You find yourself in a vast meadow, the breeze dancing through tall grass and bursts of golden wildflowers.

Whispers from the nearby village tell of a mischievous rogue lurking in these lands, causing all sorts of chaos.

Ahead of you stands a rickety old cottage, looking oddly suspicious.

To your right? A shadowy cave mouth yawns like it's daring you to step in.

Clutched in your hand is your trusty (though kind of embarrassing) butter knife—er, dagger.

Enter 1 to knock on the door of the cottage.

Enter 2 to sneak a peek inside the cave.

What’s your move, adventurer?

***(Please enter 1 or 2.)***

You stride confidently to the cottage door.

Just as you raise your hand to knock, the door creaks open with a dramatic flair—and boom! Out pops the rogue.

Yikes! You’ve just stumbled into the troublemaker’s hideout!

The rogue lunges at you with a wicked grin.

You're feeling seriously under-geared here… this dagger barely opens envelopes.

***Do you want to (1) face them head-on or (2) bolt like a bunny?***

You brace yourself…

But let’s be real: your dagger flails more than it slashes.

The rogue easily overpowers you.

You’ve been defeated, noble warrior!

***Care for another go? (y/n)***

Sweet! Booting up the adventure again...

You’re back in that peaceful field, grass swaying, flowers blooming.

Word on the wind now warns of a shapeshifter causing panic in the village.

Cottage ahead. Cave to the right.

In your grip? That same trusty (still unimpressive) dagger.

Enter 1 to knock on the door of the cottage.

Enter 2 to sneak a peek inside the cave.

Choose your path, hero!

***(Please enter 1 or 2.)***

You creep up to the door, ready to knock.

Before your knuckles touch the wood, the door flies open!

A shapeshifter stands before you, mid-transformation, face glitching like a broken GIF.

This is their lair!

The shapeshifter screeches and lunges.

***Would you like to (1) fight or (2) nope right outta there?***

You dash back to the field like your life depends on it (because… it kinda does).

Good news: you weren’t followed. Phew.

Enter 1 to knock on the door of the cottage.

Enter 2 to sneak a peek inside the cave.

***(Please enter 1 or 2.)***

You step cautiously into the cave, half-expecting bats.

Turns out it’s just a cozy, tiny cavern.

Something metallic catches your eye behind a boulder.

Score! You’ve discovered the Blade of Zynthar—an ancient enchanted weapon pulsing with power.

You yeet your old dagger into the shadows and grip the blade tight.

Time to raise the stakes.

You walk back into the field, glowing with confidence.

You return to the cottage with your head held high.

The door opens once again, same shapeshifter, same screech.

But this time, you’ve got backup: The Blade of Zynthar.

***Would you like to (1) fight or (2) run away?***

As the shapeshifter charges, you draw your gleaming sword.

The cave-forged blade hums in your hand, radiating magic.

The shapeshifter freezes, eyes wide, then lets out a startled yelp and vanishes into the woods!

Victory is yours! The village can finally breathe easy again. 🎉

***Wanna play again? (y/n)***

Thanks for playing, legend. Until your next adventure!