Castle Adventure

You wake up in the ruins of an old castle and have to figure out where you are so you can get home.  After some exploring, some conversations and reading some books, you realize you need to find the castle kitchen and make a dream whip pie to escape.  After eating the most delicious pie you’ve ever tasted, you wake up in your own bed. You can still feel the weight of the satchel, but it’s not there anymore…but you have some pie on your face.

“Wha-where am I?” You push yourself to a sit as you’re slowly gaining consciousness.

You look around and the dim twilight helps you see that you’re on the ruins of an old castle tower. As you stand up to dust yourself off, you feel a slight weight on your shoulder.  Looking down to your hip, you open the odd-looking satchel containing a small corked glass BOTTLE, a large piece of FABRIC and a TORCH.

Which do you pull out?

BOTTLE: Right as you grasp the small bottle, a bird swoops just overhead. With a start, you drop the bottle on the ruin grounds and it breaks! You can’t help but hope that wasn’t going to come in handy later on.

Well, what else is in here? Do you pull out the FABRIC or the TORCH?

FABRIC: You unfold the large piece of fabric. As you’re examining it, the wind catches it and nearly blows it out of your hand.  Quickly catching the other end of the remnant, you watch the wind fill it up and get an idea! Do you want to use the fabric to JUMP off the tower or WRAP around your shoulders for warmth?

JUMP: The castle grounds are slowly getting closer.  As you glide above them you can’t help but notice the gardens have obviously seen better days, but are still beautiful.  You’re in awe of the lush gardens until, suddenly, you hit the ground.  As you spit out the mouthful of grass, you get the eerie feeling someone is watching you. Do you SEARCH the nearby ruins for a weapon or go EXPLORE the garden beyond the ruind?

WRAP: Wow! This fabric is a lot thicker and more sturdy than it originally felt. You look fabulous and feel nice and toasty.

TORCH: As you search for something to light it, you reach for the torch in your satchel. WHOOSH! You suddenly feel the heat of a fire on your face.  The torch lit itself as soon as it left the bag! And gives off more light than you thought possible! You’re startled by the magical torch, but are too curious to let go.  As you search the tower ruins, you don’t see much besides a walkway leading to another tower nearby. Do you go to the other TOWER or reach back in your BAG?

TOWER: You walk down the narrow, cold stone pathway and enter the other tower.  By the bright light of the torch, you can see a scorched portrait on the tower wall. “Princess Etherea Chimericus: Keeper of the Dreams” you can barely make out the faint engraving on the small gold plaque under the large frame.

Looking around some more, you see crumbling remains of STAIRS. Do you dare try to go down them? Or reach into your BAG to see if anything else can help you?

STAIRS: You s.l.o.w.l.y and carefully start down the stairs. Amazingly, you reach the bottom safely! It’s dark, but the cold echoes let you know you’re in a dungeon or cellar of some sort. What do you do?

TORCH: As you search for something to light it, you pull the torch from your satchel. WHOOSH! You suddenly feel the heat of a fire on your face.  The torch lit itself as soon as it left the bag! And gives off more light than you thought possible! It’s neither a dungeon nor a cellar! You find yourself in the very well-preserved remains of what looks like an old apothecary laboratory!

Placing your torch into a nearby sconce, a shelf comes into view.

FABRIC: The eerie chill down here makes you reach for the fabric to wrap around your shoulders. Wow! This fabric is a lot thicker and more sturdy than it originally felt. You look fabulous and feel nice and toasty, but what now? You can’t see anything down here.

ELSE: Hmmm…what else is in this odd little satchel? All you have is a (CORK or BOTTLE) and a TORCH.

CORK or BOTTLE: It’s so cute and tiny! But with no light, it’s of no use to you. You put it back in the satchel and as you search for something to light it, you pull the torch from your satchel. WHOOSH! You suddenly feel the heat of a fire on your face.  The torch lit itself as soon as it left the bag! And gives off more light than you thought possible! It’s neither a dungeon nor a cellar! You find yourself in the very well-preserved remains of what looks like an old apothecary laboratory!

Placing your torch into a nearby sconce, a shelf comes into view.

The oddly shaped jars catch your eye. Sanning the shelf, you see a jar labeled Squid TOES, powdered WATER and baking SODA. Not wanting to weigh down your satchel, you only want to take one bottle. Which do you grab?

TOES: What the heck are squid toes?! Thinking how funny your friends will find this once you get home, you take the jar of squid toes to show them when you find a way out of here.

WATER: How can someone powder water!? Intrigued, you take the jar off the shelf.

SODA: Ah, baking soda! You’re starting to get a little hungry and might need this to make some food if you can manage to find a place to bake.

Taking the torch off the sconce, you head out a doorway you can see outside through. As you step outside and stumble across more ruins, you get the eerie feeling something is watching you. Do you SEARCH the ruins for a weapon or go EXPLORE the garden you can see nearby?

SEARCH: Leading with the torch to ward off anything dangerous from approaching you, you cautiously look around the ruins.  Trying to make as little noise as possible, you carefully turn over the large stones that were once fortress walls. Out of the corner of your eye, you see the firelight reflecting back at you. A sword! Somehow it fits into your new magic satchel and you feel much safer going to explore the gardens.

EXPLORE: Leading with the torch to ward off anything dangerous from approaching you, you start off toward the gardens.

As you head away from the ruins, you think you can see a small campfire pit in the distance. In the hopes of getting warm while you contemplate how to get home, you head toward it.

As the firepit comes clearer into your view, you notice there are still some embers glowing orange and red.  Keenly aware you’re not alone, you rapidly look all around but see no one. Maybe they’ve already left? Maybe the cool breeze is keeping the embers glowing longer than normal?  Do you risk it and LIGHT the fire or turn toward the MOAT you see nearby?

LIGHT: Regardless if someone else is here, you need to warm up.  You tip the torch toward the logs and they’re instantly engulfed in huge flames.

“WHO ARE YOU?” a deep, loud growl came from behind.  With a start, you turn and say “I’m sorry! I don’t know where I am. My name is: \_\_\_\_\_”

“Well, \_\_\_\_\_, how did you get here?”

“I have no idea. I just woke up with this satchel and I can’t figure out where I am or how to get home.”

The large man’s gruff face looked as you put your torch back in the satchel. His suddenly gentle eyes fixated on the emblem on the shoulder strap. You hadn’t noticed it before, but as you look around, you notice it matches the emblem at the castle gate nearby.

His face quickly hardened back as he seemed to snap out of a trance and grumbled, “this kingdom isn’t for you. Across the drawbridge, you can find someone who can help you get home. Now GO!”

RUN toward the drawbridge or turn and walk toward the MOAT?

RUN: Startled, you quickly run toward the drawbridge. A small, decrepit shack comes into view. That can’t be what he’s talking about, can it? You slowly approach the roofless structure and peek your head in a door-shaped opening.

MOAT: As you approach the moat, you can see large ripples in the water. Looks like something humongous is living in there. CONTINUE to the moat or RUN toward the drawbridge?

CONTINUE: You reach into the satchel as you cautiously approach the water. You feel the SWORD and the TORCH. Which one do you pull out?

SWORD: Holding the sword out in front of you, you pause at the moat’s edge as you notice the ripples suddenly stop. You think whatever was there must have been scared off by your approach to the water. Just as you’re about to turn away, a ginormous squid leaps out of the water toward you! You slash across his soft, smooth body with the sword and separate a tentacle from his body. The squid landed back in the water and as you watch him swim away toward the sunrise, you can see a full tentacle emerge where he just lost one. The severed tentacle landed right in front of you with a loud, squishy “plop.” That sounded so nasty! Do you want to LOOK at the slimy severed stump or RUN toward the drawbridge?

LOOK: You glance down at the severed tentacle and immediately burst out laughing. You’ve never seen anything so odd and immediately seize the tentacle and shove it in your bag. You can’t wait to find your way home to show your friends this bazaar toed tentacle! You spin toward the drawbridge as you think you heard a noise. Maybe there’s somebody there who can help you!

\*If TOES earlier: This must be the squid the toes came from! You’ve never seen anything so odd and can’t wait to find your way home to show your friends. You spin toward the drawbridge as you think you heard a noise. Maybe there’s somebody there who can help you!

TORCH: Holding the torch out in front of you, you pause at the moat’s edge as you notice the ripples suddenly stop. You think whatever was there must have been scared off by your approach to the water. Just as you’re about to turn away, a ginormous squid leaps out of the water toward you! Panicked, all you can think to do is to reach the torch to his smooth body. He let out the most bazaar yelp you’ve ever heard. As he landed back in the water, you watched him race away toward the sunrise. Recalling what seemed like snow falling from the scorched squid, you look down at your feet. EXAMINE the snow or RUN toward the drawbridge?

EXAMINE: It looks like snow, but doesn’t melt when you touch it. You spin toward the drawbridge as you think you heard a noise. Maybe there’s somebody there who can help you!

\*if CORK\* You wish you had something to collect the snow in, but your bottle broke! Hoping to catch whoever made that noise, you run toward the drawbridge.

\*ELSE\* RUN to the drawbridge or collect the weird SNOW?

SNOW: You quickly scoop up the snow in your bottle and secure the cork back on before hurrying to the drawbridge to see what made that sound.

RUN: AS you approach the drawbridge, a small decrepit shack comes into view. You hear another sound coming from it and you slowly approach the roofless structure and peek your head in a door-shaped opening.

“hmmm, it took you long enough to find me, deary.”

With no one in site, you hold up the magic torch as you answer “Uhhmm…I’m not sure how I got here. Can you help me get home?”

In the corner of the small room, the back of a tiny shriveled body with stringy white hair sitting comes into focus.  “I could, but you have to do exactly what I say.  You were sent to get us all out of here.”

“YES, I’ll do whatever you need me to do” or “WHAT happened last time someone visited the kingdom?”

YES: With her back still toward you, she says, “I see Princess Etherea’s satchel presented itself to you, so you must be worthy.  Go find the kitchen in the castle and make a Dream Cream Pie. Then you can free us all.”

You head off toward the castle and pass more ruins.  As you pass them, you notice a small book among some of the rubble.  It’s a journal. You open it to the last page and read, “A visitor came to Lunashire about a month ago.  King Pensive loves his kingdom and is always willing to help his citizens.  She said she wasn’t a citizen of Lunashire, but needed the Princess’s help. She was an evil woman who wasn’t satisfied just taking away Princess Etherea’s sacred right to distribute dreams to the kingdom, she also had to take the princess with her.  Without Etherea’s dreams, we have been stuck in perpetual cognizance ever since.  I know someone will be sent to help us soon, but the princess’s satchel left with her so we have no way to help ourselves.” Then you notice the date…this was written 300 YEARS AGO!?

WHAT: She slowly turns her worn body toward you. “You met King Pensive, he didn’t tell you anything? I should have known as much.  He’s been very elusive since Princess Etherea left.  I’m surprised he talked to you at all – he must have seen his daughter’s satchel and realized it would only present to you if you’re worthy.   
“About 300 years ago, a visitor came to Lunashire.  King Pensive loved his kingdom and was always willing to help his citizens.  She said she wasn’t a citizen of Lunashire, but needed the Princess’s help. She was an evil woman who wasn’t satisfied just taking away Princess Etherea’s sacred right to distribute dreams to the kingdom, she also had to take the princess with her.  Without Etherea’s dreams, we have been stuck in perpetual cognizance for 300 years.

“I know it may sound odd, but if you go to the kitchen and make a Dream Cream Pie, you can restore our ability to sleep and allow time to continue turning here in Lunashire.”

As you head toward the castle, you realize you have no idea where the kitchen is.  Wandering in the foyer, you notice a LIBRARY and a BEDROOM. Which do you enter?

LIBRARY: You enter the library to see if you can find a map or more information to help with your mission.  You look over to the table on the other side of the room and see a book called “Time-Honored Lunashire Cookbook.” You open it to find the recipe for Dream Cream Pie, but this isn’t like any other recipe you’ve ever seen.

BEDROOM: This must be the Princess’s room.  The poorly-stitched window curtains and smell of fresh paint make it painfully obvious that King Pensive has done everything he can to preserve his daughter’s room more than any other room in the castle. On her nightstand, you see a small stack of crisp parchment that looks out of place. You pick them up and as you look through them, you notice one titled “Dream Cream Pie Recipe!” Wow! But this recipe looks a little odd…

You head farther down the hall to find the kitchen.  Ballroom….Dining hall…Kitchen! You quickly enter and pull out your recipe.  Scanning the ingredients you have no idea where you’re going to find squid toes, powdered water, crushed ogre nails and baking soda.  You look up from the recipe and drop your arms in defeat.  Just as you’re about to give up, the ingredients appear on the counter in front of you!

Will you TRUST the ingredients and bake the pie or GO ask the old lady what’s going on?

TRUST: Thankful for whatever magic possesses this place, you bake the pie as quickly as you can.

GO: As you turn to go back to the shack, you see the old lady’s small frame turning the corner. Just before going completely out of view, she turns back and winks at you. Just wanting to get home, you go ahead and back the pie as quickly as possible.

You bake the pie. TAKE pie to old lady or EAT it?

TAKE: She says eat it  
EAT: How can something with such vile ingredients smell so good?

You take a bite and wake up in your own bed. That was the weirdest dream ever. Go to bathroom and catch a glimpse in the mirror, you see cream on your mouth.