



Scenario 1 Item Answer Key:

Spider Silk Rope

with Condor or

with Ballista

Ballista

with Silk Rope or

with Harness

Harness

with Ballista or

with Fan

Fan

with Harness or

with Stick

Stick

with Fan or

with Growth Powder

Growth Powder

with Stick or

with Condor

Condor

with Growth Powder or

with Spider Silk Rope

Scenario 2 Riddle Answers:

Riddle 1: The poison was in the center of the ice

Riddle 2: Woe-man (woman)

Riddle 3: Scent, cent, and sent

Riddle 4: The letter "n"

Riddle 5: He is short, and can only reach the uppermost elevator buttons when he is carrying his umbrella.

Riddle 6: He is playing Monopoly



Results:

First goat to answer the riddle correctly read this:

Upon presenting the answer to the great ancient door, the ground begins to shake and the doors slowly open. Rays of light shoot out from the opening and illuminate the cave. As you walk into the light, the doors close behind him. On the other side of the door you find yourself in a lush paradise full of wonder and excitement but rather a small white room with a small man sitting at a table in the middle. Jeremy. "Ahhhh I knew it would be you all along. Please take a seat. From the moment I saw your flowing beard and glistening horns I knew you were the one. Now first off, I'm sorry for lying to you about the magical gardens of Shangri-Baa. That was my bad. But you must understand I'm getting older and I can't go on much longer. This place will always need a 'Wizard of the Mountain, Jeremy'. And I think that Jeremy should be you. By crossing the bridge you demonstrated you're able to think creatively. By surviving the traps in the cave you demonstrated your bravery. And by answering the riddle you demonstrated your wisdom. But most importantly you followed the crazed rantings of a man hiding in a bush and climbed a mountain on psychedelic berries to find a garden which demonstrates your poor lack of judgement which is such a Jeremy thing." Jeremy removes his red hat and places it on the table. "And now I offer you a choice: don my red hat of magic and live on as Jeremy or..." Jeremy takes out a rusty hammer from his back pocket and places it beside the red hat. "Or take your own life. You've seen the secret of Jeremy and I cannot allow you to leave this chamber without the hat". You look around the room, and there is nothing. No exit. No escape. Only the hat, the hammer, and Jeremy. You make a decision...

Read if you choose to to kill yourself:

"Holy shit that looks painful!" You hear Jeremy exclaim as the first blow of the hammer connects with your head. The second blow is no less painful as you hear your skull cracking. Your hand is shaking and your vision clouds. "One last blow should do it", you think to yourself as you swing the hammer back. You don't remember the impact. Or how you fell to the ground. Blood begins to pool around your head and it seeps into your eyes. As you close your eyes for the final time all you see is Jeremy. There is only Jeremy.

Read if you choose to kill Jeremy with the hammer:



You lunge for the hammer and Jeremy starts to back up. "Woah woah buddy let's not do anything rash here. I think we should both take a second to collect ourselves before the situation gets too... HEATED!!" Jeremy shoots his arms out as if to cast a fireball but only smoke shoots from his fingertips. "Goddammit, I'm not wearing my mystical hat am I? Ok ok ok. I know I just tried to incinerate you but let's try and look past that. Just put the hammer down and let's talk this thro-" you swing the hammer and it connects with Jeremy's temple and he collapses the ground. You hear a crackling noise behind you as the hat on the table bursts into flames. It burns down into ashes. Now it's just you and the body of Jeremy in the room. A day or two of numbing hunger pass before you start to eat pieces of Jeremy's body; and for the next few days, living is good. You've had tons of human to go around, and Jeremy doesn't taste half bad. Then, however, you start to feel strange. You look down at your hooves and you find them gloved. You feel your head and discover a red cap. The corpse of Jeremy is gone. You hear a door open behind you. The Wizard of the Mountain, Jeremy, turns around and leaves the room.

Read if you choose to become Jeremy:

You reach for the hat. It feels right in your hooves. And as you place it on your head, the room and the small man start to melt away. You start hearing shouting in your head. Voices. Shouting. Yelling. Telling you insane things. Things that don't make sense. Things like "dogs can't look up" and that "the Doritos Locos tacos will be really big among college students". It becomes too much. You grip your head in anguish and shout out. Then, the voices stop. You look up to find yourself in a bush surrounded by berries. Off in the distance you hear the baying of goats.

Read if you're a goat that didn't win.

Two goats watch in awe as the third vanishes into rays of light. The door slams shut and the cave begins to rumble. Rocks start falling from the ceiling and the goats jump to get out of the way. Each goat roll a d6, the highest roll dodges the rocks. WHAM! The rocks crumple and fall onto the other goat landing on his leg. It breaks. The goats look up to see the entrance of the cave has been covered by rocks and there is no exit. Days pass on. The injured goat doesn't look to be getting any better so the other one takes a rock to his skull when he's sleeping. After greedily devouring his fallen friend, the goat hears shouting from outside the cave and then the rocks blocking the entrance begin to be pushed away. He sees the face of a Sherpa peek through an opening. Rescue. At last.