Rat Battle

1. Attack Rat 1

* Kills Rat 1, Rat 3 Attacks, Rat 2 Blocks Exit
  + Dodge
    - Death by gnawing on jugular
  + Kill Rat 2, Rat 3 breaks neck on wall
    - Open Chest with 1000 G in it

1. Attack Rat 2

* Kills Rat 2 and others Flee
  + Open Chest with 1000 G in it

1. Attack Rat 3

* Trip over second rat and are Mauled by Rats to Death

Skeleton Battle

1. Swing for Head

* Knock off his head and skeleton can’t see so swings wildly
  + Get hit taking off 10 HP
  + Swing For Body
    - Kills Skeleton
  + Back away
    - Skeleton Picks head back and Back to Fight Start

1. Swing For Legs

* Starts Crawling after you with hands
  + Back Away
    - Lunges at you and you lose 20 HP
      * Crush His head and Skeleton Dies
  + Crush His Head
    - Skeleton Dies

Final Boss

1. Flee

* Death

1. Fight

* Stab
  + Sword dissolves and you Die
* Block
  + Shield Dissolves
  + Arm turns black and is immobile
    - Attack
      * Sword Dissolves and you die
    - Roll Backward
      * Shoots Fireball and you Die

Elrath’s Story

1. So you are walking down this hallway. The Musty Smell of Death pervades the Hallway and the darkness at the end of it seems to deny the light cast from the torches. But your resolve is set, you know why you are here and you must do it.

* Walk Forward

1. You come upon a divide in the Hall, it goes in 4 directions One leads to the left the other forward the other right and the last is the way you just came down.

* Forward
* Back
* Left
* Right

1. The Hallway ends in a dead end but on the ground lies a tarnished chest. It seems as if it has laid there for ages, yet you feel a distinct warmth emanating from inside. A feeling of comfort comes over you.

* Open Chest
* Leave

1. The hallway forward seems to stretch for ages and the darkness seems to loom before you. Yet far away down it you seem a faint blue glimmering.

* Continue Forward
* Turn Back

1. The Right path takes you to another fork in the road. One leads to the left and a strange rotten smell seems to come from there. Another leads forward and you see by torchlight that it turns right farther down.

* Continue Forward
* Take a Left

1. You come upon a Crack in the wall. You take a look inside and you hear a snarling sound. As you glance down you see three huge rotten rats. They want the taste of flesh.

* Attack Rat 1
* Attack Rat 2
* Attack Rat 3

1. You decide to attack the first Rat. Your sword slices into it leaving it dead. During your attack though Rat 2 has now turned and blocked your exit and Rat 3 lunges to attack you.

* Dodge
* Attack Rat 2

1. You attempt to dodge the attack and trip over a skull on the ground. Rat 3 jumps on top of you and takes a bite out of your neck. You scream in agony as you are eaten alive.

* Die

1. You turn around and attack Rat 2 slicing its head clean off. In your quick turnaround Rat 3 attempted to lunge at you but missed. You hear a sick crunching sound as its neck breaks on the wall behind you. You notice behind the Rats a chest, as you open it you realize it is full of 1000 Gold coins.

* Get 1000 Gold

1. You find it best to attack Rat 2 who seems to be the biggest rat. You lunge forward and stab it through the head. It collapses instantly without a sound and the other rats scatter and run away. Behind the Rats you notice an old chest. As you open it you see it is filled with a huge amount of Gold.

* Get 1000 Gold

1. You look at the Rat in the back and decide he would be the best to kill first. You jump to lunge at it and trip ovr the other rats. You fall flat on your face and instantly the rats Gnaw into you and rip you to shreds.

* Die

1. As you turn the corner that rotten smell increases. A rattling sound then catches your attention and a shambling skeleton comes into view. It has a small sword and is coming for you.

* Swing for Head
* Swing For Legs

1. You take your sword and swing for the head of the skeleton. Your slash knocks its head clean off. The skeleton begins swinging its sword wildly because it can’t see anything. Its sword slices your stomach just below your chest-plate. You lose 10 HP.

* Swing For Body
* Back Away

1. Despite the painful scrape on your stomach you take a well-aimed shot at the skeletons body. As you hit its body it crumples into a useless pile of Bones. You have defeated it.

* Return to 4-Way Path

1. You decide to back away from the wildly swinging arms of the skeleton and play it safe. The Skeleton turns around, finds its head and puts it back on.

* Returns to start of fight

1. You take a low stance and swing or the Legs of the skeleton. You sweep its feet and legs just below the knees straight off into the darkness. But the skeleton isn’t quite finished. It claws the ground pulling its body frantically towards you.

* Back away
* Crush Its Head

1. The fearful sight sends you back-stepping quickly. In your frantic movement backwards the skeleton lunges after you and a clawed hand rips across your face and you stumble backwards. You lose 20 HP.
2. In a flurry of anger you bring your foot crushing into the Skeletons head and it goes still as its skull is crushed.

* Return to 4-Way hallway
* Continue down hallway (If rats haven’t been defeated)

1. As it claws its way toward you you take a strong stance and bring your foot crushing down onto its head crushing its skull.

* Continue

1. You have defeated this monster and feel successful.

* Return to 4-Way Hallway
* Continue Down Hallway (If Rats Haven’t Been Defeated)

1. You decide to follow that emanating blue light. As you get to the end of the hallway you find yourself in a dark room. There is a stairway with a Blue Growing Crystal on it. It seems so peaceful, and then you notice it. A dark shadowy substance underneath the glow. In second The Dark Mist erupts from the crystal and there is stands before you. This is what you came here for.

* Fight
* Flee

1. Sheer horror overcomes you. You aren’t strong enough to take this horror on. You drop your sword and turn to run. But the ground before you turns into the same dark mist. You begin to sink slowly into it and you know it is the end.

* Die (Amulet)

1. You steel yourself and prepare yourself for the fight ahead of you. You know what you must do, you must defeat this monster. Its red eyes glare deep into you waiting for your first move.

* Stab
* Block

1. You decide to attack first. You take your sword and thrust it straight into its chest. Your sword turn a dark black quickly and you see the same blackness twist up your arm and begin to destroy all of you. You know it is the end.

* Die (Amulet)

1. You thrust your shield up in front of you. You prepare for the worst that it has for you. One of its giant arms blasts into your shield. You feel tremendous force push against it and then your shield goes back and dissolves. Then it attacks your arm. It goes numb and limp.

* Roll Backwards
* Attack (Back to Stab)

1. You roll backwards and try and escape this battle. You turn around to see if it is following you and to your horror you see a huge fireball being built up and cast at you. You know this is the end

* Die (Amulet)

1. You feel your demise coming. You know you will not make it. You must go back, you must find another way. You grab your amulet and crush it in your fist. You feel sleepy and lethargic as a bright light envelopes you and sends you back to change this moment.