**Wizard Specific Storyline**

Welcome “player name”. You reside in the “land name”, an empire that rose to power in the Early middle-ages (A.D 476 to A.D 1000) also known as late antiquity this period shows most powers rebuilding after the collapse of the Roman Empire and the beginning of Islam in the Middle East. Out of fear of your power, the empire treats you as an outcast which results in the loss of your livelihood leaving you devoid of any monetary resources. One day you find out that your wife has a deadly disease, one that only an expert healer can cure. However, due to lack of money and your reputation in the empire, it's impossible for you to approach one.

Unable to face your wife, you storm out of the house in search of other possible solutions when suddenly a piece of paper flying in the air lands straight at your feet.

The Paper read, “The emperor’s daughter has been abducted and chaos has spread like a plague in the entire kingdom. The abductor’s identity is unknown. However, it has been known she has been taken to “land2 name”, a place where no normal human can survive and is filled with mystical creatures. The emperor promises a sum of 2 million gold coins and a seat at the council for the citizen who will ensure the safe return of her daughter. We only have 5 days to save her

Hope has been reinstated in your heart as you have found a way to save your beloved wife and reclaim your forsaken respect. A series of adventure lies before you. Make wise choices in order to complete your goal. Be careful as you only get one chance to do this. One mistake and you may lose your life and your wife. All the best “player name”, your adventure begins...

You head home in order to gather necessary resources for your adventure. You may only keep 10 items in your inventory and discard any item at will. You start at health 100 and will die if your health reaches 0. You keep the following items in your inventory for your help.

1) Knife

2) Leftover bread

3) 100 gold coins

(Display: [health] [items in inventory])

You bid your wife goodbye promising her to return with a solution. Choose your method of transport:

1a)Horse cart

1b) On foot

1c) Use a vast teleportation spell (will result in damage)

(if the user selects 1c)

“you arrive at the end of the forest just before “land name”. You feel weak from casting the teleportation spell. Your health has been reduced by 30 and you won’t be able to use your powers for a while. [(Display: [health] [items in inventory])

(if the user selects 1a)

You decide to travel on a horse cart paying its owner 5 gold coins. You climb on the cart and the rider hops on his horse and your journey begins. You arrive at a forest. The forest looks peaceful. However, your peace is interrupted by an ogre who seemed to be guarding the forest. The ogre hasn’t noticed you or the rider. What do you do?

1aa) Get off the cart and ask the rider to leave

1ab) Get off the cart and hide without alerting the rider

1ac) Attempt to fight the ogre

(If the user selects 1b)

You decide to travel on foot. Your journey begins. You arrive at a forest. The forest looks peaceful. However, your peace is interrupted by an ogre who seemed to be guarding the forest. What do you do?

1ba) attempt to distract the ogre

1bb) Attempt to fight the ogre

1bc) hide and hope that the ogre goes away

(if 1aa is chosen)

You decide not to involve the rider in your adventure anymore as things are going to be dangerous from this point. You thank the rider for accompanying you. What do you do now?

1ba,1bb,1bc

(if 1ab is selected)

You decide to get off the horse cart without alerting the rider. However the rider notices you get off. His horse gets all startled. Due to all the commotion, the ogre is now aware of the horse cart’s presence. He attacks the horse cart destroying everything in his way. The rider is now dead. You get a little injured. (Health reduced by 20) However it seems that your presence is still unnoticed. What do you do?

1ba,1bb,1bc

If (1ba is chosen)

You’re thinking of a way to distract the ogre in order to gather some time to think of your next move. What do you wish to do?

1baa) Make a clone of yourself and have it distract the ogre by running away from you

You make a clone of yourself wasting a lot of necessary energy. The clone ran as fast as it could, attracting the ogre’s attention. You have managed to avoid a fight but won’t be able to use magic for a while now. You arrive at the end of the forest however your journey is just beginning.

1bab) cast a spell to cover the surroundings in smoke

You cover the surroundings in smoke. A neat trick indeed but it only managed to blind the ogre for a little while. Your only option now is to fight the ogre head on. What do you do?

(1.1a,b,c)

1bac) throw a big rock in the lake nearby

(Your trick seems to have failed. The ogre is now more furious than ever. It charges at you with its claws and lands a fatal blow (hp=0). You were not careful enough. Better luck next time game over)

(If 1bc is chosen)

You decide to hide hoping that the ogre would leave. However before you could do so, the ogre takes notice of you. Your only option now is to fight the ogre head on. What do you do? (same conclusion for 1ac and abb \*you decide to fight the ogre head on. What do you do?)

1.1a) poison the ogre

1.1b) paralyze the ogre

1.1cc) Use your knife to attack

(If 1.1c is selected)

You are not physically strong enough to take on the Ogre. The ogre’s might exceeds yours by a lot. It lands a fatal blow leaving you dead (hp=0). You were not careful enough. Better luck next time game over

(If 1.1a is selected)

The ogre is now poisoned. It lands on its knees, trembling in pain. What do you do?

1.1aa) Knock it unconscious with your staff

1.1ab) Use your knife to put an end to the ogre

1.1ac) Leave the ogre and let time put an end to it.

The ogre gathers enough strength and lands one final blow and puts an end to you

(If 1.1b is chosen)

The ogre is now paralyzed but not for long. What do you intend to do?

1.1ba) make a run for it

You decide to run. However the spell wears off and the ogre runs after you. The ogre exceeds you in terms of speed and lands a fatal blow. You weren’t careful enough. Try again!

1.1bb) put an end to the ogre with your knife

1.1bc) Knock it unconscious with your staff

(if 1.1aa or 1.1bc are chosen)

You knock the ogre unconscious with your staff, hoping you would never have to encounter it again. Don’t be too care free as your adventure is just beginning. End of chap1

(if 1.1ab and 1.1ba are chosen)

You put an end to the ogre with your knife. However the knife is not reusable [inventory-knife] The adventure is only about to get tougher now. All the best!