Consumable items should always be available from a separate menu.

You stand at the end of a wide road which continues to the west. The barren wilderness from whence you came lies to the east and south. To the north you see a broad field surrounded by a tall fence and accessible only through a gate. A small chest sits on the ground by the fence.

|  |
| --- |
| Enter the field |
| Travel west |
| Open the chest |

The locked gate bars your way.

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| --- |
| Enter the field |
| Travel west |
| Open the chest |

You open the chest and look in. A key sits at the bottom of the chest. It looks like it might fit a gate.

|  |
| --- |
| Take the gate key  Close the chest |

You added the Gate Key to your inventory.

You open the chest and look in. You don't see anything.

|  |
| --- |
| Close the chest |

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| --- |
| Enter the field |
| Travel west |
| Open the chest |

The gate opens quietly. It must be used frequently.

You stand in a broad field, freshly tilled but devoid of crops. The only exit lies south and leads to the end of a wide road. A sickle, serviceable, though lightly rusted, rests against one wall.

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| Take the sickle for protection |
| Leave the field |

You added the sickle to your inventory.

You stand in a broad field, freshly tilled but devoid of crops. The only exit lies south and leads to the end of a wide road.

|  |
| --- |
| Leave the field |

You stand at the end of a wide road which continues to the west. The barren wilderness from whence you came lies to the east and south. To the north you see a broad field surrounded by a tall fence and accessible only through a gate. A small chest sits on the ground by the fence.

|  |
| --- |
| Enter the field |
| Travel west |
| Open the chest |

You stand on a wide road which continues as far as you can see to the west. The road ends a short way east. A <abbr title=”A bandit so gaunt you'd almost rather give him your money than fight over it. Almost.”>Malnourished Bandit</abbr> blocks your path.

|  |
| --- |
| Attack the Malnourished Bandit with your Rusty Sickle  Travel east  Travel west |

You attack the Malnourished Bandit with your Rusty Sickle for 2HP damage.

The Malnourished bandit attacks you, doing 1HP damage.

The bandit rolled a 2, giving 1\*2 – 1 damage, i.e., 1 damage.

You stand on a wide road which continues as far as you can see to the west. The road ends a short way east. A <abbr title=”A bandit so gaunt you'd almost rather give him your money than fight over it. Almost.”>Malnourished Bandit</abbr> blocks your path.

|  |
| --- |
| Attack the Malnourished Bandit with your Rusty Sickle  Travel east  Travel west |