**Group 2 Adventure Game – Knight’s End - Breakdown**

**Game Title:**

Knight’s End

**Zone descriptions:**

**Zone 1 – Ealdred’s House (Game Start)**

You, a former knight, awaken in a dimly lit room, the air thick with the scent of herbs and burning candles. The wooden beams overhead creak softly as you sit up on the rough-hewn bed. Shadows dance on the stone walls, cast by the flickering light of a single lantern. The room is cluttered with strange trinkets, jars of mysterious substances, and ancient tomes. A sense of eerie calm fills the space, and as your eyes adjust, you notice a kind-faced stranger watching over you, concern etched into their features.

**[Conversation with Ealdred, where names are exchanged. Plot set up – how the player was found. The player states that their brother, also a knight, was with him and is still missing and Ealdred mentions that an evil witch, named Morgath, takes shelters in a cave within a nearby forest, close to where you were found. It is also revealed that Morgath placed a curse over the town]**

**Ealdred description:** Ealdred is an elderly apothecary with a gentle demeanor and a seemingly wealthy knowledge of herbs and potions. He has a scruffy, greying beard and kind, blue eyes that twinkle with wisdom. Despite his frail appearance, Ealdred moves with surprising agility, and his hands are steady and sure. He wears simple robes, adorned with various pouches and trinkets.

**[Conversation where Ealdred gives Player this bag containing flint, and oil]**

**Zone 2 – Town Square**

The town square, once the bustling heart of the village, now feels like a ghost town. The cobblestone streets are cracked and overgrown with weeds, and the once-lively shops and taverns stand abandoned and decrepit. The grand fountain in the centre, once a symbol of the town's prosperity, now lies dry and covered in grime. A heavy silence hangs in the air, broken only by the distant creak of a swaying sign or the occasional gust of wind. As you step into the square, an uneasy feeling settles over you, and you can't shake the sense that unseen eyes are watching your every move.

You turn and you see a woman staring from the corner of a cobbled street, leading down to an orphanage. She is a weary and cautious figure, with lines of worry etched deeply into her face. Her once-bright green eyes are now dulled by years of hardship and mistrust. She has short, curly brown hair, now streaked with grey, and she dresses in worn, practical clothing that has seen better days. She introduces herself as Matilda, and though she reluctantly helps the protagonist, her distrust is evident, and she constantly glances over her shoulder as if expecting trouble.

**[Conversation with Matilda in which she warns of sights of a wild dog in the Cemetery that has been picking off children from the orphanage. Asked whether you could help investigate. Advises to stop by the local butcher’s shop to pick up some food items for your journey beyond the cemetery]**

**Zone 3 – Maurin’s Butchers**

The butcher's shop stands as a grim reminder of the town's former vitality. The building is dark and dilapidated, with its thatched roof sagging and its wooden sign hanging askew. Inside, the air is thick with the smell of decay, and the floor is covered in a layer of grime. The meat, once fresh and plentiful, is now scarce and of questionable quality, hanging limply from rusty hooks. The atmosphere is oppressive and cold, with an eerie silence that only adds to the sense of desolation.

Upon the tolling of the door bell, a hulking figure with a grim demeanour and a perpetual scowl turns. His once-burly frame is now gaunt and his skin pallid, giving him a ghostly appearance. The butcher’s eyes, dark and hollow, reflect years of struggle and disillusionment. His hands are calloused and stained, and he wears a blood-stained apron that has seen better days. Despite his imposing presence, there is an air of resignation about him, as if he has long given up hope. He reveals his name as Maurin and speaks in a gruff, almost resentful tone, and his interactions with you are terse and begrudging.

**[Conversation with Maurin, about buying meat – as you only have a couple of bronze coins, you barter with him because of the quality of the meat, but this only infuriates him and he sets his sights on a ring you are wearing, which is worth a lot more than the meat you are looking at. You are posed with two options, one to run and steal some meat from the counter, or offer Maurin the ring, but in exchange you would like him to send some fresh meat to Ealdred as a thank you. If the option to steal is selected, Maurin will throw his meat cleaver at you and cause End Game]**

**Zone 2 [Again] – Town Square**

As you walk back through the deserted town square, you notice that Matilda has now gone. You spot a large rat with half its tail missing, feasting on another rat’s intestines - this turns your stomach.

**[Option: Would you like to kick the rat, or continue to Cemetery]**

**Zone 4 – Cemetery**

The cemetery is a sombre place, shrouded in mist and silence. Ancient tombstones jut from the ground at odd angles, their inscriptions worn and faded by time. Gnarled trees, bare of leaves, cast long shadows across the overgrown paths. A chill hangs in the air, and the only sound is the distant hoot of an owl. As you venture deeper, the sense of foreboding grows stronger, and you hear the low growl of a dog echoing through the gloom.

The dog is a pitiful sight, with matted fur and a gaunt frame. Its eyes are wild and bloodshot, and it growls menacingly as you approach. Despite its weakened state, the dog is fiercely aggressive, driven by hunger and desperation. Its once noble features are now twisted and scarred, a shadow of the loyal companion it once was.

**[Option: Give the dog some meat if available or fight the dog with your dagger]**

**[As you leave the cemetery, you see a sword placed in front of one of the tombstones. Option: to take it or leave it]**

**Zone 5: Dark Forest**

The dark forest is an imposing and eerie place, its dense canopy blocking out much of the light. Twisted trees with gnarled branches loom overhead, their trunks covered in thick moss. The air is damp and filled with the sounds of unseen creatures. As you move cautiously through the underbrush, the forest seems to close in around you, every rustle and snap setting your nerves on edge. A branch tears at your sleeve.

**[Option to pick up stick from floor and to pick up the remnants of your sleeve. Then option to combine stick with the cloth from your torn sleeve, plus the flint, and oil from Ealdred’s bag]**

**[Option A – torch is lit]** As you light your fire, the forest transforms. The once ominous shadows retreat, replaced by a warm, inviting glow that reveals several berry bushes. The player is given an opportunity to eat the berries and restore HP. After this, bandit’s approach and attack.

**[Option B – torch is not lit]** You feel someone grab you and throw you to the ground.

A foe stands before you, a grizzled veteran with a patch over one eye and a cruel smile. He wields a rusty sword that has seen better days. He looks ready for a fight.

As you pull yourself back together, and regroup your thoughts, you notice a cave hidden behind a curtain of vines, and nestled at the base of a rocky hill. You pick up your torch **[If option B, no torch, the character can pick up the bandit’s torch instead & can pick up the sword if preferred]** and head inside.

**Zone 6 – The Cave**

Inside, the air is cool and damp, and the walls glisten with moisture. The passageways are narrow and winding, the silence broken only by the occasional drip of water echoing through the caverns. As you delve deeper, the cave opens up into a vast chamber, illuminated by an eerie, phosphorescent glow. At the heart of the chamber stands the witch, her eyes gleaming with malevolent intent, ready for the final confrontation.

Morgath is a powerful sorceress, shrouded in dark robes that seem to blend into the shadows. Her eyes burn with an intense, malevolent light, and her long, black hair flows like a river of ink. She wields a staff carved with ancient runes and crackling with dark energy. Morgath's voice is both mesmerizing and terrifying, capable of ensnaring the minds of those who listen. She is cunning, ruthless, and will stop at nothing to achieve her dark ambitions.

**[Fight ensues. Upon defeating Morgath, the player has a sad ending upon the discovery of his brother]**

With a final, powerful strike, you bring Morgath to her knees. The sorceress's dark magic fades, and the oppressive atmosphere in the cave lifts. As Morgath's life slips away, she curses you one last time before falling silent.

As you survey the cave, now quiet except for the sound of your heartbeat racing in your head. In a hidden alcove, you find a small cell. Inside, your brother lies motionless.

"Brother..." your voice breaks as you kneel beside the lifeless body, tears streaming down your face.

The journey back to the village is a somber one. You carry your brother's body, your heart heavy with grief. The townspeople gather in the square, their initial hope turning to sorrow as they see your burden. Despite defeating Morgath and lifting the curse, the victory feels hollow.

The village begins the painful process of mourning and healing, and you, though hailed as a hero, carry the weight of your loss. You vow to honour your brother's memory by protecting the village and ensuring that such darkness never falls upon it again. The curse is broken, but the scars remain.