**Overview**

The player character is a little girl who happens to be an apprentice to a potions master. One day, while her master is away on business in the nearby town of Fairsway, her cat escapes out into the forest that surrounds her home. Not wanting to seem irresponsible to her strict and severe master, Faye decides to take it upon herself to find the cat and bring it back home. Using her knowledge of potions to assist her on her quest, she must get past the precautions her master has installed and do business with a number of non-player characters. She just has to make sure her master doesn’t find out that she left home without permission.

**Player**

There are a limited number of herbs with which the player can make potions. The weight that player character can carry is 8 pounds.

**Scoring**

Players score points by completing tasks and picking up essential items. The total number of points that a player can receive is 235.

**Front Porch**

The porch is small, only about half the length of the actual house, and the worn wood creaks beneath your feet. There are no furnishings besides an inelegant wooden chair. Behind it, a window peers into the living room, but green curtains block the view. A sign hangs on the door.

**Exits:** down to **North Path**, north to **Living Room**

**Living Room**

The lighting is dim, the curtains over the window making it difficult to see. Since it’s the warm season, the fireplace is unlit. Before it, two chairs sit on either side of a low table. This is where Master does business with her customers and relaxes when she is off hours, but you rarely spend your time here. It feels stuffy to you.

**Exits:** south to **Front Porch**, north to **Downstairs Hall**

**Downstairs Hall**

There’s a painting on the wall to your left. It looks like one that you made with your fingers when you were younger, and it’s been there for as long as you can remember. You think Master called it abstract.

**Exits:** east to **Kitchen**, up to **2nd Floor Landing**, south to **Living Room**

**Kitchen**

Compared to the orderliness of the rest of the house, the kitchen is quite messy. Dirty pots and pans clutter the counter space, still not washed and put away since breakfast. Master did leave in a hurry. It must have pained her to leave any part of her house in this state.

**Items:** head ofgarlic

**Exits:** north to **Back Porch**, west to **Downstairs Hall**

**Back Porch**

This is where you usually do your studies. Your comfy chair is nestled in the corner, a table to sit a drink on next to it. There is a nice view of the backyard, and you can smell the flowers from the garden.

**Exits:** down to **Backyard**, south to **Kitchen**

**Backyard**

The yard is covered in all sorts of plants from succulents to trees. Most are mature and blooming, and you love the vibrant colors, even if the gardening is a lot of work. There are rows for walking, so you don’t accidently step on any of the low-growing plants. Next to the ash mountain tree, a hatch sits flush to the ground.

**Items:** shed,barrier rune, hidden barrier rune, taglisbi (10), eppeth (10), ash clove (10),  
 hifefron (10), inneo shoot (10), wratagrass (10), river cress (10), blister flower (10)

**Exits:** up to **Back Porch**, down to **Cellar**

**Task:** Unpack the barrier rune from the shed (15 pts). Must use revealing potion on it to remove  
 barrier surrounding cottage.

**Cellar**

Over twenty cauldrons sit atop the tables lining the walls. Master has left several potions brewing, and one has overflowed, coating the floor in a gray mist. Above your head, sun blossom bulbs shine with bright light.

**Items:** book on warding and barriers, empty cauldron, vial

**Exits:** up to **Backyard**

**Tasks:** Retrieve book (5 pts).   
 Make scent remover, duplication potion, revealing potion, shrinking potion (10 pts each)  
 Make unknown potion (10 pts).

**2nd Floor Landing**

A small cabinet sits on the landing, and another painting hangs above it. This one depicts the founder of the nearby town. She wears her iconic armor and stands proudly, sword in hand.

**Exits:** down to **Downstairs Hall**, south to **Upstairs Hall**, east to **Your Bedroom**

**Your Bedroom**

Your bed is still unmade, something you should fix before Master gets back. On your desk is a mess of pins and pens, all of which you found on your last trip to town. People should be more careful with their belongings, you feel.

**Items:** herb pouch, potion notes, coin collection

**Exits:** west to **2nd Floor Landing**

**Task:** Retrieve herb pouch and potion notes (5 pts each)  
 Retrieve coin collection (10 pts)

**Upstairs Hall**

While one side of the hall is lined by a railing, the other is decorated with pressed leaves. They are carefully arranged in their frames, and the orange, greens, and browns add some much needed color to the house. In the midst of the leaves, there is a closed door leading to the bathroom.

**Exits:** north to **2nd Floor Landing**, south to **Master’s Bedroom**

**Master’s Bedroom**

It’s been months since you last stepped foot in here, but you find that nothing has changed. The room reflects Master’s personality. The bed, desk, and armoire are all the same shade of brown, and you bet that there is not even a molecule of air out of place.

**Items:** jewelry box, cellar key

**Exits:** north to **Upstairs Hall**

**Task:** Retrieve cellar key (15 pts)

**North Path**

Gravel crunching beneath your feet, you step onto a trodden down path. The trees in this forest are known for their height, and you feel even smaller than usual.

**Exits:** up to **Front Porch**, south to **Clearing**

**Clearing**

For some reason, no trees have grown in this area. You rest for a moment, a nearby boulder making a good seat, and listen to the grass rustle in the light breeze.

**Exits:** north to **North Path**, east to **East Path**, south to **South Path**, west to **West Path**

**East Path**

Gravel crunching beneath your feet, you step onto a trodden down path. The trees in this forest are known for their height, and you feel even smaller than usual.

**Exits:** west to **Clearing**, east to **Lizard**

**Lizard**

Sun shines through the canopy, and you see a lizard basking on a rock, its small green body curled around a sun blossom bulb. It looks up at your approach. You think you hear is mutter something.

**NPC:** lizard

**Exits:** west to **East Path**

**Task:** Trade coin collection with Lizard for illuminated bulb (15 pts)

**West Path**

Gravel crunching beneath your feet, you step onto a trodden down path. The trees in this forest are known for their height, and you feel even smaller than usual.

**Exits:** east to **Clearing**, west to **Fairy Herbs**, southwest to **Flower Patch**

**Fairy Herbs**

A field of orreamin is spread out before you, and the plants glow with fairy magic. You watch as the fairies themselves chatter with one another, flying to and fro. They must know that you’re here, but thankfully, they seem to be ignoring you for the most part. The only one acknowledging your presence is side-eying you.

**NPC:** Fairy

**Exits:** east to **West Path**, south to **Flower Patch**

**Task:** Trade soft cloth with fairy for orreamin (10 pts)

**Flower Patch**

It is rare for flowers to grow around the cottage without sapient aid, but all of them seem to have concentrated here. While they are pretty, as far as you know, they are of no use in potion-making.

**Exits:** northeast to **West Path**, west to **Forest Guardian**

**Forest Guardian**

There is a creature draped across a wooden throne. He looks human, but you know he is not. You’ve met him once before when Master dragged you along to pay respects. He seems to be looking at something above your head, and you wonder if he knows you’re here. The forest guardian smiles.

**NPC:** Forest Guardian

**Exits:** east to **Flower Patch**

**Task:** Trade unknown potion with Forest Guardian for gold (10 pts)

**South Path**

Gravel crunching beneath your feet, you step onto a trodden down path. The trees in this forest are known for their height, and you feel even smaller than usual. It is much darker than it should be here. The area further along the path looks to be pitch black.

**Exits:** north to **Clearing**, south to **Alley**

**Task:** Bring the illuminated bulb in order to light the path

**Alley**

Garbage has piled up along the sides of the buildings. If you had time, you might have tried to pick through it for something interesting.

**Exits:** north to **South Path**, south to **In Front of Alley**

**In Front of Alley**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the south, east, and west. The alley leading to the forest is to the north.

**Exits:** north to **Alley**, south to **North Market**, east to **Northeast Road**, west to **Northwest Road**

**Northwest Road**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the west and east.

**Exits:** west to **Northwest Corner**, east to **In Front of Alley**

**Northwest Corner**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the west and south.

**Exits:** east to **Northwest Road**, south to **Northwest Market**

**Northwest Market**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the north and south.

**Exits:** north to **Northwest Corner**, south to **In Front of Town Gate**

**In Front of Town Gate**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the east, north, and south.

**Exits:** east to **Town Square**, north to **Northwest Market**, south to **Southwest Market**

**Southwest Market**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the north and south.

**Exits:** north to **In Front of Town Gate**, south to **Southwest Corner**

**Southwest Corner**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the north and east.

**Exits:** north to **Southwest Market**, east to **Southwest Road**

**Southwest Road**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the west and east.

**Exits:** west to **Southwest Corner**, east to **In Front of Government Office**

**In Front of Government Office**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares.The district continues to the west, north, and east. Amongst the citizen-owned businesses to the south is the government office.

**Exits:** west to **Southwest Road**, north to **South Market**, south to **Government Office**, east  
 **Southeast Road**

**Southeast Road**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the west and east.

**Exits:** west to **In Front of Government Office**, east to **Southeast Corner**

**Southeast Corner**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the east and north.

**Exits:** west to **Southeast Road**, north to **Southeast Market**

**Southeast Market**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the south and north.

**Exits:** south to **Southeast Corner**, north to **In Front of Bridge**

**In Front of Bridge**

The noise of the Merchant District has quieted down, and less people surround you. A guard is standing watch. The district continues to the south and north. To the west, Fairsway Potions looms. The bridge to the Citizen District is to the east.

**NPC:** guardsman

**Exits:** south to **Southeast Market**, east to **Bridge**, west to **Fairsway** **Potions**, north to **Northeast  
 Market**

**Task:** Bring guardsman proof of citizenship

**Northeast Market**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the south and north.

**Exits:** south to **In Front of Bridge**, north to **Northeast Corner**

**Northeast Corner**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the south and west.

**Exits:** south to **Northeast Market**, west to **Northeast Road**

**Northeast Road**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The district continues to the east and west.

**Exits:** east to **Northeast Corner**, west to **In Front of Alley**

**South Market**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The town square opens up to the north, and the street continues to the south. Fairsway Weapons and Maril’s Apparel are to the west and east, respectively.

**Exits:** north to **Town Square**, south to **In Front of Government Office**, east to **Maril’s   
 Apparel**, west to **Fairsway Weapons**

**North Market**

You are in the midst of Fairsway’s Merchant District. People from all around the country bustle along and an assortment of businesses display their wares. The town square opens up to the south, and the street continues to the north.

**Exits:** north to **In Front of Alley**, south to **Town Square**

**Town Square**

You are in an especially lively part of town. A large fountain spouts water in the center of the square. A merchant caravan is taking a rest by it, and you see Syl amongst them. A large building looms in the east, the famous Fairsway Potions. The district continues to the west, north, and south.

**NPC:** Syl (member of a merchant caravan)

**Exits:** west to **In Front of Town Gate**, east to **Fairsway Potions**, north to **North Market**, south   
 to **South Market**

**Task:** Trade broadsword with Syl for soft cloth (10 pts)

**Fairsway Potions**

As you enter, you are roughly shoved aside by a crowd heading out the door. To the east is the town square, and to the west, you can see the town gate.

**Exits:** east to **Town Square**, west to **In Front of Bridge**

**Maril’s Apparel**

Brightly colored walls assault your eyes. Tables are placed sporadically throughout the store, and on them, various styles of shirts and pants are folded in neat squares. Elegant dresses are displayed on the walls. Maril, the owner, is arguing with a customer. The exit is to the west.

**Exits:** west to **South Market**

**Fairsway Weapons**

Glass display cases show off the variety of weapons for sale. A lone broadsword hangs on the wall to your right. The owner stands behind the counter and greets you when you walk in. The exit is to the east.

**NPC:** Tave (owner)

**Items**: broadsword

**Exits:** east to **South Market**

**Task:** Make duplicate of broadsword

**Bridge**

**`** You stand over a calm river. The Merchant District is to the east, and the Citizen District is to the west.

**Exits:** east to **Welcome to the Citizen District**, west to **In Front of Bridge**

**Government Office**

Compared to the shops, this place is void of people. Two men whisper to each other harshly in a corner. There is no line in order before the main desk. A lady sits behind it, resting her head on her cheek and looking bored. The exit is to the north.

**NPC:** official

**Exits:** north to **In Front of Government Office**

**Task:** Trade gold with Official Camret for citizenship card (15 pts)

**Welcome to the Citizen District**

A sign hangs across two short, adjacent poles. The main road is to the east. The bridge heading to the Merchant District is to the east.

**Exits:** east to **Main Road**, west to **Bridge**

**Main Road**

Plain houses dot the street, eerily similar in their appearances. Few personal additions by the owners set them apart. The library is to the east, Tave’s house is to the north, and the exit to the District is to the west.

**Exits:** east to **Library**, north to **Tave’s House**, west to **Welcome to the Citizen District**

**Tave’s House**

There is a banner set up along the path toward the porch. The main road is to the south.

**Exits:** south to **Main Road**

**Library**

You are overwhelmed by the size and number of bookshelves. Your cat sits upon one of the tables, licking it paw. The main road is to the west.

**Items**: cat

**Exits:** west to **Main Road**

**Task:** Retrieve cat (50 pts)

**All Items:**

**Head of garlic**: Your nose scrunches from the smell. It seems to be made up of at least ten cloves.

**Shed**: A wooden shed stands at the end of the backyard. It is weathered and beaten, looking like   
 it could collapse any second.

**Barrier rune**: An ancient symbol is written upon the paper in ink. It looks a bit like the   
 silhouette of a frog. Must be removed in order to leave the house.

**Hidden barrier rune**: An ancient symbol is written upon the paper in ink. It looks a bit like the   
 silhouette of a frog. Must be removed in order to leave the house.

**Book on warding and barriers**: Recently, you've seen Master flipping through this book with a   
serious frown. There is nothing on the dull red cover besides the author's last name. Gives information on the type of barrier surrounding the house.

**Empty cauldron**: There is a black cauldron, recently bought, sitting on one of the leftmost tables.   
 It is the one Master usually has you use. Used to make potions.

**Shrinking potion**: Bubbles float to the surface of the pick liquid. Used the make the broadsword small enough to carry.

**Duplication potion**: A dark green smoke rises from the potion of the same color. Used to make a duplicate of the broadsword.

**Unknown potion**: The ominous black of it makes a part of you want to keep it far away from the Guardian. Can be traded for gold.

**Scent remover**: The potion is an unappetizing-looking brown.

**Vial**: It's a small glass vial, able to hold even the most corrosive of potions. Used to carry potions.

**Phial**: The glass is a deep red. Master puts potions that are going to be sold in bottles like these.

**Herb pouch**: The inside being made up of small protective pockets, it is perfect for toting around   
 fragile herbs. Used to carry herbs.

**Notes**: Recipes for potions are scribbled upon a pile of small loose papers. The handwriting is so   
 messy that it is unreadable to anyone but you. Gives information on how to make certain potions.

**Coin collection**: One of your cherished possessions, it is a jar filled with currency from far-off lands. The coins are well-cared-for and shine brightly. Can be traded for illuminated bulb.  
  
**Jewelry box**: Though it is made of wood and has a simple design, it must have been expensive. Its emblem, a small bird embossed with delicate silver on its lid, marks its maker as one of the renowned jewelers within the country. Contains cellar key.

**Cellar key**: The steel key sits heavily in the palm of your hand. It looks a bit rusted and makes   
 your fingers smell gross. Used to open cellar.

**Illuminated bulb**: It's the bulb of a sun blossom. As they are native to only the southern part of   
the country, the lizard must have found one that had fallen off a travelling merchant cart. Used to brighten part of forest and pass into town.

**Gold**: The small bag is heavy for its size. The gold inside jingles whenever you move. Can be used to buy citizenship card.

**Soft cloth**: Made from the silk of volcanic worms, this cloth is revered as one of the softest that   
 has ever graced the country. It's rumored that the Duke of Nightwood sold his first child just to   
 be able to touch the shimmering blue fabric. Can be traded for orreamin.

**Broadsword**: After the last time, you don't trust yourself to pick up the broadsword without some   
 assistance. The weight, combined with the fact that it is longer than you are tall, makes it quite   
 unwieldy. Can be traded for soft cloth.

**Citizenship card**: Providing your name, age, and picture, this card is proof that you are a citizen   
of Fairsway. Despite costing you so much gold, it is made up of some kind of flimsy material. Hopefully, someone has cast some spells on it to prevent its destruction. Can be used to pass guardsman.

**Cat**: It stares back at you smugly. You scowl and look away. Must be taken to the house to win.

**Eppeth**: Its delicate white leaves tickle your hands.

**River cress**: Because they need a lot of water, you find these plants the hardest to care for.

**Blister flower**: In spring, these plants bloom with brilliant red and orange flowers.

**Wratagrass**: This tall grass is the staple of many potions, useful in its stabilizing capabilities.

**Hifefron**: Hifefron cacti are not suited for this climate, so Master has put a warming spell around them to keep them alive.

**Taglisbi**: The large blue flowers of this bush smell pleasant. You know how to make very few potions with them as an ingredient, but Master uses them a lot.

**Inneo Shoot**: This plant consists of hundreds of fire-red shoots growing in a cluster. Despite only having one of these in your yard, it takes up about two yous of space.

**Ash clove**: It is the perfect time to harvest these gray buds from their tree.

**Orreamin**: Infused with fairy magic, the buds of the low-growing plant glow under the shade of the trees.

**Features:**

**NPCs**: The player can talk and trade with non-player characters to obtain new items. These items can then be used to get more items or past obstacles.

**Buildable Items**: Potions can be made from the proper ingredients. These can then be used to alter certain items or get past obstacles.

**Countable Items**: The number of each ingredient that a player is carrying or that is in a container will be displayed. There is a limited number of each ingredient available to the player.

**Changing Descriptions:** The descriptions of items and rooms can change if certain actions are taken by the player.