**Encounters**

A young girl, tears welling in her eyes, approaches you from the street. You might break down in tears just looking at her. “My brother and I were playing near the spider caves and he fell down a hole. I can’t see him, but I can hear him yelling. Please, you have to help him!”

Help the girl rescue her brother.

After painstakingly making your way through the tight crevices, you find a small boy covered in cobwebs and crying. You pick him up and make your way out of the cave. “Thank you so much!” the two kids beam at you, before running back towards the caves to play some more. Stupid kids. (small coin reward)

After painstakingly making your way through the tight crevices, you find a small boy covered in cobwebs and crying. You pick him up and make your way out of the cave, but just as you exit, a pack of spiders rush out from the darkness. The children run away, screaming. You’re tempted to follow suit. (Battle: spiders)

Refuse to help.

“Why are you so mean? Please help!” Bursting into tears, she runs away, crying out for help. Serves her right, bothering a man to help her save her brother.

Far in the distance, in a lush, green field, a dark spot catches your attention. It’s a crater, roughly the size of a large home. As your eyes scan down the pit, you see a dim glint at the bottom of the crater. You descend down and, after digging through dirt, you find a piece of shimmering ore, its surface changing colors in the sunlight. Someone might find a use for this. (add starmetal ore to inventory)

Continue on your way.

A lone tower dots the otherwise unremarkable landscape. The spire is obviously old and worn-down, the parapets already crumbling. You enter and find a room almost completely barren, save for a table in the center. And skeletons. Three piles of bones surround the table, upon which rests a vial of golden liquid. Attached to the vial is a slip of parchment, simply reading, “Drink me.”

Drink the liquid.

You press the vial to your lips, tilt your head back, and in one gulp, swallow the liquid. The fluid barely passes through you before the skin begins sloughing of your bones. As your corpse falls to the ground, you have just enough time to think, “Well, what did you think was going to happen?” (remove one party member)

Leave the tower.

Returning to the local forge, the ashen-faced and ginger-bearded blacksmith greets you from next to his anvil. You reach into your pack and remove the gleaming startmetal ore, showing it to the smith. He stares at it in awe for a moment, before grinning, snatching the ore from your hands, and running to the blazing forge. “Now, what would ye like?”

A hammer (Paladin only)

A wand (Wizard only)

A dagger (Thief only)

A bow (Ranger only)

An axe (Barbarian only)

Fist weapons (Monk only)

A staff (Druid only)

A scythe (Necromancer only)

A flute (Bard only)

“Comin’ right up,” he replies, and almost before you know it, he returns from his workstation, newly forged weapon in hand. “Starmetal is very tough and makes for a good weapon. Use it well.”

(Add starmetal weapon to inventory)

In the distance, you can see a huddled mass lying next to the road. As you approach it, you realize it is a man. He is unconscious and reeks of alcohol and urine. Obviously, tonight was not his night. You lean down next to the vagrant, attempting not to retch from the odor. “Excuse me, sir?” you whisper. He does not respond.

Poke the man.

Throwing caution to the wind, you prod the man firmly in his chest, and with a burp and a jump, the drunkard has awoken. He stares at you with one drooping eye, muttering, “Whuzzat?”

You reach into your coin bag and produce several silver coins. You place them into the hands of the man, who, although he is missing most of his teeth, smiles at you. Before you have a chance to react, he leaps off of the ground and begins skipping down the road, whistling to himself. Although you’re confused, you notice an unfamiliar weight in your hand. (add random minor item to inventory)

You reach into your bag and produce a large, nearly-full bottle of dwarven brandy, handing it to the awe-struck man. In one swift movement, he uncorks the bottle and downs half the contents. Following a healthy burp, the man looks at you and says, “You’re my new best friend. I like you…” before trailing off and drifting back to sleep. You make sure he is okay before grabbing a small hat filled with coins by him. After all, that’s what friends are for, right? (small coin reward)

Disgruntled, the man hurls something at you before sprinting away into a field. You don’t know what he hit you with, but it was wet, viscous, and altogether unpleasant. (add random status ailment)

Leave the man be.

A lavishly-dressed man standing next to a broken carriage waves at you. His clothes are foreign to you, some distant culture you’ve heard of somewhere before. He greets you warmly, “Although it is improper of me to ask, I must request your help. We were on our way to deliver the new wife of Vizier Al-Hazred when the wheel of our carriage broke. If you would repair it for me, you would be greatly rewarded.”

Accept his offer.

“Your assistance is appreciated.” He strides away from you without another word and tends to the carriage’s horses. You lean down and begin to fix the wheel back onto the cart, when you hear light tapping and the clinking of chains from inside the carriage. A voice whispers to you, pleading for freedom. The voice of the well-dressed man suddenly calls out, “What is taking so long?’

Finish fixing the wheel.

You tighten the final bolt and stand up, presenting your work to the man. He sneers at you before saying, “Many thanks from Kol’nat the Impuent.” He drops a sack from the driver’s seat of the carriage as it moves into the horizon, the sound of screaming emanating from inside the carriage. Arranged marriages really aren’t your business. (add medium coin reward and a random armor to inventory)

Attack the man.

Gripping the spokes of the broken wheel, you strike the man, who falls over unconscious. You reach into his pockets and remove a key, using it to unlock the chains of the bound woman in the carriage. After massaging her newly-freed wrists, she leaps onto one of the horses and says, “My father will hear of your kindness,” before riding off into the horizon.

Refuse.

**CONDITIONAL ON RESCUING PRINCESS:**

A man in gleaming blue armor marches up to you, followed by servants carrying a palanquin. “You are the heroes who rescued Princess Casima, are you not?” Before you can reply, he bows and gestures for the servants to relinquish their load. “The Kingdom of the Green Isles is grateful for you.” This must be the royal guard of the girl you rescued from arranged marriage. Sometimes getting your nose into other’s business pays off. (large coin reward)

You arrive near a smoldering village. Many of the buildings have been torn down and there is no visible sign of life, although you do hear faint skittering from inside one of the few remaining homes.

Investigate the noise.

You slowly open the door, to find that the room is barren and empty. You could’ve sworn that you had heard something. (small coin reward)

You slowly open the door, and an adolescent scorpolisk bursts out, stinging one of your party members. Dragging them outside of the building, it’s evident that the scorpolisk’s poison is already seeping through their veins.

Continue.

“Scorpolisks…why’d it have to be scorpolisks…” they struggle to say before letting out one last breath. (remove one random party member)

Administer Antidote (if in inventory)

Luckily, they drank the draught before the venom had completely taken over them. That was a close one.

Grab some loot.

Deciding not to chance it, you run to the nearest ruined building and hastily grab some coins. (small coin reward)

A couple of famers on a nearby stead, seeing you and your well-armed companions, bow to the ground and plead for mercy. “We surrender!” one says, while another cries, “Just take our money and let us live!” They must think you’re mercenaries or bandits.

Explain that you’re friendly.

Upon hearing this, the farmer’s laments are at once silenced. “If that’s the case, sorry for the confusion, traveler. Here, have some of our goods anyways.” They hand you a few wares and some coins. You feel all the better for it. (small coin reward and minor potion, antidote, or trap spring)

Accept their surrender.

The farmers empty their pockets and retreat back into the stead. That was easy. (small coin reward)

A number of villagers wave to you as you pass by and you decide to see what the hubbub is. One of them, a portly man who must be the mayor, says, “We know you’re on your way to rescue Princess Carina. Take this, it’s the least we can do to help.” They present you with a weapon. (small coin reward and add random weapon to inventory)

In the distance, you see the road ahead is blocked by a large cart. Several men with red cloths around their arms stand around, while off to the side, two red-banded men accost an elderly man, throwing a sack and forth while the senior attempts to reclaim it. One red-banded man comes up to you and says, “Greetings, traveler, and welcome to our post. For a small fee, we’ll let you go on your way.”

Pay their toll.

“Many thanks, and safe travels,” he says, before signaling one man to move the cart out of the road. You’re able to continue on your journey. (remove small amount of coins)

Inquire about the old man.

“Oh him, I wouldn’t worry about him. He couldn’t pay the toll, so we’re…finding some form of alternative payment.”

Pay their toll.

“Many thanks, and safe travels,” he says, before signaling one man to move the cart out of the road. You’re able to continue on your journey. (remove small amount of coins)

Offer to pay the man’s toll.

“Hey, as long as I get paid.” He signals for the cart to be moved and strides over to the old man. “You’re good to go, pops.” He shoves the elder toward you. “Here, it’s not much, but you’ll find it more valuable than they did,” the old man wheezes, placing some trap springs into your hand. (add trap springs to inventory)

Reject their offer.

“Too bad for you, friend. Boys!” The red-banded men pull out their weapons while, in the confusion, the bard manages to flee. (battle: bandits)

Reject their offer.

“Too bad for you, friend. Boys!” The red-banded men pull out their weapons while, in the confusion, the bard manages to flee. (battle: bandits)

A street-side salesman hails the players and offers to sell them powerful magical items. He gestures over his table, presenting the various objects: boots of levitation, the rock of undead destruction, a vampire-repellant amulet, and the like. They aren’t just some boots with large heels, or a large rock, or a string with garlic on it. No way, powerful magic in each one.

Purchase one of his items.

At random, you reach down, pluck one of his wares from the table, and exclaim your desire to buy it. “Excellent choice, if I may say so sir!” Only after you deposit a few coins into his hands do you take the time to look your purchase over. (add random minor item to inventory)

Continue on your way.

Two brawny, bearded men approach you. “We’re fighters in at the local arena, and we’re looking to train with some new people. How about a match?” One of them jabs you in the chest with his large hand. That hurt you more than you expected.

Agree to fight.

“Excellent! Let us know if we’re going too hard on you.” (battle)

(on winning) “My, that was a tough fight! I even started to sweat a little,” one of the burly men roars. “Thanks for the pointers, and be sure to come by and see how much we’ll improve.” He tosses some armor your way, and you manage to catch it. It’s always nice to impress the big boys. (add random armor to inventory)

Decline to fight.

“It’s you!” you hear a squeaking voice cry out. Suddenly, before you realize what’s happening a crowd of children begin rushing toward you. Many of them hold pieces of paper, asking for autographs. You’ve always wanted to be famous, now’s your chance! You reach into your bag for some ink and a quill, and as you gaze back up, the herd of children run to the gorgeous man in shining silver armor, astride a white horse, traveling behind you. How long has he been there?