**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. Between her master’s own watchful familiar, the barrier surrounding her home, and the number of unhelpful characters which she comes across, Faye has her work cut out for her, but she can use her knowledge of potions to assist her on her quest. She just has to make sure her master doesn’t find out that she left home without permission.

**Player**

While Faye has learned much in her apprenticeship, the potions that she makes are still not very strong. The effects of each potion do not last long, so the player must be careful of when and where to use them. Within the game, the player will pick up a pouch in which to put the herbs needed to make potions, but the number able to fit inside is limited to 15. The weight that she 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 225.

**Front Porch**

The wood creaks under your feet. A welcome sign is nailed onto the front door. Down the stairs is a path. To the north, through the door, is your living room.

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

**Living Room**

Curtains hang over the window, making it a bit difficult to see. The fireplace is unlit, but the   
warm weather outside makes it feel temperate. Out the door to the south is the front porch. To the north is the downstairs hall.

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

**Downstairs Hall**

A painting of a sunset is on the wall to your left. To the south is the living room. Light shines from the kitchen to the east. There are stairs to the second floor.

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

**Kitchen**

The counter is cluttered with pots and pans, and a head of garlic sits amidst them. Light streams in through uncovered windows. The downstairs hall is to the west. Out the door to the north is the back porch.

**Items:** head ofgarlic

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

**Task:** Retrieve head of garlic (5 pts)

**Back Porch**

The wood creaks under your feet. Down the stairs is the backyard. Through the door is the back porch.

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

**Backyard**

Rows of plants are spread along the yard, convenient walking paths among them. A shed stands at the back. A locked hatch is by the stairs.

**Items:** shed,barrier rune, hidden barrier rune

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

**Task:** Remove both runes (15 pts)

**Cellar**

Fizzling cauldrons sit on tables which line the walls. Above your head, a shining plant bulbs provide you the ability to see. A single empty cauldron is by the far wall. A book on warding and barriers sits beside it. There are stairs up to the first floor.

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

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

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

**2nd Floor Landing**

A small cabinet sits on the landing. There are stairs to the downstairs hall. To the south is the upstairs hall. Your bedroom is the east.

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

**Your Bedroom**

Your bed is still unmade. On your desk is your potion notes, containing information on the ones you know how to make perfectly. Your herb pouch hangs off your chair. A jar peaks out from underneath your bed. The second floor landing is to the west.

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

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

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

**Upstairs Hall**

A railing lines one side of the hall. The closed door of the bathroom is on the other. To the north is the second floor landing. You can see your master’s bedroom to the south.

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

**Master’s Bedroom**

The bedroom is pristine, unlike your own. A jewelry box looks out of place, sitting askew on the armoire. The upstairs hall is to the north.

**Items:** jewelry box, cellar key

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

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

**North Path**

You stand on a trodden down path. There are stairs up to the front porch, and through the trees to the south is a clearing.

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

**Clearing**

You enter a grassy clearing in the trees. There are paths to the north, south, east, and west.

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

**East Path**

You stand on a trodden down path. Through the trees to the west is a clearing. To the east is an odd lizard.

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

**Lizard**

A lizard is basking on a stump. Its body is wrapped around a shining bulb. To the west is a path.

**NPC:** talking lizard

**Items:** illuminated bulb

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

**Task:** Trade coin collection for illuminated bulb (10 pts)

**West Path**

You stand on a trodden down path. Through the trees to the east is a clearing. The path opens up to a field of rare herbs to the west. To the southwest is a small patch of flowers.

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

**Fairy Herbs**

There are enough rare herbs to fill your pouch a thousand times over. To the east is a path. To the south is a small patch of flowers.

**NPC:** Fairies

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

**Task:** Bring fairies soft cloth in order to receive some herbs (15 pts)

**Flower Patch**

Flowers add a bit of color among the green and brown of the forest. As far as you know, they are of no use in potion-making, but they are pretty. To the northeast is a path. To the west is the guardian of the forest.

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

**Forest Guardian**

There is a man lounging on a chair made out wood. To the west is a patch of flowers.

**NPC:** Forest Guardian

**Items:** gold

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

**Task:** Bring forest guardian the potion he desires (15 pts)

**South Path**

You think that you stand on a trodden down path. It is too dark to see. Through the trees to the north is a clearing.

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

**Task:** Crack open illuminated bulb to flood area with light (15 pts)

**Alley**

The narrow alley makes you feel a bit anxious. To the north is a path. If you go south, the alley opens up into a stone road.

**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 (15 pts)

**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)

**Items: s**oft cloth

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

**Task:** Trade broadsword 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 or broadsword duplicate

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

**Task:** Make duplicate of broadsword (5 pts)

**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

**Items:** citizenship card

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

**Task:** Pay for and receive proof of citizenship (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. Can be used to make scent remover.

**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.   
 Unlike the others in the room, it does not have a brewing potion inside it. 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. Used to avoid Master’s cat.

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

**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.

**Duplicate broadsword**: It is a perfect physical copy of the original but lacks the enchantments   
 that made such an amazing weapon. 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.

**Additional Stuff:**

Both Tave and the guardsman can be given a befuddlement potion. Using one on Tave allows the player to steal the broadsword instead of having to make a duplicate. By using one of the guardsmen, the player will be able to enter the Citizen District directly.

If the player steals the broadsword from Tave, either by using the befuddlement potion or by switching it with the duplicate, he will relocate to his house. Here, he can be found grieving over the loss of his creation.

**Features:**

**NPCs**: The player can 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**: There is a limited number of each ingredient available to the player. If he or she uses the entire supply of an ingredient needed to make a vital potion without making said potion, the player loses.

**Changing Descriptions:** The descriptions of herbs will change based on whether or not the player has taken them. Other items and NPCs will act in a similar manner.