "Dragons! Where are you? Come to us, O Great White Guardians! Your servants are calling!" They leap to their feet, look around, and realize that the dragon leaders that brought them here have left and they are in enemy territory. They turn on you, paying no heed when you try to call attention to the fact that you're human, too, and they attack!

Conduct combat with the human warriors. If you win, turn to **12C**. If you lose, turn to **88B**.

The little machine quickly and efficiently scrapes the paint from the picture. After it is all off, the **75J** machine sits quietly and you see a badly rendered picture of a sunset.

Replacing the machine by the gnomish statue, you decide to look at other things. Return to **118**.

There's a big device at the back of the bakery, which appears to be half bellows and half **75K** some sort of . . . well, something else. When you ask Kneebler what it is, he recalls that it was brought into the bakery to . . . um, well, lubricate something, he thinks.

"Oh, I remember now," he adds. "It was used to lubricate the oven. In fact, I think it has one more squirt of lubricant in it. Why don't you use it on your armor?" he suggests helpfully.

"I wonder if anything can go wrong?" you muse. "I can't afford to have anything bad happen to my steam-powered armor. Are you *sure* it's lubricant?"

"Of course! . . . Well, there is a chance that it might be glue from when we were repairing the oven. But, no, I'm sure it's lubricant."

If you want to squirt the squirting device at your armor, turn to **59C**. If you'd rather not, return to **98**.

**76** Stepping out of the passageway, you discover yourself in a huge chamber that thunders with the roar of heavy machines. You recognize giant projectile throwers of various types. You've certainly seen armor before, though you don't see any powered armor like you're wearing. But what the thundering stuff that moves in massive stateliness is, you have no idea.

There are several gnomes working around the chamber, completely absorbed in what they're doing (or dead—you're not sure which). They ignore you completely, but an imp wanders nonchalantly toward you. You know it's challenging you in some unspoken way.

Will you fight the imp (**121I**), talk to it—if you have something you think it ought to know (**97E**), or just ignore it and get on with investigating the things in the room? You're certain these things could be helpful in the final battle.

If you are free to explore this chamber, you may investigate the:	by turning to:
cannons	59J
crossbow in center	96K
tanks at back	96B
knights in armor	26G
guns at lower left	34B
draconian statues	75G
tunnel at back right	24D
tunnel at back center	106E
tunnel at back left	74E

**If you have been to this chamber before,** you instantly notice upon returning that the imp and all its effects are gone. There are no tanks in the background. Otherwise, everything is as you left it the last time.

**76A** The device you pick up is obviously useless.

**76B** You study the device that the amazons call the draconian catapult and discover that it is indeed a very powerful weapon. You move it to where you can get a clear shot at the kraken. Then you take careful aim. Roll the die. If you get 8-12, turn to **108B**. If you get any other number, turn to **134E**.

**76C** You go in swinging and fight the imp. Every time the little creature hits you its barbed tail strikes. Roll another die when this happens. On a 1-8, turn to **141F**. On a 9-10, turn to **70G**. On an 11-12, turn to **125E**.

**76D** Praying to ignore the shadow of the undead start to scrape through the creature's treasure mound. But the dragon doesn't like take kindly to your rummaging and gives one quick flick of his wing bones. You find yourself sprawled on the floor in front of the skeletal warriors, with 5 points of damage to your armor. Return to **72**.

**76E** Heading toward the statue of the dragon, you see the undead warriors carrying it preparing to protect it with their . . . *lives*? Obviously, if you want to inspect that dragon statue, you're going to have to fight the skeletons carrying it.

If you want to fight, turn to **62G**. If you decide it's not worth the effort, return to **110**.

There's methodical evil and might to the way the three drow go about attacking you. At first **76F** you think you don't stand a chance, but gradually, their own method tells against them, and you begin to surprise them in your own retaliation. Soon, you think, smiling, the drow will have to find someone else to work their metal in the lava of Mount Nevermind. Stepping politely over the bodies, you observe that they were as poor fighters as legend has told. You begin exploring the fascinating chamber. Turn to **102**.

You look toward the darkness behind the large spider's web and find yourself wondering what might be there. If you have killed the giant spider, turn to **50F**. If you haven't, turn to **59E**.

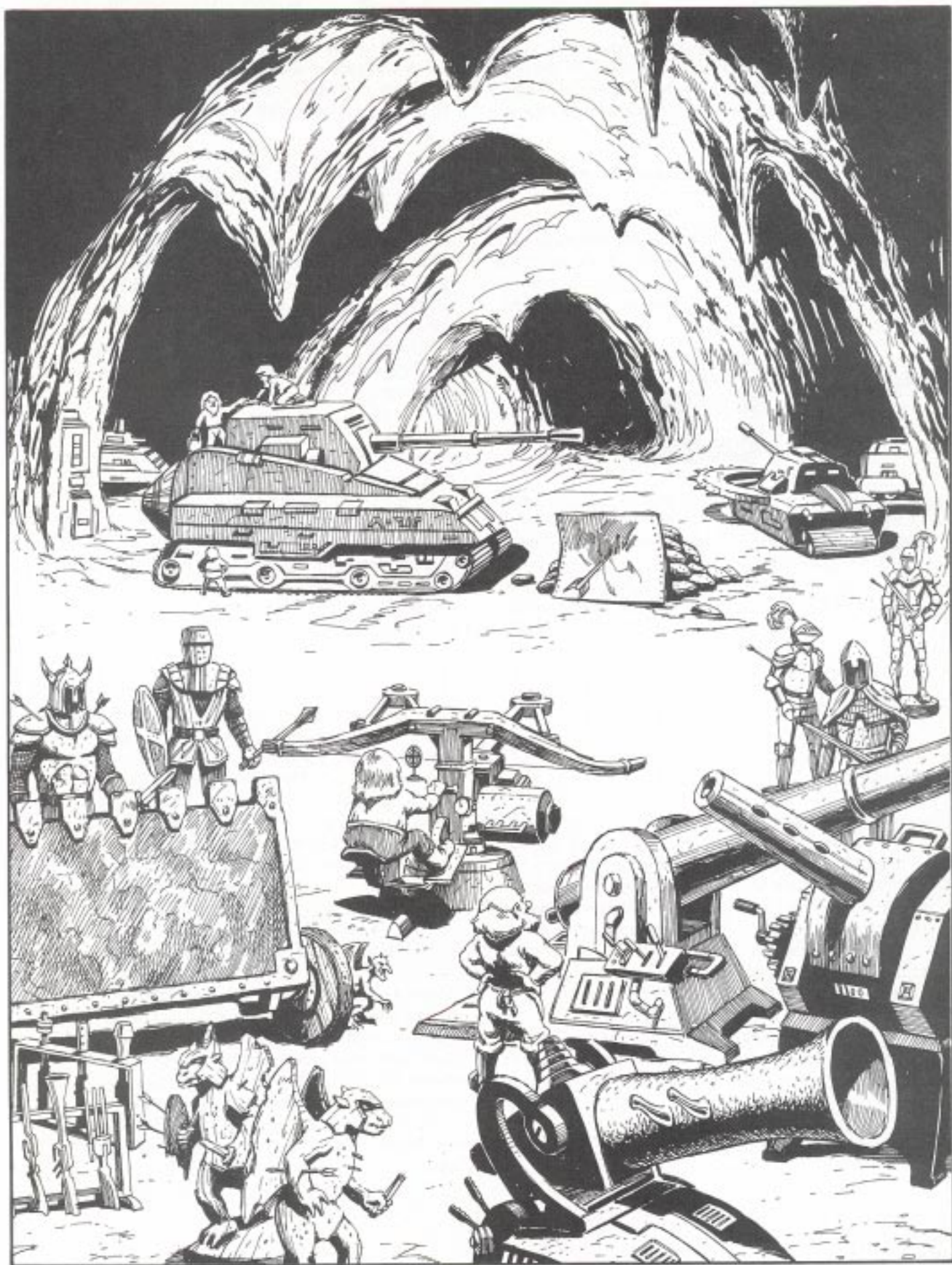
You come into a clearing containing a large, complex-looking machine. You think it is **76H** one of the ones you saw from up on the cliff. There is a label on it that says, "Dragon Armor Destroyer." Excitedly, you walk around it, inspecting all sides, and then finally touch it.

If you left the imp hanging from the ceiling on top of the cliff, turn to **133I**. If the imp was gone, turn to **140A**.

If you have already been through this part of the maze and investigated the machine, turn to **134C**.

When you try to use the paint-removing apparatus again, you hear a strange fizzle and see a **76I** small wisp of smoke come from it. It will not work again. Return to **118**.



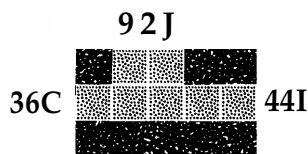


**78A** As you fail to move away, the closest plants suddenly attack you with their tendrils. At first, you just try to kick them away, but it quickly becomes apparent that you've got a *real* battle on your hands! Turn to **133A**.

**78B** You press the second button and find yourself in **98**.

**78C** On the far back wall of the chamber is a brightly lit sign that reads "OPEN." When you reach it, you find nothing but the sign, certainly nothing seems to be open at all. If you want to touch the sign, turn to **31J**. If not, return to **12**.

**78D**



**78E** You can't believe that you are actually being beaten by a stupid wooden and bronze stool! If only you had stayed with your ovens. *They've* never attacked anybody!

Suddenly, the stool falls to the floor, snapping a wooden leg off. And you see that it is, after all, just a plain old dumb wooden and bronze stool. Then you realize that one of the gnomes has just kicked the imp and is chasing it around the room. The other one is watching you with a look of pitying disgust. The animated stool must have been an illusion of the imp's which the gnome broke by chasing the creature away. But the fact that you lost points isn't an illusion. at all.

Return to **24**.

**78F** You're soon sitting on the floor, listening half-heartedly to the old gnome's reasons for and problems in making the gnomish dragonrider toys. You consider, once in a while, just walking away, but the gnome's voice rises in anger and, somehow, you find yourself sitting still again, getting more and more bored.

Finally, you discover that you've lost a day listening politely—but in great boredom—to the garrulous gnome. You've got to get a move one! Return to **52**.

**78G** The speed with which the amazons prepare their arrows and the accuracy with which they find the smallest openings in and around your

armor are totally amazing. But your amazement leads to sorrow and pain as their arrows penetrate your body, and you know that you'll never have a chance to find out what they're doing in this strange place. . . .

You stare at the machine for another moment, but whatever it was that was niggling at you doesn't pop into your mind. Return to **98**.

You're watching the gnome tie the dragon's tail off at the tube to the blow-up gas, when suddenly you catch hold of the elusive thought. **78I**

"How big can you make these toy dragons?" you ask the gnome.

"Dunno."

"Bigger than life size?" you ask, almost trembling with hope.

"Can try."

Not put off by the terseness of the gnome's replies, you ask, "How long would it take to make the biggest dragon you can imagine?"

Silence for a moment, then, "Three days."

If you have three days left, the gnome will bring his bigger-than-life-size inflatable dragon to the battlefield in three days. During the battle, it will scare all black dragons away. If you don't have three days remaining, you must just say, "Well, never mind. But thanks." In either case, return to **52**.

You wander leisurely through the library, letting your eyes fall on various titles at random (if you can read—if not, return to **16** and make another choice). **78J**

You can roll the die up to five times. If you get 1-4, turn to the first section number given below. If you get 5-12, that attempt was wasted. Then you can roll for the second number, for which you must also get 1-4, and so on through the five rolls. They can be taken all at once or on any visit to the library.

First roll — if successful, turn to **104C**

Second roll —if successful, turn to **24E**

Third roll — if successful, turn to **94C**

Fourth roll— if successful, turn to **140F**

Fifth roll — if successful, turn to **118D**

Amazed, you realize that the gnomes have figured out how to permanently make a comb electrostatic. And it's holding things to it, just as a little comb does when you run it through your hair. What an invention! But then you start to question why it's a great invention. Of what possible gnomish use is it? **78K**

Shrugging off the questions, you decide to check into the things that are being held to the giant comb. Turn to **144J**.

**79A** You fiddle with the square box mounted on the pipes. Nothing happens until you try to push one of the silver buttons. Roll the die. If you get 1-3, turn to **67F**. If you get 4 or higher, turn to **152F**.

**79B** In one tent, you find a huge working display depicting the home life of the dragon, all done in Audiosteamatronics. At first you're fascinated by the lifelike quality of the movements of the various dragons. You're certain that you'll learn something helpful. But by the end of three hours, you're bored stiff and you fall asleep. Turn to **98E**.

**79C** You touch the crystals forming the gateway and, indeed, you never come back.

**79D** On a workbench at one side is a crystal-domed apparatus with a large lever jutting from its front. Inspecting it, you get the urge to pull the lever down. If you want to, turn to **148E**. If you decide you'd better not, return to **44**.

**79E** If the kraken in the water is still alive, turn to **43E**. If it isn't, turn to **36J**.

**79F** Wondering what you're getting in to, you press the button on the old gnome's statue again. It starts to speak again, but this time you don't hear an old gnome's complaints. Instead he starts talking about the statue of the dragon across the hall. It seems that the statue is a magical dragon-fighting apparatus, which if activated by pushing a concealed button on it, will automatically destroy all Bozak draconians in the vicinity.

You give the dragon statue to a couple of soldiers in your gnome army and tell them to take it to the holding area until the battle.

Pleased at the outcome here, you return to **118**.

**79G** When you sit down you discover that a panel in the arm of the chair has opened up and five buttons are revealed. By pressing these buttons, you can be automatically taken to five different chambers in Mount Nevermind, without having to go to the gnomeflinger. Since this library is within walking distance of the flinger, these buttons can come in handy. However, you won't know until you press the button where you might end up.

To press the:	turn to:
first button	<b>12A</b>
second button	<b>78B</b>
third button	<b>16A</b>
fourth button	<b>75D</b>
fifth button	<b>20J</b>

Before anything else happens to you in this chamber, you find yourself confronted by a **79H** draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragonarmy.

You discover that the draconian has obviously been hard at work. It has assembled several gnomish weapons, some of which are now smashed on the ground, but one is in its talons. And you are the target it wants to test the device on!

The draconian will hit on rolls of 4 or less, doing 13 points damage, and has 11 hit points. If you win the battle, continue your adventure. If you lose, your quest is at an end.

When you say yes, a fiery light of battle comes into the dragon's eye. He rises clumsily, flexing **79I** his great wings, and says, "Let's go!"

This dragon will wait for you in the weapon storage area (though you might have to wake him up again) and destroy all red dragons that participate in the final battle.

Return to the train and pull another knob (**40**).

You're about to leave when you realize that if this draconian scout gets away and returns to its **79J** base—wherever that might be—it's apt to carry information with it that will make your work harder when it comes time for the important battle. You hurry to the valiant gnome's side and say, "I'll take over now."

Conduct combat. If you win, turn to **125G**. If you lose, turn to **55H**.

Gnyrus Hourguard did something wrong. You find yourself in some kind of grayish-**79K** purplish mist that is inhabited by hundreds of angry gnomes who are just as bewildered as you are about where they are and how they're going to get back to Mount Nevermind . . . when they're going to *kill* that misbegotten time-mangler, Gnyrus Hourguard! Your adventure is over.

If the dragon skeleton is still perched on the treasure mound, turn to **76D**. If you managed **79L** to break him up, turn to **100K**.

Before you realize you've reached a dead **79M** end, a beastly, snarling minotaur leaps out at you and you must fight. If you lose, turn to **36D**. If you win, return to **48D**.







## 82 THE FINAL ENCOUNTER

A cloudless sky greets you on the day when you know you must meet the Dark Queen's dragon army. The gnomes crowd around you showing an energy you haven't seen from them before. You hear them shouting to one another:

"We'll kick their tails right across the sea!"

"With Ryec commanding they don't stand a chance!"

"Wait till Ryc sees how we fixed up those things she has been ~nd ing!"

This last statement startles you out of your reverie, and you shout. "What do you mean you fixed up the

things I found!" Obviously, you've been among the gnomes far too long.

When you finally get some straight, slow answers, they come down to: "Well, we thought we'd help you by making all the things you found better. We . . . well, we broke some of them and lost some others. but" — excitedly — "we made some things lots better."

Not believing what you just heard, you rush to the holding area on the plain where the battle must take place. There you discover that all the devices you found have been combined into one huge, mess of pipes, crystals, steam boilers, and other junk! You could be in big trouble. Begin at **82A**.

### 82A Game instructions for the final battle

The Final Battle Weapons Table shows all the items that could be found while you adventured through Mount Nevermind to prepare for the final battle, and their value in the battle. As you get ready to face the dragons and their evil hordes, inspect each of the things you have brought to the battle using the Gnomish Inspection Table below. This tells you what has happened to each device between the time you found it and the battle.

To use the table, generate a number from 1 to 12 and the result tells you how to mark the list of devices. Though the list has all the items possible in the mound, you should only use the ones you found for the battle.

Inspecting your gnomish war machine, you discover many things have changed from the way you left them. Roll on the **GNOMISH INSPECTION CHART** to determine what the gnomes did to each item. Special Note: Any item that merely eliminates an enemy type can't be doubled in strength, it just continues to do what it does.

### GNOMISH INSPECTION CHART

Roll of 1-2	Turn to Bad News Section
Roll of 3-10	Turn to Okay News Section
Roll of 11-12	Turn to Amazing News Section

**Bad News:** The gnomes look very sad when they tell you that they accidentally broke this device while trying to improve it. You cannot use it in the battle.

**Okay News:** The gnomes look sad to say that no matter what they did, they just couldn't improve on this device so they just added it to the machine. You use this device normally in the battle.

**Amazing News:** The gnomes look happy and say they were able to double the effectiveness of this device. You use this machine at double the points listed for it.

**Special Note:** For the Okay and Amazing News sections, if the thing discussed is a living creature or magic item, it is changed because of the things the gnomes added to it and not because the gnomes changed it.

Now turn to **85** to learn scoring during the final battle.

## DRAGON ARRIVAL TABLE

Dragon army Type	Offensive #	Defensive #
Aurak Draconian	17	14
Baaz Draconian	13	11
Bozak Draconian	15	12
Kapak Draconian	14	11
Sivak Draconian	16	13
Blue Dragon	30	18
Black Dragon	18	15
Green Dragon	20	16
Red Draeon	40	20
Shadow Dragon	15	13
White Dragon	17	14
Humans	12	11
Ogres	15	14



## FINAL BATTLE WEAPONS TABLE

Chamber	Item	Offensive #	Defensive #
Lights (12)	Rock Melter	5	
	Lava Lamp		2
	Red Dragon Beam	Eliminates Red Dragons	
Library (16)	Lava Lamp	10	
	Sivak Book	Eliminates Sivaks	
	Gold Dragon	Eliminates Green Dragons	
Water (20)	Draconian Catapult	3	
Clocks (24)	Black Candles	Eliminates Black Dragons	
Steam (28)	Steam Cleaner	*(See below)	
	Robot Dragon	Eliminates Black Dragons	
	Spaser	10	
Dragon Fair (36)	Balloon	5	
	Dragon Knowledge		5
	Black Dragon Soup	Eliminates Black Dragons	
	Defense Suit		3
Train (40)	Ancient Dragon	Eliminates Red Dragons	
Crystals (44)	Crystal Sphere	*(See below)	
Toys (52)	Inflatable Dragon	Eliminates Black Dragons	
	Sleeping Stones	Eliminates Auraks	
	Supernatural Art	Eliminates Choice of Dragons	
	Dragon Box	*( See below)	
Red Dragon (56)	Blue Dragon Statue	Eliminates Blue Dragons	
	Brass Draconian	Eliminates Green Dragons	
Signals (60)	SEVAWORCIM Device	5	
Maze (64)	Dragon Button Device	(Turn to <b>153D</b> )	
Undead Dragon (72)	Silver Dragon	Eliminates Choice of Dragons	
	Draconian Statue		7
Armory (76)	Chunk Thrower	5	
	Gnomish Device	10	
Explosives (86)	Explosives	5	

## FINAL BATTLE WEAPONS TABLE

Chamber	Item	Offensive #	Defensive #
Faerie Dragon (90)	Blue Dragon Info Black Dragon Info Sivak Information War Machine Information	Eliminates Blue Dragons Eliminates Black Dragons Eliminates Sivaks  10	10
Magnet (94)	Repulsive Field		5
Bakery (98)	Ice Machine		10
Drow Elves (102)	Magic Spear Dragon Figurines		Eliminates Baaz * (See below)
Catapult (106)	Catapult #1 Catapult #2	10 10	
Lord Soth (110)	Steam Wall Device		5
Gallery (118)	Dragon Statue Cleaning Machine Painting # 1 Painting #2 Painting # 3 Painting #4		Eliminates Bozaks Eliminates Kapaks Eliminates Sivaks Eliminates Bozaks Eliminates Auraks Eliminates Baaz
Griffon Nest (122)	Aircraft	3	
Cold (130)	Re-Animator		3
Bottles (134)	Fat Fred Dragon Jarms Warrior Dwarf Ogre Repellant	3 Eliminates Choice of Dragons 1 Eliminates Ogres	
Silver Dragon (138)	Gnome Vet Bard	1 Eliminates White Dragons (See 51J)	
Frosty (150)	Frost Ray Machine	3	
Dragonne (154)	Dragonne Mirror		10

\*You find, to your dismay, that this item is only an impish illusion. Because you were counting on this and other illusions on this table, the lack of them effectively *doubles* the strength of the red, white and shadow dragon attacks on your gnomes.

## FINAL BATTLE SCORING

# 85

Your gnomish army has a total of 100 life points for this battle. Your Gnomish War Machine hits on rolls of 8 or less. The dragonarmy has a total of 200 life points, but because its generals can't figure out your battle plan, or even what you are using against them, they hit on rolls of 7 or less.

Using the Final Battle Weapons Table, total the offensive numbers (only for those items you obtained and which survived the Gnomish Inspection Chart), and add 10 points to the total. This is your offensive score. Also total the defensive numbers (only for the items you obtained), and add 10 points. This gives you your defensive score.

Using the Dragon Arrival Table, cross out all the creature types (and their offensive and defensive numbers) that your gnomish devices, equipment, and allies eliminate. Add up the remaining offensive numbers for an offensive score, and the remaining defensive numbers for a defensive score to be used in combat.

Generate a number from 1 to 12 every time you or

your enemies attack. If the dragonarmy hits your army, subtract your defensive score from the dragonarmy's offensive score. This is the amount of damage done. Subtract it from your army's life points. If your defensive score is greater than the dragonarmy's offensive score, you automatically win the war. Turn to **118I**.

If you hit the dragonarmy, subtract its defensive score from your offensive score. This is the amount of damage you do. Subtract it from the dragonarmy's life points. If the dragonarmy's defensive score is more than your offensive score, you automatically lose the war. Turn to **86J**.

### The Battle Begins

Your war machine moves out onto the field and the dragons can't believe their eyes. You take advantage of this by successfully striking once with your war machine before the dragons can even prepare. From then on, you take a turn and the dragons take a turn in the battle until one or the other side wins. Good Luck!

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NOTES:

**86** *WHOOSH! CRASH!* "RUN! RUN! RUN!" someone shouts, and a terrified gnome goes dashing past you out of the way. Lights flare, rockets crash.

*ZIP! ZOOM!*

You don't even know where you are before you find yourself in trouble! You have a choice: Do you run, run, run (**109I**) or not, not, not (**136E**)?

If you are free to explore this chamber, you can investigate the:

	by turning to:
old gnome in rocker	22J
big machine in center	14C
small boxes at right	22I
big rockets at right	138E
small rockets at left	44A
hole in floor	130C
door at back	28B

If you have been to this chamber before, you discover the fireworks machine is quiet. There is no imp in evidence anywhere in the area. You can look around and spend another 12 hours in the area or you can go back to the gnomeflinger (**8**).

**86A** As you stare across at the big plant, which you quickly realize is actually a tree, you hear it saying words. It's talking to you!

"Please, young human," it says, "come over here to me. I feel a great need for companionship."

If you want to go over to the tree, turn to **42C**. Otherwise, return to **146**.

**86B** Try as you might, you can't seem to figure out exactly how to make the robot work for you. You finally step away from it, out of range of its fearful claws, and go on to other things. Return to **28**.

**86C** You suddenly find yourself in **60**.

**86D** You manage to press a sequence of buttons that sends a blast of steam-powered electricity into your armor, doing 5 points of damage to it. Forget it, you think, turning away from the devices. Return to **90**.

**86E** By some strange, incredible luck, you drive the brass dragon off and none of the gnomes wake up. You find the balloon at the back of the fairgrounds all rolled up in a neat—but heavy—ball. Hugging the balloon tightly, you will yourself back to the red-velvet chair on the pendulum of the big grandfather clock. The weight of the balloon almost pulls the whole structure over, but you manage to leap free and drop the balloon to the floor. You're feeling guilty about stealing the balloon, but you know that you'll be able to add 5 offensive points to the battle. Turn to **24**.

When you agree to help him for a little while, the gnome sends you up a slope to the far end of the chamber, where you find another device similar to the one he was working on. You can just barely hear him shout: "Now when I signal, you press the—" but you're not sure which "the" you're supposed to press. Suddenly, you see his arm wave, and you quickly press the nearest button.

Roll the die. If you get 1-4, turn to **116K**. If you get 5-12, turn to **121H**.

You pick up a small, delicately proportioned bottle that turns out to contain an exquisite perfume. It conjures up wonderful images in your head . . . but then you shake them away and get back to your task. Return to **141E** to try another bottle, or go back to **134**.

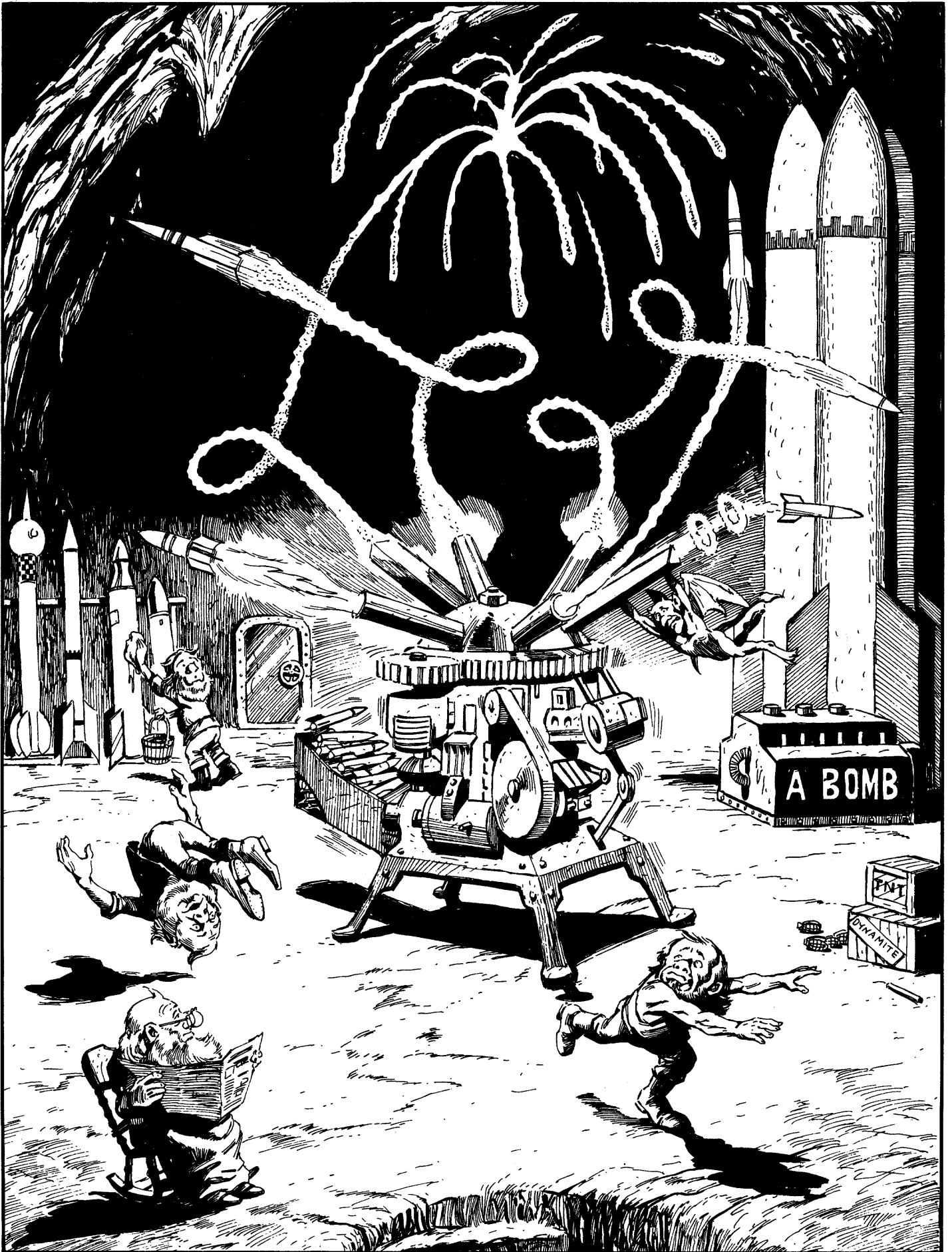
An hourglass stands on a table, engulfed in flame. But the flame neither consumes the timepiece nor chars the wooden table beneath it. Marveling at such a flame, you inspect the hourglass—thereby losing an entire day of your precious twenty. The time just went up in flames. Return to **24**.

You are pulled away from the chamber you were in. You patiently talk to this group that is seriously thinking of trying to reason with the draconians. It takes you another 24 hours (you lose a day) and you finally make them realize how crazy their idea is. Return to the gnomeflinger (**8**).

Your effort has not been enough. The evil hordes of the Dark Queen cannot be stopped, at least not here at Mount Nevermind.

As a poisoned sword enters your body, you're almost glad that you won't be able to hear the sounds of Mount Nevermind . . . dying.







**88A** You don't know whether it's related or not, but as you leap, something good happens to you from the thing you grabbed. Turn to the Beneficent Random Effects Table on page 159. You can leap up as many times as you want, each time choosing whether you're aiming for the right side (96A) or the left side (51A). Otherwise, return to 94.

**88B** The heat from your steam-powered armor seems to speed up the thawing of the human warriors you are fighting—it almost gives them additional strength. As you go down, never to rise again, you hear one say, "This is the price you pay for killing our dragons!"

**88C** On the fourth shelf up in the bookcase nearest the librarian's desk is a large, clear, covered jar filled with flitting, illuminating lightning bugs. They provide a fascinating, twinkling glow to the reference chamber. If you want to open the jar, turn to 156E. If not, return to 16.

**88D** As you lift the nodding doll off the shelf, it suddenly starts to grow . . . and grow . . . and GROW, until it turns into a huge steam-powered Golem Doll of Death! You must fight!

Conduct combat. If you win, turn to 42K. If you lose, turn to 39C.

**88E** As soon as you pick up one of the little figurines, you feel great magical powers in them. Your head goes dizzy, and your eyes close. But within you, you perceive a scene in which the figurine comes to life on the plain outside Mount Nevermind, and it eliminates all the green and red dragons that come with the dracon-fans.

Happily taking the figure, you give it to a gnome to place in the arsenal you're building. When you use this item in the final, battle, turn to 19A first. For now, turn to 102.

**88F** You hook your armor up to the machine. Roll the die. If you roll 1-6, turn to 48A. If you roll 7-12, turn to 150H.

**88G** You don't trust an imp one inch, not even one with a good vocabulary! You deliberately turn your back on it and go to 126.

He's a vicious little guy! And you find it almost impossible to hit him, because he's so **88H** small and ducks around a lot more quickly than you expected.

Fortunately, the silver dragon that you had agreed to help doesn't think it's right to let you die for trying to help. So just before you might succumb to the last stroke of the gnome's blade, she leans forward and plucks the little figure off and tosses him into a corner.

The other gnomes, who had stood and watched, crowd around you demanding that you leave—you're interrupting their work and making life difficult for a gnome whose only job is protecting them.

You agree and sadly turn away. The silver dragon has magically restored your steam-powered armor to its original hit point status. You will yourself back to 24.

Although this is a room of darkness, you eagerly move off into the deeper darkness at the side of **88I** the chamber, hoping for a way out. You find a passage-way that takes you to 106.

On the dark, moist side of the giant boiler you see huge mushrooms that must thrive in the **88J** atmosphere of the steam-heat producing chamber. When you walk over to inspect them, you find a gnome wearing armor and carrying a big watering can.

The gnome sees you, grins, and says, "Hey, lad, come and help me water these big fellows." If you want to help, turn to 54E. If not, plead that you have too much to do, apologize, and return to 32.

The faded pen markings on the parchment scroll gradually acquire meaning as you stare **88K** at them. You can't believe your eyes. You're looking at the ancient Egyptian Book of the Bread, the classic source of information used by breadmakers for thousands of years!

This volume deals with ancient magical rolls and pastries. It gives you recipes that allow you to bake healing foods. If you ever find a bakery in this place, you can quickly make food that will give you 10 extra life points before you venture again through this strange mountain. Return to 16.

You breathe a huge sigh of relief and just hope **88L** it was all worth it. Turning to the prankster gnome, you say, "All right. I kept my part of the bargain. You've got to get out of here."

His face falls. "Aww, I didn't think you meant it."

"Yes," you reply firmly, "I certainly meant it. You must leave this room."

Dejected at losing his audience, the little gnome, shoulders drooping, leaves the silver dragon chamber. Turn to 106A.

**89A** You walk around the strange device, studying it. Turn to the Gnomish Machinery Figure-Out Chart on page 157. You must get to D on the chart in order to figure out how to successfully use the weapon. If you succeed in reaching D, turn to **142A**. If you fail to reach D, turn to **96D**.

**89B** The huge dragon-painted box is no longer in the chamber. It was an illusion created by the imp. Return to **52** and make another choice.

**89C** You let the eager foregnome study the armor to his heart's content for a few minutes. You begin to quake a bit, though, when you realize that he is fiddling with some of the mechanisms. Roll the die. If you get an even number, turn to **64F**; odd, **51E**.

**89D** It did talk, and it was right. You are sorry, especially because now that you have become one of them, holding up the drow's weighty anvil forever.

**89E** The imp seems strangely reluctant to open the diamond-shaped drawer, but it finally agrees to open it *if* that's what you want. If you still want to open the drawer, turn to **23F**. Otherwise, turn to **48**.

**89F** The moment you entered the room, you noticed the brown, hairy, sharp-taloned arm sticking out of, a low bowl on the second shelf. Your eyes have kept going back to it, though you are aware that there might be great danger in checking it out.

If you want to investigate the arm and its bowl, turn to **129H**. If you think the danger may be too great, return to **134**.

**89G** Appalled, you watch your powerful armor smash the amazons' beautiful faces and bodies as if the armor were moving of its own accord. By the time all three are unconscious, you are sobbing with horror at what you've done. But you had no alternative! At least that's what you tell yourself, suppressing the thought that maybe you should have tried to talk with the women.

Suddenly you realize that a familiar, little figure is creeping up on you from behind the huge crystalline shapes. It's an imp! It must have stayed in hiding as long as the amazons were here. Now you'll have to deal with it, too!

If you have something to say to the imp, turn to **97E**. If you want to fight it, turn to **121I**. However, if you just want to ignore it and start looking at the things in the chamber, turn to **20** to decide what to check out.

You know that by now you ought to be able to recognize the gnomish on a iengineering, **89H** but you guess your mind hasn't turned gnomish enough. shrugging, you leave the thawed machine and look elsewhere. Turn to **150**.

You're hot and tired by the time you reach the castle. Although it seemed small when you started out, it has grown larger and larger as you walked, until it seems as large as Mount Nevermind itself. **89I**

You enter by the nearest gate, keeping an eye and ear out for any sign of danger. But there appears to be none among the vast rooms you walk through. You marvel at the huge fortress the gnomes have managed to construct. You mander through it, wondering if perhaps this could be the place to make the last stand—if it comes to that—against the draconians. Perhaps that is what the gnomes meant it for.

Along one wall, which you think is the front, though you're a bit confused after turning lots of corners, you find a red lever mounted within the stones. You wonder what incredible steam-powered thing the gnomes have installed here.

If you want to pull the lever, turn to **54J**. If you decide it's probably better not to, you finish exploring the fortress and find nothing of interest. Return to **106**.



**90** This dragon's certainly a lot smaller than any other you've seen—and prettier, with its butterfly wings—but it's still a dragon, you can tell as you see its fangs, talons, and swishing tail. From the middle of the cluttered chamber, the little beast—not much more than a foot long—suddenly demands, "Why aren't you a gnome?"

"Well, I d-don't know," you stammer. "I guess . . . because my mother and father weren't gnomes."

"That's not what I meant, wingless!" the miniature dragon says in disgusted tones. "I meant that's all that ever comes here. Gnomes, gnomes, and more gnomes. Silly little people! So what are you doing here?"

Before you reply, it leaps to your shoulder and says, "Trick or treat!"  
"Wha—"

Speechless, you find that the dragon has snatched your steam-capacitor and depowered your armor, making it useless until that unit is replaced. You know that the instant you get back to your real time you can easily get a new one, but you want your original back if possible—after all, you might need it here.

Figuring that it won't pay to get angry with the fluttering beast, you decide that you can either ignore it (12F) or give it a treat (92F).

**If you are free to explore this place, you may investigate the:**

robot	63J
tapestry on arched wall	47D
pedestal and floating book	156A
chest of chalices	96H
helmet	54B
huge gem	148F
computers	51C
lantern on wall	134H

**by turning to:**

When you are finished in the chamber, will yourself back to **24**.

**If you have been to this time period before,**

you have made a mistake in reading this CATACOMBS™ book. Return to the clock chamber (24) and figure out exactly what you did wrong by retracing your reading path. You should be in this chamber only once during the entire adventure.

**90A** The gnomish chariot takes you to **106**.

**90B** As you near the sleeping draconian, a bit of the green mist wafts up into your face. Roll the die. On a 1-8, turn to (59B); on a 9-12, turn to (66B).

**90C** Bobbing and weaving to keep your head from being vulnerable to the drider's crossbow, you move toward the huge web. Conduct combat. If you win, turn to **40B**. If you lose, turn to **42D**.

**90D** In what appears to be the center of the huge botanical chamber is a giant stone tower, which has on it three large levers. You wonder if you can do the gnomes a favor by turning the bright false sun off. However, as you head for the base of the tower, the horrible evil plants attack again! It looks as though you'll never reach the tower. Turn to **133A**.

**90E** You look at the sheer size of Fred and the nervous-making look of his flaming fringes and know that you want him at your side for the dragon battle. You tell him so and he grumpily agrees. Then you turn him over to a gnome to keep track of until the bat-

tle. The gnome, trembling, ties a string around Fred's fat neck and the last you see of them is one gnome pulling the forty-foot-tall evanescent creature along on a leash. In the final battle, Fred's presence will add +3 to your offense.

Return to **134**.

You pick up the attractive, bejeweled belt. It is made of leather as soft as silk. The large **90F** stone on its front is carved into the likeness of a beautiful woman. If you want to put it on under your armor, turn to **75H**. If not, return to **56**.

The humanoid skull looks incredibly large next to the small human skulls. When it **90G** sees you looking at it, it snarls a bit and says, "Thank you, kind sir, for noticing me. All I ask is that you get me away from these three nincompoops. A storm giant of my caliber should not have to spend eternity like this."

"But what do you want me to do?" you ask.

"Just move me somewhere else. If you do, I'll come to life and serve you all your days."

If that's a deal you can't pass up, turn to **55K**. If you want to forget it, return to **30D** to talk to another head or **72** to go elsewhere in the room.





**92A** Giving an elaborate shrug as if you were totally unaware that there is an imp over your head, you look around the area. Turn back to **64**.

**92B** The helm is a Helm of Power. If you wear it from now on, it adds a bonus of +1 to your combat ability. Return to **90**.

**92C** In this chamber of strange machines, you've now found the strangest. Things turn and switch and go toot, whistle, plunk, and boom. But it means nothing to you. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching B, turn to **50E**. If you fail to, turn to **16B**.

**92D** You pick up a small contraption from the floor and fiddle with the loose knobs on it. To your amazement, it starts the bigger piece of machinery standing nearby into motion. It must be some sort of steam-powered remote control. To press the button on it, roll the die. If you get 5-12, turn to **26D**. If you get 1-4, turn to **23E**.

**92E** You ring the second smallest bell, and its tinkling sets up a soothing vibration in the air that gives you or restores 2 life points. Return to **24**.

**92F** Certain that you won't get very far here unless you appease this little pest, you pull a coin from your pocket and hand it to the faerie dragon. It quickly bites the coin, nods approvingly, and flies away from you after giving you back your armor's capacitor.

If you want to call the creature back and talk to it, turn to **31E**. If you'd rather just start to look around on your own, turn to **90**.

**92G** Something within you resists the vampire's siren call. It recognizes that the woman is trying to enchant you, perhaps fatally. But what will you do about her—fight her (**94B**) or run from there as quickly as possible (**105J**)?

**92H** They tell you that the huge robot, undoubtedly the biggest gnome-made object in history (aside from Mount Nevermind), is not yet ready and won't be in time for the big battle. In fact, it would even be dangerous for you to examine it. Reluctantly giving up your visions of having the huge robot trundle through the ranks of the draconians, wreaking havoc as it goes, you return to **28**.

Gingerly, you take the thing the gnome hands you, and just as gingerly—expecting trouble at any moment—you place it over your eyes. But nothing happens. Nothing bad, that is. Instead, for the first time, you can see the place. The eye covers cut down the light and you can now see without squinting. **92I**

"Thanks," you say to the gnome. "Say, what is this thing you're working on? It certainly is an odd shape."

"Hmmp! Odd indeed!" the gnome replies. "Nothing odd about it. It's the shape it needs to be. It's a steam-powered shade generator. At least that's what I hope it's going to be. At the moment, it seems to give off more light than shade. But, I keep on working . . . 'least when I'm not being interrupted."

Taking the hint, you move away from him and begin looking around. Return to **12**.

You reach a wide, forested area with four paths running into it. Suddenly, you realize that **92J** under one tree, an ugly great minotaur is sitting. You start to run, but he calls in a soft voice, "Don't panic. Nothing can happen to you here."

You pause, still prepared to fight.

"Truly," the minotaur says. "This glade is a place of truce. Here we just sit and chat and rest and dine."

Still hesitant, you walk toward the minotaur, who smiles welcomingly. In minutes, you find yourself sitting by the creature, talking about life in a maze, and the value to the minotaur's health of the good-looking food that is laid out on a table under a tree. When you look at the minotaur's physique, you don't doubt the value of the food. But do you have the nerve to try some yourself? If you do, turn to **66E**. If not, thank the minotaur, and turn to **23A** to go on.

The few remaining draconians flutter away, panic stricken and stunned at your success. **92K** All around you, the dead crumble to dust and soot in the amazing way that the horrible creatures "invented" by the Dark Queen can do. You stay under cover, waiting for other surprises, such as exploding bones of the Bozak draconians or acid pools formed by dead Kapak draconians.

"Wedidit! Wedidit!" shouts your diminutive army as the gnomes venture out of hiding. Behind them stream the inventors who quickly scramble over your war machine, marveling at their cleverness.

At last, you remove your steam-powered armor, flexing your shoulders in relief. Somehow, you did it. The gnomes and their Life Quests can go on.

You find yourself kind of envying the little people their enthusiasms. Somehow, your prospects of life as a baker don't seem quite as exciting as they did before you entered Mount Nevermind. . . .

**93A** The darkness and the red flares of flaming lava are getting to you. You turn around and leave, hurriedly making your way back to **8**.

**93B** The red vial contains a virulent poison that instantly kills you. There's no time to even think that you're parents were right.

**93C** You fiddle and diddle with the gnomish machine, but when you press the switch that starts it, all it does is trundle to the nearest painting and start to scrub it.

Giving up on gnomish machines, you decide to go back to the gnomeflinger (**8**).

**93D** Immediately a vision of a mirror pops into your head, a mirror that will make the medusa look at herself instead of at you, and maybe keep you from being turned to stone. But you don't have a mirror, or anything like a mirror!

You quickly try to hide your face so that you can't accidentally look at the medusa and be turned to stone. Roll the die. If you get 10-12, turn to **50C**. If you get 1-9, turn to **145F**.

**93E** When the spider-web-encased imp sees you looking at it, it places its small, clawed hands together in a position of prayer. A completely pathetic look comes over its face, and it whispers, "Oh, please, kind sir, get me out of this horrible place."

You think of all the other trouble you've had with imps and harden your heart. The imp must perceive your reaction, because it starts to cry, and sobs, "Oh, gentle sir. Please don't mistake me for my onerous brethren. I know they cause trouble, but, oh, I'm not like them. In fact, I'll even help you if you get me free. Oh, sir, spare me the ignominy of dying here in this dreadful place, trapped by an excrescence of lowly creatures. Spare me!"

If you want to release the imp, turn to **124F**. If you don't, turn to **88G**.

**93F** Instantly, you can tell that the pressure of the steam has increased in the pipes. The room gets hotter immediately.

You can roll again. If you get 11 or 12, turn to **71B**. If not, turn to **52C**.

**93G** "What is that place down there?" you ask the imp above you.

"It's the minotaurs' maze," the imp replies simply, as if there were nothing astonishing in that answer.

"Minotaur!" you almost shriek. Your head fills with visions of the large man-bull creatures that most of Krynn knows only from their fierce willingness to fight

and so prove themselves to other minotaurs. "But what would minotaurs be doing in Mount Nevermind?"

"Dunno. What are gnomes doing in Mount Nevermind?"

"But which came first down there—the gnomish machinery or the minotaurs' maze?"

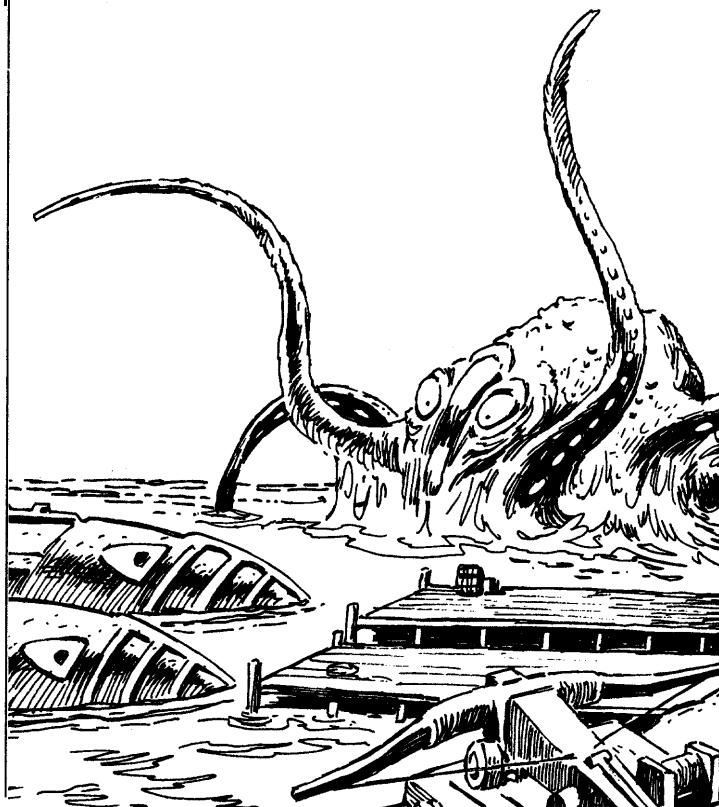
But the imp just laughs and doesn't answer. Instead, it just disappears completely. Astonishingly enough, one of the huge pieces of machinery you can see above the maze also disappears.

Feeling uneasy about these abrupt disappearances, you just take a deep breath and look around you. Turn to **64**.

You open the mummy case and are blasted by a magically released fireball! It does 5 points **93H** of damage to your armor and you yourself lose 2 life points. If you want to check out another mummy case, return to **71D**.

Among the rocks at the back of the chamber you find an opening that leads into a passage. As you **93I** walk along it, the air gets hotter and hotter, until you begin to perspire under your steam-powered armor. Then your discomfort is forgotten as you come into **32**.

The disgusting globule of spit misses you and sinks into the sand near your feet. But at least **93J** you hit the kraken! In order to kill the monster, you must hit it with the catapult at least two more times, by successfully rolling 8-12. Each time you roll that, turn to **108B**. If you fail to roll 8-12, turn to **134E**. When you have killed the kraken, turn to **97J**.



**94** The clanks and clatters of a whole room full of gnomes working on metal strike your ears as you enter the chamber. But the floor is cleaner than in most parts of Mount Nevermind because all the metallic clutter has been gathered (by magic?) to a huge horseshoe-shaped object hanging from the ceiling. Whoops! There on the top of the horseshoe is another imp! It appears to be of no immediate danger to you, since it's so far away, but you've already had some bad experiences with imps. On the other hand, some have left you alone.

If you think you'd better go over and deal with the imp before you explore the chamber, turn to **137H**. However, if you think it's safe to ignore the malicious little creature, go ahead and begin exploring.

**94A** The gnomish chariot, takes you to **142**.

**94B** It wasn't enough that you had to fight the mummy. Now you must tackle the vampire, too! Conduct combat. If you win, turn to **12I**. If you lose, turn to **35D**.

**94C** You find a partial map of Mount Nevermind on which are specific directions for reaching the Military Magic chamber, which you are certain will be a big help in planning the battle. You go right to 48 without needing to go to the gnomeflinger.

**94D** The claws, the bite, the acrid steam from the creature's mouth, drive you to the ground. You seem to have no defense against its inexorability. You've just about given up hope, when shocked, exclaiming gnomes appear from nowhere and quickly disconnect the power source from the robot.

You manage to rise and find to your amazement that only your armor has been damaged, to the tune of 15 points. But you're still alive. Thanking your rescuers, you return to looking around the chamber. Return to **28**.

**94E** At the back of the chamber, looking isolated and unused, is a workbench. All around it are sparkling tools that gleam with a golden glow. As you walk toward the bench, you hear a gnome shout, "Better not go back there!"

You turn and ask, "Why not? What's wrong?"

"I don't know," the worried-looking gnome says,

When you are free to explore this chamber, you may investigate the:	by turning to:
gnome at center front	<b>54I</b>
big device on right	<b>67H</b>
tunnel at back	<b>134F</b>
huge magnet	<b>47G</b>
crystal door	<b>112G</b>
gnome working at left	<b>97G</b>
slide	<b>142B</b>

**If you have been in this chamber before,** everything you changed the last time you were here remains altered. You can leave this chamber and not lose a day or begin searching again in this area and use up 12 hours.

"but every gnome who has gone back there to work has disappeared. Now we just leave it alone."

If your curiosity gets the better of you and you walk back to the strange workbench, turn to **24H**. If you decide to take the gnome's advice, return to **52**.

The new suit fits perfectly, and you quickly discover that it has exactly the same number of **94F** points as the old one did—when new and it does the same amount of damage. No difference except it's prettier! Cocky with your new armor, you return to **154**.

Since you entered the room, it's been impossible to keep your eyes off the elegant femi- **94G** nine arm emerging from one wooden drawer. The moment you touch either the drawer or the arm you find yourself transported to **130**.

"Well, I'll be glad to help you, if I can," you finally say to the dragon. He just quietly **94H** beams a satisfied look and settles down to watch you try.

Turn to **114** and use the small illustrated guide to help you select the gnomish devices you want to inspect.

"No thanks," you say to the gnome. "I'll be all right without them." **94I**

"You won't, you know. But, it's your decision. Won't offer 'em again," he says, moving to the other side of the tall device.

If you took the goggles from the imp, turn to **118I**. If you didn't, turn to **146A**.

There's no way you're going to take anything from an imp! Imps are nothing but trouble, and **94J** you find it impossible to believe that one would help you. You drop the thing it put in your hand and push the little creature away. But it's not going. You must fight!

Turn to **121I**.







**96A** You leap up and grab. Roll the die. If you get 1-6, turn to **88A**. If you get 7-12, turn to **70D**.

**96B** If you killed or sent away the imp, turn to **154B**. If not, turn to **38J**.

**96C** Just as you realize that the machine has something to do with weapons that fight of their own volition, a minotaur leaps from the bushes and attacks. You have no choice but to fight. If you lose, turn to **36D**. If you win, return to the Figure-Out Chart and try to go to C. If you do so, turn to **39G**. However, if you fail to, or if you'd rather just get out of this part of the maze, turn to **112B**.

**96D** Admitting to the amazons that you don't have any idea what the thing might do, you take a look at the other two weapons. You can turn to the draconian catapult (**76B**) or the crossbow-like device (**16H**).

**96E** The small size and baby-stickiness of the little black creature makes you hold back the full force of your blows . . . until it's too late, and you're lying on the floor, dying from the baby's acidic breath weapon.

**96F** The fragile, stinking mummy seems to not even notice the powerful blows of your steam-powered armor. Instead, it manages, time after time, to reach under your armor and touch you, instantly drawing your own energy from you. You feel yourself getting weaker and weaker, until you can no longer command your body to move. And so you die.

**96G** You take the strange device offered you by the imp and place it across your eyes. The long parts on each side fit, you quickly discover, over your ears and hold the round, dark parts over your eyes. But they don't help your sight in the bright room, they're *hurting* it! The imp has given you something that concentrates the glare, and it's burning you!

Before you can get the horrible things off your eyes (as the imp chuckles evilly somewhere out of sight), the strange glasses do 2 points of damage to your body. Subtract them from your life points.

As you hold your head in agony, you hear a gnome saying, "Tsktsktsktsk! There's that blasted imp again." Relieved that someone understands, you peer quickly between your fingers and see a gnome with tools in a belt around his middle, working at a large triangle-topped device. Turn to **75F**.

Near the pedestal is a small, golden chest or casket. It is open, revealing a number of small **96H** cups and chalices resting on the red-velvet lining. Amazingly enough, they are filled with liquid.

The cups are either Goblets of Glory or Cups of Cupidity. You must drink from them to discover which. If you are willing to try, turn to **55B**. If not, just continue looking around (**90**).

Once you press the right on-button, things pop up in the illuminated square that give you **96I** choices of things to do, and gradually it all begins to make sense. You learn enough to allow you to *undo* one bad thing that happens to you during the rest of your adventure. Return to **90**.

The winged lionlike figure catches your attention, and you admire its lifelike qualities, **96J** although of course it is the whitish color of marble instead of lion-colored. "And it feels so real!" you exclaim as you touch one leg and feel highly detailed scales instead of stone.

"Of course I'm real!" the beast suddenly exclaims.

"Oh, I thought you were a statue!" you reply.

"Just because I have the misfortune to be an albino dragonne is no reason to insult me!" it says.

"I'm sorry, but I was *sure* you were a statue. You held so still!"

"Well, I can't go anywhere. That blasted Mirror of Dragonne Control binds me to this room. Hey!" The dragonne gets excited. "Why don't you break it for me! Then I can get out of here!"

"No," you start to say "I might-"

"Then put up your dukes!" the beast demands. "If you won't break the mirror (**154D**), you've got to fight me (**66J**)!"

You go up to the gnome seated on the driver's seat of what looks like a huge crossbow. The **96K** gnome explains that it's an oniger, a type of ballista. That doesn't mean much to you, but the thing doesn't look like much of a weapon, either. When you say something to that effect, a slight sneer creeps into your voice, based on what you think is considerable experience in weaponry (even though you're only a baker).

"Ah, but I've done something special, and quite, quite secret, to improve it. However," he says, slowing down for you, "let me present a challenge to you: you go down to the other end and I'll shoot one of the darts from this contraption at you. If you survive, I'll give you one of our best armored devices that will add 10 *points* to your offensive capabilities in the upcoming battle."

That's quite a challenge, and quite a reward, but what an alternative! If you agree to the challenge, turn to **124I**. If you don't, you blush as the gnome laughs insultingly, and go back to **76**.



**97A** The dragon magic is working against you. Turn to the Malefic Random Effects Table on page 158 and read the next item in line. If you care to pick up another item to see if you get a different result, return to **132D** and roll again. Otherwise, return to **154**.

**97B** The fact that the metal gorilla-catapult is automated makes it easier for you in your human-controlled, steam-powered armor to fight it. Finally, you smash it to bits on the ground in front of you, as its rock ammunition rolls away. Return to **106**.

**97C** The two female statues on each side of the central painting each hold musical instruments. Since the imps are gone from the gallery, the magic has returned, and the statues are playing their instruments and singing softly. Even though you marvel at the sight and the sound, you find nothing else special about these two statues. Return to **118**.

**97D** If you fought the amazons, turn to **128J**. If you didn't, turn to **31D**.

**97E** As you lean toward it, the imp starts to reach for your nose with its little clawed fingers, but you quickly say, "Wait! I have news for you." Its fingers pause in midair and a quizzical look comes over its face. "The gate to your plane is open. You can leave now."

To find out if the imp believes you, roll the die. If you get 1-7, turn to **22F**. If you get 8 or higher, turn to **38F**.

**97F** You press the red button set into the base of the crystalline draconian . . . and instantly find yourself turned to crystal, too, forever.

**97G** When you reach the gnome on the floor near the crystal door, he's bouncing up and down with sheer frustrated anger. "Dagnabit! "

"What are you doing?" you ask politely.

"Well, I'm not succeeding at doing what I'm trying to do, right now! "

"What are you trying to do?"

"Been working on a magnetic ray that will shoot out of this here thing and damage anything that's metal. Seems like a worthy thing to me. But all I get is some sort of repulsive field that makes anything metal bounce off it." He gives a mighty, dejected shrug, and says, "Guess I'll have to start over."

But you have a better idea. If the machine really works as he says, you could use it in the final battle to make metal projectiles bounce away from you. Because the gnome is so disappointed with his project, he gives you the device. It will add 5 points to your defense at the time of the final battle. Happily, you begin looking around again. Turn to **94**.

The large, steam-powered dragon robot trundles slowly across the stone floor, one set **97H** of nasty mechanical talons always ready to slash anyone who gets in its way. If you want inspect the robot close enough to touch it, turn to **72G**. If you want to just try to figure it out by studying it, turn to **120E**.

On the base of each of the two statues of bearded gnomes is a button that says "Press." If you **97I** are willing to do that, turn to **109F** to press the button on the gnome with his hand in the front of his vaguely military shirt, or **125H** to press the button on the statue of the balding, old gnome. If you'd rather not do either, return to **118**.

The elephantine thrashing and splashing of the kraken suddenly ends as your blow kills it. The **97J** amazons throw down their weapons and try to lift you into the air in celebration, but the weight of your power armor defeats them, and they fall to the ground, laughing.

"Anyway," says the leader when she can speak, "we thank you most sincerely and give you the draconian catapult to use in your own battle. That's the only weapon you may take with you—the others are on order for someone else—but you can look around here if you care to before you go."

The draconian catapult, which you have a gnome take to store until the final battle, adds 3 points of offense to your combat.

You can look into the crystalline statues (**97D**) or the submarines (**79E**).



**98** Before you even enter the room, your nose tells you quite clearly what is coming. Yeast, gingerbread, strawberries and aromatic soups all combine to make the air something wonderful. Breathe, the scent of a bakery. But what you don't expect, is what you see when you first get there: an unpleasant-looking gnomish baker determined to repel intruders with his rolling pin. Behind him, on a table, you catch a quick glimpse of another imp, preparing to cause more trouble.

If you want to ignore the gnome and go right over and deal with the imp, turn to **47F**. However, if you're willing to forget the imp for the moment and talk to the gnome, turn to **58J**.

**98A** The gnomish chariot takes you to **24**.

**98B** The bottom floating book is called *A Treatise on the Nonexistence of Magic*. If you want to read through it quickly (and you can read), turn to **116I**. Otherwise, return to **16**.

**98C** The human-sized, steam-powered, warrior robot trundles slowly across the stone floor, its mace held at the ready to klonk anyone who gets in its way. If you want to inspect the robot close enough to touch it, turn to **51B**. If you want to just try to figure it out by studying it, turn to **120D**.

**98D** There are two ancient-looking oil lamps on the floor, but when you reach them you see labels that say, "ACME Magic Lamps." Even as you study them they seem like only ordinary, primitive lamps. But if they say they're magic, maybe they really are.

You can rub them and see what happens (**46L**), try talking to them (**134B**), or just take them. With you (**142C**).

**98E** When you awake in the tent seat, you find that darkness is falling. If you have a special task to do after dark, turn to **31I**. If not, you decide it's time to get out of the past. You will yourself back to the clock chamber; turn to **24**.

**98F** You lean toward the prankish little horned imp. If you have special knowledge that you know the imp should learn, turn to **97E**. If you just want to try to reason with it, turn to **103K**.

If you are free to explore this chamber, you may investigate the:	by turning to:
dripping ice machine	<b>110H</b>
big steaming pot	<b>34I</b>
device at center back	<b>75K</b>
right-hand archway	<b>44E</b>
left-hand archway	<b>63C</b>
baker with cookie tray	<b>60E</b>
oven	<b>110F</b>

If you have been to this chamber before, you discover it exactly as you left it. You can continue where you left off and use another **12** hours or you can go back to the gnomeflinger (**8**).

You stand and stare at the whirling water that rises and falls above the level of the small **98G** lake. You think you see rather mean features forming in the whirl, but you're not really certain . . . until you hear words forming in the midst of the roar of the water: "Oh, such pain! Will someone help relieve this pain?"

The anguish in the voice is quite overwhelming, but you find yourself leary of responding to a talking whirlpool. If you want to talk to it and find out what it wants, turn to **100C**. If you'd rather just leave, go to **8**.

Flexing your muscles, you push the lever across its whole range of movement, and **98H** instantly the brightness of the false sun on top of the tower quadruples. It's so bright and hot, that you immediately begin to burn inside your heavy metal suit, causing you or your suit to lose **15** points (you may distribute the damage as you wish).

If you want to try another lever, turn to **23G** for the middle one or **101I** for the top. Otherwise, return to **146**.

You gradually realize that the crystal is a giant lightning-bolt thrower. You analyze how to work **98I** it and then test it. A huge, zigzag crackle of lightning roars across the room, splitting the air with a roar. Thinking it would be a wonderful device to use in the final battle, you try to move the machine, but quickly discover that it will not work anywhere but the spot where you first saw it. Return to **68**.

Now that you have come to the final battle, it will be necessary to test this item to see if it **98J** works. Roll a die, and on a 4-12 it works fine and adds **5** points to your offense. On a 1-3, it doesn't work at all, and you abandon it in disgust.





**100A** If you fought the amazons, turn to **152G**.  
If you didn't turn to **76B**

**100B** The rocking chair blows up, you and your steam-powered armor with it. "Sorry-boutthat," says the engineer. It won't be easy, but you may try to continue your quest without armor. Return to **40**.

**100C** Stammering, you speak to the whirlpool.  
"What is the matter? How can I help you?"

"Turrrrrn offff the waterrrrwheeeel. It hurrrrrts! "

That seems simple enough. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching C on the chart, turn to **34F**. If you fail, turn to **144E**.

**100D** The fierce-looking little statuette has some weird buttons and levers on the bottom.  
Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in getting to A, turn to **62F**. If you fail to reach A, turn to **16B**.

**100E** You walk round and round the tall crystal structure, trying to figure out what it could be. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in getting to C on the chart, turn to **98I**. If you fail to get to C, turn to **16B**.

**100F** To your delight, you discover that the machine is a gnomish steam-wall generator. If you use it in battle, it will create walls of steam that will add 5 points to your defense. Give it to a gnome assistant and for now, return to **110**.

**100G** Following the engineer's directions, you aim the machine and press a red button. "Duck!" screams the gnome, and all the other gnomes in the chamber fall instantly to the floor, hands over their ears. With a vast roar and a spurt of flame, the chunk sails from the device and strikes a large piece of rock hanging at the back of the chamber. A huge chunk of ceiling falls, making a cloud of dust.

"Wow!" you exclaim. "I'll take it!" The chunk thrower will add 5 points to your offense in the final battle—if it works. Before using this item in battle, turn to **98J**. For now, you gleefully return to **76**.

The huge crystal-encased hourglass stands several times your own height. **100H**  
You can't imagine how anyone could turn it over to keep time going. But, knowing the gnomes as you are beginning to know them, you're sure they have a way that at least makes sense to *them!*

Curious, you walk around the large, transparent curves and discover a comparatively small door on one side. That's when you also realize that the bright blue sand in the hourglass is falling at a very slow rate. There must be some reason for the door. Surely, a gnome doesn't go inside and push the sand back up into the top part (they'd invent a sands-of-time elevation apparatus to do it).

If you want to open the door and go inside the crystal hourglass to see if you can figure it out, turn to **146F**. If you think you'd better not, return to **24**.

As soon as you entered the chamber, the tall, ring-topped jar drew your attention **100I**  
by its unusual shape and bright red color. Deciding to investigate what makes it special, you head toward it. But as you do, it suddenly disappears from sight. You run to it and feel all around in case something made it invisible, but you find nothing! All you can think is that it must have been an illusion. Feeling vaguely disappointed, you turn to other things. Return to **134**.

"Do you know where—" But before you can even ask your question of the chaotic **100J**  
little creature, it leaps down and scurries out of the room. You turn around to ask the librarian where it went, but the librarian, too, has disappeared. Only his quill pen lies quivering on the desk. Return to **16**.

You find nothing of particular interest in the treasure mound—except gold, **100K**  
and now is no time to think about that. Return to **72**.

Even though you have seen living creatures go *into* this painting, when you **100L**  
inspect it closely, you find no way that could have happened. When you push on the surface of the canvas, nothing happens. Shrugging off one more mystery of Mount Nevermind, you return to exploring the gallery (**118**).

You walk all around the tall clock, marveling that the massive pendulum **100M**  
doesn't shake the whole mountain as it swings back and forth. There's a chair mounted on the bob of the pendulum which you think the gnomes must use for joy-riding. Smiling at the thought, you move back, not wanting to be too close when the timepiece bongs the hour. Return to **24**.

**101A** This is the imps' territory. They've got weapons and they've taken control. There's no way they're going to let you do anything here but *die!*

**101B** The three gnomes can hardly hold the heavy hose against the force of the spray of steam-powered water. Smiling, you interrupt them and ask what they're doing.

"We're spraying the rock, of course," one replies with a snort.

"Why?"

"To clean it. Why else would anyone squirt a rock with steam-pressured water?"

"I don't know," you reply. "That's why I'm asking."

"Well, of course, you can squirt *anything* with it," says the second gnome, sounding as if the truth were being dragged from him.

"Hey, I just had an idea!" you exclaim. "I could use that thing in the battle."

"Why sure you could!" says the third gnome. "In fact, it would work even better spraying draconians than rocks. You run along, and we'll make sure that it gets to the battlefield when you need it."

Thanking the gnomes, you turn away. The steam-cleaning device will add 10 points to your offense. Return to 28.

**101C** No matter what you do, you can't leave the grip of the talkative gnome's narrative about the many miniscule developments in the mining of coal by his ancestors. You go into a kind of trance, and before you know it you have wasted an entire day listening to the creature. If you're willing to continue exploring this chamber, return to 32. Otherwise, go back to 8. In either event you have wasted 24 hours.

**101D** When you pull the little lever on the round object that looks more as if it belonged on a fishing pole than in a heating system, the lever does nothing but fall off. Your heart in your throat, you wait for something drastic to happen . . . but nothing does, except that you start hearing rattling noises in the pipes.

When the rattling gets louder, the dragon roars, "You dummy! That really counts! "

"Counts what?" you feel forced to ask.

"Counts as an episode of idiocy on your part—" Before the dragon can say more, the rattling noises suddenly increase in pitch until you can't hear a word of complaint from him. But neither do you feel inclined to stay.

If you want to stay here and see if you can finish your task, despite the rattling noise, return to 114. If your courage fails you, you can turn around and run (109H).

Somewhat timidly, you reach out to pluck one of the floating books from the air. **101E** Opening it, you discover that it contains the ancient magical cooking secrets of the Aztecs. The second one turns out to be a classic that you've only heard of, never seen—*Betty Mermaid's Cook Book*, and the third details some important yeast processes of Columbian natives. You're overjoyed because with these three books to help you, you'll become the most famous baker on Krynn! But first you have to survive. Return to 72.

You feel a surge within your armor and discover that it has had its power increased by **101F** 5 points. Return to 90.

You listen briefly to the elven wizard talking with the two gnomes who run **101G** this clockworks. He seems to be trying to get them to agree that time is a dimension, . . . or that time is money . . . or that time flies, . . . or something. If you want to interrupt and ask for his help, turn to 68F. If not, return 24 and make another choice.

The fire itself is too hot to get near, but you inspect the chimney flue above it and **101H** discover that there's a recessed portion that seems to move. If you want to push on it, turn to 24F. If not, return to 102.

there are actually two small levers at the top, both of them moving from side to side. You **101I** can move the upper one (23B) or the lower (130A).

A piece of fabric, with you recognize as a tabard, lies bunched on the floor, making a **101J** mound. You think there's something under it... but what if it is alive, and doesn't want to be uncovered?

If you want to lift the cloth turn to 104J. If not, just return to 154.



**102** You start to shake, wondering if you've left Mount Nevermind for some dark, hellish place of fire and evil. Hammers clang on molten metal, lava flows and hisses on cooling objects, shadows burst across the fire-reddened walls as three muscular, dark elves move at their work.

Then you catch sight of something that tells you you are indeed still in Mount Nevermind. An imp creeps up from the stairs winding down into darkness, a look of malice on its pointy little face.

If you want to fight the creature, turn to **121I**. If you think you have something to say to the imp, turn to **97E**. However, if you want to just ignore the creature, you can start exploring the chamber . . . if you dare.

If you are free to explore this chamber, you may investigate the:	by turning to:
elf at the anvil	<b>148J</b>
anvil support figures	<b>52F</b>
two other elves	<b>54G</b>
dragon figurines	<b>124A</b>
iron gate	<b>104D</b>
fireplace	<b>101H</b>
glowing spear	<b>67E</b>
hole through which lava flows	<b>130H</b>

**If you have been to this chamber before,** upon returning you discover the elves gone. If you didn't take the glowing spear on your first visit, it is gone also. Feel free to check out the other things in the area (using 12 hours) or just return to the gnomeflinger (8).

**102A** The gnomish chariot takes you to **134**.

**102B** Within seconds after the battle begins, you realize that this wizard is powerful indeed, and very evil. You don't stand a chance against this black-robed adherent of the Queen of Darkness. You turn your mind to a thick, chewy slab of whole grain bread, and you die with a smile on your face.

**102C** You come to what appears to be a war chariot parking lot, or perhaps a used-chariot sales lot. If you want to get off, turn to **42F**. If not, pull another knob (**40**).

**102D** There are several large lighting devices on the floor at the back of the chamber. One of them has some thick, viscous fluid bubbling around inside it. Another gives off bright sparks as a flint wheel goes around. Another consists solely of a huge flame rising up from the floor. You don't understand any of them, but you're willing to inspect them to see what happens.

Roll the die. If you get 1-4, turn to **47H**; 5-8, **130D**; 9-

**102E** When you have obviously vanguished the Baaz draconian, you refrain from delivering the final, killing blow. It offers to accompany you into battle, where it will drive away any green dragons in the vicinity. Return to **56**.

You walk to the far end of the chamber—catching a glimpse, you think, of the imp **102F** watching you—and climb into the trundler. The gnome scurries to the other end and prepares one of the big projectile weapons and aims it at your protective trundler as you peer out a small window.

He aims, and fires. Roll the die. If you get 1-6, turn to **55F**. If you get 7-12, turn to **110D**.

Now the machine has just undone what it had already done. You've made no **102G** progress at all. You start to put the small remote device down when you decide to try one more time.

Roll the die. If you get 1-4, turn to **141H**. If you get any other number, turn to **15H**.

Without even trying to decide which to open first, you place one hand on each **102H** floating bowl and open the lids simultaneously. A grayish cool mist drifts out of each, and before you can consider replacing the lids, the mists form into humanlike shapes. They're ghosts!

In panic, you sweep your armor-clad arm along the shelf, raking the bowls toward the floor, as if that could stop the ghosts. All it does is make them materialize so that they are quite solid spectral figures that attack you.

Conduct combat. If you win, turn to **44C**. If you lose, turn to **150G**.

The moment you touch the pedestal, two small doors magically appear in the side. **102I** They are both identical, but one is on your left (**109D**) and one is on your right (**153C**). Which one do you want to open?





**104A** When you answer "One," the dragon just laughs and says, "That's the answer that logical people give." And before you realize what he's doing, he's made a magic gesture and turned you to stone. You'll be part of his treasure mound forever.

**104B** Conduct combat with the water elemental. If you win, turn to **26A**. If you lose, turn to **32C**.

**104C** You find a book on gnomeflinging that gives you enough information to increase your chances of getting where you want to go by 1 point. Return to **78J** to try your luck again.

**104D** You expect the iron gate in the archway to be locked, but it easily opens when you pull on it. As soon as the glow of the room behind you has faded, you begin to hear the roar of rushing water. Then you step into **142**.

**104E** For the remainder of this room and the whole of the next chamber you visit, you lose half of your power in combat (divide the damage you do in half). You should have heeded the warning of the terrible odor. Return to **134**.

**104F** You climb up onto the giant foot and stretch as high as you can up the smooth metallic leg until you can reach a small lever. You flip it over, and *it's arm falls off*. At first the sound of crashing metal overwhelms everything else, but then you hear an ear-splitting alarm go off. Claxxons sound, making your eyes bulge, and from out of nowhere come running a whole bunch of officious-looking gnomes. They grab you, wrestle you to the ground, and you lose another 24 hours while these inspectors from the Hexagon check your identity.

When you are finally free to go, having convinced the inspectors that you're not some kind of saboteur, you decide it's time to leave this chamber. There's no point in staying around where everyone is laughing at you. You return to the gnomeflinger (**8**).

**104G** You're standing by the venerable old dragon when it stirs and opens one rheumy eye. "Is it time to fight the dragons yet, Lord Huma?"

Huh? You've heard of Huma, of course, but why is this dragon confusing you with him—after all, Huma's a mighty warrior of history. But if you say no, might it not attack? The dragon is getting restless from a lack of response by you. You must answer something immediately: Yes (**79I**) or No (**113J**).

Just as you think you realize something important about the weird machine, a **104H** minotaur leaps from the bushes and attacks. You have no choice but to fight. If you lose, turn to **36D**. If you win, return to the Figure-Out Chart and try to go to B. If you do so, turn to **96C**. However, if you fail to, or if you'd rather just get out of this part of the maze, turn to **112B**.

Having doubts about your own wisdom, you climb up one of the heavy statues and **104I** reach toward the painting. Amazingly, the iron gate in the picture swings away from you and you can pull yourself up, brush past the little stone sculpture of an imp, and go *into* the picture!

The first thing that catches your attention is the smell of baking. How weird! The odor of rising yeast makes you homesick suddenly, but you can't afford to give into it now, so you consciously suppress your awareness of the wonderful aroma and look around.

Ahead of you is a tall stone wall. But, oddly, to your left all you see is an off-white nothingness that puzzles you completely until you realize that it is the color of unpainted canvas. To your right is a garden, which appears to be growing *dirty pots!* You've never heard of pot plants, let alone dirty ones, and you don't like them. They offend your sense of what's right in a bakery.

If you want to take time to wash some of the utensils, turn to **74H**. If not, turn to **117H**.

You lift the cloth and gasp! There on the floor is a suit of steam-powered armor, **104J** identical to the suit you wear, but shiny, new, dent-free!

If you want to replace the suit you're wearing with this new one, turn to **94F**. If not, just place the tabard over it again and return to **154**.



**105A** Conduct combat with the big skeletal warrior. If you win, turn to **62I**. If you lose, turn to **124J**.

**105B** The chairs have funny arrow-shaped things on them, but you don't see why. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching C on the chart, turn to **154G**. If you fail, turn to **122C**.

**105C** You head toward the big apparatus that is blowing off steam, but you're interrupted by another skeletal warrior, this one the biggest and fiercest of them all. You glance past it and see a gnome lying unconscious on the floor beside the big machine. He must have been the engineer.

"Oh, no, you don't!" says the skeleton as you try to dash past it to reach the gnome. "Lord Soth wants him *out of the way* before the draconians get here!"

Now you know that gnome is important. But if you're going to rescue him, you must fight the warrior (**105A**). If you're unwilling to fight the big skeleton, you've got to run, because the warrior is coming after you! You dash back out the passage you entered through and return to **8**.

**105D** You drop down into the tunnel, and before you have a chance to look around, the gnome astronomer accidentally kicks the door shut with her foot. You feel your way forward and finally come to **48**.

**105E** The rocket roars away, leaving a thin trail of steam behind it. You cheer when you see it strike the kraken . . . that is, until you realize it is in great pain and ejects a disgusting globule of spit that is aimed right toward you! Roll the die. If you get 10-12, turn to **47C**. If you get any other number, turn to **122G**.

**105F** You touch the book to try to see what it is, but some strange power does 1 point of damage to you personally. Your hand can't even get near the book without pain.

If you want to check out the pedestal, turn to **102I**. If you'd rather forget it, return to **90**.

**105G** The dragon agrees to help fight when you tell him about the advance of the evil dragons and draconians. You send him along with a very reluctant gnomish assistant, who shrieks with terror when the dragon picks him up by the seat of the pants and mumbles, "Tell me where to go."

The dragon's presence in the final battle will eliminate all green dragons as a threat. Smiling, you return to **16**.

Chuckling, you realize that you have discovered a gnomish automatic mapper/ **105H** steam-powered pedometer. Wherever the wearer of the special helmet goes, a small parchment map comes from the machine showing where he has been and how far he's walked. Fun, but useless for your purpose.

You may pick another kind of helmet (**60F**) or because the train is still here, you may get back and pull a different knob (**40**).

Your nose is drawn to the scent of meat cooking. You find a gnome working an small **105I** portable grill on which some burger meat is cooking your mouth water watch the juices ooze out of the meat.

"What is that cooking?" you ask the gnome cook.

"Dragon burgers," he replies.

"Burgers made of dragon, or made *for* dragons?"

"Oh, they're for the dragons, sure enough. They'll want a snack break soon now."

"What's in them?" you ask. You certainly haven't seen any cattle around Mount Nevermind.

"Well, don't know for sure. Something I found in the ice caves—been there maybe six months or more. Here—want to try some? I've got time to cook more for

If you want to accept the offer, turn to **68H**. If not, you grab a roll—not as good as yours—thank the cook, and return to **138**.

Breaking the vampire's psychic hold on your muscles, you turn and run back up the passage through which you entered. Return to **8**.

"Look here, little fellow," you say in what you hope are sincere, winning tones, "the **105K** gnomes here in this mountain could be in serious trouble soon, and they've asked for my help. If the dragonarmies overrun Mount Nevermind, you'll get hit, too—"

But at the word "hit," that's what the imp does. Turn to **121I** and prepare to fight!



**106** You can't believe your eyes. This chamber is big enough to hold an *entire huge castle!* And surrounding it are a number of giant catapults as well as other things that you can't identify quite as positively. The only person you see is a female gnome. You're about to go talk with her when you spot an imp sneaking out of a pit and hiding behind the legs of various pieces of machinery. But there's no mistaking the little piggish eyes.

If you think you'd better fight the creature, turn to **121I**. If you have something you want to say to it, turn to **97E**. However, if you want to ignore it, you can just start exploring the fascinating chamber.

If you are free to explore this chamber, you may investigate the:	by turning to:
female gnome	<b>145G</b>
trapdoor in floor	<b>145A</b>
gorilla machine	<b>117A</b>
tiny gnome near gorilla	<b>154H</b>
two catapults	<b>110E</b>
machine with arms	<b>42H</b>
castle	<b>89I</b>
darkness at far left	<b>19B</b>
tunnel at far right	<b>138A</b>

If you have been to this chamber before, you are not surprised to see that everything is as you left it the last time. You can look around again, using another 12 hours, or you can go back to the gnome-flinger (**8**).

**106A** "Thank you," the smaller dragon says. "Return to your own time now and you will find that you magically have one more day to spend in preparing for the battle to save the gnomes. Good luck to you, sir."

You nod and will yourself back to **24**.

**106B** The warriors may be dead in theory, but it certainly doesn't stop them from being living, dangerous fighters, determined to destroy you. And destroy you they do!

**106C** As you step beyond the first curve of the stair, so that the light from the fiery room above is gone, you feel a tiny hand grab your ankle and give it a yank. There is no railing, nothing to stop you as the full weight of your powerful armor drags you over the side, to your death.

**106D** On the second shelf from the bottom, there's a small brass bowl with a matching lid. First you read the writing on the lid. It says: "Plant Them." Then you open the lid: inside is a collection of *teeth!* There are two kinds—long, clean, white fangs, and short, stubby molars with gold fillings. How peculiar, you think.

If you want to try one out, you'll find a shallow dish of soil on a nearby shelf. You can plant either a white fang (**14D**) or a well-worn molar (**43H**).

Of the three dark tunnels that lead out the back of the chamber, you are drawn to **106E** the center one. You follow a gentle slope upward for a while, then find yourself in **118**.

Inspecting the machine every which way, you still fail to figure out what it does. You **106F** reach deep inside, hoping to feel something familiar. Instead, something sharp pokes into your skin and drains your blood for 5 life points of damage. If you are still alive, turn to **130**.

Before anything else happens to you in this chamber, you find yourself facing a **106G** draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragon army.

However, the creature is sound asleep by a strange volcanic vent that is oozing a green mist. You could check out the creature (**90B**), or just leave, positive that the gnomes can handle a sleeping monster.

The gnomish chariot takes you to **86**. **106H**

You may use the special machine on three more pictures in the art gallery. Each time, **106I** roll the die and get another draconian to help you if you get a 1 or 12. If you get any other number, you just find a badly rendered picture of a sunset. On your second successful roll, you find a draconian who will led away the Bozak. If you have a third success, the Auraks will be led away. If you have a fourth, you've probably got a loaded die, but you can have the Baaz draconians led away.

After the fourth roll, turn to **76I**.





**108A** you know the things must be important, if only because they're so big, but after a while you just give up and return to **86**.

**108B** The ball delivered by the draconian catapult strikes the fierce kraken. The below makes it convulse and shoot a giant globule of emulsion toward you. Roll the die. If you get 1-9, turn to **93J**. If you get 10-12, turn to **47C**.

**108C** As you chat a bit more you learn that he is an expert—now retired—in directing objects under force. Your ears perk up when you learn that he has some secrets about using the gnomeflinger more accurately.

From now on when you use the gnomeflinger to get around in Mount Nevermind, you get a bonus of 2 points because of the things tells you.

For now, return to **86**.

**108D** You lift one off the conveyor belt. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching B, turn to **43I**. If you fail to, turn to **138C**.

**108E** You start to open the small, decorated drawer at the bottom of the huge cabinet. But tiny, sharp-taloned fingers touch your arm.

"Don't open that!" says the imp urgently.

If you want to heed the imp, return to **48**. If you decide to ignore it and open the drawer, turn to **67C**.

**108F** The dart flies so slowly that you simply reach up and pluck the projectile out of the air. Your sneer building to a crescendo, you return to the disappointed gnome's side, and he does indeed live up to his promise. He gives you a special gnomish device that adds 10 points to your offense in the final battle. Whooping in triumph, you return to **76**.

**108G** Relieved to reach a wide spot in the maze's road, you stretch lazily as you enter a big rectangular area. It is filled with trees and bushes and babbling brooks. But in the middle of it is a gigantic, long machine that looks as if it could not only pick peas but can them, too.

However, when you get closer, you see a gnomish label that says, "Steam-Powered Armor Builder-Fixer-Replacer." That's quite a lot for one machine to do!

If you want to put your armor in it, hoping that it will improve it for you, turn to **60D**. If you'd rather not, or if you've already investigated the machine, turn to **129A**.

Deciding to check out the bowl first, you reach under the hairy arm and turn the **108H** bowl with both hands. You rub your hands along the sides and find nothing unusual about— Suddenly the arm develops a body and a big, ugly, horribly thin, hairy creature about your height leaps from the bowl.

You hold up your arms defensively, prepared to fight.

"Now, now," says the creature in soothing tones. "I'm not going to hurt you. In fact, since you rubbed the sides of my bowl and brought me forth, I'm going to, like any good genie, do what service I can for you."

"You're a genie?" you exclaim.

"Yeah, wanna make something of it? Not all genies come in bottles, you know, just the pretty ones. And, as you can see, I'm nothing to write home about."

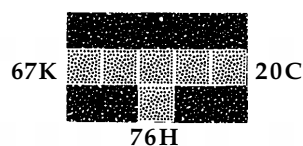
The genie will come with you while you explore the next chamber and will help you fight, if you need to. If he is with you, add +3 to your combat score.

Return to **134**.

Thinking about what three wishes you're going to make, you manage to turn off the **108I** steam-powered wire net. Limb by limb you release the imp from the net. "Now," you say, as it swings over the side of the net, "how about those three wishes?"

"Wishes smishes!" it exclaims, and it attacks. Turn to **121I**.

Conduct combat against the human-sized spider. If you win, turn to **128F**. If you lose, **108J** turn to **152A**.



**108K**

The faerie dragon gives you information that will actually *double* the offensive **108L** energy of the gnomish war machine that is shown in the tapestry. But it has no more knowledge to share, so you just return to the treasure in the chamber. Return to **90**.

A foul-smelling gas fills the area and you can't see for several minutes. It **108M** seeps into your armor and does 1 point of damage to you, but then it is gone and all the exits are clear.



**109A** You grasp the gnome's shoulder and shake it to wake him. As his head rolls in response, one of the stones is shaken from the circle ringing his head and begins to circle your own head.

Roll the die. If you get 1-3, turn to **156D**. If you get any other number, turn to **132H**

**109B** The faerie dragon points out a place in the tapestry showing that you will be wounded. But there isn't a thing you can do about it. Cross off 10 points of armor power.

If you are willing to give up 10 more points, turn to **38B**. If not, return to **90**.

**109C**



**109D** When you touch the left-hand door, it immediately opens. You feel yourself being magically drawn through it. There's a whirl of light and a whoosh of energy, and suddenly you are back at the gnomeflinger of Mount Nevermind. You have left the past, and you know you can never return to that time period again. You just hope you have learned enough to be of help. Turn to **8**.

**109E** In helping the gnomes, you discover a small pouch with a message that allows the scout to send a special signal to warn-away the dragon armies for 24 hours. You instantly send the signal and find yourself with one more day!

**109F** You press the button on the base of the younger gnome's statue and quickly leap back, prepared for anything . . . except for the statue to start talking.

"G'day," it says politely. "In the history of the gnomish race and its long occupation of the wondrous extinct (we hope) volcano that those who would not take us seriously has come to call Mount Nevermind, the glorious and proud gnomes have come to be the conquerors of every dragon who ever dared to set foot, or forepaw, into the precincts we hold so dear as the place where each gnome among us has the privilege to undertake a great Life-Quest for the greater glory of himself — or herself, for I don't want to slight the ladies —"

You clap your hands over your ears until you think you no longer hear any mumbling. When you release them,

you hear the statue say, "If you wish me to continue, please press my button again."

If you want to press the button again, turn to **60C**. If not, you can go to the other statue (**125H**) or look elsewhere in the room (**118**).

You try to detach some of the items from the comb, but nothing happens except **109G** that you scorch your fingers a little bit. Return to **68**.

There's nowhere to run to. You're in a *time*, not a place. Before you can will yourself away, the dragon, angry at your failure and your desertion, blasts you with his own heating system, the fiery breath that spews from his roaring mouth. Now this is neither a time nor a place, but forever. **109H**

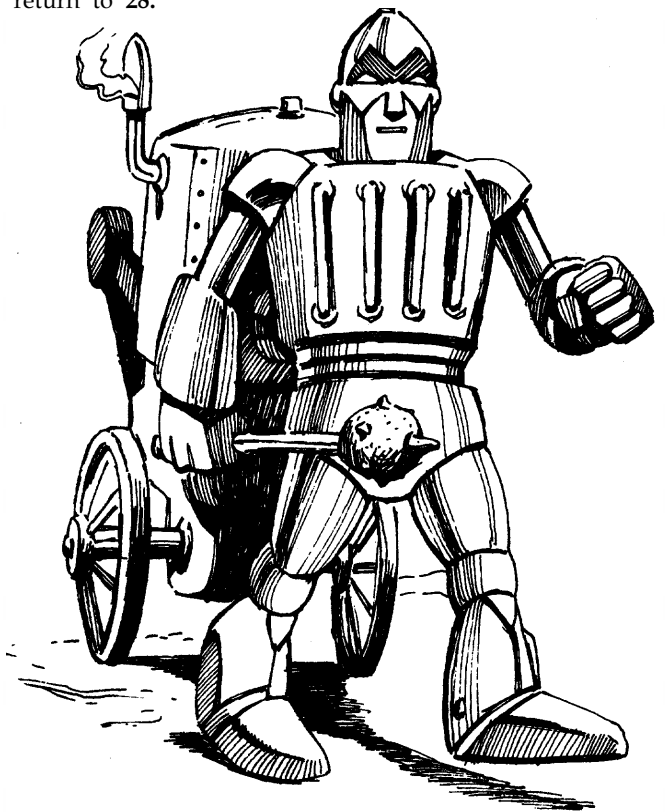
You don't know what's happening, but you're ready to take someone's advice: You run! Breathless, you return to **8**. You have not used a day. **109I**

Seeing a couple of gnomes out on the plain in the distance, you walk toward them and introduce yourself. They tell you that their Life Quests make them the bosses of these robots. **109J**

"Then you must understand everything about them," you say.

"O' course," says one. "What do you want to know?"

If you want to know about the giant robot, turn to **92H**; the dragon robot, **63D**; the warrior robot, **144B**. You will not have to investigate that robot directly. If you have already investigated all three, says thanks and return to **28**.



**110** The moment your foot falls in the new chamber, you find yourself challenged by a ghastly armored skeleton. Your eyes dart around, looking for some way to get out of there, quickly, when you see an imp caught in a trap hanging from the ceiling. At least the imp won't be a problem for you. You've got quite enough of a problem now!

"Halt!" says the skeleton. "This is Lord Soth's domain, and no mortal is to come in here!"

You've heard of the undead Lord Soth, who pays for his evil misdeeds by eternal undeath. You don't know why any of his men . . . uh, skeletons, would be here in Mount Nevermind. "B-But I must look everywhere, that's what the gnomes asked me to do!" You don't much like arguing with a skeleton.

"You must leave immediately, or die at our hands." The figure hefts its sword meaningfully.

If you want to leave, turn around and make your way back to 8. But if you're determined to see this place, turn to **136A** and prepare to fight!

**If you are free to explore this chamber of undeath, you may investigate the:**

	<b>by turning to:</b>
skeleton on floor	<b>48G</b>
dragon statue	<b>76E</b>
wheeled machine	<b>20K</b>
steaming machine	<b>105C</b>
imp in trap	<b>70I</b>
darkness to left	<b>88I</b>

**If you have been to this chamber before,** you discover that now it has been stripped of everything useful. The machines are totally destroyed and there is nothing for you to search, Return to the gnomeflinger **(8)** with no loss of time.

**110A** You notice that the barrels are quite dry—surprising in this water-filled chamber. You knock and prod but get no idea what might be in them. Finally, you pry a lid off one of them. They all explode, doing a total of 5 points of damage. Return to **142**.

**110B** A number of lights of various enigmatic shapes hang from the ceiling. You count them and discover that there are thirteen of them. You decide to inspect one light. Roll the die. If you get 1-8, turn to **38A**. If you get 9-12, turn to **68B**.

**110C** You watch the children at play and discover yourself relaxing. All worry leaves you and you are pleased and happy, until it's time to return to **36**.

**110D** Just as he fires, you suddenly find yourself naked to the oncoming projectile! When you hear an evil laugh, you realize that the trundlers were just illusions created by the malicious imp. The projectile fired at you is real, but the gnome's aim isn't very good, so it hurls on by you, smashing into the wall in back. Wishing you had disposed of the imp, you return to **76**.

**110E** Two huge and very complex, gnomish catapults stand in the open plain, quite some distance from the castle. As you stand between them,

inspecting them and comparing them, you realize how delighted you are that at least catapults are something you know about.

You can have the assistant gnomes take either or both of the catapults to the equipment area for the battle with the draconians. Each will add 3 points of offense in the final battle. Return to **106**.

With Kneebler's encouragement, you walk around and admire the big oven. He obviously takes good care of it. But then you open one of the small doors and discover the well-baked form of a witch. Embarrassed, Kneebler mumbles something about "Hansel and Gretel" and hurries off to have someone take care of the charred figure. Return to **98**.

You blow, and discover that it is a magical Horn of Bubbles when you find that **110G** you are caught in a gigantic bubble. Without even thinking about what you are doing, you will yourself back to **24**.

When you ask Kneebler why there's an ice machine in a bakery, he says that it **110H** belonged to one of the apprentice bakers before he turned to a new Life Quest. He never could get it to make ice-cream cones the way it was supposed to; it just made ice cones. Now it just gets ice all over the floor, making everyone who comes into the bakery slip.

As you walk away, you find yourself turning back to the ice machine, as if it were giving you an idea. Roll the die. If you get 1-4, turn to **68J**. If you get 5-12, turn to **78H**.

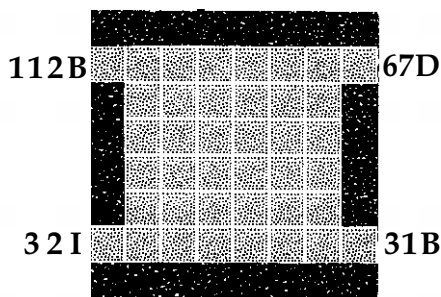






If the imp is still sitting on the eggs, turn to **112A** 129D. If you've gotten rid of it, turn to **56D**.

**112B**



**112C** The faerie dragon tells you something that will enable you to completely negate the effect of all black dragons. Cross off 10 points of armor power.

If you are willing to give up an additional 10 points of armor power, turn to **109B**. If not, return to **90**.

**112D** The dagger is driven between the joints in your armor and deep into your body. The dagger itself does 2 points of damage to your armor, but the poison does 5 points to your body, unless you have an antidote handy. If you are still alive, return to **126**.

**112E** Walking toward the lovely painting of the castle, you find yourself severely doubting that you can get into the *picture*, let alone into a castle that looks no bigger than your hand. But when you touch the canvas, you instantly find yourself standing on a path that leads toward a big stone castle.

Following the path, you come to the back door of the castle, so, rather than walk around to the grand entrance, you just open the small utilitarian door and step in. You find yourself in a hallway leading to the kitchen. Inside, working at a well-scrubbed counter, is a *witch!* She's dressed all in black, except for a bright red carnation pinned to her peaked hat.

Do you want to fight the witch (**132G**) or try to talk to her (**22H**)?

**112F** At the two tunnel entrances behind the big clock, you try to figure out where they go. One stays level, and you think you see some grooves worn in the rock. If that looks worth pursuing, turn to **62D**. The other slopes quickly upward, and you notice some small chunks of broken glass swept to the side. If that tunnel seems appealing, turn to **129J**.

You find yourself reluctant to touch the crystal door with the jagged bolt of light- **112G**  
ning cut into it. But as you near it, you feel no tingly warning sensation in your skin. When you ask one of the gnomes what is behind the door, he just quickly replies, "Just more of the same."

You're not sure what that means. Do you want to go through the door? If so, turn to **28G**. If not, return to **94**.

Behind the larger of the two silver dragons you find a youngish gnome trying to set off **112H**  
a firecracker in the dragon's toes. Hating to see the reptile aggravated (it might lose you your additional day), you grab the cracker and toss it into a far corner of the chamber.

The young gnome angrily stamps his foot and says, "That's not fair!"

Trying to sound reasonable, you suggest to him that it might be better if he takes his tricks and goes elsewhere.

A smile comes to the gnome's face and he says that he'll leave if you'll let him try four practical jokes on you first. He's been dying to try them on someone and if you really want him to go away . . .

Reluctantly, you agree. "But you must leave afterwards ."

"Oh sure. But not unless you let me try all four."

You really don't like the gleam in the gnome's eye. Turn to **50B** if you let him try his tricks. Or go back to **138** if you decide to forget this idea.

You get a running start to leap the pool. Roll the die. If you get 1-8, turn to **145I**. If you get **112I**  
9-12, turn to **122B**.

The draftsgnome has accidentally mixed up some important pieces of your steam-powered armor, which has lost 10 points. Turn to **106A**.  
**112J** However, one draftsgnome leaves the chamber and you gain an extra day.

As you stare at the crowded nest and think about what it takes to make eggs hatch— **112K**  
though your business has always been to make them bake properly—you get an idea. "Madame Griffon, your troubles are over," you say. "I'll talk to the gnomes and get them to extend their steam pipes out to your nest. They'll warm the eggs from beneath, and everything should be just fine."

She flutters her great wings excitedly and clutches an egg to her feathered breast, cooing, "Just hang in there, my sweet baby. Mama will get you hatched as soon as she can. This nice young man has promised to help." Then she turns to you and says, "Why don't you take a few minutes to see if there's anything here in my nest that you'd like to have in return for your help."

You thank her and return to **122**.



**114** You find a magnificent, old gold dragon—a good dragon, you’re glad to see—caught in a trap of gnomish devices and steam pipes. He’s sound asleep within the apparatus . . . until you make some sound.

You never thought you’d be this close to a real dragon and not feel the horrible dragonfear. But the gold dragon is a good dragon and . . . *isn't it?* You’re not so sure when the dragon’s mouth opens, and you realize that if this dragon is mad, he could kill you easily no matter what his alignment!

You’re standing there, knees trembling, staring at the trapped beast, when he opens his mouth . . . and speaks.

“I never thought I’d have to ask a *human*”—distaste in his voice—“to help me . . . but, here goes: Sir, as you can see, I’ve been—inadvertently-caught within this infernal gnomish apparatus. All I did was come to the gnomes and ask if they could heat my cave. I’m getting very old, and my bones don’t withstand the chill of the sea air as well as they used to. Well, I went to sleep while they worked on the project—and, of course, my naps are long these days—and when I awoke, years had gone by and those blasted little pipsqueaks had gotten carried away by their enthusiasm. They even—I understand—call this heating system they made for me a *victory!*”

So much for *that* victory over the dragons! you exclaim to yourself.

“... Uh, can’t you break out of it?” you ask timidly.

“Every time I try, I get burned. Look here. Just look at all the scars on my nice scales. I’ve given up trying and have just been waiting for someone, anyone, to come and help me get out. Probably generations of those little gnomes have come and gone and no one even knows I’m here. You’re the first living thing I’ve seen in years and years and years. Come on. You help me, and I’ll give you your choice from three magic items.”

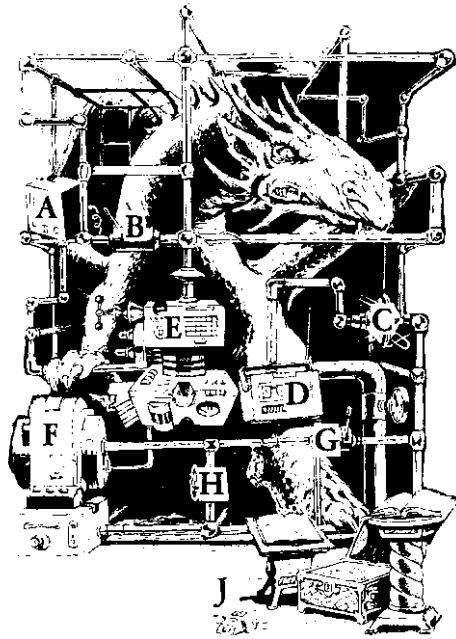
You inspect the weird-looking devices the gnomes have inserted into the system of pipes. One of them

must control the steam, if you can only figure out which one.

You can choose to try to help the gold dragon (turn to **94H**), you can leave the chamber (**30I**), or you can just look at some of the loose stuff that’s sitting on the floor in front of the steam apparatus (**27E**).

**If you are ready to explore the different devices the gnomes have built into the steam pipe system, you may investigate:** by turning to:

A	43K
B	72D
C	59F
D	79A
E	140D
F	58H
G	101D
H	42I
J	92D



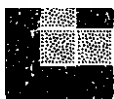
**If you have been to this time period before,** you have made a mistake in reading this CATACOMBS™ book. Return to the clock chamber (**24**) and figure out exactly what you did wrong by retracing your reading path. You should be in this chamber only once during the entire adventure.

**114A** You’re ready to step through a door in a clock hand.

Pick a chamber at random that you want to go to. Then just step through the opening and turn to the appropriate page. Stay in the chamber as long as you want, but when you are ready to leave, you must return to **24**, where a normal day is passing.

**114B**

34A



108G

**114C** You watch the peculiar device with the three semicircles of glass bubbling with their

strange pinkish contents. Go to the Gnomish Machinery Figure-Out Chart on page 157. If you successfully reach B, turn to **64E**. If you fail to reach B, turn to **106F**.

Before anything else happens to you in this chamber, you find yourself confronted by a **114D** draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragon army.

You discover this draconian trapped and glaring at you from under an enormous pile of ropes. There are several gnomes looking at the creature and laughing. You can just ignore it and continue with what you are doing (return to your text), or you can help the gnomes imprison the creature (**109E**).

Passing through the doorway, you find in the darkness a tunnel that quickly takes you **114E** up a winding slope to **72**.





**116A** If the mirror is broken, watch out for splinters and turn to **154**. If it isn't, you study the dragon carvings on it. Turn to **16G**.

**116B** The train pulls to a stop by a clearing where you see a number of rocking chairs mounted on sledlike devices. If you want to get off here, turn to **105B**. If you'd rather go on, pull another knob (**40**).

**116C** If the imp is dead or no longer in the chamber, turn to **148K**. If it is still present, turn to **60B**.

**116D** Somehow, you manage to keep your eyes pinned to the floor as you punch, and punch, and punch the evil figure. Finally, it falls to the floor where you have been staring, but the medusa is dead and can do no more damage. You cheerfully leave her alone and look around to decide where to go. You can return through the hole (**32**) or investigate the passage-way you see on the other side of the medusa's chamber (**40H**). Note that if you come into this hidden chamber, the medusa is gone.

**116E** Studying the churning device that appears to be making bubbles inside its glass curve, you realize that you are looking at an automatic cloak washer. When it stops spinning, you open the lid and pull out a beautiful—and clean—red cloak. There is nothing special about it, but you may take it if you want. Then return to **130**.

**116F** You power up your armor and prepare to fight. But the blasted creature won't come down from the ceiling. It just jumps around and laughs at you. You shout challenges at it, but you get no response. Finally, you decide to ignore it. Turn to **92A**.

**116G** Before anything else happens to you in this chamber, you find yourself confronted by a draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragon army.

You find this draconian in the act of destroying the items in this chamber. Before you get to it, the draconian has ruined the first two things on the list of items found in the chamber that you are currently in.

(NOTE: No matter what you read before in the text, the first two items on the list of the chamber you are in are destroyed and useless for your needs.)

Naturally, you rush in to attack this creature!

The draconian will hit on a roll of 4 or less, doing 4 points damage, and has 8 hit points. If you win the battle, continue your adventure. If you lose, your quest is at an end.

The thing hammers you into the ground with an automaton motion—no human doubts, no hesitation, it just beats you and beats you, until you lie, smashed, at its feet. You hear a chuckle behind you, and with one feeble turn of your head, you see the imp laughing at the fact that its illusion has managed to destroy all but 1 of your life points and damaged your armor for 10 points. Sighing, you return to **106**.

You begin reading the book, and as your eyes track the lines of text you discover, to your horror, that you can't stop reading! The air shimmers around you and a glow fills the chamber. You find yourself suddenly changed. Your armor and body have changed into those of a wizard. You discover magical spells hidden in your mind and a magic wand in your hand.

In the next two chambers you visit, you will have magic-user abilities. Your magical attacks—which you use like regular physical attacks—do 10 points of damage; you have 20 life points; finally, no magical spells of any type affect you in this wizard form. If you survive the two chambers and what happens to you there, a magical transformation changes you back to your original form, and both you and your armor's points return to what they were when you were transformed into a wizard.

All that you do in those two chambers will still happen. You can't allow temporary setbacks to stop you in your search for useful items. Just completely ignore things that improve or harm your armor in those two chambers. Time passes in the normal way. Return to **16**.

The skeleton has trouble getting its sword into the vulnerable parts of your armor. But your steam-powered armor easily smashes the figure's dry bones to dust. The other skeletons watch the fight with interest, but when you are clearly the victor, they just return to their tasks and leave you alone. Return to **110**.

A sudden barrage of light and sound from the far end of the chamber hits you full force, doing 5 points of damage to your armor and taking away 1 life point from your body. That's enough of being an assistant! You turn to the back of the chamber where you see a dark tunnel. Turn to **114E**.

The area fills with fire, doing 5 points of flame damage to you through your metal suit. After this blast, all the exits clear, leaving you puzzled about why this effect occurred.

You have lost the battle. There was nothing you could do. This time your enemy was too powerful. As you sink to the ground, you fear for the future of the gnomes of the mountain.



**117A** If the imp is still in the vicinity, turn to **113G**.  
If not, turn to **128B**.

**117B** The gnome at one table appears to be making small figures of gnomes and dragons. Puzzled by the unusual combination, you ask what he is making.

"Gnome dragonriders," he replies shortly.

"But . . . why?"

"Well, now, young man. Just think a bit. Have you ever seen a gnomish Dragon Highlord?"

"No, of course not!" you quickly reply, trying to keep from laughing at the thought of a squat gnome in the magnificent blue and gold armor of the leaders of the Dark Queen's army.

"Go ahead, laugh!" says the gnome darkly. "That's what everyone does. But just you wait. If I get enough of these toys out to the gnomish children, they're going to begin to take it for granted that a gnome can ride a dragon. And then we'll have power."

He continues to talk about his dream toys and how hard it is to get enough lizard skin to make the dragons and wouldn't it be nice to have some soft plush to use for the gnome-dolls' hair and beards and . . . and . . .

Roll the die. If you get 1-4 turn to **78F**. If you get any other number, turn to **144C**.

**117C** You sit down in the rolling chair in front of the librarian's desk. If you have already investigated five different items in the library, turn to **79G**. If you haven't, turn to **31G**.

**117D** You descend the steep-sided trail, vaguely expecting a huge minotaur to pop out at you at any moment. Nothing happens, but you do make a resolution to mark the trail you take by pounding on the living walls of the maze with your steam-powered armor so you can return the way you came at any time things happen that you no longer want to cope with. (Any time that you want to return to the ledge above the maze, just assume that you easily retrace your steps and go to **64**.) For now, you're willing to go on.

You reach ground level, where the tall shrubs making up the maze reach above your head. All you see before you and on each side is dense greenery. But at least you don't see any danger, either. Turn to **48D**.

**117E** In the darkness at the back of the incredibly bottle-filled chamber, you find a passage that slopes abruptly down into one of the volcano's vent slides. If you want to take it, turn to **56C**. Otherwise, you can leave the chamber through the ordinary method and go back to the gnomefinger (**8**).

**117F** You drop only a short distance down into the hole, then find a horizontal tunnel that quickly takes you to **142**.

As you wander, you feel eyes on the back of your neck. Turning, you discover several old and curiosity-filled gnomes following your every move. You gradually realize that it's your armor they're interested in. When you realize that they're not going to leave you alone, you stop and offer to show them the armor. By the time they're through inspecting it, the gnomes have done 3 points of damage to it. Shooing them away, you return to **36**.

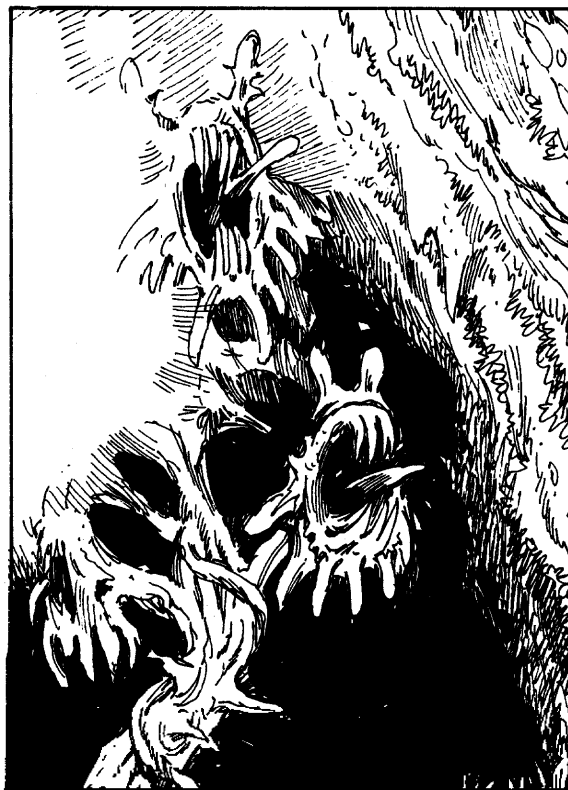
You explore the garden a little more out when you begin to get uneasy (you think you hear your old baking master yelling at you to get on with the job), you head for the tall stone wall. It's worth taking a look beyond it. Turn to **50H**.

Your own massive powered armor overpowers, one by one, the automated armored figures. They fall to the floor, shattering into their separate pieces, as two gnomes stand on the sidelines just going, "Tsktsktsktsk!" When the battle is over, they hurry to the pieces and start putting them together again as you return to **76**.

"Well done, young human. It was very nice of you to make the effort to come over here, since I couldn't come to you."

Then you find that it wasn't companionship the tree wanted, as much as fertilizer! You've got to fight again to avoid being eaten!

Conduct combat with the vampire tree. If you win, turn to **145E**. If you lose, turn to **24C**.



**118** Surprised to find yourself in a quite elegant art gallery, you're even more surprised to find that it has been taken over by large numbers of marauding imps. They're all over the statues and paintings, even, apparently, coming out of them, and from somewhere they've acquired weapons of some strange sort. But, fortunately, they don't seem terribly serious about turning them on you.

Because three imps stand in front of you, clearly prepared to keep you from passing, you have to deal with them before you can do anything else in this gallery. Do you want to talk to them (141D) or fight (101A)?

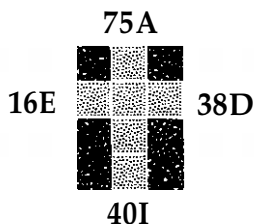
If you are free to this chamber, you may investigate the:	by turning to:
central painting	100L
dragon statue	64D
female statues	97C
gnome statues	97I
machinery by gnome statues	132I
painting above arch	46C
archway	68C

If you have been in this chamber before, and haven't taken care of the imps everything is as if you hadn't been here before and you are starting from scratch.

**118A** You make fists and fighting gestures toward the imp on the upper shelf of the closest bookcase. The gnomish librarian chuckles as the imp leaps toward you, an avid look on its unpleasant, wisened face.

To fight the imp, turn to 121I. If you survive the battle, return to 16.

**118B**



**118C** Agreeing to having the spell cast, you stand still while the skull whispers some arcane words, some of them rather fumblingly. Suddenly, you feel your limbs become leaden. It's more than you can do to lift them, You try, but your heart isn't in it—because it, too, has turned to stone.

**118D** Your eyes are drawn to a copper-colored book called *The Intricacies and Fallacies of the Great Gnomish Invention Referred to as Warm-Water-Turned-to-Vapor-Operated Metallic Protective Carapace for Our Valient Young Gnomes about to Engage in Battle, Otherwise known as Steam-Powered Armor, and The Repair of Same, though It Probably Won't Ever Need It.*

Because of the knowledge you acquire leafing through the book, you increase your armor's power by 10 points or repair 10 points worth of damage. Return to 16.

The imp opens the padlock, steps back, and you open the octagonal drawer. A vast vacuum grabs you and sucks you into 76. **118E**

Struggling to get free of the metal arms, you just manage to slip your armored shoulder in under one hinged appendage as it starts to close over you. The joint in the machine breaks under the stress, and you manage to slide out from under the broken arm. There's certainly no way you're going to take a man-eating machine with you into battle! You return to 106. **118F**

You stare up in the sky, watching a gnome do wonderfully intricate maneuvers with his dragon glider. You begin to wonder if such a thing could have war applications. But first you'll have to figure out how it works. Turn to the Gnomish Machinery Figure-Out Chart on page 157. You must reach B to figure out how the glider works. If you do, turn to 50G. If you don't, you shake your head and return to 36. **118G**

You gradually discover that all the light and noise the imp was making was coming from a machine used to make light and noise at celebrations. Return to 86. **118H**

As you walk through the chamber, trying to see what you can without really opening your eyes, the imp pops up out of nowhere and leaps, chittering meanly, on your shoulders. With the pain still in your eyes from the horrible device the imp gave you, there's no way you've got the strength to fight the creature. You turn, push it off, and run back to the gnomeflinger. Turn to 8. **118I**







**120A** As you approach the barrels, they disappear, not even leaving a mark in the sand. Return to **142**.

**120B** The dagger bounces off the hard metal of your armor and falls harmlessly to the floor. You kick it aside and return to **126**.

**120C** A shiny, steel, oblong-shaped tank clearly has something in it when you shake it. Studying it carefully, you discover how to open the two halves. When you do, a very shaken gnome falls out. He's alive but seems to be more ticked off than relieved.

"It wasn't an illusion! I can't believe it! What good is all I've learned on my Life Quest as an illusion tester if I can be wrong on such a stupid thing!"

You finally quiet him enough to learn that he is indeed an illusion tester and yesterday he got into this tank, convinced that it was an illusion. When he found it wasn't, he couldn't get out of the tank. After a while, he felt the thing being picked up and flown for a while, before being dropped here, where he's been ever since.

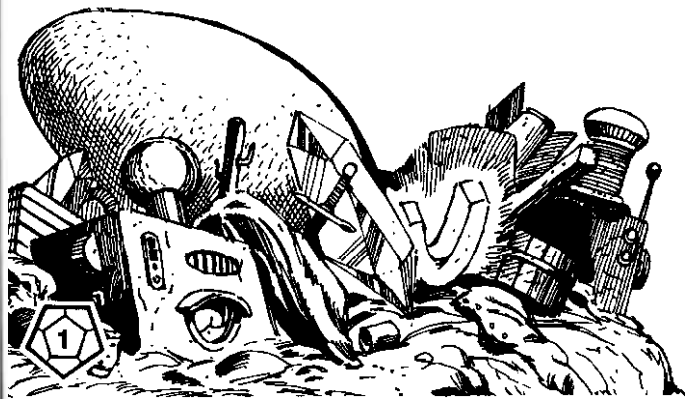
Suddenly, you wonder how many of the objects and weapons you've picked up in Mount Nevermind are also illusions. You ask if the gnome will go to the weapon holding area and test everything for you before the battle, so that you won't get hurt.

Just before the final battle, turn to **15I** to find out how this gnome will have helped you.

**120D** To see if you can figure out how the warrior robot works, turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching C on the table, turn to **20F**. If you don't, turn to **46B**.

**120E** To see if you can figure out how the dragon robot works, turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching B on the table, turn to **74L**. If you don't, turn to **86B**.

**120F** There are ten items in the nest that you haven't looked at. You can check out as many of the ten as you want, one at a time starting with #1 at the top of the next column.



To check out:	turn to:
1	<b>68A</b>
2	<b>16F</b>
3	<b>59A</b>
4	<b>51D</b>
5	<b>72A</b>
6	<b>42A</b>
7	<b>76A</b>
8	<b>132K</b>
9	<b>47A</b>
10	<b>149A</b>

When you are ready to do something else, return to **122**.

When you inspect the remaining assortment of clocks, hourglasses, and floating timepieces in the chamber, you find a secret door. First peeking to be sure no one is watching you, you quietly open it. But all you see is a small passage cut out of the rock. If you want to take it, turn to **67G**. If you'd rather not chance it, return to **24**.

When you come near the armored gnome bearing a sword, he challenges you with it, exclaiming, "Halt! You don't belong here. This is a gnomish Life Quest chamber and we're doing highly secret and important work here."

When you don't leave immediately, the little guard, who comes up to about your waist, starts to hack at you with his blade. You must decide whether you are going to leave this chamber (**68I**) or fight him (**59G**).

You face the huge creature, and you are happy to be armed with the gnomish giant killer. As he walks toward you, death in his face, you fire. But the weapon does nothing—it is an illusion created by the imp in the explosives chamber. Now you are defenseless . . . and the giant kills you.

Beyond the door, you turn, seeing nothing special. Then the young gnome hands you a stick of gum. You chew it quickly to relieve your burgeoning anger.

Roll the die. If you get 1-3, turn to **35H**. If not, turn to **136F**.

You introduce yourself to the curious gnomes. One of them reaches out a tentative finger as if afraid to touch the armor.

"That's all right," you say. "In fact, I'll take it off and let you study it a bit, though I haven't very much time."

"Where'd you get it?" demands one gnome.

"Why, some gnomes—" Then you remember that your armor comes from these gnomes' future. "Some inventors made it for me," you say.

By the time the gnomes finish studying your power armor, they have done 3 points of damage to it. Finally getting it away from them, you return to **36**.

**121A** You smile at the sight of a small doll that sits on a shelf nodding its head up and down. If you want to pick it up, turn to **88D**. If you don't, return to **52**.

**121B** When you reach into the back of the drawer, you are immediately drawn into it, and you find yourself in **98**.

**121C** The imp unlocks the oddly shaped drawer which you hear sounds of music issuing from, but when you look inside, all you see is darkness. If you want to reach in, turn to **86C**. Otherwise, return to **48**.

**121D** You open the mummy case and instantly receive a horrendous electrical shock that does 3 points of damage to your armor. If you care to check another mummy case, return to **71D**.

**121E** Taking care not to break what's in the chest, you apply great force to the corners of the crystal, until it breaks into many pieces. Inside, you find a small crystal vial containing a gnomish antipoison cure-all, which will reverse the effect of any poison bite taken in this chamber. Glad to have it, you return to **126**.

**121F** You give one more blow of incredible strength—strength that seems to have nothing to do with the power of your gnomish steam-powered armor, and the draconian is smashed to the floor, dead. Unbelievably, its body turns to stone even as you try to catch your breath. Then, a few minutes later, the stone crumbles to dust that you lazily—and most satirically—stir with your foot. Return to **134**.

**121G** In a large, square-shaped intersection of four paths, you find a massive piece of machinery that makes no sense to you whatsoever. Go to the Gnomish Machinery Figure-Out Chart on page 157. You must make your way to D to be successful in figuring out what this piece of machinery is. However, when you get to A, before you roll again, turn to **104H**. If you fail to reach A and want to ignore the machine and go on, turn to **112B**.

**121H** You sense an eerie whooshing sound and see a small beam of light directed at the mirror extended above your head, but none of it bothers you. So you must have done something right, despite the fact that you couldn't hear the gnome. Waving your own gesture of good-bye, you return to exploring the chamber (**60**).

NOTE: Whenever you are fighting an imp, use the generic imp at the top of the combat table. It will serve for all fights, unless the text states otherwise. **121I**

You have decided to take on the imp in this area. The creature is small, but you have heard legends about its magical powers of destruction. You can also see a barbed tail covered in some sort of green goo. Your mind races over the battling choices, and you pick what you hope is the right fighting plan:

A – Rush in swinging, trying to crush the imp with your power punch (**76C**).

B – Stand back and start throwine whatever is handy, to try to knock the small creature out, so you don't have to face what could be a poisoned tail (**113H**).

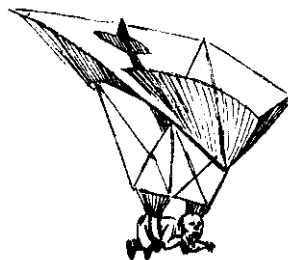
C – Try shouting, and waving your powered-armor arms to just scare it out of the area (**137C**).

D – Catch or at least shoo away the imp, with the help of the gnomes with and near you. To try to get the gnomes organized, turn to **63G**.

You study the pulleys and levers and the way the gnome has positioned you in the sling **121J** below the wing. Then, confident, you step off the cliff.

Immediately, it begins to drop, and you see the cliffside rushing terrifyingly by. Then you pull the rope on a pulley, and the plummet changes to a glide, then to forward flight, and finally, you begin to climb. Happily, you discover how to bank right and left, to turn, and climb.

By the time you land, you are in full control of the flying machine and you know you can use it in battle. It will add 3 points to your offense in the final battle. But for now, give it to the gnomes to store, and return to **122**.



**122** You know there's something important going on right in front of you, but you can't seem to pull your eyes away from the-drop at your feet. You find yourself on a ledge with nothing but open space below you. Wherever you are, you aren't inside Mount Nevermind anymore, and your heart drops down the mountainside. Then a small, shrill squeal manages to drag your attention from infinity to the broad ledge beside you. There you see a huge, feathered griffon, devouring an imp! Well, you won't have to worry about an imp in this place!

You study the huge eagle-headed flying lion and remember the tales you've heard about such beasts. This one is clearly a mother, busy brooding over her eggs—as well as all the many odd things she used in making her nest. You know that she is probably intelligent and able to speak with you. But will you speak (46E) or will you just tiptoe quietly out that door you see in the wall ahead of you (150B)?

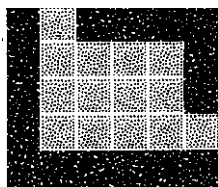
**If you are free to explore the griffon's nest, you may investigate the:**

big capsule at left	by turning to:	120C
long instrument below		
capsule		148A
glowing horseshoe magnet		20H
other items in nest		120F
flying machine		144H

**If you have been on this mountain ledge before,** you see the griffon munching on yet another imp and nothing has changed since the last time you were here. You can continue investigating the place or leave and return to the gnomeflinger (8).

**122A** You find your path stopped by a large pool of shiny, viscous-looking liquid. You can't get around it, so you must jump it, unless you want to just turn around. To jump the pool, turn to 112I.

70E



109C

**122B** Just as you leap from the grass, across the pool of liquid, your feet slip and you tumble into the pool. It's acid! You scramble out as quickly as possible, but your armor takes 6 pts of damage from the acid. Marveling that you made it across, and that it wasn't worse, you turn to 122A.

**122C** You rock one chair back and forth with your hands, but you can't figure out what the things do. You decide to return to the train and pull another knob (40).

**122D** You back away from the amazons—surreptitiously, you hope—chattering inanely about the many things you have to do to get ready for the final battle for the gnomes. After all, they asked for your help first.

"Then just get out of here!" demands the amazon

leader. "There's nothing here you can have if you aren't willing to help us first." They raise their bows again, and aim them right at you as you stumble away, back to 8.

If you ever come to this chamber again, you must fight the amazons. They won't be willing to talk.

The machine rumbles and shimmies and clanks for a few minutes, and then, suddenly, all is quiet. You go to the door that says "Remove Armor Here" and open it. Redonning your steam-powered armor, you discover, to your delight, that the gnomish machine has repaired and strengthened it, giving it an additional 10 points.

Preparing to go on, turn to 129A.

The small floating bottle by the huge storage jar is an ever-full potion bottle containing one gnome's supply of scented moustache wax. Return to 134.

The disgusting globule of spit misses you and sinks into the sand near your feet. But at least you hit the kraken! In order to kill the monster, you must hit it with a rocket at least once more, by successfully rolling 8-12. If you roll that again, turn to 105E. If you fail to roll 8-12, turn to 130G. When you have killed the kraken turn to 97J. If there are any rockets remaining, they will be of no use to you in the final battle.

You know the thing you're staring at is a comb fit for a giant, but why it should be standing upright and why things should stick to it you just don't comprehend. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you reach B, turn to 78K. If you fail to reach B, turn to 72E.





**124A** If the imp is gone or dead, turn to **125B**. If it isn't, turn to **88E**.

**124B** The scent of cooking meat makes your mouth water, and you go through the door into a passage that leads to **102**.

**124C** As you walk around the crystalline figures of various heights, the imp leaps out at you, an evil grin on its face it's going to give you another chance to ignore it! You fight! Turn to **121I**.

**124D** The machine rumbles and shimmies and clanks for a few minutes, and then, suddenly, all is quiet. You go to the door that says "Remove Armor Here" and open it. But all that comes out is a mass of mangled brass and pipe fittings. The gnomish machine has completely destroyed your steam-powered armor, leaving your slight body vulnerable to anything and everything.

Shivering, debating whether to go backward or forward, you turn to **129A** to pick a way out of this section of the maze.

**125E** Startled at seeing a feminine face in a waterfall, you study it for a few minutes, as it (she?) studies you.

"Who are you, human?" The voice of the water is silky and golden.

You explain who you are and why you are there.

"That sounds intriguing, human. I've been here, in this waterfall, for generations. I would like to see something new. Will you take me with you?"

You have a sudden vision of trying to carry a huge waterfall as you walk through a narrow tunnel, and you smile.

"Do not laugh, human. I am not the waterfall. I am a water spirit, presently residing in this waterfall. But I can live anywhere, even in a teaspoon of water.

"In fact, human," she goes on, "if you add me to your armor, I will make you stronger because of the power I will add to the steam. . . . I'm not certain, though, what effect my presence will have on the systems within the armor."

If you're willing to give the water spirit a lift in your steam-powered armor, turn to **46G**. If not, apologize nicely and return to **142**.

Impressed by the imp's sincerity and vocabulary, you hold its hands and feet **124F** together in one of your hands and carefully pick the sticky web off it. In a few minutes it is free. Before releasing it on the floor, you remind it, "What was that about helping me?"

"Oh, kind sir, if you would only allow me to repay the faith and trust you have shown me! Come with me, and I will show you a wonderful place, and I will even use my magic so that you can explore both this chamber and that one in the amount of time it would take to explore just one!" The imp's face lights up at the cleverness of the treat it's offering you.

If you're willing to go with the imp, release it and turn to **24G**. If you're not, just release it and turn to **136G**.

You smile as you see the chunk of ice with an imp frozen into it. At first, you're **124G** relieved to see an immobile imp. Then, inexplicably, you start to feel sorry for the thing. If you want to give in to your pity and thaw it, turn to **18C**. If you're happy to leave it there, return to **150**.

You surprise the draconian and leap **124H** into battle.

The draconian will hit on rolls of 4 or less, doing 4 points damage, and has 8 hit points. If you win the battle, continue your adventure. If you lose, your quest is at an end.

Figuring that the probable reward is greater than the possible damage the silly-looking **124I** weapon can do, you go down to the other end, figuring that you should easily be able to catch the dart that it shoots. You stand still, while the gnome lines up his weapon.

Roll the die. If you get an even number, turn to **50J**. If you get an odd number, turn to **108F**.

No matter where your powerful blows fall, the skeleton somehow is not there. And **124J** before you can recover, it strikes with a quick jab of its sword into the vulnerable places in your armor. Again and again, it stabs at you, and you begin to bleed heavily beneath the armor. Gradually, your blows grow weaker. As you stumble to the floor, knowing you won't get up again, you wonder if you, too, will become a figure of undeath.

**125A** If the imp is no longer in the chamber, turn to **89B**. If it is, turn to **26I**.

**125B** The round table with the small figurines of dragons has mysteriously disappeared. Return to **102**.

**125C** As the evil black draconian dies under the force of your blows, you watch in horror as its body turns back to crystal, shattered, black, blood-stained crystal. But the gnomes around you cheer your success. Return to **44**.

**125D** Chagrined at being outsmarted by an imp, you turn away from the big machine and look at the other things in the chamber. You ignore the fact that the old gnome in the rocker laughs as you walk away. Return to **86**.

**125E** The poisoned tail strikes at your throat and hits. You had no idea the imp could jump so high! You feel the green goo coursing through your veins, numbing your heart and arms. The poison does an extra 5 points of damage, subtracted from your life points, not your armor. Continue the battle, if you live.

**125F** You discover that it is a Helmet of Magical Traveling, and you doubt if the gnomes realize that that is what they are making. You put the helmet on. Page randomly through the book until you see a picture that attracts you. The helmet will magically take you there, then its power will burn out.

Every time you come back to this area to get a helmet you must re-figure it out using the Gnomish Machinery Figure-Out Chart. Return to **40**.

**125C** You feel an exhilaration unlike anything you've ever felt when successfully baking something complicated, as you see the draconian die at your feet, smashed to a pulp by your power armor. You start to turn away (perhaps looking for congratulations?) when you think to check if the draconian might have taken something, and you search it before it turns to stone. You quickly rummage through its armor and find a scroll, instructing the scout to post a small red flag in a certain vent on the outside of Mount Nevermind if it needs more time to do its job. The main attack will then be delayed for two days.

You can't believe your luck! By placing the flag yourself, you will acquire two additional days to prepare for the battle!

"Out of the way there!" the gnome with the hose snarls. "I've got some garbage to clean up." So much for

congratulations. Before you move three feet away, the gnome has begun to hose down the floor, washing the draconian's dusty remains toward a trash pit. Smiling, you wipe the sweat from your forehead and look around the room. You locate the correct vent, place the flag, and return to **32**.

You press the button on the base of the ancient gnome's statue. Instantly it starts to speak. **125H**

"It's been a long long time since any of you young'un shavemade a point of coming to see old Clenish. It's not as if I don't know the stories of four own people and how we got this way living in our own wonderful Mount Nevermind, but nobody ever comes to ask me questions. I've gotta sto tell and experience to share if any one would just ask me. Instead here I stand waiting for some one to care. Press my button again to hear more."

If you decide that you do care and are willing to listen to the guerulous statue, turn to **79F**. If you think you're just wasting time, return to **118**.

Before anything else happens to you in this chamber, you find yourself confronted by a **125I** draconian fighter of unusual size and obvious strength. It must be a scout for the advancing dragon army.

You aren't sure why, but the draconian is clearly running for its life. The creature's skin is white with fear and it is clearly fleeing the mountain. You can let it go (and continue the adventure) or you can try to stop it to gain some advantage from its fear (**50I**).

A magnificent oriental goldfish—which you'd swear is smiling—swims in the small, **125J** well-tended bowl on the shelf. It looks a little lonely in there by itself, and you wonder if you should take it out for a minute and talk to it. If you decide to, turn to **28C**. Otherwise, return to **16**.

The skeletal figures attacking you strike terror into you, and you find yourself **125K** unable to manipulate your power armor properly, until it's too late...



**126** Even the air seems to cloy as you walk into the next chamber. The entire room is thick with dusty, sticky cobwebs, as large as if they were made by giants. Then something approaches you from the center of a round web. Not exactly a spider, but certainly not anything very different either. It is huge, longer than you are, with the body of a spider but the head of an evil elf. It's a drider!

"Go away, human, or die!" the cross between a spider and a drow says flatly. It aims a crossbowlike weapon at you, and you know it will live up to its threat. But you don't like to be threatened, either, and you see some intriguing chests that you'd like to investigate.

If you are willing to turn around and leave, return to 8. If you'll take on the spider-elf, turn to 90C.

If you are free to explore this chamber, you may investigate the:	by turning to:
other huge spider	59E
hole in the floor	12E
glowing chest	52D
crystal chest	137B
iron chests	46F
imp	93E
hole in ceiling	130B
dark tunnel at back	76G
wooden door at back	15B

**If you have been to this chamber before,** the large drider is gone, but all the other spiders you faced have returned. In fact, any spiders you might have killed in recent battles have all been replaced with new spiders. You will have to deal with them again if you are going to stay in this area. You can explore and take another 12 hours or you can leave and go back to the gnomeflinger (8).

**126A** You turn the round handle on the steel door, and it gradually cranks the door open. Upon entering, you find yourself in a passage that winds through the mountain until you reach 102.

**126B** If the imp is still in the chamber, turn to 128G. If it isn't, turn to 22G.

**126C** The gnome is gone—he ran out when the others did—but the tall, needlelike things look tempting to you. You study them closely and come to realize that they are gnomish giant killers.

Make a note that if you take one of the killers with you (by giving it to one of your gnome army troops to carry) and you meet an evil giant, turn to 120I.

**126D** Without letting you see what he is doing, the wizard makes some gestures and spells and mumbles some inexplicable words over the armor. His face is slightly pale when he returns the armor to you, and you're not surprised to discover that he has actually damaged it to the tune of 5 points. Muttering an apology—at least you hope that's what it was—he scurries back behind the table. Return to 48.

**126E** No matter what you do, you don't seem able to affect the imp. You try other tactics, but nothing works. The imp has stopped attacking, and just roams the cavern laughing at you. You decide to ignore it and hope this is the best course to take. You haven't won

anything, but at least the imp is leaving you alone. You can only hope that its magical powers aren't working against you.

NOTE: If you leave this chamber and ever enter it again, you must battle all over again because a new imp will be in the chamber.

You open the mummy case, and as you do so, the ground beneath your feet also **126F** opens up. You find yourself falling into a pit trap, which does 3 points of damage to your armor before you manage to get out. If you want to check out another mummy case, return to 71D.

You head for the little wooden door in the cavern wall, half hidden by plants. **126G** But other plants block your way, forcing you to fight the vicious green things again! Conduct combat with the plants. If you win, turn to 138F. If you lose, turn to 28E.

Although it's hard not to be too tough on the little guy, you manage to stun him **126H** enough to make him fall back against a wall and sit down. When you go over to him and ask if he'll leave, he shakes his head, wincing, and says gruffly, "No. My job is to be here with these research fellow gnomes and guard them from . . . whatever. If the dragons are agreeable to your being here, I guess I'll let you stay, but I'm not going anywhere either."

Sighing, you study the various gnomes. Return to 138.







**128A** Nothing happens, though you feel as if something, or someone, inside the crystal is watching you. Shuddering you sound again. Turn to 20.

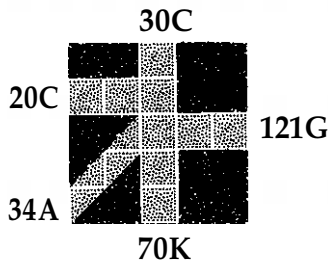
**128B** When you start to look for the gorilla, it has mysteriously disappeared. Oddly disappointed, you return to 106.

**128C** You ponder and ponder, but can reach no logical conclusion. So you pluck out of the air the stupidest answer you can give. "Eleven thousand!"

The skeletal dragon rears back on his bony haunches and paws at the air. His mouth opens wide in memory of a blast of flame. "You're the first person ever to give the proper answer!" he screams. "Oh woe, woe is me! Now my honor demands that I let you stay here and do as you will! Be warned, though, human. If you take more than one item from my chamber, you will die in a very painful fashion!"

Relieved at not having to run from this place, you begin to explore. Return to 72.

**128D**



**128E** You wander lightheartedly through the throng of cheerful gnomes, enjoying watching them have such a good time. Roll the die. If you get 1-4, turn to 110C. If you get 5-12, turn to 117G.

**128F** At least this is just a regular spider, albeit poisonous and huge. But there's nothing human about it, and you hold nothing back as you smash it to bits, clearing the way to the exit. If you're ready to leave through the dark tunnel, turn to 50F. If not, return to 126.

**128G** When you inquire about the big faceted ball, one gnome shows you a pulley that allows you to lower it from the ceiling. Eagerly, you study the wonderful sphere, and discover that you can see images of all the monsters you've ever seen on the facets of the crystal. You walk around it slowly, studying the

images of minotaurs, draconians, sea serpents, and dragons!

Suddenly, you realize that all the dragon images are red dragons. You start to count them. *One*, . . . and before you can say two, you see a big flash and experience a strange whooshing sensation. When it clears and you can see and hear again, you realize that the gnomes in the room hadn't particularly noticed a strange sensation. But you have a sudden certainty that if there had been any real red dragons in the vicinity, they would have been crushed to death by the weird forces you just experienced.

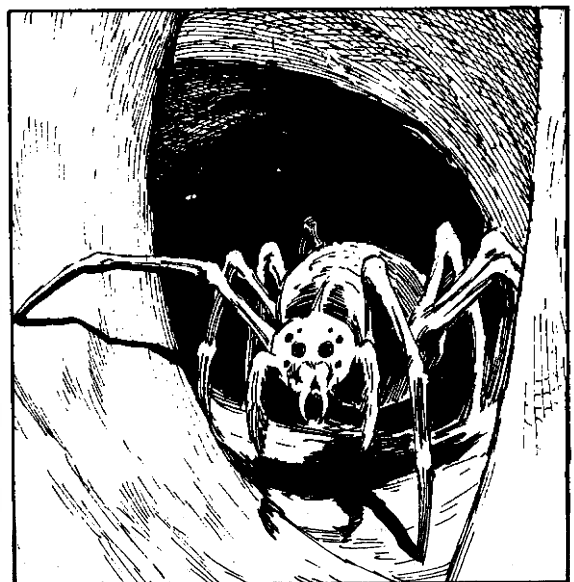
Knowing that you have found an extraordinary weapon against red dragons, you send it with a gnomish assistant to the war room where your weapons against the dragons and draconians are accumulating. Return to 44.

The imp removes the padlock from the wooden drawer and you pull it open. At **128H** first all you see is darkness. Then you realize that there is a griffon feather lying on the bottom. Do you want to stick your arm in and feel around to see what you can find (perhaps the rest of the griffon?) (39E) or close the drawer and check out some others (48)?

No one else pays any attention to you as you stare at the imp. If you want to fight it, turn **128I** to 121I. If you have something to say to it, turn to 98F.

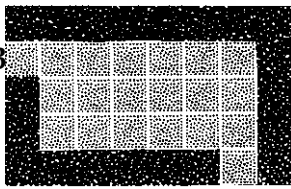
If you have already fought an imp, turn to 31D. If you haven't, turn to 124C. **128J**

Although it's a baby, its breath weapon is already in full working order. However, **128K** your steam-powered armor protects you. Finally, one blow—almost inadvertent—knocks the little creature out of the chamber. Return to 154.



**129A**

114B



16E

**129B**

When you reach the gate, you close it behind you, pat the stone imp on the head, and jump back down to the floor of the art gallery, key in hand.

If you have both the key and the gem, turn to **39D**. If you still need the gem, turn to **112E**.

**129C**

Willing to chance whatever might happen, you roll the die. If you get 1-6, turn to **101F**. If you get 7-12, turn to **153A**.

**129D**

The eggs are huge and of many different colors. Ignoring the presence of the imp, who just scoots out of your reach, you pick one and shake it. It's quite heavy, and there's a little, indistinguishable noise from inside. If you want to break it, turn to **62C**. Otherwise, replace the egg and return to **154**.

**129E**

You thought you were at the bottom of Mount Nevermind, so it's amazing when the winding stairs take you farther and farther down. But finally, you come to a landing, where you pause a moment. Then, out of the darkness comes a heavy thundering roar of metal against metal. The landing suddenly drops out beneath you and you find yourself falling into some kind of strange open box that speeds off into the darkness.

"Don't worry, young fellow," says a voice you recognize as a gnome's. Turn to **40**.

**129F**

Although blow after blow goes right through the spectral spider, you manage to get enough real blows in to put that glow right out. But you'd rather have to deal with a *real* spider any day. Return to **126**.

**129G**

As you stand at the gnome's side, watching him, he fiddles with the various knobs on the peculiar box, always reacting with his own sounds of frustration and disgust when strange noises erupt from the box, although you can't tell what he hopes will happen. Finally he slams his fist against the side of the box and stamps his foot.

Unable to stay silent any longer, you ask, "What are you trying to do?"

"I'm trying to make a crystal-powered ant colony for the brighter children in Mount Nevermind, but all I get from this box is voices, *voices*, VOICES!" He sighs and

says, "No matter what I do, all that happens is that I hear people somewhere talking about a closet of some kind that seems to crash and the people laugh, and then sometimes the voices talk about a guy named Benny." He looks mournful and adds, "I tried to use these crystal spears and swords, but all they did was make the voices louder."

You can't think of a thing to help him, so you just say, "Well, I'm sorry it hasn't worked out."

"Oh, I'll keep trying. Maybe figure out some other use for the thing. One thing's sure—the ants won't like it *this* way!"

He obviously wants to be alone with his problem, so you look around the chamber. Return to **44**.

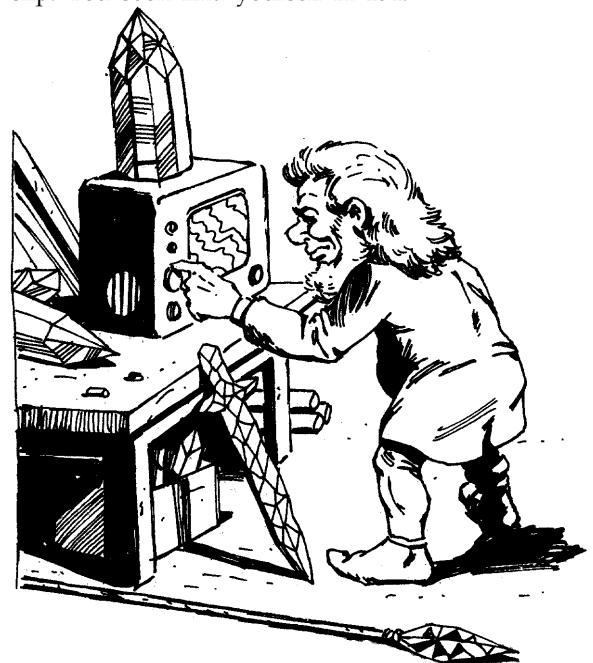
Gulping down your fear, you approach the low bowl on the second shelf. Just as **129H** you reach it, the arm moves as if the talons want to scratch your face. Do you want to pick up the bowl (**35C**) or just turn it around to inspect all sides (**108H**)?

Your steam-powered armor is more powerful than the witch's abilities, and you soon **129I** pound her into the floor. Relieved at your success, you look around and quickly discover a number of imp-shaped gingerbread figures lying on the counter. That must have been why they didn't come out of the picture—the witch caught them.

You explore the castle but discover it empty. There's no one to ask about a special gem. So you quickly gather up all the gems you can find, eight of them, and hurry back to the exit from the painting.

You show the gems to the imps. To find out if the right gem is among them, roll the die. If you get 1-4, turn to **18J**. If you get a higher number, turn to **144F**.

The angle at which you climb through the passageway is steep, but never so bad that you slip. You soon find yourself in **134**.



**130** Your blood starts to run cold the moment you enter the dry, cold chamber. You get just a brief glimpse of mounted monsters and mummy cases before a very lively figure rises before you from inside an enormous blood-red urn. Her lips open in what you think is going to be a grin of welcome. Instead, her sharp white fangs are revealed, the better to suck your blood, my dear.

If you want to get out now, return at once by the way you came and go to the gnomeflinger (8). If you think this chamber is worth the risk to investigate, turn to 56E.

**If you are free to explore this chamber, you can investigate the:** **by turning to:**

mounted creatures	42J
semicircular device	114C
glowing bottles	140B
bubbling device back of bottles	116E
horseshoe-shaped device	48F
mummy cases	71D
round device at back	19F
crystals on ceiling	153F
dark end of chamber	27H

**If you have already been in this chamber,**

you discover that the vampire is alive and whole again. You can run for your life or start investigating again (56E). Everything else in the chamber is as you left it the last time you were here.

**130A** Using just one finger, because that's all that can reach it, you move the lower lever sideways, and immediately rain begins falling from the ceiling. You hold your mouth open, catching some of the thirst-quenching liquid in your throat. Refreshed, you look around the remainder of the chamber to see where you might go (146).

**130B** There's a human-sized hole in the ceiling, oddly enough not covered by spider web. You pull yourself up into it, prepared for anything, but all you find is a short vertical passage that takes you to 16.

**130C** You see steps going down into the earth through the hole in the floor. You follow them down and soon find yourself in 60.

**130D** You don't know what it was that did it, but one of the big lighting devices burned your power armor, to the tune of 4 points of damage. Return to 12.

**130E** You go to the huge crystalline lightning-bolt thrower and direct it at the door. After just one bolt, you hear something turning in the lock mechanism. You hurry to the door, open it, and find yourself looking over a huge valley. Turn to 64, but only if you want to leave your original chamber.

You rub your hand on the vertical face of the stool to see why you thought you saw **130F** facial features on it. It was a face! And it's attacking! At first you feel silly fighting a small stool, but as the viciousness of its attack overwhelms you, you start to fight in earnest. But your reluctance has given the stool the first attack.

Conduct combat. If you win, turn to 144I. If you are losing after three rounds of combat, turn to 78E.

The rocket roars away in a great cloud of steam that quickly envelops you, doing **130G** 3 points of damage to your armor. There are only three more rockets. It will take 2 successful strikes on the kraken to kill it. If you are willing to try, roll the die again. If you get 8-12, turn to 105E. If you get 1-7, return to the beginning of this section. Keep trying until you've used up all the rockets.

If you aren't willing to try, you glance sheepishly at the amazons and make another choice between the draconian catapult (76B) and the strange device near it (89A).

The stream of lava exits the hot, reddish chamber through a dark hole in the wall **130H** behind the weapons. You walk along the ledge beside the fiery stream and soon find that it somehow goes upward. You run into a huge metal boiler that is being fired by the hot lava. Squeezing around the boiler, you find yourself in 32.

You have a distinct feeling that no riddle is going to keep this evil dragon skeleton from **130I** attacking you, so you attack first!

Conduct combat. If you win, turn to 150I. If you lose, turn to 142I.





**132A** They don't look ready to talk at all! You charge them, steam-powered armor prepared to smash whatever you come near. Conduct combat. If you win, turn to **89G**. If you lose, turn to **78G**.

**132B** You struggle to get free of the metal arms that squeeze you from every direction. You are afraid that you'll never get free, but suddenly the thing releases you with a fling. But there's no point in breathing a sigh of relief—the thing has flung you straight at the castle. When you land among the sharp-pointed stones, 15 points of damage is done to your armor. Return to **106**.

**132C** Powering up your armor and girding your loins—wherever they may be—you start to pull in the string from the can, hand over hand, as you walk along, wondering what you might find at the end of it.

What you find, back in the darkness, is the draconian general himself! He has watched your every step and is fully prepared to take you on!

Conduct combat. If you win, turn to **18E**. If you lose, turn to **59H**.

**132D** On the shelves are a number of scrolls, vials, statuettes, drawings, and other items, all related in some way to dragons. They look magical.

If you want to pick one item up, roll the die. If you get 1-5, turn to **152E**. If you get 6-12 turn to **97A**. If you'd rather not take a chance, return to **154**.

**132E** The dragon statues spouting a fountain of water are just dragon statues spouting a fountain of water. Return to **142**.

**132F** You hesitate a minute before interrupting the mining gnome's work because he looks so very busy, but then he catches your look of interest and comes up to you.

"So, you're interested in mining, hey? It's a fascinating activity, helpful too, of course. My family's been involved in the working of coal and the burning of it"—you signal with your hands for the gnome to sloooooow down; he gives an irritated shrug but begins to speak slower—"to produce steam to run Mount Nevermind for nigh unto a thousand— it must be closer to twelve hundred—years now. It's been a job that nourishes a thinking gnome's soul. Now this is the way it works—"

You try frantically to break in again, but there's no stopping him now. Roll the die. If you get 1-7, turn to **67L**. If you get 8-12, turn to **101C**.

As the witch turns toward you, you attack. Conduct combat. If you win, turn to **132G**. If you lose, turn to **129I**. If you lose, turn to **35E**.

As soon as you see the strange stone begin to make a circle around your own head, you feel your eyelids droop, but you manage to fight off the need to sleep and you grab the stone and place it on the worktable in front of the sleeping gnome. You pluck each of the other stones out of the air and shake the gnome again. This time he wakes up, "Oh, thank you. I hope I haven't lost too much time before the festival. That's always a danger with working with these special stones."

"What are they?" you ask.

"They're sleep stones. I make them to give to parents who have a child who refuses to go to bed. They give one of the pretty baubles to the child, and soon he—or she, girls sometimes act up, too—soon gives up fighting off sleep."

"How clever," you say softly, your mind perking. "Could you possibly let me have some?"

"Sure. Be glad to. I know who you are, so I bet I know what you want them for."

The gnome has 30 stones. If you want to have all of them delivered to you at the time of the battle, tell the gnome. They will put all Aurak draconians to sleep. For now, return to the main chamber you are in. If you'd rather take 4 of the 30 stones now to use in your exploration of Mount Nevermind, turn to **64H**.

Your eye is caught by the weird (or gnomish)-looking machines by the statues of the gnomes. If you want to investigate the tall one back of the balding, old gnome, turn to **14E**. If you'd rather check out the small one in front of the younger gnome, turn to **20D**.

The way you land puts some delicate wiring of your armor right in line with the steam exploding from the burst pipe, and it burns the wires, doing 3 points of damage. Return to **26E** to decide which way to go.

This device hurts your armor, to the tune of 5 points of damage.



**133A** Conduct combat with the vicious plants. If you win, turn to **138F**. If you lose, turn to **28E**.

**133B** The imp seemed to know what to do with this thing, but you sure don't. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching D on the chart, turn to **118H**. If not, turn to **125D**.

**133C** You lift one off the conveyor belt. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching B, turn to **105H**. If you fail to, turn to **138C**.

**133D** As you move around the chamber, a persistent—and quite irritating—periodic buzzing sound comes from the small, black device sitting on the floor. The gnomes don't seem to pay any attention to it, so you try to ignore it, too. But it keeps ringing.

If you want to attack the device, hoping to stop the sound, turn to **137E**. If you decide it would be wiser to sit down by it and try to figure it out, turn to **20I**.

**133E** The human machine frozen into a massive mountain of clear ice has a deadly look to it, even encased as it is. But knowing how helpful gnomish machinery usually is, you wonder if you better thaw it out.

If you want to thaw out the machine and free it, turn to **152I**. If not, return to **150**.

**133F** You ring the smallest bell and find that it has some evil effects. Turn to the Malefic Random Effects Table on page 158, experience the bad news the bell brings you, then return to **24**.

**133G** Once you can get their attention, you learn that the two gnomes working together are trying to use crystal energy to destroy things. You mention that from the sound of the explosions they have been making, they seem to be succeeding. But they only shake their heads and reply, "It only works half the time."

"What happens the rest of the time?" you ask.

"See that helmet on the floor there?" You nod.

"Well, Herold was under there just a few minutes ago."

"You mean he just disappeared!" This time they nod, but your mind is making great leaps. "That crystal energy makes things disintegrate, right?" They nod again. "Well, do you think you could let me have one of those crystal-energy weapons? I could really use it."

The two gnomes cum their backs on you and mutter together then finally turn back and hand you the weapon.

"But remember, it doesn't always do what you want it to."

Any time you use the weapon in combat in Mount Nevermind, roll of the die. If you get 1-6 whatever you shoot at disintegrates with no more combat required; just automatically turn to the "win" section indicated. make a note that if you get 7-12, you should turn to **148H**. For now, return to **44**.

Trembling with fear, you close your eyes and will yourself back to the clock chamber. Just as you do so, a claw catches at your armor, doing 3 points of damage but at least you find you self back in the red-velvet chair of the huge grandfather clock, alive but without the balloon. Return to **24**. **133H**

All along one side of the machine are a series of buttons. Each buttons has on it a picture of a different kind of draconian and dragon. You push the button that says "Red Dragon." Instantly, a screen flashes the message, "I am working. My power is being used to kill ted dragons." **133I**

You can't believe your luck being You're going to take care of the entire upcoming battle all at once! Quickly, you push all the buttons, one after the other, until the machine has said that its power is taking care of all the different draconians and creations that threaten mount Nevermind.

If you think that the machine is going to provide the main help you need for the battle, turn to **26H**. If you think you'd better keep on looking turn to **134C**.

You feel kind of uneasy when you glance at the two books floating in midair over the librarian's desk. Books aren't supposed to float. You gather your courage and decide to look at one—it probably won't bite you. If for some reason you can't read, return to **16** to look at something else. If you can read, do you want to look at the top book (**15F**) or the bottom one (**98B**)? **133J**

**134** You think you may have entered a store, a bottle and jar store, but if so, no one is there to sell you anything. You're staring, amazed, at the many different sizes of bottles—from tiny little vials that might contain magical potions to huge storage jars nearly as big as yourself—when a small creature suddenly hops into sight on top of a jar, jibbers something angrily, and attacks you. It's another imp!

You have no alternative but to fight it. Turn to **121I**.

If you are free to explore this chamber, you may investigate the:	be turning to:
large storage jar in center	63A
ring-topped jar	100I
loose bottle assortment	141E
horse's-head bottle	19D
floating jug on floor	122F
two dragon jars	43J
glowing brass bowl on second bottom shelf	106D
floating bowls on first and fourth shelves	47B
glowing jar on 3rd shelf	22C
arm coming from bowl	89F
dark tunnel at back	117E

If you have been to this chamber before, you discover that the imp has gone. Any bottles you checked out before are just as you left them.

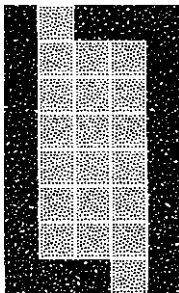
**134A** Without letting you see what he is doing, the wizard makes some gestures and spells and mumbles some inexplicable words over the armor. When he returns it to you, the armor has magically gained 10 points. Thanking the wizard, you return to exploring **(48)**.

**134B** You pick one up and, after pausing a minute, say, "Oh, magic lamp. Tell me what magic you can do that will help me in my quest." There's silence for a moment, and then the gnomes near you burst into great guffaws, amidst which you hear words like "stupid fellow" and "imagine talking to a lamp" and "well, I never saw the like."

If this is your first lamp, and you'd like to try the second one, return to **98D** to choose what to do with it. Otherwise, return to **12**.

**134C**

**108K**



**113B**



Two other, younger gnomes are near the one working on the big machine. One has **134D** goggles on **(66I)** and one—looking very unhappy and trying to hide his head—doesn't **(30J)**. Which one do you want to speak with?

The ball delivered by the draconian catapult misses the kraken by at least three feet. **134E** Roll again. If you get 8-12, turn to **108B**. If you get any other number, return to this section.

Magnetism doesn't seem to be getting you anywhere, so you gather your armor (if **134F** you've still got it), and head toward the open, lighted tunnel at the back of the chamber. It quickly takes you to **98**.

You say, "No, Princess Nerenia, you'd better stay here and wait for your clock. **134G** Then get home as quickly as you can. Draconians aren't apt to be very nice to a beautiful young lady like yourself."

She stamps her pretty little foot in anger. Turn to the Malefic Random Effects Table on page 158. Then back away from the angry princess and go on about your business **(24)**.

A small lantern attached to the stone wall above the strange adding devices draws **134H** your attention. As your shadow falls across it, it speaks to you.

"Adventurer, I am the Lantern of Gnomish Change. I can be lucky for you, or unlucky."

You can choose to roll the die and see what happens **(129C)**, or you can walk away **(90)**.





**136A** Conduct combat with Lord Soth's lieutenant. If you win, turn to **116J**. If you lose, turn to **124J**

**136B** When you pick up the small statuette of a blue dragon, it suddenly comes to life in your hand and breathes lightning at you! You must conduct combat. If you survive, turn to **39F**. If you don't, turn to **14B**.

**136C** You climb the ladder at the back of the chamber. When you reach the hole in the ceiling, you see a wide, lighted corridor. You pull yourself up into it and follow the corridor into **12**.

**136D** It's absolutely incredible, but you end up convinced that one of the big lighting devices has the power to eliminate red dragons from the final battle. You hurriedly give the device to the waiting gnomes and return to **12**.

**136E** You edge into the room, automatically ducking every time you hear *awhoosh* or *boom!* Crouching in a corner, you glance out from under your armpit to see an imp swinging from a large machine in the center of the room. Each time the creature swings, a colorful rocket whooshes out, exploding into light, a booming noise, and color near the ceiling. If you ever hope to investigate this room, you're going to have to deal with the imp.

You know you can fight it (**121I**) or, if you've got something special to say, try to talk to it (**97E**). On second thought, it seems to be so involved in its merrymaking that maybe you can just ignore it and look around (**86**).

**136F** The prankster gnome comes up to you and pats you on the back, all the while laughing so hard he's crying. "It-it-was-so funny!" he chokes out, pointing at you.

"Hummph!" is all you say as you walk away. Roll the die. If you get 1-3, turn to **23C**. If you don't, turn to **88L**.

**136G** Your heart in your throat and your fist in your armor, you release the imp onto the floor. It stands there a moment and even looks as if it's thinking about attacking you, but it evidently changes its mind because it turns abruptly and runs out of the chamber. Relieved, you begin to look around again. Return to **126**.

You head toward the tail of the dragon you spoke with. You can tell that she's working very hard to keep it still, though you get the feeling that she'd like to give it a slight twitch and send the gnome with the funny circular screen tumbling into the wall. **136H**

Leaning over the gnome's shoulder, you discover that he is looking at strange things inside the dragon's tail that show in different tones of gray.

"What is that?" you ask.

The gnome turns around, annoyance on his face. "It's a steam-powered EpidermalInternalScansionMarkIV unit, of course. I can look inside a body at its structure."

"But how does it work?"

"I'm not going to tell you that! We gnomes invent things as we need them, and we don't have to tell our secrets." He turns away from you, back to the machine, but you think you hear him say, "Besides, it was supposed to be a trash compactor."

You stand by his side and ask if you could persuade him to leave the silver dragons and take his machine somewhere else.

He turns his steam-machine on you, saying, "If you just want to know what you're like inside, I can tell you . . . that your heart and kidneys are in good shape. Now get out of here."

Score zero on that one, you think, moving on to another gnome. Return to **138** to pick which one.

You ring the second largest bell, and its surprisingly harsh jangling causes 2 life points of damage to you personally. Return to **24**. **136I**

Handing the armored elf the item that you chose, you say, "Now, what is the secret to getting rid of the draconians?" **136J**

The drow points down the dark twisting stairway you can see through the hole in the floor. "Just go down there, and I guarantee that your problems with the draconians will all be solved."

If you want to take the dark elf's advice, turn to **71K**. Otherwise, say you'll think about it, and continue exploring the room **102**. Note that because you gave the prisoners a weapon, they attack the boss drow as soon as you leave, and the room will have no drow or spear if you come back.

Nothing happens, though you feel as if something, or someone, inside the crystal is watching you. Shuddering, you look around again. Turn to **20**. **136K**



**137A** Conduct combat with the plant monster. If you win, turn to **30A**. If you lose, turn to **32C**.

**137B** Carefully freeing the crystal chest from the sticky web holding it, you try the lid, but find it locked. If you want to see what's in it, you'll have to shatter it (**121E**). Otherwise, leave it alone and check something else (**126**).

**137C** You decide to try shouting and making a lot of noise to scare the imp away. You begin jumping up and down, and the gnomes around you get the strangest looks on their faces. Roll the die. On a 1-7, turn to **58E**. On an 8-10, turn to **138G**. On an 11-12, turn to **126E**.

**137D** The fight between the draconian and the worm is quick and fast. The worm easily defeats the draconian and swallows it in one motion. Then its tentacles search for you! You must fight for your life!

The worm will hit on rolls of 8 or less, doing 8 points damage, and has 16 hit points. If you win the battle, continue with your adventure. If you lose, your quest has reached an end.

**137E** You smash the device with one blow of your power armor. Relieved to be rid of the irritating noise, you return to exploring the chamber. Turn to **60**.

**137F** You reach out and pull one of the levers. Instantly, the steam traveling through the pipes increases and gets hotter. If either you or the gold dragon takes any future damage in this chamber because of heat, the damage will be doubled.

If you want to pull the second lever, turn to **27G**. If once was enough, return to **114** to make another choice.

**137G** That dragonne must have been stiff from sitting on the pedestal for so long. It never seems to quite manage to evade your powerful punches. Finally, whimpering "Why didn't you break the mirror?" it slumps to the ground, its wings flapping weakly.

Determined to take a better look at the mirror, you turn to **16G**.

**137H** The imp just sits on the upper curve of the horseshoe, chuckling maliciously as you approach. Your determination to get it increases. However, as you get under the big trash-collecting thing, you feel an immense tug on your power armor. You settle it in place again, but the tug happens again—this time the invisible force yanks a chunk off the arm. Then some goes from the back, and more and more, until finally the

whole thing has been pulled willy-nilly off your body and hangs from the horseshoe, its chunks just more objects among the clutter.

"What am I going to do?" you ask the gnomes around you, trying to keep the whimper out of your voice. But they have no idea.

"That metal trash collector was a device made by my great-granddaddy Gnoddle. It was his Life Quest to make a non-stoppable metal trash picker-upper. And he did it, but he never figured out how to turn the thing off!"

You run around the chamber, trying desperately to figure out how to turn the thing's energy off, but to no avail. You are now armorless. You can carry on your quest if you want, but the phrase you have often heard from the gnomes of Mount Nevermind rings in your ears: "I wouldn't do that if I were you!"

To continue, return to **94**. When you adventure without your special armor, your own body takes all the damage that your suit would have taken. If you decide to take the gnomes' advice, your adventure is over. You leave the mountain as quickly as you can and return to hunting for a position as a baker. But your conscience always bothers you when you think about the destruction of Mount Nevermind.

"Thank you," you say, setting off past shelf after shelf of books, scroll cases, and the **137I** numerous other items that make up the gnomish archives. You keep looking for some guide to where you'll find the specific things you want, but the shelves don't appear to be labeled at all.

Finally, after walking for some minutes, you find a small cabinet that you think might contain some kind of

Conduct combat. If you beat the gruesome, segmented beasts, turn to **150D**. If you lose, turn to **44H**.

The engineer tells you to be very quiet as you reach a large field with an obviously ancient **137J** gold dragon lying asleep in the cool air. If you want to get off here, turn to **104G**. If you'd rather not, pull another knob (**40**).



**138** Two huge silver dragons, with gnomes swarming over and around them, look as if they are suffering great anguish when you enter. But as you watch the different things the gnomes are doing, and listen to the grunts and growls the dragons are making, you realize that the dragons are working very hard to keep from losing their tempers. They must want to be there. That being the case, you feel safe to try to converse with the dragons.

Brushing past some bustling gnomes, you tap the smaller dragon on the foot. She spits a dragon-sized tongue depressor out of her mouth, sending a gnome in some sort of protective gear tumbling, widens one eye as she sees you, and says in annoyed tones, "Well, what is it? Can't you see we're busy?"

"Yes, I see that," you say, "but what are you busy with? I certainly never thought I would see a dragon letting itself be inspected all over by gnomes."

Turn to **140E**.

Talk to each gnome individually. You may talk to the gnome with the:	by turning to:
scope, at left	<b>136H</b>
sword, at left	<b>120H</b>
tongue depressor	<b>70J</b>
giant gems	<b>150C</b>
stringed instrument	<b>148G</b>
cooking grill	<b>105I</b>
drawing board	<b>55J</b>
match, at center right	<b>112H</b>
helmet, on dragon's head	<b>39I</b>

If you have been to this time period before, you have made a mistake in reading this CATACOMBS™ book. Return to the clock chamber (**24**) and figure out exactly what you did wrong by retracing your reading path. You should be in this chamber only once during the entire adventure.

**138A** Although the tunnel you enter looks dark at first, as soon as you turn a corner you begin to see a light at the end of it. It glows brighter and brighter, until you're squinting when you enter **146**.

**138B** If you ignored the imp, turn to **110A**. If you eliminated it or sent it away, turn to **120A**.

**138C** You can find no way to use the helmet, and you wonder if the gnomes even realize such a thing is being made in Mount Nevermind. You may pick another kind of helmet (**60F**) or, because the train is still here, you may get back on and pull a different knob (**40**).

**138D** The instant you chip away a piece of the crystal, the whole structure of the largest figure melts, releasing a huge storm giant. As he whirls around you, you realize that he is giving grateful thanks for his release.

The giant will accompany you until you must fight one battle. He will fight that battle for you, taking all of the damage. Then, his debt paid, he will disappear.

For now, though, if you haven't looked at the submarines yet, you had better do so. Turn to **79E**.

**138E** There are several huge arrowlike things on one side of the chamber. Each has a heavy box attached to it by cords. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching D, turn to **18F**. If you fail, turn to **108A**.

Before the sharp leaves can reach your body, you smash and smash with your power armor, moving with speed you didn't know you had. You know the evil things want to turn you into skinless bone, so you discover an amazing agility that pays off. **138F**

Gradually, the evil plants back off and even make a path for you to go where you want to go: to the tower, turn to **38C**; to the big plant in the background (**117J**); the well (**22B**); to the door on the left (**58I**); or the door on the right (**43F**).

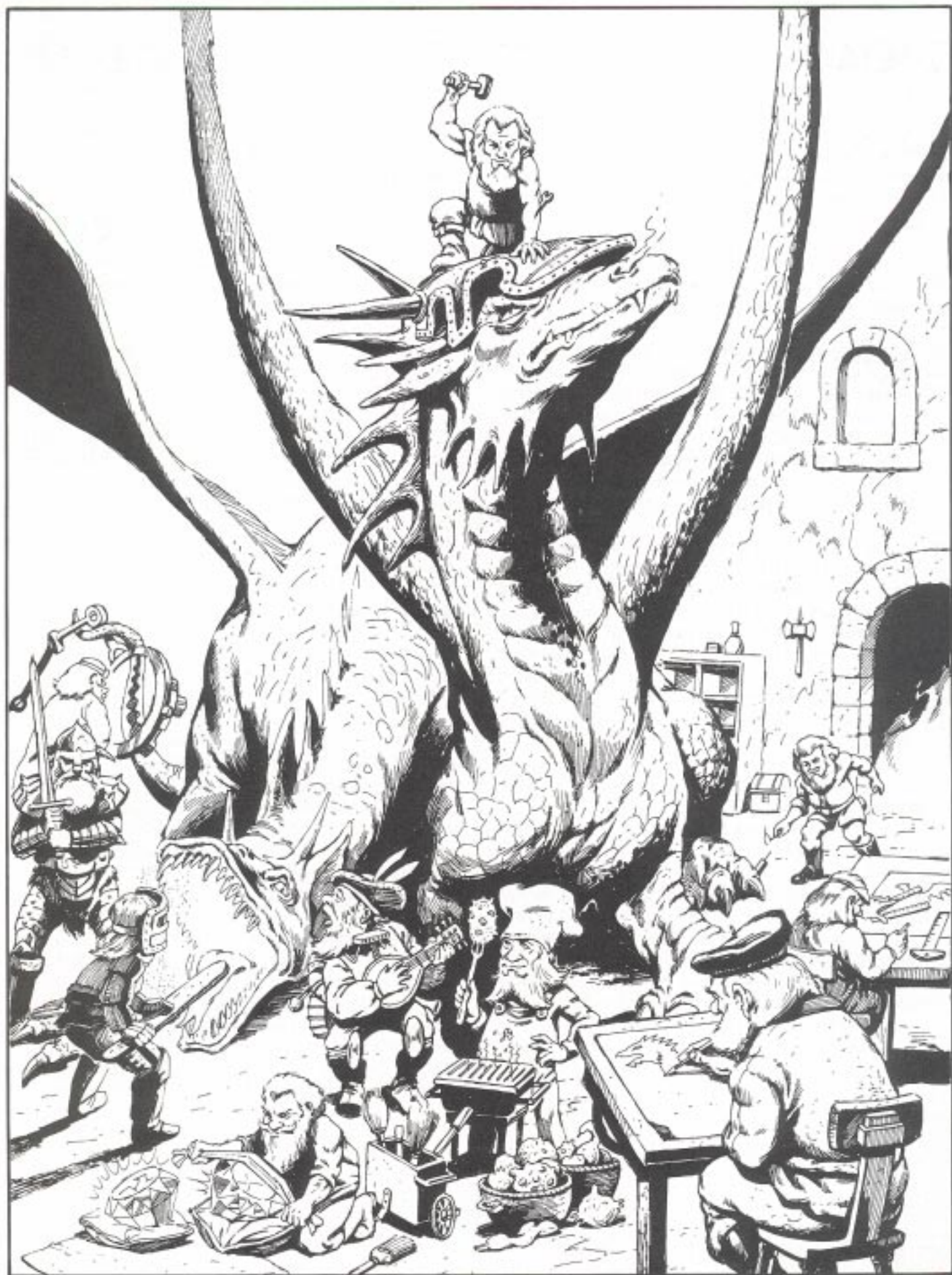
The imp is obviously not impressed. You will have to think of another way to win this battle. Return to **121I**. **138G**

You study the device, trying to figure out just how it might work. Suddenly you hear a thrashing from the monster off shore. It makes a resounding shriek of rage and then projects a gross globule of spit at you. Before you can dodge it, it strikes you, turning you instantly to crystal. You become just one more of the crystal figures that stand, forever, on the beach. **138H**

A small, brown, roughly finished bottle turns out to contain ogre repellent. Not having any idea of the likelihood of meeting an ogre in Mount Nevermind, you take it along with you. Return to **141E** to try another bottle, or go back to **134**. **138I**

If you have already spoken to the gnomes with the hose-like device, turn to **101B**. If you haven't, turn to **34D**. **138J**





**140A** The instant you touch it, the big machine vanishes. It was an illusion all along. Turn to 134C.

**140B** Two glowing bottles stand on the floor at your feet. The beautiful green fluid inside looks as if it might have some magical properties. Do you want to open the jars (22E) or pass them by (return to 130)?

**140C** You've picked up a special shield that, as you press a button on it, grows in size until it adds 5 points to your armor. Return to 52.

**140D** In the middle of the whole steam-pipe system is a big thing with lots of little pipes, and valves, and turners, and stuff sticking out all over it. It's certainly not like anything you ever saw in your bakery, but then again, what is in this gnomish kingdom.

You pinch and poke and prod and pull, holding your breath, until things start to move. Roll the die. If you get 1-6, turn to 71B. If you get 7-12 turn to 145C.

**140E** "Hmmm, you're right. I must say I never thought I'd let myself do such a thing, but buster here" —giving a snort of disgust, she nods toward the other dragon—"made some sort of agreement. The gnomes whose Life Quest is dragons get to study us thoroughly and we get to. . . well, I don't really know what we get. Maybe we're just doing it because we're good dragons and scientific research is basically a good thing."

"That's nice of you," you say. "How long has this been going on?"

"Too long! If even one of the blasted little fellows would go away, maybe the others would, too, and we could get out of here."

The dragon eyes you a minute and then says, "Say, I know why you're here, you know, and you will need all the time you can get. What say we make a bargain? You get any one of these gnomes to leave, and we'll use our magic to give you an extra day when you get back to your future to prepare for the draconians and"—snort!—"those damnable evil relatives of ours."

The gnome whose work you interrupted pushes in front of you, demanding, "No more chit-chat, please, I'm not through looking at your tonsils."

"All right, I'll try," you call back to the helpful dragon as you turn and look around. Turn to 138.

With excitement, you take down a book called *How We Won the Gnomish Wars* **140F** by General Gneisenhower, a gnomish leader. From the very first word, however, it becomes clear that the book is a work of fiction and of no help whatsoever. If you want to continue checking random books, return to 78J. Otherwise, return to 16.

You grasp the well-oiled imp in both hands and pick it up, bottle and all. **140G** That's when you see that the bottle contains a super lubricant. You give some to each of the joints in your steam-powered armor, adding 5 points to it. When the imp, aroused by your pulling the bottle from its arms, wakes enough to focus on you, it gives a gasp of alarm and lurches off, as quickly as it can go, and you never see it again. Turn to 60.

The juices ooze around your tongue and you quickly finish the burger. When you **140H** look longingly at the other, the cook-covers it with a lid and appears not to notice you. Interestingly, you discover that the mysterious burger has improved your own condition enough to give you 1 more life point than you had before. Return to 138.

You study the device, trying to figure out just how it might work. Suddenly you hear **140I** a thrashing from the monster off shore. It makes a resounding shriek of rage and then projects a gross globule of spit at you. You see it coming in time to dodge, and the thing lands on the sand, quickly disappearing into it. Then you notice that the spot where the spit landed has turned to crystal. You shudder to think what might have happened to you if it had hit you.

That thought suddenly makes you wish you were anywhere but here, with the bodies of three unconscious amazons and a very lively, very deadly kraken. You turn and leave the chamber, returning as quickly as possible to the gnomeflinger (8).

With a strange reluctance, the imp removes the padlock on the oddly shaped drawer **140J** with the runes carved on its front. The instant you open the door, a dreadful green plant monster blossoms forth from the drawer, poised to attack. If you want to explore the drawer further, you must fight the plant monster (137A). Otherwise, if you ignore it a moment, it will return to the drawer and you can go back to 48.

**141A** You don't know whether it's your aim, something wrong with the device, or what, but your Shot fails to damage the kraken in any way. All you can do is turn to the draconian catapult (**76B**) or the crossbow-like device (**16H**).

**141B** You continue to watch for a few minutes, but you can't seem to capture the thought that niggles at the back of your mind. Finally you give up. Return to **52**.

**141C** You walk through the left-hand tunnel entrance and find yourself going up a narrow, dark, winding stairway cut into the stone. When it finally ends, you are in **106**.

**141D** "Hold it!" you exclaim. "I'm not here to hurt you!" The imps look exceedingly skeptical on hearing that. "Truly! I'm here to help the gnomes, and I'd like to do that without hurting anyone else here in Mount Nevermind."

"Mount Nevermind! Bah! And bah again!" says the imp in front, who from his wrinkles and experienced mien, is probably their leader. "The gnomes can have it! All we want to do is get back home!"

"Home? You don't live here?" you ask.

"In this dump? No way! We just got to this plane by accident. Something here in this chamber is sucking us from our own plane of existence. Every time one of us goes back, he-or she, we've sent some girls, too—dies." He turns around and points at the dark blue central picture in the art gallery. "See, there's another of us coming now, been sucked through that picture—something about the cosmic polaritary or something. The gnomes have talked about getting rid of us, but so far they've made thirty-eight machines that haven't worked."

You shrug your shoulders in a helpless gesture. "Well, I don't know anything about 'polaritary' or whatever it is. I'm just a baker. I can't help."

The lead imp looks fierce. "Oh, yes, you can! And you're going to! If you say no, we'll all go after you and finish your plane of existence!"

Do you want to try to help the imps get back home? Turn to **27J**. If not, turn to **101A**.

**141E** There are hundreds of bottles all over the floor and tables that don't have anything significant about them—no arms sticking out, no etching, no floating, nothing. They just sit there with their bottoms

firmly on the ground.

If you want to pick up a bottle at random, roll the die. You may return here again and roll one more time.

If you get:	turn to:
1-4	64A
5-7	30K
8-10	86G
11	138I
12	35A

The poisoned tail swings and strikes your armor, this time doing no damage. Continue the battle. **141F**

This tent contains wonderful animated displays of the combat tactics of dragons. **141G** It shows how the various dragons fight, how powerful they are, what to use as first aid against dragon breath, and so on. You had no idea that so much was known about dragons. No wonder the gnomes regard this fair as a victory!

Because of what you learn in this tent, you can add 5 points of defense when it comes time for the final battle. For now, return to **36**.

When you push the button again, there's a strange whirring sound, then a clank, then a fizzle, and the machine stops. No more building, no more taking apart. Nothing to do but explore some more (**114**) unless you're ready to leave (**24**).

As the surface paint is scraped away, you discover a draconian that has been magically enchanted to do whatever the person who removes him from the picture wants it to. You're that person, so it volunteers to help you in the battle by leading away all the draconians of the Sivak type. **141H**

Delighted with your find, you have the draconian go with one very reluctant gnomish warrior to wait until the battle. Turn to **106I**.

As you turn to start investigating the cloying chamber, many little spiders drop from the ceiling, as if released by the drider's death. But these, too, are determined to kill you. **141J**

Conduct combat with the spiders. If you win, turn to **30B**. If you lose, turn to **66C**.

**142** Moisture drops dot your face, and your ears cringe with the racket made by falling water and wind, but once you actually get to study the room, you see that not much is actually happening. . . . At least, until you realize that you're being confronted by an imp appearing belligerently from behind a wooden barrel.

If you want to fight the imp, turn to **121I**. If you have something to say to it, turn to **97E**. However, if you want to ignore it and just begin exploring the chamber, look to the list at the right.

If you are free to explore the chamber, you may investigate the:	by turning to:
whirlpool creature	<b>98G</b>
water wheel	<b>153H</b>
water spirit in falls	<b>124E</b>
dragon fountain	<b>132E</b>
barrels	<b>138B</b>
metal door at left	<b>126A</b>
exit along river bed	<b>63E</b>

If you have been to this chamber before, nothing has changed since the last time you were here. You can take 12 hours and check it again or you can leave for the gnomeflinger (**8**).

**142A** You finally realized that you have discovered a spaser, a steam-powered laser. Just one hit should eliminate that kraken!

Roll the die. If you get 8- 12, turn to **97J**. If you get 1- 7, turn to **141A**.

**142B** You ask one of the gnomes about the slide that goes down through a hole in the floor. He just replies that slides are for kids and he's never had time to see where it goes. Not much help.

If you want to go down and see what happens, turn to **145J**. Otherwise, return to **94**.

**142C** You pick one up and place it in your pocket to take with you. Because magic can be so beneficial, turn to the Beneficent Random Effects Table on page 159 to see what happens because you chose to take the lamp.

If this is the first lamp, and you want to try the second, return to **98D** to choose what to do with it. Otherwise, return to **12**.

**142D** Your coming in on the side of the white dragons makes the fight an even three-to-three. But gradually, you and the dragons wear down the giants, and soon they each fall to the floor, large masses of dead giant.

You turn to the closest white dragon, looking for some words of thanks. But although white often means purity, the white dragons are creatures of evil. There are no thanks—just a new attack!

Conduct combat against the white dragons. If you win, turn to **60I**. If you lose, turn to **153E**.

You're certain you saw a gnome and some tall, narrow, arrowlike things over in that part of the chamber when you first entered, but they're gone now. Return to **86**. **142E**

As many warriors as you chose stand up when you press their badges. Then they turn on you and attack! You must fight them all. Each warrior has 6 life points and does 2 points damage, hitting on a 7 or less. You must fight each warrior, one by one, until you've eliminated them all. If you win, turn to **36H**. If you lose, turn to **106B**. **142F**

The flat disk on the machine at the back of the chamber spins and spins, giving off great sparks and electrical charges as it turns. You study the wheels and the ratchets and the arcs and all, but not until you actually fiddle with some of the pieces does anything happen. There are huge, thunderous lightning flashes, and when you look up at the ceiling you see a mammoth head appearing out of smoke. It opens its mouth and speaks: "I AM THE GREAT AND POWERFUL OZ!" Quaking in your boots, you decide that you're in the wrong story and you leave this machine alone. Return to **68**. **142G**

If you fought the amazons, turn to **152G**. If you didn't, turn to **16H**. **142H**

Even a dragon made only of old bones retains its great strength and evil. Now you know, now that it's too late. . . . **142I**







**144A** Pleasant memories of the seaside on a hot day draw you through the door and down a passage to **142**.

**144B** They tell you how to work the warrior robot to make it fight for you. It will follow you around until its 10 hit points are used up. It does 3 points of damage and hits on a 9 or less. Pleased to have a helper at your side, even if it is mechanical, you return to **28**.

**144C** you listen to the gnome for a few minutes, then, finally, unable to break in, you just walk away from him. Return to **52**.

**144D** You pick this device up off the floor, press a little button, and a beam of light shines out of it, illuminating the walls around you. Unless you know otherwise, that's all it does. Return to **12**.

**144E** Acknowledging, finally, that you can't figure out how to turn off the water wheel, you kind of duck out of the whirlpool's sight. It complains and moans with pain, horrible, reverberating noises that hurt your ears as you try to explore the chamber. Soon, the mournful sounds begin to bother you and you decide to leave this chamber. You can go through the door (**126A**) or return to the gnomeflinger (**8**).

**144F** The imps inspect all the jewels and pick out an unusually shaped green one. "This is it," says the leader. If you have both the gem and the key, turn to **39D**. If you still need the key, turn to **104I**.

**144G** The tall, narrow open drawer contains two gnomish devices that you can't immediately figure out. Go to the Gnomish Machinery Figure-Out Chart on page 157. You must reach C on the chart twice in order to figure the devices out. If you fail to reach C at least once, give up and return to **48**. If you reach C at least once, turn to **152C**.

**144H** The gnome, flying suspended from his amazing wing, has been watching you ever since you came out on the ledge, and he has swooped closer and closer. When you signal to him, he comes even closer, surprising you with the degree of control he has over the flying wing.

The gnome introduces himself as Da Gninci, usually called Leonardo by his friends. He and a few others like him have an agreement with the griffon by which she

lets them use the cliffs in pursuit of their Life Quest of gnomeflight.

You suddenly have visions of yourself flying in one of the wings, up and around the attacking dragons, where you can single-handedly fight them in their own realm. Smiling, you ask, "Could I learn to fly one of those things?"

"Well," replies Da Gninci, "it's a one-gnome glider, so you have to be prepared to figure out how to fly it for yourself. I can show you how to get started, but you have to take it from there."

You indicate that you're willing to try, and Da Gninci lands on a wider ledge behind you. He very quickly fits you into the harness, having only to lengthen some straps to make it fit on you.

Turn to the Gnomish Machinery Figure-Out Chart on page 157. You must succeed in reaching C on the chart in order to fly the wing. If you do, turn to **121J**. If you fail to, turn to **62K**.

The stool lies at your feet, a collection of broken wooden pieces and a dented bronze sun- **144I**  
dial. You find it hard to believe that the thing attacked you like it did . . . until you see the imp sneak away to hide somewhere else and you realize that the fighting stool was just an impish illusion. However, the points that you lost are still lost. Return to **24**.

When you turn off the power in the comb, several items fall to the floor. Among them **144J**  
are a sword (**146I**), a statuette (**100D**), a small casket (**34C**), and a glowing sash (**146C**). Which do you want to look at?

"I'll take the riddle," you say in trepidation. **144K**

"Great. Knew you were a good fellow," says the dragon enthusiastically. "Now, listen up. How many gnomes does it take to screw in a candle? Hmmm?"

Yoicks! you think to yourself. But then you realize that all you have to do is give him a number.

If you want to answer:	then turn to:
1	<b>104A</b>
100	<b>51H</b>
11,000	<b>128C</b>

If you don't want to answer, you must fight. Turn to **130I**.



**145A** You pull up the wooden trapdoor and peer down into the darkness. You ask the female gnome nearby, "Excuse me, . . . uh, miss, but do you know where this tunnel goes?"

The gnome turns away from her huge far-seeing device and says shortly, "Everythingnearherehasto dowithwarandgettingplaces." Then she turns back. If you want to go on down the tunnel, turn to **105D**. If not, return to **106**.

**145B** As you near it, the glowing magnet begins to move, seemingly of its own accord. Suddenly, it shoots out of the clutter in the nest, drawn straight toward your armor! It attaches itself to your chest, and no matter how you pull and tug, you can't get it off again. Your armor loses 5 points because of the magnet. Return to **122**.

**145C** With a horrible whoosh and a burble, the pipes begin to ring with the sound of hot, hot, hot steam rushing through them. Suddenly it's more than the apparatus was built for, and the pipes burst in a shower of clanging metal and deadly hot steam.

Fortunately for you, the pipes burst inward and so you receive only enough hot steam to take away 2 life points, but the ancient gold dragon is scalded from all directions at once and you see his tough, weather-beaten scales and skin just bubble and slough off in the heat. With a roar that quickly turns to a pitiful sigh, the old dragon burns to death, victim of his own desire to stay warm.

Turn to **43B**.

**145D** You open the mummy case and are smashed in the face by a powerful blast of steam, which does 3 points of damage to your armor. If you care to check another mummy case, return to **71D**.

**145E** You leap and hop and jump and spin, all to avoid the tree's vicious branches from entwining you inextricably. Gradually, the fierceness of your armor's blows wear down the tree, and its branches move slower and slower . . . until you are able to pause for a moment and decide which way to go. Return to **146**.

**145F** You stay still, watching the hem of the evil figure's gray robes. When nothing happens for a few minutes, you finally get the courage to peer out. But the medusa's patience was longer than yours. You look her straight in the eyes, and instantly feel yourself hardening into a gray stone. From now on, the medusa will be the only one in her neighborhood with a statue of a human baker clad in steam-powered armor.

You hesitate to interrupt the female gnome at her work. She is concentrating on turning some decliate screws in big the somewhat conical instrument she's working on. **145G**

You cough and introduce yourself. There's silence for a few, excruciatingly long minutes, then she finally looks up and says, "Oh,hello. Iwastoldyou mightbealong."

"What are you doing?" you ask.

"Working on my Life Quest, of course, like all gnomes. Mine is exploring the heavens ."

"I'm . . . uh, surprised to see you, a woman, working on a Life Quest."

"Why should you be surprised?" She pauses, then shrugs. "Oh, you mean because I'm not keeping house and minding children. Well, that's a very noble activity for those women who feel themselves called to it. But it's not meant for everyone. My parents named me Star, and I'd rather search the night skies, especially since the Queen of Darkness and the Valiant Warrior constellations disappeared from the heavens. I've got to figure out what's going on!"

"Does this thing help you? " You point to the instrument.

"Of course. That's my largest look-to-the-far-places-without-moving-the-feet instrument. I've been working on this far-seer for a long time. Want to look through it?"

If you accept Star's offer, turn to **74G**. If not, thank her kindly and go on to other things (**106**).

The back of the chamber quickly becomes a tunnel. When you walk up it, you soon find yourself entering **60**. **145H**

With an ease that surprises you, you make it across the pool and land on the grass at the other side. To go on, turn to **122A**. **145I**

You perch your bottom on the slide, trying to hold onto your oversized armor, and then let go. You sail along beautifully, until you suddenly find yourself dumped in **40**. **145J**

You continue to watch the silvery inset square. Suddenly, the flickering white light turns to scenery! It's all brown, tan, and white, but you're sure you're looking at the outside of Mount Nevermind! And as you watch, a figure comes walking into the picture up a path outside the mountain. It's a funny figure, kind of beanstalky and wearing a tall, white hat. If you didn't know better, you might think it was a picture of you! **145K**

"Just leave it alone and get on with your work," says the dragon. Return to **114** to make another choice. At least now the dragon isn't watching every move you make. He's busy watching the picture.

**146** The instant you step into the chamber, your eyes close in the bright glare. Only slowly do you manage to see that you have entered a huge chamber containing what appears to be an entire farm. Then, as your eyes adjust to the gnomish-created sunlight even further, you realize that perhaps it was intended originally to be a farm, but now it is a crop gone mad! Spread on and throughout the low-growing green plants are tiny skulls and limb bones, picked clean by something.

You have a feeling that perhaps you'd better turn around and immediately run back the way you came. However, now that you're here, you're reluctant to leave any stone (or plant) unturned. If you're willing to stay, turn to **78A**. If not, return to **8**.

If you are free to explore this chamber, you may investigate the:		by turning to:
sun pillar		<b>90D</b>
well		<b>22B</b>
door at right		<b>126G</b>
door at left		<b>113I</b>
huge plant in back		<b>86A</b>

**If you have been to this chamber before,** you know some of its dangers. You can search it again and lose half a day, or return immediately to **8** and not lose time.

**146A** You move away, trying to see what you can without really opening your eyes very wide. But somehow, your eyes never really adjust to the glaring light, and after a few minutes you give up trying to see the devices in this chamber. You walk back to the chamber's entrance and return to the gnomeflinger (**8**).

**146B** After studying it for a few minutes, you see no use—even of the gnomish variety—for such a device. Return to **122**.

**146C** The glowing sash has strong metallic threads running through it. You tie it around your waist to see if anything special happens, but it doesn't so you drop it back onto the floor. Return to **144J** if you want to check other items from the comb, or **68** to look around the room.

**146D** As soon as you are holding both the gauntlets and the hammer in your hands, you discover that together they have a wonderful magical power to give you a bonus of +4 in combat. Return to **56**.

**146E** Curious, you climb through the hole in the coal face. You find yourself in a huge chamber, just as big as the heating workshop. The huge chamber appears to be empty . . . except for a lone, robed woman. She is crying.

You find it incredible that a woman, presumably human, should be in this dark empty chamber in the middle of a gnomish mountain. Perhaps she's an illusion. Perhaps . . . well, anything. If you want to go to her, turn to **46H**. If second thought tells you no, climb back through the hole and go to **32**.

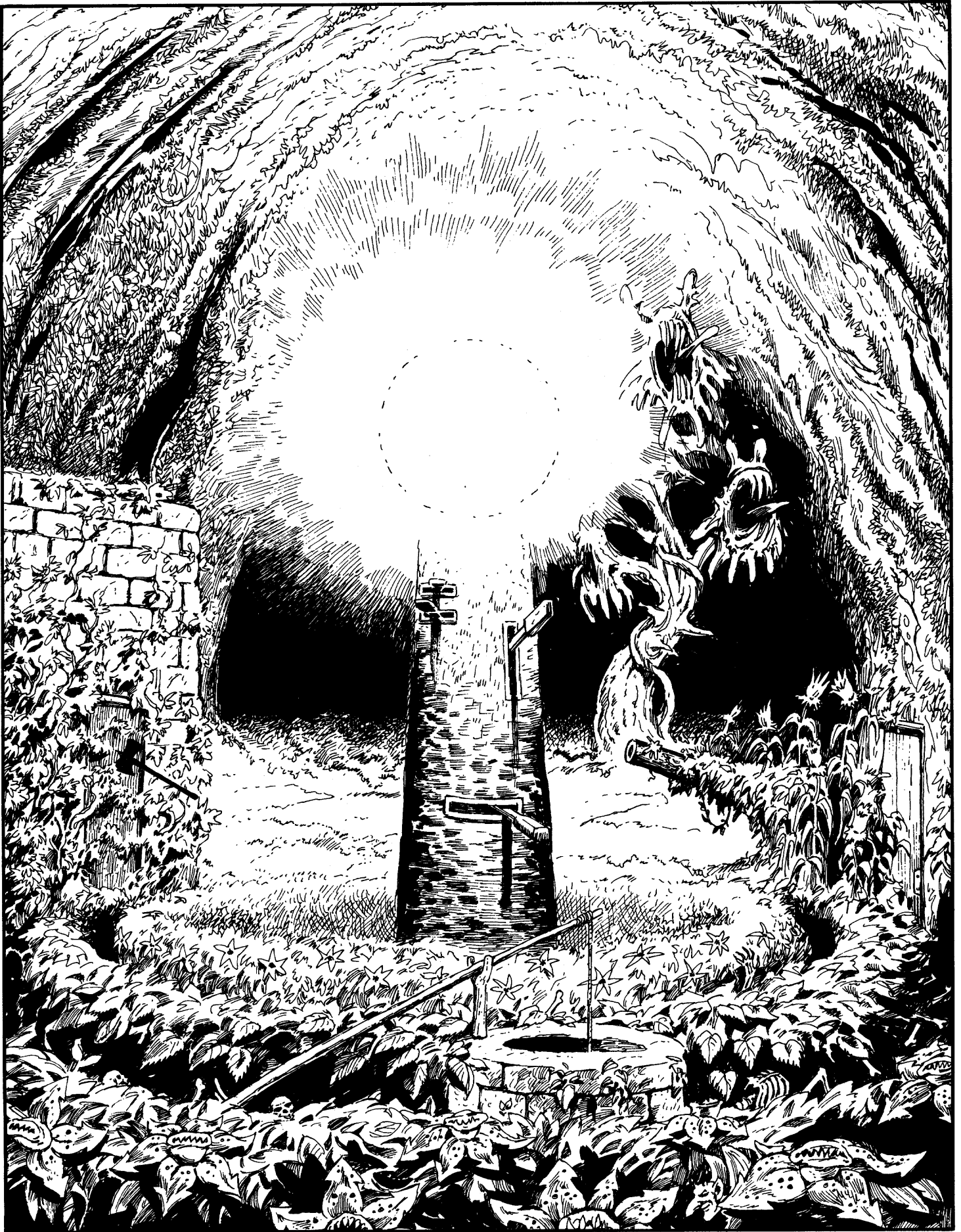
You raise the little gold latch on the curved door in the side of the hourglass. Even **146F** though the sands keep slowly sifting down, none of it comes through the door when you open it. You try to place your hand under the falling granules, but the glass is too big: you must crawl inside. Wishing you had beach shoes on, you step inside and stand under the blue stream.

The blue sands are Sands of Time Renewal. You have gained an additional day in the time you have to prepare to face the draconians. Your use breaks this device, so if you return here you cannot use it again. Return to **24**.

This drawer has a very peculiar shape, but what draws your attention are the runes **146G** carved into the front of it. Also, the edges of the drawer appear to be damp. You open it, and a huge, fierce water elemental pours out. If you want to check the drawer further, you'll have to fight the creature (**104B**). If you'd rather not, it will dry up in a few minutes, while you return to **48**.

You're eager to offer to help anyone who appeared to need it—but not storm **146H** giants! And now look at you—lying on the floor, your armor crushed, your life's blood pulsing out on the stones. . . .

You pick up the beautiful sword and admire its design and balance, but you know that all **146I** the power you need is in your armor. You're not particularly good with a sword and it probably wouldn't help you. Return to **144J** if you want to check other items from the comb, or **68** to look at other things in the room.



**148A** You pick up a long device, part of which is a pipe that you can see into. When you hold it up for the griffon to see, she just shakes her head.

Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching D, turn to **26J**. If you fail to reach D, turn to **146B**.

**148B** This time the face plate of the dragon's armor fits perfectly. In thanks, the armorer works on your own steam-powered armor, which either gives it an additional 10 points or repairs 10 points of damage. Return to **138**.

**148C** You open the mummy case, and the mummy leaps out, sending rotting dust flying into your face. You must fight the undead creature!

Conduct combat. If you win, turn to **40A**. If you lose, turn to **96F**.

**148D** Your own power armor may be big and very strong, but you can't move swiftly enough to deal with five automated figures, all beating on you at once. The blow that puts you down, forever, is delivered by the blue Dragon Highlord armor, as if it were personally leading the forces that are coming to destroy Mount Nevermind.

**148E** Pull the lever and roll the die. If you get an odd number, turn to **28D**. If you get an even number, turn to **62H**.

**148F** As you've moved around the chamber, the sparkle of a gigantic gem has continually caught your eye. Finally, you can resist no longer. You go to it and pick it up. It sits there, so heavy you can hardly hold it, sparkling and twinkling with all the wonderful colors of the rainbow. But there is nothing special about the gem except its spectacular size. Return to **90**.

**148G** The little fellow with the gnomish ukelele appears to be just adding to the confusion in the room. But when you ask him to stop so he can speak to you, the larger of the silver dragons grumbles, "Get on with it! I've got to have something to numb my embarrassment."

Talking with the gnome over the sound of his instrument, you learn that he is a bard, whose specialty is charming dragons. Excitedly, you tell him about the prospect of dragon battle facing you in your own time.

Roll the die. If you get 1-3, he agrees to go with you; turn to **51J**. With any other number, he decides he'd better stay here and help the researchers finish their job; return to **138**.

The crystal-energy weapon disintegrates in your hand . . . and in your body, sending you to gnomish heaven, where you are the odd man out for eternity. **148H**

You tug on the heavy iron door in the rock wall, half hoping that it won't open. But the massive door swings toward you on its hinges and you stare into a well-lighted chamber. Take a quick look at the picture on page 69, but do not read the text. If you want to go on through the door, turn to **68**. If not, your only choice is to go on into the maze (**26C**) or return to the gnomeflinger (**8**). **148I**

You hesitate to interrupt the muscular, sweating dark elf working at the anvil, but as you stand still, staring at him, he looks up and asks flatly, "What are you doing here?" **148J**

You explain who you are and why you're in Mount Nevermind, then add, "Why . . . why are you here?"

"Best lava on Krynn," he replies, hitting the metal he's working. "The gnomes used to do the metal-working for us, but, somehow, over the generations, the blasted little critters must have forgotten how. Anyway, now we come here and make weapons for the drow."

Studying the weapons you see around you, you comment, "They certainly are beautifully made."

"And they kill just as beautifully, especially that magical dragon spear back there." He points to the glowing spear mounted on the wall.

A dragon spear! "What I wouldn't give to have it!" you murmur, though you don't think the armored drow has heard you until he looks at you sharply.

"I know you've been having a good go at exploring this mountain of blasted critters. Suppose you give me two of the items you are going to use for the final battle in exchange for that magical and powerful spear."

If you want to trade, send a gnomish assistant or two (depending on what items you decide to trade) to get the weapons from the holding area. Be sure to cross them off your list and add the magical dragon spear, which will kill all Baaz draconians.

If you decide not to trade, you can say "no thanks" (**52H**), or leave (**93A**).

The two huge werebears have mysteriously disappeared and are no longer a threat to you. You are free to look at anything in the room you'd like. Return to **68**. **148K**

You've been sent to the time 1000 years ago. Turn to **138**. **148L**



**149A** The device you pick up is obviously useless.

**149B** The little square drawer at the bottom is icy cold to your touch. You find yourself shuddering to think what might be inside it. If you want to open it, go to **36A**. If not, return to **48**.

**149C** You pick up the small draconian statue and discover under it a metal platform resting on a base that has one blue button on it. As you study it, you realize that whatever it is, is steam-powered.

If you want to press the button, turn to **63I**. Otherwise, replace the device and return to **72**.

**149D** You launch into battle, pounding each frost giant that comes within range of your steam-powered armor. Conduct combat with the frost giants. If you win, turn to **142D**. If you lose, turn to **153E**.

**149E** Feeling that it's probably wise to see if there's an imp around before you start doing other things, you hunt all over and finally find an imp pretending to be part of a piece of equipment. When it realizes you've seen it, it jumps up on the equipment in a belligerent stance.

If you have something you want to say to the imp, turn to **98F**. If you just want to fight, turn to **121I**. In either case, if you are still able, return to **28**.

**149F** The strange mechanical creature sports an incredible array of weapons and power sources, all much too strong for even your steam-powered armor. For every hit you make, you get smashed again and again, until finally, you collapse to the ground. The last sound you hear is the faerie dragon chuckling to itself. Your adventure is at an end.

**149G** The magical spear dances around you with amazing agility. You think you can almost see a vicious elf wielding it, but there is no elf, just stabs and jabs, that leave you not knowing where to turn next. Finally, the spear makes one astonishing jab beneath your useless armor and pierces your heart. There must be some irony here somewhere, you think, but you don't see what it . . .

**149H** Though the spear moves with incredible agility—you're certain it has eyes and a brain—you manage to do a feint and get behind the spear head, where a powerful blow of your steam-powered armor bends it out of shape. It keeps trying to attack, but its tail cannot follow its head, and all it does is crash off the stone walls. Finally, it falls to the ground and its glow darkens. Return to **102**.

You call to the gnomes nearest you. They don't hear you at first, but when you call **149I** again they shut off their hose contraption, albeit grudgingly.

"Who, 'sthat interrupting us at important work?" one of them grumbles.

You introduce yourself, ignore their not-very-well-hidden snickers, and ask what devices they think might be helpful in the coming battle against dragons and draconians .

"Well," one says, "you could always set a dragon to catch a dragon— that's an old gnome saying. That dragon there"— he turns toward the metal figure in the middle of the chamber—"if you set him just right, could munch his way through a mighty army!"

"Really!" you gasp.

"Yup! And that great big feller, why, he could eat Mount Nevermind if he had a mind to."

"I 'member when my granddaddy, Gnuisans Take all the pieces and shuffle them around to make a huge and wondrous gnomish contraption that the generations will talk about again and again—"

"Never mind all that. We know your granddaddy. What did he do?" you ask.

"Why, he made that very fellow, leastways part of it, the bottom part. And he always said that if we got enough pressure behind that fellow's foot, it could kick the side out of the mountain."

"Aw, that's a fib, a great big gnomish fib!" another

Before you know it, the three gnomes are scuffling among themselves, shouting "It is!", "It isn't!", and "Ouch!"

You decide to ignore them and just look around the chamber for yourself. Maybe you can find out if any of what they said is true. Turn to **28** to decide what to investigate.

The moment the lid comes free, a spider the size of the chest emerges, it's glowing, too, **149J** and quite ghostly—you can see through its glowing body to the box beyond. But there's no time to look, because it attacks!

Conduct combat with the ghost spider. During combat, every other turn your attack goes right through the spectral arachnid without doing any damage. If you win, turn to **129F**. If you lose, turn to **116M**.

**150** Before you even come out of the passageway, you start shivering. You can't put your arms about you to warm up because the chill of the heavy metal armor bites into you.

But once you step into the chamber, your cold is forgotten. The commotion of a fight among behemoths has all your attention. You watch the mind-boggling tumult for a few minutes before realizing that the battle is between two white dragons and three huge and ferocious frost giants. Should you do something about it?

If you want to help the white dragons, turn to **149D**. If you prefer to help the frost giants, turn to **19C**.

**150A** You look closer and see that the marks on the white candles are indeed at regular intervals, probably indicating hours. If you want to light one, turn to **34G**. If not, you can check the black candies by turning to **54K**, or return to **24**.

**150B** Moving carefully along the narrow ledge, you reach the wooden door mounted in the cliffside. It opens easily, and you walk through a dark passageway into **130**.

**150C** One gnome is busy polishing the facets on two giant-sized, clear-green gems. When you ask what he's doing, the reasons for the silver dragons agreeing to being research subjects becomes clear: these gems are part of the payment they expect for the indignities they are experiencing.

When you ask the gnome if he could do the work elsewhere, he replies, "Nope. Those dragons want to keep an eye on the quality of my work, to be sure they get the best gems possible in payment."

Too bad. Return to **138**.

**150D** You've beaten the slimy worms into the ground, but you find yourself very reluctant to go on looking down this long corridor of books. Trudging back to the librarian's desk, you find both the old gnome and the imp gone, leaving you free to explore without threat to life and limb-you hope. Turn to **16**.

**150E** There's nothing terribly pleasant about the dry, musty odor, but somehow it reminds you of work to be done and quests to be won. You go through the door and down the passage into **126**.

**If you are free to explore this icy chamber, you may investigate the:**

	<b>by turning to:</b>
humans frozen in ice	<b>58G</b>
machine frozen in ice	<b>133E</b>
imp in ice	<b>124G</b>
tunnel at back	<b>74J</b>

**If you have been to this chamber before,** you now discover the giants and the dragons long gone. You can look around freely, taking up 12 hours, or you can leave and return to the gnomeflinger (**8**).

As you inspect the Dragon Highlord armor, you accidentally touch the button **150F** that puts it into a gnomish-designed steam-power mode, and it sets off the other four. They're attacking you! You must fight all five armor figures.

Conduct combat. If you win, turn to **117I**. If you lose, turn to **148D**.

No matter what you do, you cannot seem to keep the ghosts from getting past your **150G** guard and touching you. When one first touches you, you wonder at your instinctive panic, because there's no particular pain-or anything else-noticeable . . . until you realize that your skin has turned wrinkled and spotted, your joints creak with arthritis, and your teeth are falling out. You've aged at least forty years!

An old man, incapable of supporting the huge weight of the steam-powered armor, you are easy prey for the ghosts to touch again. Instantly you die of ancient age, never to rise again. Your adventure is over.

You feel a rush inside yourself as you turn the weird raw-power machine on. You **150H** keep expecting some sign that the armor has had enough, but it doesn't come. Instead, the armor blows up! It shatters into little bits of hot metal that spew about the room, shattering you with it.

You manage to place your powerful punches where they'll do the most good—right at the **150I** dragon skeleton's joints. Blow by blow, you drive the evil pack of bones to the floor, until they are strewn over the treasure pile, and all is still.

You stand alert for a moment, afraid that some of the other skeletons may take umbrage at your killing the dragon, but they don't seem to even notice. Return to **72**.





**152A** As you're busy pounding at it with your steam-powered armor, the spider manages to catch your leg with its poisonous fangs. Unless you have a poison cure available, you are going to die in this spider-infested chamber somewhere in Mount Nevermind.

**152B** You pull yourself up into the warm tunnel and crawl toward the light. Very soon, you find yourself entering **120**.

**152C** Depending on whether you reached C on the table once or twice, you have acquired one or two single-shot weapons that can be used one time, only in Mount Nevermind. Each does 10 points of damage. Return to **48**.

**152D** The engines flare, and you quickly discover that by turning a mechanism on the side you can direct the flying chair to any chamber in Mount Nevermind that you want to go to (by flipping pages in the book). Once you get off, however, the chair will fly back to this place.

If you come back to this area you must always use the Figure-Out Chart again before using the chair. It seems that each is made differently.

**152E** The dragon magic has been good to you. Turn to the Beneficent Random Effects Table on page 159 and read the next item in line. If you care to pick up another item, return to **132D** and roll again. You may pick up as many items and roll again as many times as you care to. Otherwise, return to **154**.

**152F** A steam pipe pops and sends a gush of fearfully hot steam rushing at the dragon. He wails and writhes in agony, so that you find yourself amazed that he hasn't knocked the whole structure over before this.

"That's it!" exclaims the dragon when he can talk.

"It what?" you ask.

"As I may have said, one more dumb thing you've done. Remember—I'm counting."

If you're willing, you can return to **114** to make another choice, or if you don't like the odds here, you can turn to **24** to get sent to another time period.

**152G** Roll the die. If you get an even number, turn to **138H**. If you get an odd number, turn to **140I**.

You hold up your hand in a gesture of peace and say, "Don't shoot, please. I'm just here to see how I can help the gnomes of Mount Nevermind." **152H**

The head amazon relaxes her stance slightly and says, "We haven't seen anything of gnomes in a long, long time, but we could use some help ourselves."

"What could I do?" you say, willing to put in a little time if it will let you look around this chamber. But then the amazon just turns slightly and holds out her hand toward the sea. And that's when you realize that there is a horrible, many-legged monster in the water not far off shore. And it's poised to attack!

"What is it!" you whisper in awe.

"It's a kraken, and it's got us shut in here."

"How did you get here in the first place?" you ask.

You learn that the amazons were originally sent by their own people to Mount Nevermind to learn about sea travel. The librarian, the first gnome they saw, sent them down here where they built the submarines according to some books he gave them. They use the submarines to conduct trade for their own island. But the subs have built-in autopilots that automatically return them here once a year for overhaul. This year when they got here, they found the kraken, and it's had them trapped ever since.

"If you'll help us fight it," says the leader, "we'll give you a draconian catapult." She pauses, waiting for your answer.

You reply with the first thing that comes to mind: "Is that a catapult to be used *by* a draconian or against a draconian?"

"Against, of course!" she snorts. Then she adds, "Our bows aren't strong enough to reach the kraken. We need your help. In addition to the catapult we have a couple of weapons that we know *are* weapons but we don't know how to work them."

If you want to help fight the kraken, turn to **47J**. If you refuse, turn to **122D**.

With the help of your gnomish assistants, who manage to hook up some steam pipes, **152I** you unthaw the huge machine. As soon as it is free, the gnomes run, exclaiming something about "remember when Gnorgis used it?"

You stand and stare at it, trepidation building in your heart. Turn to the Gnomish Machinery Figure-Out Chart on page 157. If you succeed in reaching C, turn to **40E**. If you fail to, turn to **89H**.

Admiring the well-kept shelves of flour and other supplies in the storeroom, you quickly **152J** exit through the door at the back of the room. A gentle slope in the floor quickly changes to a fast slide, which whisks you down to **24**.



**153A** You feel a sudden sigh within your armor and discover that it has had its power decreased by 5 points. Return to **90**.

**153B** You continue to watch, intrigued, but that's all. Whatever was tickling at the back of your mind fails to materialize. Return to **52**.

**153C** When you touch the right-hand door, it immediately opens, and the book above the pedestal glides into your hand. The book magically gives your steam-powered armor an additional 10 points or repairs 10 points of damage. Return to **90**.

**153D** The fierce, evil, destructive dragons and their smaller, evil-created relatives, the draconians, arrive at Mount Nevermind in hordes. You are among the first to die because the Dragon Attention Box was just an illusion created by the imp.

**153E** You fight as hard as you can against them, but when you start to go down, your colleagues—at least you thought they were on your side—ignore the fact and let you go. Pounded to the ground by the mighty force against you, you perish, with no one knowing, or caring.

**153F** Standing on the blood-red urn, you can just reach the large crystals that hang from the ceiling. As you hold one it breaks off in your hand. At first you are concerned, but then you begin to feel a surge of energy and health go through your body. You've gained 2 life points of personal strength.

There are nine more crystals. You can use them all now or return here at other times in your adventure to replenish your strength. Do as you wish, then return to **130**.

**153G** Unwilling to take a chance, you quickly turn the knob backward until it clicks and the light in the side goes off. The click startles you so that the wooden box falls off the pipe corner and breaks on the floor.

"Thanks, fella," says the dragon. "That was my only entertainment in this whole silly episode. That's *one!*"

"One what?" you ask.

"I'm just counting the dumb things you do. They could just have an effect on how I reward you, *if* you manage to get me out of here."

Return to **114** to make another choice.

**153H** Watching the water wheel turn in the rush of water that pours over the cliff, you marvel at the ingenuity of gnomish engineering. At least you can figure out how this thing works—just like all water wheels . . . though you do not find it doing any useful work. It seems to hook up to nothing.

Finally, shrugging, you turn away and return to **142**.

Reluctant to let any inquisitive gnome near your armor—though the gnomes were the **153I** ones who made it in the first place—you say no thank you to the foregnome. As he returns rather crestfallen to the waiting dragon, you turn to talk to the wizard (**66H**) or start looking around (**56**).

Exerting all your strength, you lift the heavy crystalline lid from the top of the huge terra **153J** cotta jar. Instantly a peculiar flame-like mist begins to rise from the jar, gradually forming itself into a not only solid but very substantial, fat, horned monster that seems to flame around the edges.

"What are you?" you both exclaim at the same time.

"I'm a human," you say, just as you think the monster says, "I'm an efreeti." By this time, the monster has risen and risen and risen until it's at least forty feet tall, with its flaming bottom still in the bottle.

"No, you're not!" exclaims the efreeti. "Humans don't have heavy carapaces like you do."

"Oh, that's not a shell," you explain, trying to keep from laughing. "It's metal, steam-powered armor. The gnomes gave it to me."

"Gnomes! They trapped me in that jar thousands of years ago! I wish I could kill every one of them!"

You hurriedly start to put the heavy lid back on the jar, though you're not sure how you can push the monstrous being back inside.

"Hey, what are you doing?" it shouts.

"If you won't help the gnomes, I don't need you. So, back you go!" you say, hoping you can bluff the efreeti.

"Okay, okay, okay. I'll do what you want, even help the gnomes—although they're inventive enough not to need help—if you just won't put me back in the bottle. I've got places to go and things to do."

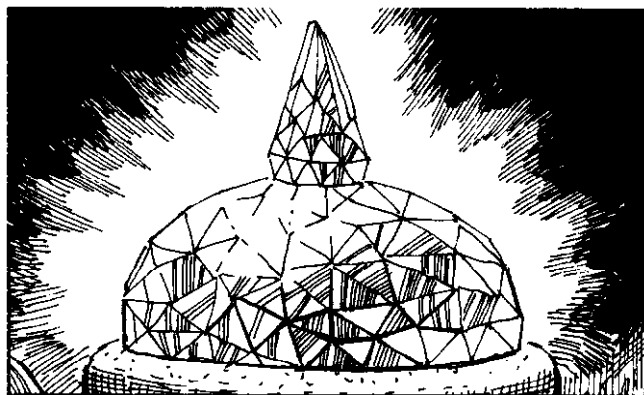
You explain the upcoming battle with the draconians and evil dragons. "Now, what can you do for us?"

"Well, I'm Fat Fred, and fried dragon just happens to be my favorite food, and I haven't had any in eons. So I can stay around a while and help you fight the beasts when they come, or . . ."

"Or what?" you ask when Fred hesitates.

"Or I'll grant you three wishes."

Do you want Fred's help in the dragon battle (turn to **90E**) or would you rather have three wishes (**18H**)?



**154** Relics of great hunts and dragon artifacts appear to be the central focus of this chamber. There is, however, one very live imp sitting poised on top of a big, colorful egg. You know you're going to have to deal with the malicious creature sooner or later, so it might as well be now.

If you want to fight the imp, turn to **121I**. If you have something to tell it, turn to **97E**. However, you can change your mind about dealing with it, and just ignore it. If that is the case, you can start exploring.

If you are free to explore this chamber, you may investigate the:	by turning to:
big creature on the pedestal	<b>96J</b>
cloth-covered lump on floor	<b>101J</b>
mirror	<b>116A</b>
shelves of objects	<b>132D</b>
eggs	<b>112A</b>
hole in ceiling	<b>136C</b>

If you have been to this chamber before, you discover the imp and the eggs gone. Otherwise, everything is as you left it the last time you were here. You can search the chamber, taking another 12 hours, or you can leave and return to the gnomeflinger (**8**).

**154A** The winds whirl and the rains pound, but somehow your powered armor manages to strike heavily at the storm giant himself, finally smashing him into no more than a slight breeze with a drizzle of sorts. And then he dies in a puddle on the floor. You notice that the other skulls have been looking on with interest and you decide that you've done enough here. Return to **72**.

**154B** You wonder if you imagined things when you entered this armory chamber. Did you really see big trundling machines at the far end? If so, they're gone now. You return to **76**.

**154C** With more luck than skill you smash the mechanical figure to bits. As the last spring quivers into stillness, you hear the faerie dragon chuckling in the distance. Shrugging, you look around at the little creature's treasure. Turn to **90**.

**154D** It's a very attractive mirror—all decorated with magical-looking dragons—but it certainly doesn't look as if it could bind something as ferocious as a dragonne somewhere it didn't want to be bound. You give one powerful blow with your armor through the middle of the glass, and it spews its shards all over the room.

Before the splinters have all settled, the dragonne has shouted, "Thanks, buddy!" and disappeared from the room, leaving the pedestal empty.

Smiling, you resume looking around the chamber (**154**).

You study the little figure intently, fingering—but not pressing—all the buttons and knobs. Finally, you think you know what to do. You press the main red button and weapons pop out, things whirr, and alarms go off. The little robot will follow you to the next chamber and fight the first thing that attacks you. You automatically win the next encounter. For now, return to **90**.

You almost hate to do it, but you manage to disconnect the pipe fitting from the steam chamber to the figure's back and smash it down to the ground before it can smash you. As you walk away, you wonder if the robot might have been of any help to you in fighting the draconians. Well, too late now. Return to **28**.

Realizing that the odd devices are rocket-powered rocking chairs, you sit down in one. Roll the die. If you get 1-10, turn to **152D**. If you get 11 or 12, turn to **100B**.

When you decide to go talk to the old male gnome who stands in the distance staring at the castle, it seems as if you trudge for miles across the cavern's plain before you reach him. He seems startled to see you, but politely introduces himself as the oldest living member of the Hewhosemembersduckthebest family. He seems quite proud of his status. But then his face changes from one of pride to deep concern for you.

But all he says is "I wouldn't go near the castle or those catapults if I were you."

When he seems inclined to say nothing more, you return to **106**.





**156A** An ornate, face-covered pedestal stands in the sand with an open book hovering magically over it. Do you want to investigate the pedestal (102I) or the book (105F).

**156B** Your mind must not be functioning properly. Each time you think you begin to perceive what the things are, the thought oozes away. Finally you give up and return to 76.

**156C** You pull on the handles of the double doors at the back of the chamber, but nothing happens. They appear to be made of glass, so you try to peer through, wondering where the doorway would take you. The glass is so dirty, however, that you can't see anything. Using part of your pant leg, you rub off some of the dirt, and that's when you discover a label on the door showing that it will not open unless a lightning bolt is thrown at it.

If you have some means of shooting a lightning bolt at the door, turn to 130E. If you don't, return to 68.

**156D** As soon as you see the strange stone begin to make a circle around your own head, you feel your eyelids droop and you fall asleep. You dream of sparkling stones that shoot fire, dragons that breathe fire, fire, and more fire. You wake to find Mount Nevermind destroyed by the fire-breathing dragons and the rapacious draconians. Why you still live you don't know. But it won't be for long . . .

**156E** When you remove the holed paper cover from the large jar, short bolts of lightning shoot out, injuring you for 2 points of damage unless you have something with you that prevents danger. You quickly replace the lid and return the jar to the shelf. Continue looking around at 16.

**156F** You almost hate to do it, but you manage to disconnect the pipe fitting from the steam chamber to the figure's back and smash it down to the ground before it can smash you. As you walk away, you wonder if the robot might have been of any help to you in fighting the draconians. Well, it's too late now. Return to 28.

**156G** You walk toward the gnome who was facing you when you entered the clockworks. He catches your eye, bows low, and says enthusiastically, "Come come come. Have I got something to show you! You want to know about our glorious history with the dragons? You've come to the right place because here before you is the very device—a special time-travel

device—that is going to take you where you want to go find out what you need to know." He does a little dance approval at his rhyme and is pleased to see your answering smile.

"Now don't say anything. Just come along with me." He ushers you to the tall grandfather clock, and that's when you realize that there is a comfortable-looking chair mounted on the bob of the pendulum. You watch it going back and forth, back and forth, back and forth . . . until you realize that you're getting seasick.

You shake your head to clear it and then ask, "What does it do? How can it help me?"

It seems that the gnome's device will take you back to one of five different times in the history of Mount Nevermind, times when you can see just how they managed some of their conquests over the dragons.

It certainly seems that it would be helpful to travel through time on this wondrous device, but . . .

"How do you know it works?" you ask hesitantly.

"Well now, and haven't I sent fifty of my fellow Mount Nevermindians to experience for themselves our glorious victories over the dragons?" He seems miffed that you would question his machine.

"Couldn't I just talk to those gnomes, then?" you ask. "Save some time, perhaps . . ."

The little fellow shuffles a foot across the floor, his eyes glued to the moving shoe. Then he mumbles something.

"What?"

"Only half of them ever came back and those that did won't talk to me."

You think you've managed to catch the jist of what he's saying, and you don't think you like that particular jist. On the other hand, . . .

"It would probably be helpful to me, huh?" you say thoughtfully.

"Oh, yes," he agrees enthusiastically, excited at the prospect that you might agree.

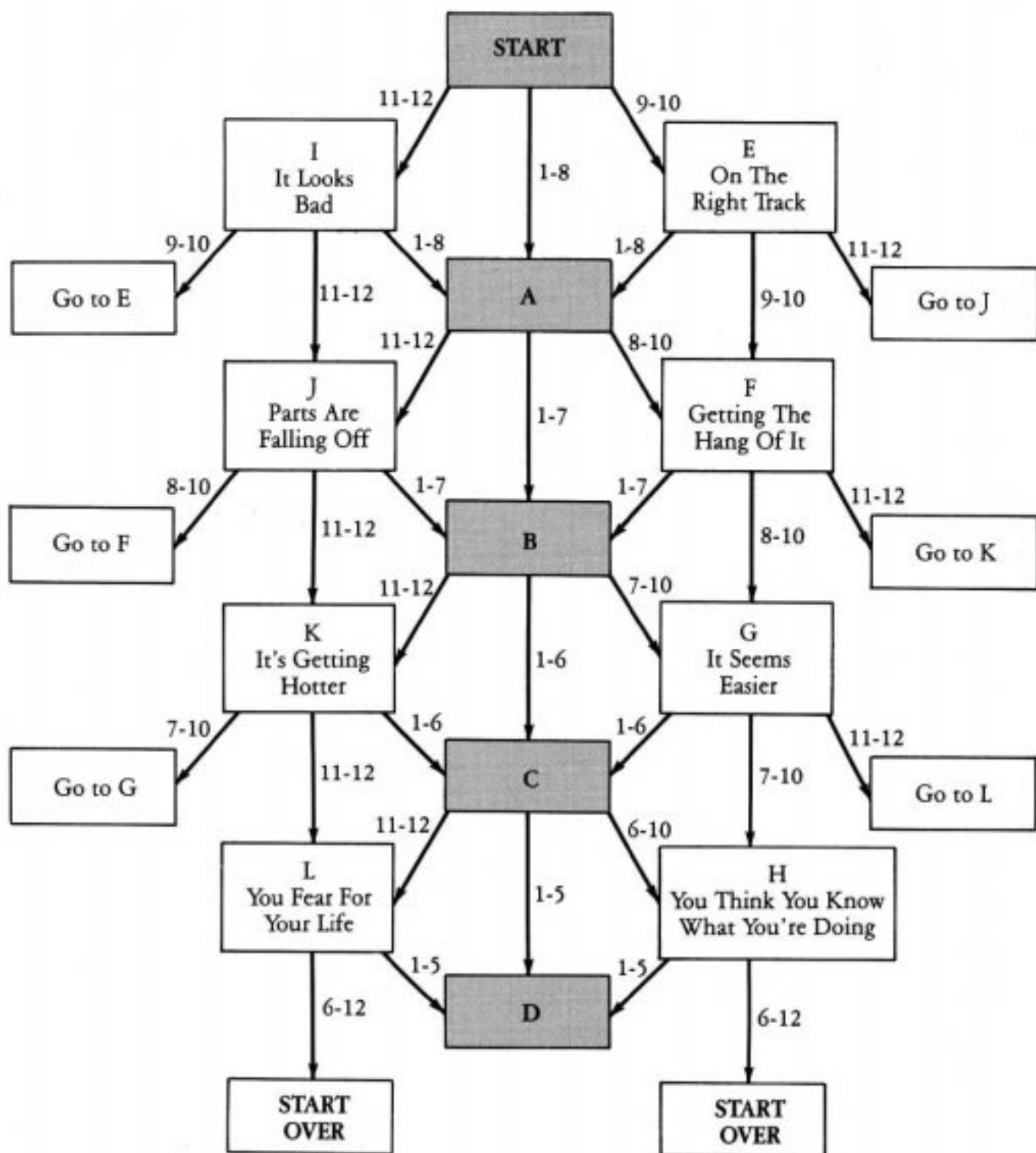
You stare at the chair going back and forth, back and forth, debating the backs and forths—er, pros and cons—of trying the time-travel device.

You ask more questions and learn that you can enter only one time period per use of the device. If you go and then decide to come back (assuming you don't disappear forever into a time warp or something), you can't go back to that time. Coming back here allows you to use the machine again, but the gnome advises you to use the device only three times because no one has come back after a fourth use. Because of the weird way time works, you will not lose any days by traveling to the past.

If you want to take a chance and use the time-travel device, turn to 19J. If not, thank the gnome for offering and return to 24.

# THE GNOMISH MACHINERY FIGURE-OUT CHART

(See instructions on page 7.)



## MALEFIC RANDOM EFFECTS TABLE

For some unexplained reason (perhaps it's the gnomes' frantic pace while tinkering), things in Mount Nevermind sometimes malfunction, causing bad side-effects. Quite often, you are going to get too close to things that can do your character physical harm. When you are instructed to do so, mark the page you are reading and turn to this table to discover what malefic thing happens to you. Begin at the top of the list and check off each event. If you finish with all twenty, and are still moving, begin at the top of the list again. With a bit of luck you won't have to see this chart much.

- 1) Your armor malfunctions and you fail to strike successfully in your next two combat turns.
- 2) Chunks of the ceiling fall down upon you, doing 2 points of damage.
- 3) The next time you face an imp, it turns into a huge monster. You suspect it's an illusion, but you can't be sure. In this imp fight, the imp has twice its life points and does twice the damage.
- 4) A small but important part falls off your armor and you don't know where it came from. But you can feel the difference in the operation. Your armor now does 1 less point of damage in all your upcoming battles.
- 5) A volcanic vent emits a strange green mist that covers your body and causes you to choke and cough. In your next battle, you strike at minus 1 point (subtracted from your 1-12 combat roll).
- 6) When you begin the next battle, you find that the gnomes obviously didn't test your suit under battle conditions. When you go to fight this enemy, your entire suit freezes up. The enemy gets one free attack on you and automatically hits before you can finally get the suit moving again.
- 7) The next time you are flung, you can't believe your bad luck. You don't go anywhere near the place you expected. Turn to **110**.
- 8) Just after you enjoy the effects of your next Beneficent Table occurrence, you find bad luck, as well. Your foot slips and you rush down a volcanic hole you hadn't seen before. It dumps you out near the gnomeflinger **(8)**.
- 9) Your gnomish suit of armor begins malfunctioning. Your combat ability is impaired by suit problems, so you strike at minus 1 point when attacking your enemies *anytime* before the final battle.
- 10) You accidentally press yourself against the wall of this chamber and discover that it is white hot. You take 2 points of damage in burns.
- 11) Wherever the draconian bookmark is, take it out of that page and bring it to the chamber you are currently at, for that Draconian is attacking you!
- 12) You hear the distant sounds of battle. Rushing to your holding area, you discover that your gnomish friends have repelled a draconian raiding party! But not before the monsters destroyed one of your best weapons, Erase one item from your list.
- 13) The gnomish committee on foreign affairs wants some of your time, Generate a number from 1 to 12. On a 1-4, you talk to its members (turn to **86I**). On a 5-8, you ignore them (turn to **46J**). On a 9-12, you talk to the committee's messenger (turn to **70A**).
- 14) You are so tired from your constant activity in these last few days that you start making silly mistakes. In your next two battles, you do 3 fewer points of damage per turn than you usually would.
- 15) A strange gnomish machine that had lain hidden in the shadows suddenly comes charging at you and attacks! It has 10 hit points, does 2 hit points of damage per turn, and strikes on a 9 or less in battle. You try to run, but it follows until destroyed.
- 16) A swarm of young student gnomes meets you in the area you are in. They are extremely curious about your armor and before you can say a word they have parts of your armor in their hands. They do 2 points of damage to it before you shoo them away.
- 17) You are in the process of working in a chamber when three huge levers descend from the ceiling and all of the exits in the area slam shut with huge steel doors. Generate a number from 1 to 12. On a 1-4, you pull the hot red lever (turn to **116L**). On a 5-8, you pull the cold blue lever (turn to **19A**). On a 9-12, you pull the white wooden lever (turn to **108M**).
- 18) The next book you touch is suddenly blasted by the steam from your armor and is destroyed. You get no benefit whatever from this book.
- 19) Generate a number from 1 to 12. On a 1-4, turn to A. On a 5-8, turn to B. On a 9-12, turn to C.
  - A) The gnomish committee on humor strikes! You are hit in the face with a huge lemon pie and everyone but you laughs.
  - B) The gnomish committee on steam-powered civic activities gets a hold of you and insists that your armor is too powerful. They power it down, taking away 2 hit points.
  - C) The gnomish committee on artistic expression wants to have you sit for a day for statue and painting sketches, but you barely manage to talk them out of it.
- 20) Luck is definitely not with you. The next time you have to generate a number, you automatically fail.

## BENEFICENT RANDOM EFFECTS TABLE

It sometimes happens that the numerous devices and features of the mountain spin, automatically activate, and shift their gears just at the right time. At these times, something happens to those in the area that is clearly beneficial. When you are instructed to do so, mark the page you are reading and turn to this table to discover what beneficial thing happens to you. Begin at the top of the list and check off each event. If you finish with all twenty, begin again at the top of the list. With a great deal of luck, you will be here often.

- 1) From a hidden volcanic vent near you, an oily mist jets out and strikes your armor. The mist restores (or adds) 2 hit points to your steam generator.
- 2) For the first time, you notice a strange lever on your armor. You pull it and your suit begins to shiver. In just a minute, it has repaired all the damage it has previously taken. Not believing your luck, you go to readjust the lever and it falls off. You will not be able to do this again.
- 3) If you have not received life point damage, ignore this item, and choose the next. If you have received damage, your armor, as if sensing your condition, reveals a small hidden compartment with a small vial inside. It is obviously meant for drinking, so you do. The potion gives you 5 extra life points.
- 4) Luck is with you. The next time you need to generate a number, that number will automatically be whatever you need for a beneficial result.
- 5) Some unknown function of your armor kicks in and in your next battle, you do double the normal damage. Unfortunately for you, you can't figure out how to make it happen all the time.
- 6) A strange gnome arrives, sent by the gnomish high committee to guide you for the day. In your next chamber, this gnome prevents you from doing anything harmful. If harm does happen to you, treat it as if you hadn't made that choice and continue playing.
- 7) During the next imp encounter, you hear a soft chuckling sound and for some reason you win the encounter without ever touching the imp. Turn to the winning section of text for that encounter.
- 8) The gnomish high committee of good-neighborly relations sends you a huge supply of unusually well-prepared food. Being hungry, you eat and discover that the food adds 5 life points to your score.
- 9) During your next battle, some type of strange aiming device pops out of the arm of your armor. It gives you a bonus of 2 points when trying to make a successful hit. This device works through one entire battle, but falls off when the battle is done.
- 10) The next time you are flung, everything works just fine, and you go exactly where you want to go.
- 11) A huge blast of steam pours forth from a vent in the rocks and does 10 points of damage to your enemy.
- 12) You hear great news from the gnomish committee on hunting. Weather conditions are terrible and will delay the attack of the draconian army by at least one day. You have gained another 24 hours.
- 13) You are getting used to your steam-powered armor now. So much so, in fact, that you have started tinkering with it yourself. You are able to add 3 points to it by changing gears around in the drive system.
- 14) During this encounter, you reach a crossroads of fate. Gnomes would take years to make these decisions, but you take only seconds. Your choices are:
  - A) to have the gnomes arrange for another 24 hours to prepare for the battle (though you don't know how they will do it); or
  - B) to have a gnomish repair crew come and modify your armor, adding 5 points to its systems.
- 15) In your next encounter with an enemy, a crack in the earth opens up and your enemy falls in. If you ever return to this area, though, the enemy will be back.
- 16) Some of your baking skills come into play and you are able to do several things at once. This allows you to attack twice as fast as your opponent in the next battle. Unfortunately, your armor can't stand the strain and you only get the advantage once.
- 17) You begin to believe you might have a chance of winning this war for the gnomes. This gives you a sort of second wind and you do an extra 5 points of damage in your next attack with each blow.
- 18) A band of gnomish hunters suddenly appears to help you fight in your next battle. They hit on a roll of 6 or less and do 3 points of damage per turn. They must go about their duties after the fight.
- 19) Your suit reveals another hidden compartment. This one holds a set of goggles that allows you to see better in the dark. This has the effect of giving you a + 1 bonus to hit opponents in all battles.
- 20) The leader of the gnomish high committee on urban affairs appears to present you with an award for good work. While he is there, he notices a few things that could be improved on your armor. He quickly fixes them, adding 10 points to it.



## GNOMISH MOUNT NEVERMIND COMBAT TABLE

Rye with no armor hits on a 3 or less and does 1 point of damage per Combat Turn. Rye with armor hits on an 8 or less and does a variety of damage, as his armor powers up, as follows:

First Combat Turn	5 Points
Second Combat Turn	7 Points
Third and further turns	10 Points

The Generic Imp can be fought anywhere in the mountain Use the figures below whenever battling one.

Lord Soth's followers are arranged from the weakest to the strongest, no matter what order you pick them.

For any poison bite or damage (from spiders, for example), consider the damage the poison is doing during combat. As long as you fight a creature that has used poison on you, you take 1 extra damage point every Combat Turn. If you win the battle, the poison's effects are negated, because you have time to heal the wound.

Treat each battle with Generic Plants as if new, with all the plants' hit points and damaging capabilities fresh.

Page #	Foe	# or Less to Hit/Damage	Life Points
	Generic Imp	6/3	
16	Bookworms	7/3 hits wins	
20	Amazons	5/4	10
24	Animated Stool	7/2	20
24	Wizard	8/5	25
28	Metal Warrior	8/6	20
28	Dragon Robot	9/7	20
32	Draconian	6/2	10
32	Medusa	4/1 hit wins	11
36	Brass Dragon	10/10	37
44	Draconian	6/3	10
48	Plant Monster	4/4	12
48	Water Elemental	5/9	8
52	Golem Doll	4/5	11
56	Blue Dragon Figurine	6/11	16
56	Draconian	6/3	11
60	Draconian	6/4	9
64	Generic Minotaur	7/5	11
68	Were bear	6/5	12
72	Dragon Skeleton	5/11	17
72	Storm Giant	9/5	15
72	Skeletal Warrior	4/6	8
76	Armored Figures	6/3	17
90	Robot	9/5	27
102	Generic Drow Individual	8/4	11
102	Magical Spear	10/6	19
106	Gorilla Catapult	4/10	19
110	1st Encountered Skeleton	6/5	9
110	2d Encountered Skeleton	7/6	14
110	3d Encountered Skeleton	8/7	21
110	4th Encountered Skeleton	9/8	25
118	Medusa	4/1 hit wins	
118	Witch	9/15	11
126	Drider	7/5	12
126	Man-sized Spider	6/4	21
126	Collective Small Spiders	5/1	9
126	Ghost Spider	9/3	19
130	Vampire	6/10	29
130	Generic Mummy	4/15	11
134	Draconian	6/3	9
134	Ghosts	9/13	23
138	Gnome Warrior	7/4	6
146	Generic Plants	5/3	21
146	Vampire Tree	6/4	31
150	Collective White Dragons	9/9	31
150	Collective Frost Giants	8/6	31
150	Human Warriors	3/3	11
154	Dragonne	5/5	27
154	Young Black Dragon	8/4	6



# BATTLE THE DRAGONARMY!

On the world of Krynn, from deep in the heart of the Isle of Sancrist, rises a dormant volcano named Mount Nevermind. Although dormant, Mount Nevermind never sleeps, for it is where 59,000 gnomes carry out their Life Quests, as they and their ancestors have for thousands of years.

Their livelihood, however, is now threatened by the Queen of Darkness, who has sent a dragonarmy to seize Sancrist. The gnomes' only hope of resistance is to have YOU command the final battle. But first, you must gather components of a weapon that will repel the Dark Queen's minions.

In GNOMES - 100, DRAGONS - 0, you enter the world of a visual maze, full of surprises both delightful and deadly! As a baker's son and would-be general, you begin your quest. But to complete it, you must explore the chambers within Mount Nevermind, where fearsome creatures lurk and gnomish ingenuity will astound you! A unique feature of this book is a roguish Draconian, a member of the Dark Queen's advancing horde, which may help or hinder you and may be hiding on any page!

CATACOMBS™ Books represent the ultimate challenge in role-playing adventure. Through the use of lavish illustration, you journey from chamber to chamber in search of the useful components of the gnomish war-machine. Your analytical powers are tested to the utmost as you must decide how to deal with the weird and wondrous creatures and devices you encounter.

*Tear-out bookmarks  
and Draconian included!*

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In the UK £4.95 Net  
ISBN 0-88038-503-0 8421  
Printed in U.S.A.

TSR, Inc.  
POB 756  
Lake Geneva,  
WI 53147 U.S.A.

TSR UK, Ltd.  
The Mill, Rathmore Road  
Cambridge CB1 4AD  
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