

A Choose-Your-Own Adventure Fit for a Neutral Good Deep Gnome

Created by Books of Bokoron in honor of the upcoming release of the song, "Random Encounter Tables".

INSTRUCTIONS:

- 1. Start by filling in your character sheet** – go to [this link](#). You'll need
 - a. a standard die (with #s ranging from 1 to 6),
 - b. a pencil and
 - c. a character sheet. You can
 - i. print the sheet at the link below from your browser or
 - ii. use scratch paper to keep track of important parts of the character (your ability scores, your remaining Hit Points, your remaining Spell Points and the equipment you pick up).
- 2. When you've finished the character sheet**, you'll begin the adventure by clicking on the [start](#) link below.
- 3. Update your character sheet as directed** – deduct Hit Points and Spell Points and write down equipment you picked up as directed by the text.
- 4. Endings** – You will reach one of many different endings depending on your choices and rolls and each instructs you how to calculate your final score (in points). Generally speaking, it will be your remaining Hit Points + your remaining Spell Points + points for some magical items you might find and pick up ... but there are some exceptions so be sure to read carefully.
- 5. Death (0 Hit Points)** – If you reach 0 Hit Points (you start with 3) at any time during the adventure, you'll need to [follow the link](#) provided on each page where Hit Points are lost instead of following the usual links representing your choices.
- 6. Clues** – You might find a few clues in the [song lyrics](#) themselves.

[\[Create a character \(start here\)\]](#)

[\[Start the adventure \(must have a character first\)\]](#)