

YOU'RE THE STAR OF THE
STORY! CHOOSE FROM MANY POSSIBLE ENDINGS.

THE DEXTRUS OF TEMPUS

BY WESLEY WHEN

ARTWORK

ILLUSTRATED BY RIGEL STUHMILLER

CHOOSE YOUR OWN ADVENTURE 3.14

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**WRITTEN FOR MS. TOMAYKO'S
8TH PERIOD CREATIVE WRITING CLASS**

If this were a real book, then publishing and copy-right information would go here.

WARNING!!!!

Do not read this book straight through from beginning to end! These pages contain many different adventures you can go on as you adventure in a new world that may be of a different time.

From time to time as you read along, you will be asked to make a choice. Your choice may lead to success or disaster! The adventures you take are a result of your choice. You are responsible because you choose! After you make your choice follow the instructions to see what happens to you next.

Remember—you cannot go back! Think carefully before you make a move! Make the wrong choice, and one mistake can be your last ... but make the **right** choice and it may lead you to fame and fortune!

for the Princess

Possibly this will be one of your best vacations ever. Once a year, you visit the State Park. You're very excited at the prospect of being able to explore the wilderness.

And now, you've found a perfect cave to investigate! Inside, you notice that the small path leading into it goes actually much deeper than it looked from the outside. Winding down the dark path, the darkness almost makes you turn back, when you suddenly see something ever so small — a slight flash in front of you. At first, you think it's probably a firefly, but then you remembered that fireflies don't exist here this time of year. Strangely, unlike a firefly, the yellow light brightens as you move further down the cave. You chase towards it, when suddenly it overwhelms you!

Temporarily blinded, you blink a few times. When your vision clears, you realize that you are in a lush green field — nothing like the forest that was there when you entered the cave!

The field is filled with many wildflowers; lupins and foxgloves everywhere. And, is that a castle you see up on a hill towards the right? The path you're on leads down into a misty valley in the distance.

*If you follow the path
down into the valley,
turn to page 22.*

*If you go up the hill,
right towards the
castle, turn to page 23.*

2

H is the first letter on this page.

You can get here from page 20 or 11.

You're in the dungeon and you find the kidnapped princess.

You save her.

The page has to be of at least medium length.

Blah.Blah.Blah.

Blah.

Blah.

Blah.

Blah.

Directions are west and north-west (left and upleft).

Last letter on this page is B.

If you go back to the castle, turn to page 14.

If you enter the dark tunnel, turn to page 6.

Duty done, you return to the princess's castle victoriously. Not only are you covered in jewels, but you have a scale from the dragon to prove that you have slain it. You arrive to the sound of trumpets.

But the only thing you truly have eyes for is the princess, her golden hair glistening in the sunlight, as she beams at you. "My hero!" she states, "May I kiss you?"

ARTWORK?

*If you kiss the princess,
turn to page 15.*

*If you allow the princess
to kiss you, turn
to page 15.*

4

H is the first letter on this page.

You can only get here from page 28.

You start off lying on the ground, hiding from the minotaur.

This page needs to be rather long.

Hiding is unsuccessful and you get captured by the minotaur, but you end up tricking it.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

You see a castle high up on the cliffs, to your right.

*If you enter the castle,
turn to page 7.*

*If you go down the
path, entering the dark
forest, turn to page 4.*

Suddenly you're in a dark, torch-lit cavern. There is a grouchy-looking dwarf staring right at you, who starts talking before you can say anything. "Let me guess, the wizard sent you here to retrieve his silly ring. What you don't know is that his memory is atrocious. He asked me to look at it 26 years ago, and I returned it the next day! But every time he can't find the ring, he accuses me of stealing it and teleports some poor sap like you to question me. Well, his stupid teleportation spell only lasts for a few minutes, so you might as well make yourself at home."

True enough, soon you are back in the wizard's cottage. "Did you get my ring, boy?" he yells. You take a closer look at him, and see a glint inside his beard. He yells more. "Have you gone deaf?"

*If you reach out and
grab the glint, turn to
page 16.*

*If you point your finger
right at the glint, turn
to page 27.*

6

R is the first letter on this page.

You can get here from pages 2 or 14.

You're in the cave with the princess.

The page has to be of at least medium length.

Blah.Blah.Blah.

Blah.

The princess doesn't want to come with you.

Blah.

Directions are west and southeast (left and up-right).

*If you insist that she
come with you, turn to
page 32.*

*If you let her leave,
turn to page 16.*

Gold curtains gleam in the light. Everywhere you look, you see treasure and precious jewels. After wandering a bit, you hear voices coming from a room in the distance, discussion about a powerful wizard of some sort? Quickly, you move towards it, doing your best to stay in the shadows. As you look through the door, you are amazed to see a blond-haired princess sitting on the throne. You start to step back into the shadows when she calls for you. You step forward and bow, awkwardly. She gives a giggle and waves away some guards that have been closely following you since you entered the room.

“Good sir, I can see you are a brave soul, for we have never seen one attired like you before,” says the princess. “A fierce dragon plagues our land of Xanadu; please help us slay it or scare it off.”



If you ignore the princess and track down the wizard, turn to page 25.

If you do the right thing and accept the dragonslaying quest, turn to page 19.

8

A is the first letter on this page.

You can only get here from page 10.

You investigate the flash in the trasure room, and it's a magic ring -- the Dextrus of Tempus!

This page has to be rahter long length.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

You want to put on the ring but the harp warns you that its magic is strong and unpredictable.

Blah.

Another passage way leads south-east.

If you take the passage-way, turn to page 20.

If you turn down the harp's warning and put the ring on anyway, turn to page 16.

Boasting proudly, you tell the young female blacksmith about your quest to find and slay the dragon. She listens with great interest, although she grimaces every time you talk about the princess. She is also very inquisitive; she asks many intelligent, probing questions, and while you try to deflect them, you can tell that she isn't satisfied. Nevertheless, after you say that you want to be prepared for anything, she beams a little smile, and hands you a magical sword, calling it a "gift." She then suggests that you might want to visit a wizard that lives in the foggy marsh right outside of the village.



If you decide that confronting the dragon directly is the best idea, turn to page 11.

If you think that talking to the wizard might be useful, turn to page 25.

10

M is the first letter on this page.

You can only get here from page 26.

You're travelling with a magic harp, and have found a treasure room!

This page has to be of at least medium length.

Blah.

Blah.

Blah.

You see a flash in the southwest corner of the room.

Blah.

If you go back to the big red door, turn to page 20.

If you investigate the flash, turn to page 8.

No more dragging the plot around; it's time for you to confront the dragon. With a deep breath, you approach it in its lair. It stands up, flaps its long scaly wings and you feel a small twinge of fear. Then you remember the princess with her sun washed hair, her beautiful pink smile, and her sweet giggle. For one moment, time seems to stand still as you thrust your magical sword into the horrible dragon. It roars and breathes fire, but you jump out of the way. You watch as it throws its head around, its roar thundering one last time, until it slumps to the ground. You have killed it! Hooray!



If you look around the dragon's lair, turn to page 2.

If you return right away to the castle, turn to page 3.

12

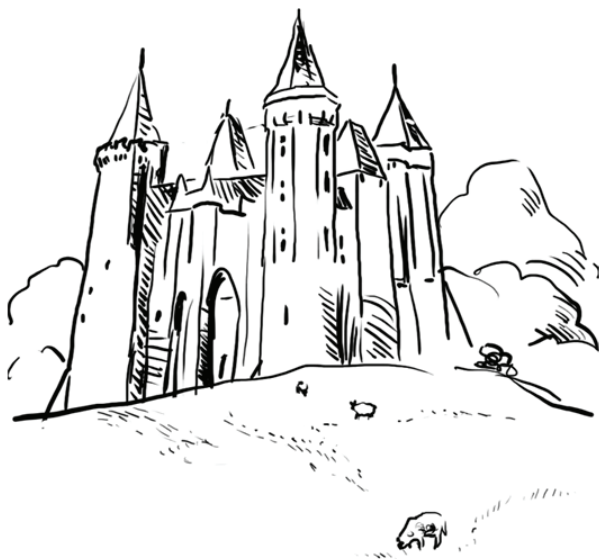
S is the first letter on this page.

You can get here from page 17 or 24.

You start off on a road, seeing a sign that says something like “Giant’s Castle”.

This page can be pretty short.

There’s a hole in the castle to your right. Or you could go down the slope to your left, where you see a flock of sheep grazing.



*If you go to the flock
of sheep, turn to page
30.*

*If you try to sneak into
the hole, turn to page
26.*

No one really agrees on what a troll looks like (in modern times, that is). They're either "big and ugly," or "small and disgusting." The shadow looming over you now suggests the former.

This troll is huge! The club he is carrying looks very frightening. He lumbers up to you, his long arms dragging near the ground. Each step sounds like a clap of thunder as he gets closer and closer. The bridge shakes and trembles so much that you are starting to worry that the bridge is going to collapse before the troll can even reach you. Every instinct you have tells you to RUN! but for some reason, you stand your ground. Soon he arrives in front of you. You look up at a dirty morass of chest hair, and look up further to gaze into the troll's face. He lets out a long, huffy, and odorous breath.

"Who's that on my bridge?" he bellows, glaring straight down at you. "Run before I eat you." The part of your brain that is stopping you from running suddenly has vanished into thin air.

*If you run back into
the woods, turn to
page 4.*

*If you run right
between his legs, turn
to page 21.*

14

O is the first letter on this page.

You can only get here from page 2.

You're with the princess and have awakened the giant! You run away and succeed.

The page has to be rather long length.

Blah.Blah.Blah.

Blah.

Blah.Blah.Blah.Blah.

Blah.

Blah.Blah.Blah.Blah.

Blah.

Blah.Blah.Blah.Blah.

Blah.

Blah.Blah.Blah.Blah.

Blah.

Blah.Blah.Blah.Blah.

Blah.

Blah.

Directions are north and north-west (up and upleft).

If you return to the castle, turn to page 3.

If you insist on entering the cave, turn to page 6.

Every single wish of yours is fulfilled right at this moment. Your lips touch the princess's and you feel fireworks. The whole room begins to spin, and you find yourself lost in the feeling. She knows the real you, the true you, who was a hero at heart. Inside of you beat the heart of a legend. When the kiss breaks, everyone applauds. There is much rejoicing and happiness because the evil dragon is dead. The princess throws a huge banquet, and you get to see the kingdom of Xanadu at its happiest moment. As the night draws to a close, you walk out into the moonlit garden with the princess.

"Oh, brave warrior, we cannot thank you enough for all that you have done for our little kingdom. I can only invite you to stay with us. Will you stay?" she asks, looking at you longingly.

*If you say "no" and
search for the cave,
turn to page 16.*

*If you decide to stay,
turn to page 31.*

16

You're back in the Cave of Time again. You can tell because you recognize the same bright yellow light you saw the first time you were here, but this time it is taking the form of a human being, which says, *you shouldn't be here. This is not the right path for you. You must start on the right path.*

"But how I know that I'm on the right path?" The light being extends its index finger and points at you. *You will know.*

When the time is right, you must look humbly at the route you have chosen and look at it with remorse, the being says.

"Isn't there something else I could do?" you ask. The being responds, *there is an alternate path. You will recognize it because it is not right.*

"This is very confusing," you say, "are there any symbols or flags, that could be used to point my way?" The being stays silent, but starts to pulsate red. Perhaps it is getting angry.

You are confused because you do not see. You must learn to see the right spots just before the end. The light-being grows bright, completely blinding you, and then...

You're back in the field you emerged from when the adventure started, with a castle up a hill to the right, and a path leading down into a misty valley in the distance.

*If you follow the path
down into the valley,
turn to page 22.*

*If you go up the hill,
right towards the
castle, turn to page 23.*

Maybe taking this path wasn't the best choice you could have made, since it seems to go on for quite a while. Now, you find yourself in a village. People come out to gawk at you, but you just smile.

There are whispers as you walk through town, presumably all about the new stranger (you!). The sound of metal hitting metal distracts you, and you walk towards the open building where all the sounds seem to be coming from. This place is undoubtedly a smithy; the air smells charred and heat radiates from the doorway. Looking through the open door, you see the blacksmith's silhouette against a glowing forge. The smith is hammering out a long sword with a very intricate design at the tilt of the blade. While you continue to stare with interest, the person senses your presence and stops.

You are stunned as the blacksmith turns around to notice that it is a woman! She sets down the sword she is working on, raises an eyebrow, and looks at your strange clothing.

Now that your eyes are better adjusted to the darkness of the smithy, you can tell that her dark hair is tied up in a small bun in the back. "Come to buy a sword?" she says, smiling right at you. So...

...you panic and run away. Turn to page 12.

...you attempt to talk with the blacksmith. Turn to page 9.

18

S is the first letter on this page.

You can get here from page 4, 13, or 19.

You start off entering a forest.

This page needs to be at least medium length.

You meet a small nomad encampment. Its leader is clad in green and tells you something about this kingdom of Xanadu.

Blah.

Blah.

Blah.

Blah.

Put the decision here. The path exiting the camp leads upstream.

You have made a decision as to what to do... (past tense).

*If you decided to
hunker down for the
night, turn to page 24.*

*If you have left the
camp to go further
upstream along the
path, turn to page 17.*

Everyone in your own time thought you were a coward, but you know the truth. Bravely you go to defeat the dragon. There isn't much information to go on; all you know, based on what you have been told, is that the dragon makes its roost somewhere at the top of the mountain. Exactly how to get there is still a question, so you will have to figure that out for yourself. The more you think about it, the more doubt starts to creep into your thoughts, but you try to set those doubts aside and tell yourself that you will be brave. You will change this world by defeating the dragon, and saving the princess' kingdom.

As you walk you notice the beautiful kingdom. The fields are perfectly plowed, and your heart skips as you think about the beautiful princess. She seems very popular with her subjects.

In a few hours, you come to a fork in the road. Up ahead you can see a sign: "TROLL BRIDGE." You chuckle a bit, saying "Gosh, I bet there's an evil troll up ahead," as you wax sarcastic.

*If you take the left
path which appears to
lead into some woods,
turn to page 4.*

*If you take the other
path to the bridge,
turn to page 13.*

20

P is the first letter on this page.

You can get here from pages 26, 10, 8.

There's a sleeping dragon here!

The page has to be of at least medium length.

You kill the dragon.

Blah.Blah.Blah.

Blah.

Blah.

Blah.

Blah.

Blah.



If you return to the castle up in the mountains, turn to page 3.

If you venture into the castle's dungeons, turn to page 2.

Under his smelly crotch? Really? Well, it's your funeral. Holding your breath, you pretend to turn around to get off the bridge — and then you spin around again and run!

The troll is suddenly silent, as if completely caught by surprise. Then, behind you, you hear a large roar. Thankfully, as big as he is, he doesn't move very fast. You hear the sound of someone screaming as you continue over the other side of the bridge. Finally you reach the other side and continue to run for a minute to maintain some distance. Stopping to catch your breath, you realize that you were the one doing the screaming. You glance back and the troll seems to have given up. The path you're on continues forward, but there appears to be a small detour to the right.

*If you continue down
the path, turn to page
25.*

*If you decide to take
the detour, turn to
page 17.*

22

A is the first letter on this page.

You could have come here from page 23, page 1, or page 16.

You start off on a path leading to a misty valley.

This page is mostly exposition. It needs to be pretty long.

Blah.

Blah.

Blah.

Blah.

Blah.

At some point you hear rumors that the princess is looking for a dragonslayer.

Blah.

Blah.

Blah.

Blah.

Ends with sounds coming from the southeast (from a minotaur, but you don't know that yet).

If you continue to head west along the path, turn to page 17.

If you investigate the sounds coming from the southeast, turn to page 28.

After a long walk, the sun gradually begins to disappear behind the shadow of the castle. There are strangely-dressed people scurrying about. Once in a while someone will stop to stare at you and whisper.

It suddenly occurs to you that these people are dressed as if they were in the Middle Ages! Could you be dreaming? It's possible, but you feel wide awake. As you get closer you can see guards at the castle gate. They eye you, and you can tell they are taking an offensive posture. You give them a friendly wave, and they still stare, but as you walk through the open gate, they do not stop you. Now the castle is up ahead. Your stomach begins to jump a little. No one is making you go in, and you can still turn back. Everyone is still staring at you and your modern clothes as you try to think.

*If you reconsider and
go back to the dirt
path, turn to page 22.*

*If you forge right on
ahead into the castle,
turn to page 7.*

24

A is the first letter on this page.

You can only get here from page 18.

You start off sleeping with the nomads.

This page needs to be rather long length.

You are awakened by surprising news; apparently the princess of Xanadu has been kidnapped by the dragon.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

The nomad leader has a sword he can lend you, if you decide to slay the dragon.

But there's also a giant's castle to the left, where there is rumored to be the magic Dextrus of Tempus item...

*If you head northwest,
to where the dragon's
lair is, turn to page 11.*

*If you decide to run
west towards the
giant's castle, turn to
page 12.*

Emerging out of the fog, you behold a strange purple hut, which must be a wizard's cottage. You rap on the door, and a voice from far inside the hut yells, "Bring me the Dextrus of Tempus!"

ARTWORK?

If you give up on the wizard and go to attack the dragon, turn to page 11.

If you ask "What is the Dextrus of Tempus?", turn to page 29.

26

E is the first letter on this page.

You can get here from page 12 or 30.

You're in a room with a magic harp.

This page has to be of at least medium length.

You travel with the harp and try to figure out where to go to avoid the giant.

Blah.

Blah.

Blah.

Blah.

Blah.

West leads to a big red door.

*If you go south, turn to
page 10.*

*If you go west, turn to
page 20.*

“I think that there’s something inside your beard there,” you say as you point to a shiny ring, partially obscured by his beard, hanging around the wizard’s neck.

“Great Scott, the Dextrus of Tempus has returned!” the wizard exclaims. “I understand everything now! You must be an even more powerful wizard than I! And you are on a quest to kill the dragon, O Great One? I simply must lend you the Dextrus of Tempus to help protect you!” He takes off the chain and thrusts it into your hand. “No, I insist! Just make sure to return it back to me when you’re done! Do you need a magic sword? I can conjure one up for you if you don’t have one!” Ignoring your protests, he pushes you out the door. You find yourself alone again... and confused.

If you try putting on the ring, turn to page 16.

If you think right now would be a good time to confront the dragon, turn to page 11.

28

T is the first letter on this page.

You can only get here from page 22.

You start off investigating a sound.

This page needs to be at least medium length.

You run across a minotaur which tries to kill you.

Blah.

Blah.

Spot a cave to the left at some point.

Ends with a decision as to hide from the minotaur.

If you lie down close to the ground, turn to page 4.

If you run left, into the cave, turn to page 16.

Reservedly, you yell, “I have no knowledge of this ‘Dextrus of Tempus.’ What is it?” You hear footsteps approaching, and suddenly the door swings open, revealing a man with a wild white beard.

“The Dextrus of Tempus is only one of the most powerful magical artifacts in existence! It manifests itself in the form of a ring, like one would wear on one’s hand, except that its magic is so strong that wearing it would have completely unpredictable effects! However, it protects against evil magic, and enhances my own. There is a dwarf named Grouchy, who has stolen it from me. You must recover it! I cannot leave this house without it. Do you know how much evil magic is out there? Too much! Much too much! Just a moment, I’ll send you right to Grouchy!”

You just nod. This wizard could be crazy. If he is, he might just get you killed if you try to track down his ring. On the other hand, if the ring really does protect against evil magic, it might have its uses.

*If you are mesmerized
by the wizard’s beard,
turn to page 27.*

*If you accept the
mission to find the
Dextrus of Tempus,
turn to page 5.*

30

S is the first letter on this page.

You can only get here from page 12.

You're approaching a flock of sheep.

This page has to be of at least medium length.

You disguise yourself as a sheep to try to sneak into the castle. But a sudden fog drops in and you get lost. You throw off the wool and don't know where to go, or even if you're inside the castle.

You think you can hear faint music somewhere up and to the right of you.

Or you could go further down the path.

*If you go further down
the path, turn to page
25.*

*If you try to follow the
sound of the music,
turn to page 26.*

“Xanadu is a magnificent kingdom,” you say to the princess, “I can’t think of anywhere — or anywhen — else I would rather stay.” She squeals in joy, something that makes your heart skip a beat. Of course, you knew right away what your answer was going to be. This is the life you want — to live with the beautiful and amazing princess. You gaze into her eyes lovingly, and she gazes back. Any thoughts you had of returning to your own time (or is it your own world?) are instantly forgotten, completely cast out of your mind. You want to stay in Xanadu for the rest of your life.

Two weeks later, you and the princess (whom you learn is named Elizabeth) are married. The ceremony is the biggest the kingdom had ever seen. Invitations were spread far and wide, including many characters that you met along your adventures. Among the throngs of spectators you notice a grouchy dwarf, a kindly blacksmith, a singing harp, a hairy troll, a fierce minotaur, a green-clad man of the forest, and even a wizard who is still muttering about “The Dextrus of Tempus.” They all cheer as you marry Elizabeth, your true love, the fairest woman in all the land.

Your marriage is a long and happy one, and your kingdom prospers and grows under your reign, which lasts for decades and decades. You never think about the cave of time ever again.

The End

32

E is the first letter on this page.

You emerge with the princess in your own world/time.

The page has to be pretty long.

Blah.Blah.Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

Blah.

The End