

## **Obelisk of Fear**

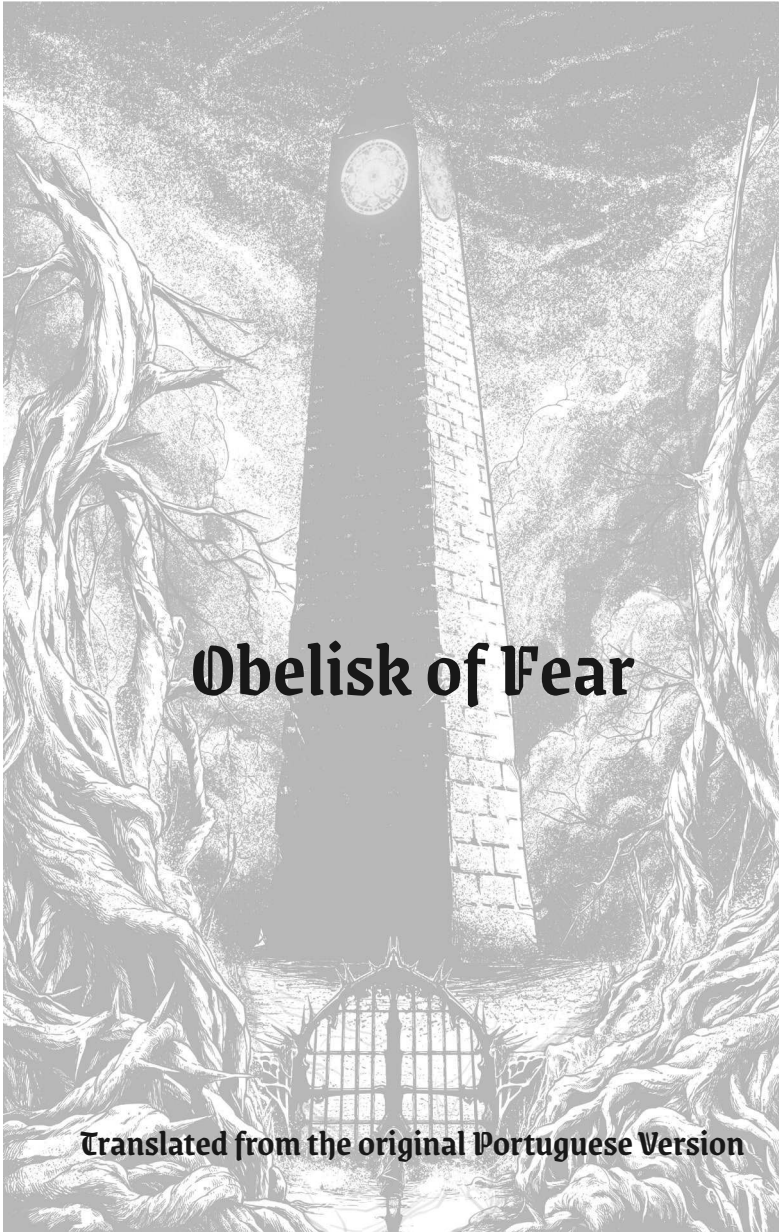


# Bibliotheca Futura Collection

Volume 1



**Nuno Reis and Sara Silva**



**Obelisk of Fear**

**Translated from the original Portuguese Version**



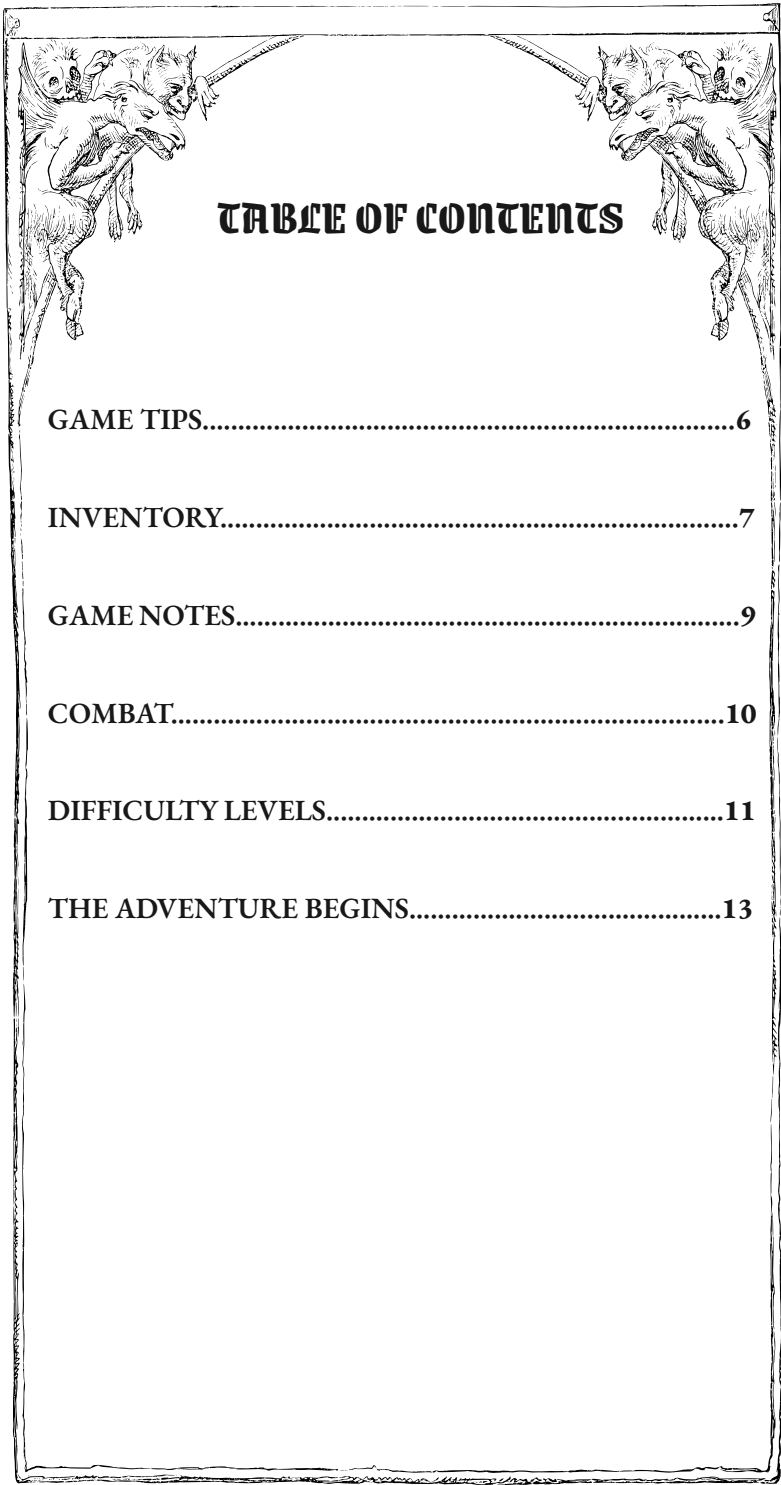
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## GAME TIPS

Welcome to your adventure!

In this book, you make the rules and carve your own destiny. On every page, you'll face decisions that will shape and determine your path. Though multiple endings are possible, only one route will lead you to the perfect conclusion. To help avoid getting lost, an excellent tip is to sketch a map as you progress.

To play, the only additional material you'll need is a 20-sided die (1d20), which will determine your luck in combat and certain story challenges. We also recommend keeping a pencil handy to update your **Inventory list** and your **Health Points** (don't worry, we'll explain how these work later).

Finally, to fully enjoy the experience, we advise against reading the book sequentially. In this gamebook, reading isn't continuous nor follows the natural page order, but rather proceeds by sections. Whenever you make a choice, the text will direct you to which paragraph to jump to. To facilitate navigation and quickly find your destination, simply follow the highlighted section numbers at the top of each page.

Just follow the instructions at the end of each section to avoid spoilers and ruining surprises (unless, of course, that's exactly what you feel like doing).

**Most importantly - have fun!**

## INVENTORY

You begin your journey with the following items (we recommend writing them down):

- 5 Gold coins
- 1 Torch and Tinderbox
- Lockpick Kit (x2)
- 2 Health Potions
- 1 Sharp dagger
- Bag of food provisions

As the story progresses, your choices will determine what you find and what you lose. Remember to add or remove items from this list whenever the book instructs you to do so.

**Lockpick Kit (*Lockpick*):** These are your essential tools for attempting to pick locks and mechanisms. Whenever you decide to force open a lock, the book will indicate if you need to roll the die to test your skill. But beware—if luck isn't on your side, the lockpick might break inside the lock!

When that happens, the book will give you clear instructions to remove one unit from your inventory. Be very careful managing this resource, because if your number of lockpicks reaches zero, you'll no longer be able to use the lockpicking option.



## INVENTORY

**Health Potions:** You can drink one of these magical potions at any point during your adventure, as long as you have at least one in your inventory. Upon use, your Health Points are fully restored, immediately returning to your initial maximum value (depending on the difficulty level you chose).

Don't forget to cross off one unit from your list whenever you drink one.

*Important warning:* Potions heal wounds but don't resurrect the dead! You can consume them at any moment to save yourself, unless the story explicitly dictates your demise or your hit points have already reached zero.



## GAME NOTES

The remaining items in your inventory (such as the torch, dagger, or coins) don't get consumed through regular use. You may use them infinitely whenever the option arises, as long as they remain on your list. The only exception is if the book explicitly states that due to story events, you've lost an item or no longer have access to it (in which case you must cross it off your sheet).

Your starting equipment and hit points may vary depending on the level of challenge you seek.

If you wish to adjust your adventure's difficulty, consult the chapter on **Difficulty Levels** and **Health Points** before proceeding.



## COMBAT

Whenever your adventure leads you to direct confrontation, the text will clearly indicate this moment (usually with a warning that **combat has begun**).

The basic mechanics are quite simple and will depend almost entirely on your luck with the dice roll. If you face an enemy with unique abilities or find yourself in an ambush situation, the rules may change.

In these exceptional cases, everything will be marked directly in the story, and you'll simply need to follow the instructions given on that combat page.



## DIFFICULTY LEVELS

To enjoy this adventure at your own pace, the game offers three difficulty levels. Your choice will affect your hit points and starting inventory resources. Adjust them according to your desired experience:

**EASY:** Ideal for those who want to focus solely on the narrative without worrying too much about dice rolls or combat.

**20 Health Points**

**3 Health Potions**

**Infinite Lockpicks**

## DIFFICULTY LEVELS

**NORMAL:** The standard experience, designed to offer the perfect balance between story and moderate challenge.

**15 Health Points**

**2 Health Potions**

**2 Lockpicks**

**HARD:** The ultimate challenge. Perfect for those who love the tension and unpredictability of dice rolls, or for players looking to test their skills on a second playthrough.

**12 Health Points**

**0 Health Potions**

**1 Lockpick**

**HEALTH POINTS NOTE:** Regardless of the difficulty you choose, keep track of your injuries. If at any point your Health Points reach zero (0), your adventure ends immediately and you will have to start again.