

Group of goblins try to murder you, do you

1. accept your fate

die

2. run

You run and meet a group of mercenaries who ask what you're running from, you tell them the story. They offer to help when the goblins come back.

Do you accept?

4. yes

You wait until the goblins arrive, they run off when they see you. The band of mercenaries offer you to go to their home

Do you accept?

8. yes

As you arrive at their home, you find out they have a lot of a familiar substance, you decide to stay with them for a bit, taking the substance as you talk. After a while you tell them that you need to leave, they protest and that say you should stay.

17. Leave

Junk Ending [Leave]

18. Stay

Junk Ending [stay]

9. no

you decline and go home

5. no

you decline and they leave. Eventually you are found by the goblins
fight them off?

(Back to 3)

3. fight

You punch one of the goblins so hard the others flee out of fear
go after them?

6. yes

you end up losing them because they're faster than expected
walk back to your town?

10. yes

you walk to your town and go to sleep (end)

11. no, go after them

you walk in the direction the goblins went to, you end up
hearing sounds of civilization

Do you go towards it?

12. yes

You see an entire goblin civilization, the
leader spots you and sends a group of
higher-ranking goblins to capture you.

14. Fight them off

You attempt to fight them off,
but eventually you are overpowered
and taken away

15. Run away

You run until you cannot see the
group following you

20. Keep running

(Lost Ending)

21. Hide in bushes and wait

you see them running past,
but with 1 member less than
you first saw. Without having
time to process this, you hear
something behind you, turn
around and get knocked out
by the (previously) missing
member.

(Locked up ending)

16. Be captured

You let yourself be captured, after
which you are put in a cage, after a
few minutes you feel the world is
flickering in and out of existence.

(Home Ending [Fight])

13. no

You end up walking for hours without seeing anything except trees and bushes, you are lost (True Ending)

7. no

You walk home (Home End)

Home Ending

You go home after a long day, waiting for the hallucinations to end.

Junk Ending [leave]

You leave to return home, before you can enter your house, one of your neighbors asks you where you have been for the past 15 days.

Junk Ending [join]

You decide to sleep there. You eventually wake up in a dumpster with a crudely stitched up wound on the left side of your chest, below your ribcage. They stole your fucking kidney

Locked up Ending

You wake up a few hours later in a jail cell, an officer tells you that you fought with another officer when they were investigating a disturbance about someone punching a child. He also informs you that you're being charged for assault and resisting arrest

Lost ending

After walking for what seems like hours in the dark you collapse from exhaustion. Upon waking up you find yourself in a ditch next to a field, not knowing what had happened the day prior. You decide never to do drugs again