

It is dark.
What will you do?

FUMBLE AROUND THE
FLOOR.

REACH IN YOUR
POCKET.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You fumble around. The floor and walls are cold, slightly damp, stone. You stand up. What now?

TAKE A FEW STEPS FORWARD.

REACH IN YOUR POCKET.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You reach into your pocket
to find a single match.
You strike it and the small
flickering flame reveals a
torch in a sconce on the
stone wall beside you.

TAKE A FEW STEPS
FORWARD.

LIGHT THE SCONCE.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You brave your way
forward, into the gloom.
You tumble down a hole
that seems to go on forever
and ever and ever.
Until it doesn't.

YOU ARE DEAD.

START AGAIN.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You light the torch, whose filament is connected to the other sconces in the room; the corridor lights up, stretching out forever. A deep pit is before you.

WHAT IS BEHIND ME?

EDGE AROUND THE PIT
AND FURTHER INTO
THE ROOM.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

Behind you is the stone wall. But now that it is well lit, you see a small ledge, upon which is a rusted metal key.

TAKE THE KEY, THEN
CIRCUMNAVIGATE THE
PIT.

LEAVE THE KEY
ALONE, AND EDGE
AROUND THE PIT.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You take the key and
carefully make your way
around the hole, ducking
under a torch that crackles
with fire.

The corridor ahead is long.

NO TIME LIKE THE
PRESENT! HEAD DOWN
THE CORRIDOR.

CALL OUT. SOMEONE
MAY HEAR YOU AND
COME TO HELP.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You call out. A dark voice
responds from behind,
“*Aberforth* hears you, mortal...”

Your final sensation is of
spectral fangs around your
neck, sinking into flesh...

YOU ARE DEAD.

START AGAIN.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You walk past a few more torches, the corridor revealing itself to you as you press on. Suddenly, there is a low moaning sound behind you.

WALK FASTER!

STOP AND TURN TO
INVESTIGATE THE
NOISE.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You turn. A phantom rises from the pit. Skin and sinew dangle from deep gashes in its translucent body. Its smile is full of needles and blood.

STAND AND CONFRONT
THE APPARITION.

SHOULDN'T HAVE
STOPPED! KEEP
RUNNING!



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

The hairs on your neck stand up. You begin to run, as though trying to escape the chill that suddenly overcame you. The moan grows louder.

FASTER, DAMN IT!

RUNNING OBVIOUSLY
ISN'T HELPING – TURN
AND CONFRONT IT.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You try to hurry away, but
a sinking dread washes
through you. Your legs
buckle; you fall. Rotted,
pale hands close over your
face, and into your eyes...

YOU ARE DEAD.

START AGAIN.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You face the horrifying
ghoul. It stops and parts
its thin lips, “*Speak my name,
and you shall live. Lose my game,
I’ll not forgive...*”

THE BLOODY BARON?

ARMORTIOUS?

ALUCARD?

SPOOKY MCSPOOKYFACE?

THE LICH KING?

CASPER?

ABERFORTH?

THE NAZGÛL?



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

“You’ve proven that you know not me. I’ll wear your skin eternally...”

It descends on you, tearing your body apart, and consuming your soul...

YOU ARE DEAD.

START AGAIN.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

“You name me right, you’ve known my breath. You’ve died before, and shall dodge death.” Aberforth utters, as he dissipates into nothingness, leaving you once again alone...

CHUCK THE KEY DOWN
ABERFORTH’S HOLE –
THAT’LL SHOW HIM!

SHAKE OFF THE
LINGERING CHILL,
AND CONTINUE.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You hear a distant “**Duch**”
from deep within the pit,
then decide to make your
way up the torch-lit
corridor, no end in sight.

CONTINUE, NOT
HAVING ANY SECOND-
THOUGHTS OR DOUBTS
OF ANY KIND.

CONTINUE, THINKING
TO YOURSELF THAT
YOU JUST DID A VERY
SILLY THING.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You walk the narrow
corridor for many hours,
until you eventually see a
door in the far distance.
Finally, a way out! You
approach it eagerly.

TRY THE KEY IN THE
DOOR'S KEYHOLE.

ON SECOND THOUGHT,
I WANT TO MARCH
BACK TO THE START.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You spend hours walking back to the pit. Aberforth lingers there, “*What in the bloody hell are you doing? Grown fond of this place, have you? Well, come on down and let’s have tea.*”

*YOU JOIN THE GHOUL
IN HIS HOLE FOR TEA
AND BISCUITS.*

START AGAIN.

FOR ALL ETERNITY.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

The key fits perfectly, and
the mechanism unlocks.
You walk through the door
and into the light, never
turning back...

YOU SURVIVED.

START AGAIN, JUST
FOR THE HELL OF IT.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You make your way around the hole, ducking under a torch that crackles with freshly-fed fire.

The corridor ahead is long.

NO TIME LIKE THE
PRESENT! HEAD DOWN
THE CORRIDOR.

CALL OUT. SOMEONE
MAY HEAR YOU AND
COME TO HELP.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You walk past a few more torches, the corridor revealing itself to you as you press on. Suddenly, there is a low moaning sound behind you.

WALK FASTER!

STOP AND TURN TO
INVESTIGATE THE
NOISE.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You turn. A phantom rises from the pit. Skin and sinew dangle from deep gashes in its translucent body. Its smile is full of needles and blood.

STAND AND CONFRONT
THE APPARITION.

SHOULDN'T HAVE
STOPPED! KEEP
RUNNING!



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

The hairs on your neck
stand up. You begin to run,
as though trying to escape
the chill that suddenly
overcame you.
The moan grows louder.

FASTER, DAMN IT!

RUNNING OBVIOUSLY
ISN'T HELPING – TURN
AND CONFRONT IT.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You try to hurry, but a sick
dread washes through you.
You trip. Rotted hands close
over your face, and into your
eyes... The image of a key
flashes through your mind.

YOU ARE DEAD.

START AGAIN.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You face the horrifying
ghoul. It stops and parts
its thin lips, “*Speak my name,
and you shall live. Lose my game,
I’ll not forgive...*”

THE BLOODY BARON?

ARMORTIOUS?

ALUCARD?

SPOOKY MCSPOOKYFACE?

THE LICH KING?

CASPER?

ABERFORTH?

THE NAZGÛL?



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

“You’ve proven that you know not me. Call out, turn about, and find the key...” It descends on you, tearing your body apart, and consuming your soul...

YOU ARE DEAD.

START AGAIN.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

“You name me right, you’ve known my breath. You’ve died before, and shall dodge death.” Aberforth utters, as he dissipates into nothingness, leaving you once again alone...

SHOUT OUT “JUST KIDDING! I THINK YOUR NAME’S DAVE!”

SHAKE OFF THE LINGERING CHILL, AND CONTINUE.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You hear a distant “**Dave?**”
from deep within the pit,
then decide to make your
way up the torch-lit
corridor, no end in sight.

CONTINUE, NOT
HAVING ANY SECOND-
THOUGHTS OR DOUBTS
OF ANY KIND.

CONTINUE, THINKING
TO YOURSELF THAT
YOU JUST DID A VERY
SILLY THING.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

You walk the narrow corridor for many hours, until you eventually see a door in the far distance. Finally, a way out! You approach it eagerly.

INSPECT THE DOOR.

ON SECOND THOUGHT,
I WANT TO MARCH
BACK TO THE START.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

The door is made of a dark, ancient wood. The metal of its hinges and lock is red with rust. You peek into the keyhole and spy daylight through it!

TRY THE HANDLE.

RAM THE DOOR WITH
WITH YOUR SHOULDER.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

It's locked. The thick wood does not give at all. You are stuck here without a key! Hours pass as you scream and shake and cry. The torches flicker and die.

IT'S A STRAIGHT
CORRIDOR - YOU CAN
MAKE YOUR WAY TO
THE START IN THE
PITCH BLACK AND LOOK
FOR CLUES THERE!

SLUMP TO THE FLOOR
AND ACCEPT YOUR
FATE...



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake

Starved of food and light.

YOU ARE DEAD.

START AGAIN.



You have navigated *down* without making a choice.
Please only click on the underlined choices given to you.
Navigate *up* now to return to your previous section,
or click here to return to the very start of the adventure.
If this file is not working correctly, or if you prefer it,
you can download the PowerPoint Show version here.

Written by Montague Arthur Kimball-Evans www.montyake.com @montyake