Start description:

You are drinking at an inn. You have a reputation in this city as a guy that gets things done. The court mage has come to the pub searching for you. He tells you that things in the city are not behaving as they should. People are unable to light fires to cook their food, water has become undrinkable, crops have stopped growing, and the weather is becoming increasingly erratic and unpredictable. The king has asked for your presence at his castle to help solve this problem.

Basic description:////////////////////////////

**Detailed description**: Phase 0

Inn- you are in the city inn. Since it’s the middle of the day, no one is inside besides the barkeep.

**Inn**- the only person inside the inn is the barkeep. If you talk to him “you should probably make your way to the castle. With all the craziness going on you shouldn’t keep the king waiting”.

City gate- you are at the entrance to the city. Due to all the odd problems going on it seems that no guards are stationed here.

**City gate**- the city gate is the only entrance and exit to the city. Because of this there are always guards posted here. The fact that there are no guards means something strange is going on.

Outside the Water mill- you are outside the watermill. The mill is currently shut down at the moment as the river isn’t pushing the mill wheel.

**Outside the water mill**- the river which is usually pushing the water wheel is still flowing freely. But for some reason the mill wheel isn’t moving.

Inside the water mill- you are inside the water mill. Since the mill is shut down, no one is present.

Inside the water mill- you find nothing of importance

Guard tower- you are at the guard tower. It resides in the center of the city. If you climb up, you could get a good vantage point of the city.

**Guard tower** – there is nothing to look at.

Inside guard tower- you are at the top of the guard tower.

**Inside the guard tower**- You can see the entire city up here, but nothing of importance right now.

Market 1- you are in the west part of the market district. This area is bustling with merchants and people purchasing various goods. The vendors on the west side mostly sell various trinkets or objects of interest.

**Market 1**- many of the items you see for sale are interesting and unique, but nothing that is going to help you. None of the merchants will speak to you right now.

Market 2- you are in the east part of the market district. The merchants on the east side mostly sell food, but due to the ongoing problem with growing crops, there seems to be a food shortage.

**Market 2**- most of the merchants selling food are dangerously low on product. Because of this, many people in this district appear to be understandably upset and on edge. None of the merchants will speak to you right now.

Residential 1- you are in the west side of the residential district. Since this side is closer to the city castle, the wealthier citizens tend to live here.

**Residential 1**- there are not many people walking around outside. Most of the residents are inside their homes, some nervously looking out their windows.

Residential 2- you are in the east side of the residential district. This is where the lower class citizens tend to live.

**Residential 2**- there is a group of children running around playing. No adults are around to be seen.

Crop fields- you are at the crop fields outside the city. All of the farmers seem to be having a lot of trouble growing any sort of crop.

**Crop fields**- all of the crop fields look dead. No farmers are anywhere to be seen.

Forest- you are in the forest outside the city. Nobody seems to be around.

**Forest**- you find nothing of importance.

Castle gates - you are at the castle gates, the entrance to the castle. There seem to be many more guards at the front gate than usual.

**Castle gates**- some of the guards are talking amongst each other. You over hear them say that they think the king is being overly cautious and that he should stop making them work so hard.

Castle garden- you are in the garden outside the castle. Not many people come here, and because of this it is very quiet and peaceful here.

**Castle garden**- as you look around the garden, you notice a large statue of what used to be a bust of a person, but is now indistinguishable.

Outside the Soldier barracks- you are outside the solider barracks. This is where the soldiers on duty eat and rest.

**Outside the soldier barracks**- you over hear the guards complaining about the king overworking them.

Inside the solider barracks- you are inside the soldier barracks. There a quite a few soldiers’ inside, and all of them are staring at a giant hole in the ceiling.

**Inside the soldier barracks**- cannot enter until phase 3

Castle- you are inside the castle, in the throne room. The king is standing before you and wishes to speak with you.

**Castle**- as you look around the throne room you can feel the tension in the room. All eyes are on you. You can feel that the current situation is making every one nervous, and that they all seem to hoping for you to resolve the situation.

Secret tunnel- you seem to be in some sort of secret tunnel. The tunnel leads to the east.

**Secret tunnel**- cannot enter until phase 4

Basic description:////////////////////////

**Detailed description phase 1:**

**Inn**- the only person inside the inn is the barkeep. If you talk to him “random fact”.

City gate- you are at the city gate. There is a blood trail leading outside the city.

**City gate**- the blood trail consists of tiny footprints.

Outside the water mill- you are at the water mill. Even though the mill is shut down, the door is wide open.

**Outside the water mill**- looking through the doorway, you can see a something lying on the floor.

Inside the water mill- you are inside the water mill. There are 2 city guards on the laying on the floor.

**Inside the water mill**- upon further inspection, you confirm that both the guards are dead, the result of many tiny puncture wounds on their chest. There is also a blood trailer leading out the door. The blood trail has what looks like a child’s footprint inside it.

**Top of the guard tower**- There looks like there is some commotion at the city gates, northeast of here.

Forest- you are in the forest outside the city. Following the blood trail, you find 2 gnomes attempting to crawl under a hollow tree.

**Forest**- The gnomes are both about a foot tall. One of the is bleeding from his leg from what looks like a knife wound. The other gnome is holding a small bottle in his hands filled with some kind of low pulsating blue light. They have noticed your presence and they both leap at you.

If you attack (you knock both gnomes our out of the air with two well timed punches. Since they are so small your punches seem to have killed them. The second gnome drops the bottle onto the ground.)

if you grab (you grab the first gnome out of the air and slam him into the ground, killing him. The second gnome sails over your head and retreats into the hollowed out tree. It looks like you should be able to crawl through to get inside.)

Hollowed out tree- You are inside the hollowed out tree. There are 2 small cots inside, it seems like the 2 gnomes were hiding out here. The second gnome is in the corner clutching the bottle.

**Hollowed out tree**- The gnome seems understandably scared, it doesn’t look like he wants to fight.

If you attack (you kick the gnome into the wall of the tree, killing it. He drops the bottle onto the ground.

If you grab (you pick the gnome up with the intention of throwing him into the wall but before you can he screams “Wait!”. You could either kill him, or listen to what he has to say.

{if you attack him (you throw the gnome into the wall of the tree, killing it. He drops the bottle onto the ground.)

If you listen to him (“I don’t have time for your meddling, you stupid human.” Before you have time to react, he pulls a dagger out of nowhere, and slits your throat. GAME OVER}

Bottle description- The energy or force inside this bottle is like nothing you’ve ever seen. You can feel the power it contains just by holding it. The pulsating blue light has a rather calming feel to it. You should take your findings to the king.

Castle- you are inside the castle, in the throne room.

**Castle**- As soon as you walk into the throne room, everyone, including the king eagerly looks to you.

If you talk to the king (you show the king the bottle, and you tell him about the gnomes you found, and what happened at the water mill. The king listen to what you say, then calmly rips the bottle out of your hand, and without a second thought uncorks it. Energy explodes from inside the bottle, but this energy feels not harmful, but rather cool and soothing. After a second, all of the energy has escaped the bottle. The king then goes to a table, pours himself a glass of water, and slowly chugs it down. After he is finished he explains what he thinks has happened. That the gnomes have been stealing the properties of nature and putting them in bottles. The force he just uncorked was water, and he hasn’t quenched his thirst for 2 days, which was why he really needed a drink. He does not know why the gnomes are doing this, but he tasks you with finding the reaming forces, to end all this chaos.)

**Basic description:////////////////////////**

**Detailed description phase 2:**