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- The soldiers will not let you inside. Cannot enter until phase 3

**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- if player attempts to go north inside the castle display (You cannot go that way)

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

Dungeon entrance- if a player attempts to go north in the castle garden display (You cannot go that way)

**Dungeon entrance-** 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.

**Crop fields-** The blood trail is leading you north towards the forest.

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. He also tells you that he believes that there are 4 more bottled forces to find, and that when you find them, you should come back to the castle)

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

**Detailed description phase 2:**

City gate- You are at the entrance to the city.

**City gate -** It looks like the blood trail has been cleaned up, and there are now guards posted at the gates.

Outside the Water mill- You are outside the watermill. The mill has started working again.

**Outside the water mill**- It seems that the king uncorking the force of water has restored the river’s ability to push the water wheel.

Inside the water mill- You are inside the water mill. There are several people inside, going about their duties.

**Inside the water mill**- There is nothing of importance in here.

**Top of the guard tower**- if the player has not found wind (From up here can you feel strong bursts of wind coming from the residential district, south of here.)

If the player has not found fire (After looking around you notice a smoke coming out of a chimney somewhere in the market district, just south of here. Since no one in town has been able to successfully light a fire, this is highly suspicious.)

If the player has not found life (To the northeast, you notice a large crowd of excited people exiting the city. It looks like they are heading towards the crop fields.)

When a player looks around on top of the guard tower, give them one of these 3 descriptions at random, unless the player has found the force coinciding with that description.

**Market 1**- After looking around, you find a small hut with fire coming out of a chimney. There is also a small shop set up outside the hut, with the owner standing next to it, trying to attract customers. Upon further inspection, you notice on one of the shelves of the shop, a small bottle containing a bright dancing flame.

If you talk to shopkeeper. (Ah, hello good sir, see anything that interests you.?

If you answer bottle, fire, or fire bottle {I’m sorry good sir, but that is not for sale. I just put that there to attract customers. it’s nothing special, really.})

If you attack Shop Keeper (The shop keeper screams “Help”, and you are quickly apprehended by the guards and thrown in the dungeon. GAME OVER)

If you steal bottle (You wait for the shopkeeper’s attention to go elsewhere, then you quickly garb the bottle and walk away.)

Fire bottle description- The bottle feels warm in your hands. The fire inside is brilliantly bright, and is in constant motion inside the bottle. You should keep it in case you need fire for something later.

**Market 2**- Most of the merchants selling food are dangerously low on product. But surprisingly, there is one merchant who has a large stock of various produce. There is a large crowd around his stand since he is the only one with anything to sell.

If you talk to merchant (You inquire as to how he is able to have this much stock on food. He tells you that one of the farms, north of the city gate, has been able to grow good quality food without difficulty. The court mage told you that none of the farmers have been able to grow any crops. Because of this, you should go investigate the crops fields.

**Residential 2**- There is a group of children running around playing. No adults are around to be seen. Upon further inspection of the children, you notice that one of them is clutching a small bottle in his hands, containing what looks like a strong gust of wind.

if you attack the children (The children all scream, and start to run. Before you can chase them, 2 guards apprehend you and throw you in the dungeon. GAME OVER)

if you talk to the children (What do you want mister? My bottle?! You can’t have it, it’s MINE! We finally have something fun to play with, and we’re not letting you have it!)

if you leer at the children (We’re not scared of you mister. What are you going to do? Tell our parents?

Answer yes {After hearing that answer, they all start to look really nervous. The kid holding the bottle glares at you defiantly, but then grudgingly hands you the bottle.})

Wind Bottle description – The force of the wind is almost moving the bottle in your hands. The wind inside is constantly moving and changing directions. You should keep this for now, in case you need it later.

**Crop fields**-After looking around, you notice a farm that is flourishing with growth. All the other farms around are failing to grow anything, but this farm seems to be having no trouble. You see the farmer walking out of his house. You approach him.

If you talk to the farmer (What’s that now? You want to know how my farm is able to grow anything? Well I’m not really sure. Even since I found this I haven’t had any trouble. He then pulls out a small bottle containing some sort of bright green energy. You than tell him that the king has tasked you with finding the stolen forces of nature, and that what he found is one of them. After hearing that he agrees to give you the bottle.)

If you attack the farmer (Wait! What are you doing? He holds his in front of him defensively. Please, I don’t know what you want but just take this and leave me alone. He hands you a small bottle containing some sort of bright green energy.)

Bottle description- The energy inside this bottle is different from the others. It resonates with you in a way, as if you yourself are a part of this energy. You come to the conclusion this must be the very essence of life itself. You should keep this bottle in case you need it later.

**Castle –** There is nothing of importance in here

If player attempts to enter the forest (The city guards will not permit you to enter the forest.)

Basic description////////////////////////////////////////////////////////////////////////

**Detailed description: Phase 3**

**Top of the Guard tower**- After looking around you notice a large hole in the ceiling of the soldier barracks, southwest of here.

**Market 1-** There is nothing of importance here.

**Market 2**- There is nothing of importance here

**Residential 2**- There is nothing of importance here.

**Crop fields**- There is nothing of importance here.

**Outside the soldier barracks**- There is usually someone watching the entrance inside, but for some reason the door is wide open. There looks like there is a commotion inside.

Inside the soldier barracks- You are inside the soldier barracks. All of the soldiers inside are standing around, looking a big hole in the ceiling.

**Inside the soldier barracks**- While most of the soldiers are standing under the hole in the ceiling, trying to figure out what happened, one of the soldiers is standing off to the side, looking rather nervous. He seems to recognize you and decides to approach you. He tells you “You’re the guy that the king hired right? The one who’s supposed to get to the bottom of all this insanity? Listen, I didn’t mean to for this to happen. This morning I found this bottle outside.” He pulls a small bottle out of his pocket, containing what looks like a tiny storm cloud. “I thought it looked cool, or at least was worth something, so I didn’t tell anybody. Just a little while ago, I decided to try uncorking it, just to see what would happen right. As soon as I did, a freaking lightning bolt shot straight out and up, tearing through the ceiling. I managed to get the cork back on before something else happened. This thing is too destructive, so please take it. I hope with it you can fix everything that’s been going wrong.” He hands you the bottle.

Storm cloud bottle description- As you hold the bottle in your hand, you can feel the raw energy the storm cloud possesses. The energy in this bottle feels far more powerful and destructive than all the other forces you’ve obtained thus far. While fire is destructive, it is also warmth and light. This lighting is only destruction, and on a scale far greater than that of the bottled fire. You should keep it for now. That kind of power can be useful.

Basic description////////////////////////////////////////////////////////////////////////

**Detailed description: Phase 4**

*Secret Tunnel:*

**Secret Tunnel:**

*Dungeon Entrance:*  You are inside the dungeon entrance.

**Dungeon Entrance:** As soon as you enter, you realize that the door behind you suddenly locks, trapping you inside. Looks like it’s a one way journey from here on out.

\*If player tries to go south\* (You can’t do that here, the exit is blocked off.)

*Dungeon Main Room:*  You are inside the main room.

**Dungeon Main Room:** You walk in only to realize that the entire room is pitch black. You can’t make any sense of where you are going and in which direction.

\*If player uses fire bottle\* (An immense fire escapes from the bottle, lighting up the room and allowing you to see the paths ahead. Go: North, East, West)

*Dungeon Room 3:*  You are inside room 3.

**Dungeon Room 3:** Go East, West

*Dungeon Room 4:*  You are inside room 4.

**Dungeon Room 4:** Go West, North

*Dungeon Room 5:*  You are inside room 5.

**Dungeon Room 5:** Go North, South

*Dungeon Room 6:*  You are inside room 6.

**Dungeon Room 6:** Go East, South

*Dungeon Room 7:*  You are inside room 7.

**Dungeon Room 7:** Go East, West

*Dungeon Room 8:*  You are inside room 8.

**Dungeon Room 8:** You see that the entire room is deep in fog. Its so dense that you cannot find your way through.

\*If player uses wind bottle\* (A gust of wind releases from the bottle, blowing away all the fog surrounding the area. You are able to see the path ahead of you. Go: West, South)

*Dungeon Room 9:*  You are inside room 9.

**Dungeon Room 9:** Go North, South

*Dungeon Room 10:* You are inside room 10.

**Dungeon Room 10:** Go West, East

*Dungeon Room 11:*  You are inside room 11.

**Dungeon Room 11:** As you enter, you approach a giant statue covering the exit. Pushing it seems impossible, it barely moves an inch.

\*If player uses life bottle\* (A green essence is released from the bottle and shrouds itself around the statue, causing it to shake and come to life. The statue takes one step to the right and sits down, revealing the exit. Go: West, East)

*Dungeon Room 12 (Gnome King Lair?):*  You are in an unfamiliar place.

**Dungeon Room 12:** You feel a foreboding presence in the room, although it is not yet known to you. Only hearty laughter can be heard as you make your way closer.

*Dungeon Room 13:*  You are inside room 13.

**Dungeon Room 13:** Go East, North

*Dungeon Room 14:* You are inside room 14.

**Dungeon Room 14:** Go South, East

*Dungeon Room 15:* You are inside room 15.

**Dungeon Room 15:** Go North, South

*Dungeon Room 16:* You are inside room 16.

**Dungeon Room 16:** Go North, South

*Dungeon Room 17:*  You are inside room 17.

**Dungeon Room 17:** As you enter, you notice a strange looking door at the other end of the room. Upon further inspection, there seems to be a small lock attached to it. Go: North, East, West

\*If player tries to go North, but doesn’t have a key\* (You can’t do that here, the door is locked.)

\*If player uses key\* (You use the key to unlock the door, allowing entrance to another room. Go: North, East, West)

*Dungeon Room 18:* You are inside room 18.

**Dungeon Room 18:** Go South, East

*Dungeon Room 19:*  You are in room 19.

**Dungeon Room 19:** Go West, South

*Dungeon Room 20:*  You are in room 20.

**Dungeon Room 20:** Go East

*Dungeon Room 21:*  You are in room 21.

**Dungeon Room 21:** Go West

*Dungeon Room 22:*  You are in room 22.

**Dungeon Room 22:** Go East