Interactions

## Goblin

You enter the cave to hear the cackling of a small band of cave goblins as well as the flickering light of a campfire round the corner. One of the goblins acute sense of smell catches onto your intrusion and before you can react, leaps round the corner, ready to fight.

1. Fight\*

## Giant Spider

You slowly walk into the abandoned mine, you don’t notice anything amiss but that doesn’t lessen the gradual feeling of dread growing inside your stomach. You hear a gentle scuttling behind you and turn to see a hugely oversized spider with all 8 eyes staring directly at you.

1. Stand and fight\*
2. Run further into the cave and try to hide

2. (50%) You turn and run to try and find a place to hide. After a minute or so you find a small indent in the cave and try and hide there. +

2. (50%) You turn to try and run but lose your footing in the uneven cave and fall, landing hard on the rocky floor. Before you’ve regained your balance, the spider is upon you

1. Fight\*

+2. You hear the spider approaching. You close your eyes and pray to the gods that it doesn’t notice you hiding

1. Hold your breath!

1. (50%) You hear the spider pass you and open one eye to have a look. The oversized arachnid is still heading off in the wrong direction. You wait a while to make sure it doesn’t return. You count your blessings and trudge off towards the entrance of the cave.

1. Continue^

1. (50%) The spider immediately spots your terrible hiding spot and attacks.

1. Draw your sword and fight back\*

## Hermit

You wander into the old mine shaft, hands poised to draw your weapon in case of trouble. You find a hooded figure sitting next to a fire, watching the flames dance in front of him. As you draw your weapon, he says quietly “I mean you no harm, but I will defend myself if needs be. Who are you and what are you doing down here?”

1. Tell him of your backstory and quest
2. He could have loot! He lives in a cave on his own, no one will know he’s gone right? Attack him\*

1. (chr > ?) He’s intrigued by your story and wishes he could help, “I would give you something to help your quest but I already have very little to my name, hence…” he gestures to the cave surrounding the two of you. “Now, if you would be so kind to leave me in peace, I’ve got a lot of thinking to do.” A strange aura of trust is now emanating from the man, somehow calming you, you put your weapon back on your hip.

x. Leave the man to his own mind, he seems to have enough weighing on it as it is^

y. (chr > ?) Put emphasis on how much it would mean to you to complete the quest and you could do with any help you can get

Y. He lets out a long sigh and gets up. He takes the pack off of his back and reaches into it, after some rustling he hands you something, “Take this and leave me alone”.

~You hold out your hand and take what he's giving you

2. He’s bored by your story and makes no comment, he goes back to being entranced by the fire in front of him. After a short while he looks up at you, “You can leave now…” he snaps.

You leave the odd man to himself, he clearly won’t offer you anything^

## Empty

You walk into the cave ready for anything, only to discover that the cave is completely empty save for some shiny rocks dotted around. You admire the rocks momentarily before leaving the desolate cave. There’s nothing here for you.

## Loot

You walk into a small abandoned keep. It clearly hasn’t been used since the war and time has taken its toll, walls are crumbling, doors are rotting and the paving cobbles are worn. The amount of nooks and crannies that a secret assailant could be hiding in concerns you however. As you cautiously walk through the corridors of the place, you spot a suspiciously placed chest and walk over to it.

1. Open the chest. You can’t resist the possibility of loot!
2. This is clearly a trap. Only a fool would fall for something so obvious!

(50%) Loot: You open the chest to find loot, result! Still being suspicious you look around. Seeing no prying eyes, you grab the loot and hurry away^

(50%) Trap: You open the chest and a crudely made flashbang goes off. Temporarily blinded and deafened a loud ringing, you stumble back and try to draw your sword. As you start to be able to see again, an armed man runs round the corner and charges you. You’re too dazed to run so you hold your ground to fight.

2. Leave: You walk away with a smug smile on your face. Knowing you’ve just avoided a potentially deadly trap fills you with a subtle sense of confidence for the rest of your journey as you continue out of the keep.

## Angry Midget

You wander into a cave that looks as though it could have recently been inhabited, a few empty bags strewn over the floor, crumbs from clumsily eaten loafs of bread and other signs of life scattered across the cave. You note nothing worth taking though, probably stripped bare by other travellers already. As you go deeper into the cave you start to hear what sounds like a high pitch squirming. You ready your sword and hurry round the corner.

1. Continue

You round the corner to see a man, no more than 3 feet in height, practising his swordsmanship with a sword clearly made for a normal sized person. Letting off high pitch grunts of exertion after every stroke which is what you mistook for a struggle. Smiling, you comment on being impressed on the size of the sword the midget is using. He turns his head towards you with nothing but anger in his eyes and immediately charges at you and leaps at your face.

1. AHHHHHH!

You manage to vault the tiny man over your head. You quickly realise that the remnants of previous inhabitants seen earlier were really from travellers unfortunate enough to come across this maniacal midget. You prepare your sword and get ready to fight.

1. Fight

## Pit trap

As you cautiously walk through the entrance to the castle on top of the hill you just spent ages scaling, you clearly weren’t cautious enough because you immediately fall through a hole covered up by the ragged red carpet leading your way through the castle. Thankfully the fall wasn’t far enough to break anything, just wind you a little and annoy you a lot. As you pick yourself up you are immediately faced by a heavily armoured man with a two handed great sword taller than you.

1. Oh dear…

## Cult

The gate crashes down immediately behind you as you slowly strolled through an archway. A decision you now deeply regret. You rush back to the gate to see if there is a weakness in it but you find nothing. You hear a low chanting coming from all over the room, bouncing off of the stone floors and walls. You panic and push harder against the gate, worried at what is approaching you. The chanting gets louder until suddenly a group of people all dressed in identical black robes appear out of the darkness.

1. Draw your sword

“Hahahaha…”, the man directly tilts