Game Story:

King Henrold, Lord of the Wester plains, ruled for 20 years as a benevolent leader.

The sudden disappearance of his most trusted wizard Otto forced King Henrold to trust Wizard Artur who is rumored to work with dark magic. The king soon after started invading other kingdoms, ruthlessly conquering them and enslaving the survivors.

RUMORS have come that Queen Gwenydyll’s kingdom of the South is next.

The good Queen Gwenydyll’s spies have returned with information that her kingdom is next. She also learned that it is not the King who is bent on suffering and warfare but his new advisor/wizard.

The guards at the main gate are only allowing those on official business to enter the keep today.

Fortunately, the spies have discovered that the small church in the keep has a low window that you are able to climb through. You are wearing simple monks’ robes which should help you blend in upon entry to the keep.

You find yourself in the church filled with wooden pews. At the Far end is an altar. There is no service today and the room is empty. There is a door to the south. The window you entered is to the north.

Since you know you need a uniform to pass the guards you decide to enter the Watchtower since you know that’s where the armory and Knights quarters is located. In the dungeon you find a messenger who was taken as a prisoner who has the password for you to continue the game. The messenger is from another kingdom who was sent there to converse over a trade route agreement but was wrongly accused of theft and thrown in an overnight cell before he made it to the Great Hall. But because he was a messenger, he knows the password that could allow us to get past the guards, if we set him free. Then we could run into the "good wizard" in the royal lounge. The good wizard could await our character as they enter and reveal that this wizard is the spy through the use of a secret dialogue given to us by our Queen from the outset of our mission. Something like "You enter the Royal Lounge and a tall gangly figure with a long white beard is seated in a chair, engrossed in a giant tome". Then when you speak to him, he states "The birds sure do sing loudly in the morning", which is the secret dialogue and your response would have to be "only if the cats don't get them". Then this wizard would reveal himself to be the spy, trade you robes, maybe another hint, and then exclaim that he now feels accomplished and that he'll immediately be taking his leave from this kingdom for good in the cover of darkness

The player will need a sword and poison in order to pass the monster in the foyer. The sword and spell to destroy the evil wizard.

Dialogue:

Simple room Blueprint:

Graphical user interface, application

Description automatically generated