**Encounters**

A young girl, tears welling in her eyes, approaches you from the street. “Um, mister?” she asks, her voice quivering. You might break down in tears just looking at her.

Ask the girl what’s wrong.

“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 (-1 hour).

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.

(Add experience and gold to inventory)

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)

Refuse to help.

“Why are you so mean? Please help!” Bursting into tears, she runs away, crying out for help.

Ignore her.

Far in the distance, in a lush, green field, a dark spot catches your attention.

Approach the spot (-2 hours).

It’s a crater, approximately 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 beginning to crumble. As you get nearer, you can almost hear a voice emanating from within, beckoning you to enter.

Enter the tower (-1 hour).

Busting your way through the splintering wood door, you 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.

Continue past the tower.

You find yourself in an idyllic town. Villagers smile at you as you make your way through. Out of the corner of your eye, you notice a blacksmith’s workshop. Curious, you enter, and the ashen-faced and ginger-bearded blacksmith greets you from next to his forge. 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 short-sword (Paladin only)

A wand (Wizard only)

A dagger (Thief only)

A crossbow (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)