Intro - Picture 124 - Calm

You born in a family of … /choise/(farmer | old war veteran | poor aristocrat | alchiemist | priest | artist | you had no family and grown up in orphanhood)

…as very … /choise/ (clever | brisk | agressive | communicative | lucky) child.

When you became 16, you decided to become a … /choise/(soldier | bandit | guard at court | farmer | diviner on fair | blacksmith | grocer).

Finally, after long years of life, what had as good moments same bad, you decided to go for the adventures because … /choise(dragon blown up your house | you owe a large sum of money | you dont want to live anymore and looking for death | you always wanted to do this and now that is the chance for you!)

|1|

* 1. Picture 1 - Calm

You are standing on a road intersection, thinking where to go.

/Choise/ (Left, to the forest (1.2) / Forward, right to the nearest CITY |2| / Back, to the place you came from \0001\ / )

* 1. Picture 2 - Calm

You are standing in a forest you never used to be before. You not sure where are you and can't find the way.

/Choise/ (Go through the forest / Call for help)

IF “Go throught the forest”

50% (1.3) //Reached village

50% (1.4) // You are standing near to river

IF “Call for help”

(33-luck\*2)% You lost your voice cause of screaming

50% (1.4) // You are standing near to river

50% (1.5) / You met hunters

(33+luck\*4)% (1.5) // You met hunters

(33%-luck\*2)% (1.6) // You woke up bear

* 1. Picture 17 - Medium

After wandering through the forest, you reached the village |3|

* 1. Picture 4 - Calm

You are standing near to small river, and you want to eat. What would you do?

/Choise/ (Eat berries growing around / Drink some water)

IF “Eat berries growing around”

(20-luck\*2)% \0002\ //Berries are toxic.

(100-(20-luck\*2))% (1.7) //Berries are tasty

* 1. Picture 7 - Medium

Suddenly you see something between the trees. That is hunter! Finally, maybe someone will tell you where to go.

He speak not very clear language. You can’t completely understand him.

W=(L+I)

You understood him.

W=(5-I+L\2)

You can't completely understand him, but you are sure he told you about a village and castle of local order location.

W=(5-I+5-L)

(1.8) //He thinks you are a bandit

You thanked him for help and decide to go to … /Choise/ (Holy order |4| / Village (1.3))

* 1. Picture 3 - Agressive

You hear a loud roar and see a huge beast running towards you. You have woken up the bear. OMG THE BEAR!!!!!

Agility>6

You ran away from bear

(1.5) //You met hunters

Strength>7

(1.10) //You will fight with bear

ELSE

\0004\

* 1. Picture 6 - Calm

Berries were quite tasty.

50%

(1.3) // You reached the village

50%

(1.5) // You met hunter

1.8 Picture 8 - Agressive

He misunderstood you and decided you are bandit.

A<6

\0003\

A>=6

… but you succesfully ran away from him.

L%

(1.9) // You see a house in a forest

ELSE

(1.3) // You reached the village

* 1. Picture 12 - Calm

You see a house in the woods.

You come nearer.

Suddenly door opens and elder woman asks you to get into the house.

(1.11) // Witch offers potion

1.10 – Picture 3 - Agressive

You won't give up so easily! After all, you have a sword and your courage!

\*1\*

1.11 – Picture 13 - Calm

This old lady is definitely a witch! Bunches of herbs hanging around the house, strange flasks and a sly look that did not tarnish despite the age of the eyes ...

She offers you a potion, saying that it will make you feel better. Will you take it?

/Choise/ (No. Of couse no! / Yes, why not?)

IF “No. Of couse no!”

You decided you would better avoid it.

She told you a little about where her house is, and maybe now you understand, where you want to go…

/Choise/ (Holy order |4| / Village (1.3))

IF “Yes, why not?” – Events with same chance to happen

You drunk it and you feel nothing changed

OR

You drunk it and feel you became stronger (Strenght+1)

OR

You drink it and feel a clearness in your mind (Intellect+1)

OR

You drink it and feel yourself more confident (Charisma+1)

OR

\0005\

1.12 – Picture 9 - Calm

That wasn’t easy, but… But you killed the bear!

(1.5)

2.1 Picture 118 - Medium

You are standing in the main square of the city. What are your plans?

/Choise/ (Go for a walk .1. (ONLY ONCE!!!) / Go to the tavern (2.2))

2.2 Picture 119 - Medium

You are sitting in a tavern with a mug of beer, when you hear what strangers near to you are talking about...

40% (ONLY ONCE!)

Their own things. Nothing interesting..

Except... You are looking attentively.. YES!

That cloak and sword what are lying near to one of them on chair! These things are absolutely the same as somebody stole from you a few years ago!

Excuse me, sir...

IF character was soldier or guard

The stranger turns to you and you realize that is your old friend from times you were (soldier/guard)! Of course, he has same sword and cloak, everyone who served there had such!

What an unexpected meeting!

(2.3) //Talk with old friend

IF character was born in family or aristocrat or veteran

The stranger turns to you and you realize that is familiar veteran, old friend of your father!

Of course, he has same sword and cloak, he himself gave you one of two brought from the war as a trophy!

What an unexpected meeting!

(2.4) //Talk with old friend of family.

ELSE

The stranger turns to you and looks quite annoyed...

/Choise/ ((you decide not to tempt fate) I heard, you were talking about... /

You stolen my cloak and sword!)

IF “I heard, you were talking about...”

/Choise/ (A dragon! (If dragon blown up house) / An artifact, what brings luck! /

A king's government! I don't like him too! / A bank safety systems!)

IF “A dragon!”

(2.5) //They are starting telling a story

IF “An artifact, what brings luck!”

They tell you, what they are group of scientists - magicians, who invented a device, what have to bring luck to everyone it is used on.

They offer you to be a test subject. You agree.

|5|

IF “A king's government! I don't like him too!”

They tell you, what they are completely satisfied with king's govenment. But why you aren't? Are you a revolutionary?!

(2.6) // King’s guards

IF “A bank safety systems!”

They are bank workers. They complain to you about stupid and non-working safety systems of bank they work in.

INTERESTING!

(2.7) //Dream thinking

IF “You stolen my cloak and sword!”

The stranger look on you bewildered. He bought these things on fair few days ago. You apologize and ask him... You heard, they were talking about...

/Choise/ (A dragon! (If dragon blown up house) / An artifact, what brings luck! /

A king's government! I don't like him too! / A bank safety systems!)

IF “A dragon!”

(2.5) //They are starting telling a story

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INTERESTING!

(2.6) //Dream thinking

2.3 Picture 122 - Medium

You spend all the evening talking about different interesting things like war, life, and sense of universe.

(2.7) //Plot

2.4 Picture 122 - Medium

You spend all the evening talking about your childhood and other interesting things.

(2.7) //Plot

2.5 Picture 106 - Agressive

They are starting to tell you a story about angry dragon...

I KNOW THAT! TELL ME WHERE HE LIVE! HE BLOWN UP MY FUCKING HOUSE!!!

They tell you about dragon location. Here you go...

|6|

2.6 Picture 136 - Medium

You always wanted to live somewhere in warm countries, in your own mansion with sea view...

Money from bank can help you a lot to realize it!

(2.8) //Want to rob a bank

2.7 Picture 123 - Medium

Finally, he tells you what he is a leader in a plot against the king, and offer to take part in it.

/Choise/ (Well, not sure I want to do something like this... / I am in!)

IF “Well, not sure I want to do something like this...”

|2|

IF “I am in!”

Cause he knew you very well and could trust, you become one of the main figures in this plot.

(2.9) //Planning

2.8 Picture 137 - Medium

You spend days in the city, looking for someone to work with. Finally, you find accomplice, one of them is...

10%

Cat. Magical cat.

ELSE

(40-L\*3-C)%

A criminal you found in the tavern.

(60+L\*3+C)%

Your old friend!

(2.12) // Here we go

2.9 Picture 124 - Agressive

All in all, the plan is next.

At first...

/Choise/ (Recruit disgruntled soldiers / Bribe officials / Start massive anti-king propaganda)

IF “Recruit disgruntled soldiers”

R+1

IF “Bribe officials”

G+1

IF “Start massive anti-king propaganda”

Y+1

Secondly, you will...

/Choise/ (Build required infrastructure and make stocks of weapon / Scout the palace plan / Prepare social explosion)

IF “Build required infrastructure and make stocks of weapon”

R+1

IF “Scout the palace plan”

G+1

IF ” Prepare social explosion”

Y+1

And of course, you mustn't forget to...

/Choise/ (Get support of army commanders! / Replace the servants in the palace with your own people! / Discredit the government!)

IF “Get support of army commanders!”

R+1

IF “Replace the servants in the palace with your own people!”

G+1

IF “Discredit the government!”

Y+1

(2.10) //Time for revolution

2.10 Picture 125 - Agressive

Espionage, long preparations, bribes and recruitment, finally, your plan is ready for execution, time for revolution!

(50+I\*3+L\*2)%

(2.11) //Successful revolution

(50-I\*3-L\*2)%

\0007\

2.11 Picture 126 - Agressive

You are standing on a platform in the middle of the square, next to the former king, standing on the scaffold. Your last words to him?

/Choise/ (Time for something new... / No more tyranny... / You was terrible ruler... / Rest in peace...)

IF WERE SAME AMOUNT OF DECISIONS OF EACH COLOR, OR MORE GREEN DECISIONS

\0008\

IF WERE MORE YELLOW DECISIONS

\0009\

IF WERE MORE RED DECISIONS

\0010\

2.12 Picture 141 – Medium

After long days of preparing, bank building study, plan making, everything is ready. Here we go!

(2.13) // Plan

2.13 – Picture 124 – Medium

// Sum – number of points you get for decision, will be used later.

You decided to: /Choise/ (Do it in the night! / Do it during a day! / Do it, just do it!!! What are you waiting for! Make your dreams come true!)

IF “Do it in the night!”

Sum+20

IF “Do it during a day!”

Sum+10

IF “Do it, just do it!!! What are you waiting for! Make your dreams come true!”

Sum+5

You will go... /Choise/ (Throught the secret tunnel you dug up. / Throught the main entrance, disguised as bank employees. / Throught the wall. You have bombs, why not???)

IF “Throught the secret tunnel you dug up.”

Sum+20

IF “Throught the main entrance, disguised as bank employees.”

Sum+15

IF “Throught the wall. You have bombs, why not???”

Sum+10

Then you will... /Choise/ (Take all golden ingots! / Take all money! / Take all!)

IF “Take all golden ingots!”

Sum+15

IF “Take all money!”

Sum+20

IF “Take all!”

Sum+10

Finally, you will escape by... /Choise/ ((AVAILABLE ONLY IF HAVE MAGICAL CAT IN 2.8!) The magic! / The horses! / The boat on the sewers!)

IF “The magic”

Sum+40

IF “The horses!”

Sum+20

IF “The boat on the sewers!”

Sum+20

That was plan what you followed...

(100-Sum\*0.6-L\*2-I\*2)%

\0030\ // Failed

(Chance\*0.6+L\*2+I\*2)%

And you successfully realized it!

10% (PURPLE LINE!)

\0031\ // Left with no money

IF NO MAGICAL CAT

(30-L\*2)%

(2.14) // Accomplice want money

(70+L\*2)%

(2.15) // Can go to the warm countries

ELSE

(2.15) // Can go to the warm countries

2.14 Picture 145 – Aggressive

But your accomplice want more money!

/Choise/ (Would be better to give them money they want… / Maybe we can talk about it? / Seems like we won’t be able to agree…)

IF “Would be better to give them money they want…”

Well, you are not so rich as ten minutes before, but at least, you are free, have money left...

(2.15) // Can go to the warm countries

IF “Maybe we can talk about it?”

(50+I+C\*2+L)%

You convinced them.

(2.15) // Can go to the warm countries

ELSE

You failed.

Seems like we won’t be able to agree…

(2.16) // Accomplice want to kill you…

IF “Seems like we won’t be able to agree…”

(2.16) // Accomplice want to kill you…

2.15 Picture 147 – Calm

And now you can go to the warm countries!

You board the ship and depart, thinking of your shining future...

(80+L\*2)%

\0033\ // Successfully arrived

ELSE

\0034\ // Trolled!

2.16 Picture 151 – Aggressive

Suddenly, one of them is trying to hit you with a knife! How despicably…

(50+A+S+L)%

(2.17) // Had to kill them

ELSE

\0032\ // Dying from accomplice

2.17 Picture 153 – Aggressive

But you manage to dodge and strike back! You had to kill them...

Sad, but at least you are alive...

(2.15) // Can go to the warm countries

3.1 VILLAGE – Picture 17 – Calm

You are standing on a road in village. Your plans?

/Choise/ (People living here look kinda prosperous...  You want their gold!(ONCE!) / You are hungry.. Go to the tavern(ONCE!) / Find work (ONCE!) / You spent already a days looking for something to do.. One day you decided to go to the tavern and get a mug of beer.. (ONLY IF ALL OTHERS ARE ALREADY UNAVAILABLE!))

IF “People living here look kinda prosperous...  You want their gold!“

/Choise/ (But I'm not a bandit! / Maybe I can get someone’s wallet? (ONCE!)) / Hmm, how about something, what can bring a lot of gold?

IF “But I'm not a bandit!”

(3.1) // Return to first slide of scene

IF “Maybe I can get someone’s wallet?”

(3.2) // Looking for someone to steal wallet

IF “Hmm, how about something, what can bring a lot of gold?”

(3.3) // Looking for an accomplice for a robbery.

IF “You are hungry.. Go to the tavern”

(3.4) // Order food in tavern

IF “Find work”

(3.5) // Found a work of farm nearby

IF “You spent already a days looking for something to do.. One day you decided to go to the tavern and get a mug of beer..”

(3.6) // Blue tavern arrow scene

3.2 Picture 88 - Calm

You are standing on the market squaire, looking for someone to steal wallet from. And looks like you found...

(7\*A+3\*L)% chance

You successfully stolen the wallet!

(No result for now, may add money in future!)

(3.1) // Main village scene

ELSE

(3.7) // People saw you stealing the wallet!

3.3 Picture 17 – Calm

Stay in a village and look for accomplice for robbery.

(3.8) //Looking for an accomplice result

3.4 Picture 18 - Calm

You order big bunch of food and a mug of beer. You are sitting and eating with the great pleasure.

(3.9) //Drinking a mug of…

3.5 Picture 19 – Calm

You found a work on a farm nearby. Work is hard, but they pay you for this.

(3.10) //How do you feel about farming?

3.6 Picture 35 - Medium

IF ALREADY HEARD ABOUT NECROMANCER

These strangers are still here. You decide to ask them about that.. necromancer.

IF NEVER HEARD ABOUT NECROMANCER

You are sitting near to a group of strangers talking about a necromancer..

Interesting...You are asking them to tell you more about it.

(3.11) // Story about necromancer

3.7 Picture 90 – Aggressive

People saw you stealing the wallet!

/Choise/ (Surrender / RUN!)

IF “Surrender”

(3.12) // Telling a tearful story..

IF “RUN!”

(40-A\*3-L)%

\0011\

(60+A\*3+L)%

(3.13) // Ran away from village

3.8 Picture 74 – Calm

(66+L\*3)%

You found the accomplice!

(3.14) // Robbery in the night

(33-L\*3)%

You see nobody to work with.

/Choise/ (You will do this alone! / You decided to quit this venture)

IF “You will do this alone!”

(3.14) // Robbery in the night

IF “You decided to quit this venture”

(3.1) //Village main scene

3.9 Picture 18 – Calm

After food is finished, you take the mug and drink all the contents in one sip!

(100-5\*L)%

(3.1) //Main village scene

(5\*L)%

(3.15) //Drunk

3.10 Picture 33 – Calm

Work is finished, you got your money! How do you feel about farming?

/Choise/ (Tiring. Boring. And no adventures. Brrr.... / That's work for me!)

IF “Tiring. Boring. And no adventures. Brrr....”

You got money for this days you spent on farm, but you pretty sure you never going to do this more.

(3.1)

IF “That's work for me!”

\0012\

3.11 Picture 36 - Medium

They told you a terrifying story about someone killing people to get their souls...

/Choise/ (There are more important things to do... / I have to kill him and become a hero!)

IF “There are more important things to do...”

(3.1) // Main village scene

IF “I have to kill him and become a hero!”

(3.16) //Going to holy order

3.12 Picture 92 – Aggressive

You are trying to tell them tearful story about your hard life

(100-C\*9-L)%

You don't seem very convincing...

\0011\ // Killed by villagers

(C\*9+L)%

They trust you!

You will stay alive. For this case.

(3.1) // Main village scene

3.13 Picture 2 – Medium

You successfully ran away, but understand you can't return back to village now.

(3.17) // Met the bandits

3.14 Picture 75 – Medium

In the night, you come into someone's house and start taking everything valueable you see

(50-L\*2-A\*3)%

(3.18) // Noisy and they woke up

ELSE

This robbery was kinda... Successfull...

But you can't stay in this village for more! You decide to wait for a time in forest nearby.

(3.17) // Met the bandits

3.15 Picture 21 – Calm

Oh no, looks like tawern owner brought you a mug of strongest beer in the world!

You feel drunk…

/Choise/ (Would be better to stay in a tavern, maybe… / I want to go for a walk!)

IF “Would be better to stay in a tavern, maybe…”

You are staying in tavern for some time to become sober.

(3.18) // Sitiing near to a group of stangers talking about necromancer

IF “I want to go for a walk!”

(3.19) // You decide to go for a walk, even you are drunk and it's already late outside.

3.16 Picture 37 – Calm

They told you that they are going to go to the castle nearby, where is a holy order of knights, who also wanted to get rid of necromancer.

You decide to go with them.

(80+L\*2)%

(3.20) // Calmly arrived to order

(20-L\*2)%

(3.21) // Bandits attacking a carriage!

3.17 Picture 80 – Medium

In the forest, you see a group of bandits sitting near the bonfire.

/Choise/ (Go to them / Put all the valuables in the hole under the tree and go to them.)

IF “Go to them”

You come nearer to bonfire

(3.24) // Bandits want to take everything from you

IF “Put all the valuables in the hole under the tree and go to them.”

You hide everything valuable and go to them.

(3.25) // Bandit leader asks you who are you

3.18 Picture 35 – Calm

You are sitting near to group of strangers, who are talking about the necromancer...

/Choise/ (Interesting...You are asking them to tell you more about it. / Waiter! Bring me a mug of beer!)

IF “Interesting...You are asking them to tell you more about it.”

(3.11) //Story about necromancer

IF “Waiter! Bring me a mug of beer!”

You are sitting in a tavern for a whole night.

Finally, you become sober, and ready to act!

(3.1) // Main village scene

3.19 Picture 23 – Calm

You decide to go for a walk, even you are drunk and it's already late outside.

(3.29) // See a strange man

3.20 Picture 38 - Calm

You arrived to order calmly.

(3.22) // Want to talk with master

3.21 Picture 39 - Agressive

You were sleeping in a carriage, when you hear a battle cry!

Bandits are going to rob your group!

You will fight!

(100-S\*6-A\*3-L)%

\0013\ // Bandits killed everyone

(S\*6+A\*3+L)%

(3.23) // You killed the bandits

3.22 Picture 42 – Calm

You arrived to the destination and going to talk with master of the order.

30%

.2. // Random order event

70%

You were in time at the last moment! The holy crusade to necromancer starts tomorrow!

|8| // Necromancer fight line

3.23 Picture 40 – Calm

You and your companions successfully killed most of bandits, other ran away.

(3.22) // Arrived to order

3.24 Picture 82 – Medium

The leader of bandits looks very... satisfied...

"Look, we don't even need to look for victims anywhere ... He himself came to us so that we would take everything he has from him!"

/Choise/ (You will try to talk with them / You will fight!)

IF “You will try to talk with them”

(100-C\*9-L)%

They are not kinda satisfied with that you said. Their leader comes nearer to you...

You will fight!

(C\*9+L)%

You are telling them a story of your life and how did you get here, and they decide to take you in their gang.

|9|

IF “You will fight!”

5% (PURPLE LINE! LOOK README!)

(3.27) // Not belonging to this world

20%

(3.26) // Leader asks you to join them.

(S\*4+A\*3+L)%

(3.28) // You killed bandit leader

(80-S\*4-A\*3-L)%

\0014\ // You were killed by bandit leader

3.25 Picture 82 - Medium

"Who are you?" - asking their leader

You are telling them a story of your life and how did you get here, and they decide to take you in their gang.

|9|

3.26 Picture 82 – Medium

"He-he, I like it! We need brave warriors! Don't you want to join us?" - their leader said

Of course you can’t reject…

|9|

3.27 Picture 86 Aggressive

You are getting fatal injuries, but not dying...

You feel enormous power inside your body.

You look at all the people around... They feel the fear...

You are not a human and never used to be.

But WHO ARE YOU and WHAT will you do?

|10| // Not belonging to this world

3.28 Picture 85 Medium

You killed the bandit leader...

Other thugs look a bit dumbfounded, but rules are the rules..

Now you-re their new leader!

|11| // Bandit leader line

3.29 Picture 24 Aggressive

During the walk you see a strange man, who looks dangerously.

/Choise/ (I have to kill him before he killed me! / I want somebody to talk with)

IF “I have to kill him before he killed me!”

(3.30) // Killing the strange man

IF “I want somebody to talk with”

25%

(3.31) // Talking to yourself

25%

(3.32) // Talking to scarecrow

25%

(3.33) // Talking to another drunken adventurer

25%

(3.34) // Thug.

3.30 Picture 25 Aggressive

You are taking out you sword and chop off his head with it.

You feel very tired and go to sleep in the nearest ditch.

33%

(3.35) // Scarecrow killed

33%

(3.36) // Bandit killed

33%

(3.37) // Headman killed

3.31 Picture 23 - Calm

You stand in the middle of the street and talk to yourself.

Maybe you are TOO drunk? Bruh…

You feel very tired and go to sleep in the nearest ditch.

(3.1) // Main village scene

3.32 Picture 24 – Calm

You realize that you are talking to an old scarecrow, and what is even more interesting, the scarecrow begins to answer you.

At the end of the conversation, the scarecrow gives you a lucky hat that brings good luck.

(If we will have an inventory, lucky coin to add! For now just add +1 Luck!)

(3.1) // Main village scene

3.33 Picture 18 – Calm

You realize you are talking to another drunken adventurer. You are friends for life!

You returned back to tavern and spent time talking about adventures and other interesting things. Although your paths diverge, your new friend gives you a lot of useful tips (Intelligence +1)

(3.1) // Main village scene

3.34 Picture 30 – Aggressive

You are talking to a thug. The thug doesn't talk to you.

\*2\* - Battle with thug

3.35 Picture 26 - Calm

In the morning you realize you killed... The old scarecrow. How dumb!  
Why is it here?

(3.1) // Main village scene

3.36 Picture 27 – Calm

In the morning you realize you killed... The bandit!

You are the hero of the village, albeit with a terrible hangover.

(3.1) // Main village scene

3.37 Picture 27 – Aggressive

In the morning you realize you killed... The headman. Oh no, it seems it's time to run ...

RUN!!!

(60+A\*3+L)%

(3.13) // Successfully ran away

(40-A\*3-L)%

\0011\

3.38 Picture 25 – Calm

Well, you were drunk.. And it wasn’t easy… You had to kill the bandit…

But at least you are alive! Everything is fine!

(3.1) // Main village scene

4.1 Picture 43 – Calm

Finally, you arrived to order. There are lots of monks, priests and knights around you. Walking, talking, preying.

What are your plans? What are you going to do?

/Choise/ (Go to the arena / Go to the tavern / Go to the church)

IF “Go to the arena”

There are no arena.

Holy order don’t spend time for useless battles, they fight with monsters!

(4.1) // Main scene of order

IF “Go to the tavern”

There are no tavern.

Holy order don’t spend time for useless vine drinking! They fight with monsters instead.

(4.1) // Main scene of order

IF “Go to the church”

I hear something…

(4.2) // Prayer in church

4.2 Picture 44 – Calm

There is a prayer in the church.

/Choise/ (Sit down with everyone and pray / Wait until it ends.)

IF “Sit down with and pray”

(4.3) // Pray

IF “Wait until it ends.”

You are just standing near to church and waiting until prayer will finish.

Why are you here?

What is the reason?

What is the reason of life?

What is reason of universe existence?

Something is taking me away ... Probably, I need to move away from the herb braziers.

(4.4) // Head of order

4.3 Picture 45 – Calm

God, listen to me…

Help me to kill my enemies…

Help me to live longer…

Help me to help others…

Help me to get rid of evil creatures in this world…

Prayer ends.

(RANDOM CHARACTERISTIC +1)

(4.4)

4.4 Picture 42 – Calm

You see a figure in the cloak. This is the head of the order.

He asks you if you would like to join them in their crusade against evil.

He is waiting for your answer.

/Choise/ (Sorry, maybe that’s not what I came for… / Of course yes! Thats why I am here!)

IF “Sorry, maybe that’s not what I came for…”

I feel strange here.. Not sure I want to stay there anymore. Sorry!

* 1. // Main scene of game

IF “Of course yes! Thats why I am here!”

You are ready for war! You are brave and have a sword.

He smiles cause of your enthusiasm... My son, let me tell you about...

/Choise/ (Necromancer in the mountains / Lich living in a damn place on the south)

IF “Necromancer in the mountains”

(4.5) // Story about necromancer

IF “Lich living in a damn place on the south”

(4.6) // Story about lich

4.5 Picture 36 – Medium

The head of order telling you a story about…

Well…

You already heard that… So boring…

(4.7) // Necromancer fight line

4.6 Picture 46 – Medium

The head of order telling you a story about ancient lich..

He comes in the night…

When you don’t wait for it.

And takes your life..

Recently order found out where he is hiding. But it is very hard to overcome him, and only a true hero can to this.

Are you a true hero?

/Choise/ (No… / YES!)

IF “No…”

Okay. At least, you have more chances to stay alive.. Let me then tell you a story about…

(4.5) // Story about necromancer.

IF “YES!”

I am a true hero. I am a god! I will kill damn lich and nobody will stop me!

|7| // Lich fight line

4.7 – Picture 37 – Medium

He said the group of knights depart tomorrow. You will go with them...

|8| // Necromancer fight line.

5.1 Picture 159 - Medium

In the laboratory, they tell you to grab handles of strange-looking device.

"Don't worry, it's completely safe, they say, walking behind a two-meter thick wall."

(5.2)

5.2 Picture 160 – Medium

An amazingly bright shine is last thing you remember.

(5.3)

5.3 Picture 159 – Medium

You are lying on a floor near to the device, scientists are standing near to you.

At least you are alive, and that is good.

(5.4)

5.4 Picture 162 – Medium

"Everything went correcly", saying one of them.

"Now you should be extremely lucky"

"You were near to kill me!" -  you scream, and throw the pencil that was lying on the floor on them.

You want to kill them this moment!

(50+L)%

\0035\ // Good luck ending

ELSE

(5.5) // Bad luck

5.5 Picture 165 – Medium

You should have missed, but the pencil, even if flying past, crashes into the artifact lying on the table right behind them, the artifact falls and explodes.

The explosion only affects you, leaving only a dark spot in your place.

\0036\ // Bad luck ending

8.1 Picture 61 – Medium

Your path goes through high mountains.

60%

(8.2) // Arrived to castle

40%

Hmm, I see something…

(8.3) // Stone with runes

8.2 Picture 64 – Medium

You successfully arrived to the castle where necromancer should live..

You see a lot of bones around..

(8.4) // See necromancer

8.3 Picture 62 – Medium

While traveling in one of the crevices, you accidentally discover a strange stone with runes on it.

You feel the power coming from him. Probably, despite the obvious antiquity, the magic stone can still do something.

But do you want to touch him?

/Choise/ (It looks too... suspiciously... / Interesting...)

IF “It looks too... suspiciously...”

I not sure it is safe.

(8.2) // Arrived to castle

IF “Interesting...”

You are touching the stone…

25%

It was a runical stone with a necromantic  skeleton revitalization spell!

The skeleton inside you is now alive!

(Strength +1, Agility +1, Intelligence -1)

25%

It was a runical stone with a communication module!

You are absolutely sure that you can convince anyone of anything ...

If it is a lame dwarf between the ages of 59 and 60!

(Charisma +1)

25%

It was a runical stone with a brain enhancement module!

You feel unlimited possibilities ... In the field of tongue twisters!

(Intelligence +1)

25%

It was a runical stone with a physical enhancement module!

You feel incredible strength ... In the little toe on your left foot!

(Strength +1)

(8.3) // Reached the castle

8.4 Picture 65 – Medium

Arriving, you and the knights find a necromancer during a terrible ritual of sacrifice, and kill him on the spot.The necromancer clearly did not expect this and did not have time to do anything.

His last words were: "Idiots, I just want to ...". He does not have time to finish because his head is blown off with the sword, and the altar was sprinkled with his blood...

(8.5) // Strange room

8.5 Picture 66 – Medium

While exploring his abode, you and a team of knights, together with you, notice a strange room, from which it breathes otherworldly.

(8.6) // Mechanism

8.6 Picture 67 – Medium

When you enter, you see an impenetrable dark suspicious puddle in the middle of the room, an incomprehensible, but clearly complex installation next to it and ten strange cylinders, nine of which are filled with glowing lights and inserted into the connectors on the wall behind, connected to this mechanism with cable, and the tenth is half empty lying on a floor near to it.

After examining the notes that were in the table in the corner of the room, you realize with horror that the necromancer clearly killed and tortured people not for fun.

(8.7) // Notes

8.7 Picture 69 – Medium

According to what is written, the puddle on the floor is onlya weak symptom of impending disaster - the breakthrough of primordial evil into your world through the thinned dimensional layer.

The mechanism is needed in order to patch it up, otherwise, literally a few years later, this world is doomed.

A mouse thrown into a puddle turns into a terrible monster, which all of you together barely managed to defeat.

You realize that by all appearances, you will have to continue the terrible deed of the one whom you so carelessly killed…

/Choise/ (What a stupid joke...)

IF “What a stupid joke...”

\0018\ // Joke

IF “We have to do this....”

(8.8) // Do it.

8.8 Picture 67+ - Medium

You and the knights of the order take on this task. A few months later, after rivers of blood, the tenth cell is full of strong souls...

You insert it into the device and press a button.

(40-L\*4)%

(8.9) // Beam then very bad

(60+L\*4)%

(8.10) // Beam then bad

8.9 Picture 67++ - Aggressive

The device emits a blinding beam, piercing the dimensional layers…

\0016\ // Very bad ending

8.10 Picture 67++ - Aggressive

The device emits a blinding beam, burning away the filth, and forever sealing it beyond the edge of reality…

\0017\ // Bad ending

9.1 Picture 39 – Medium

You spent some time with the bandit gang, robbing the caravans. Vine, tasty food, and adrenaline! But...

Is that life you always were dreaming about?

/Choise/ (Yes! I like the way I live! / No! I want something better!)

IF “Yes! I like the way I live!”

A>6&S>6

(9.2) // Leader

(60+L\*4)%

\0020\ // Good bandit ending

(40-L\*4)%

\0021\ // Bad bandit ending

IF “No! I want something better!”

/Choise/ (I deserve more! / Maybe this is not life for me?)

IF “I deserve more!”

You call chieftain for a duel to become a new leader!

\*3\* // Battle with chieftain

IF “Maybe this is not life for me?”

You decide to go away. You never really wanted to see yourself as bandit.

(9.3) // In a tavern with a mug of beer.

9.2 Picture 96 – Medium

You decided to follow the gang. You were so cool in robberies, that after old chieftain died, thugs chosen you as new leader. What an amazing career!

(11.1) // Bandit leader line

9.3 Picture 35 – Medium

You are sitting in a tavern with a mug of beer near to group of strangers.

They are talking about something, but you not sure about what exactly.

/Choise/ (Hmm, I hear something about necromancer… / Hmm, I hear something about undead…)

IF “Hmm, I hear something about necromancer…”

You ask them more about it. They told you a terrifying story..

I have to kill him and become a hero!

(3.16) // Castle of holy order

IF “Hmm, I hear something about undead…”

You ask them more about it. They told you a terrifying story about ancient lich living in a castle...

I have to kill him and become a hero!

(7.1) // Lich fight line

9.4 Picture 25 – Medium

You called the chieftain for a duel and won! Your sword and ground around you are red, and everyone now feel fear.

(11.1) // Bandit leader line

11.1 Picture 85 – Medium

Now you are leader of group of prowlers, thugs and villains.

You feel yourself kinda satisfied. What an amazing career!

But do you want to be a chieftain forever?

/Choise/ (Yes, I like it! / I want something better…)

IF “Yes, I like it!”

(50-3\*I-2\*L)%

\0023\ // Bad bandit leader ending.

(50+3\*I-2\*L)%

\0024\ // Good bandit leader ending

IF “I want something better…”

I want something better.. I want to be.. A king! An emperor!

You heard something about elder artifact.. A thing, what gives infinite power to it’s owner!

You want it!

(11.2) // Artifact search

11.2 Picture 98 – Medium

After few months of robberies and crimes, you and your slightly trained fighters during this time decide to go in search for it.

(11.3) // Results

11.3 Picture 99 – Medium

The path was long..

You are moving towards your goal.

Monsters, traps, deceptions, betrayals, you get to your destination, left all alone.

Nobody left with you. No friends. Nobody.

(11.4) // A figure in church

11.4 Picture 97 – Aggressive

You come in temple.

That is really… Impressive place.

Suddenly you see a high figure of artifact guard. You will have to fight!

\*4\* // Fight with artifact guard

11.5 Picture 101 – Medium

Finally, you are standing in front of artifact, looking directly on it.

What are you thinking about?

/Choise/ (Was it worth it? / No time for reflection! This is what I have lived for all this time!)

IF “Was it worth it?”

Was it worth it?

You are standing in front of an artifact, but inside you there is only emptiness.

What is power? Why did you suffer so much?

\0026\ // Hermit ending

IF “No time for reflection! This is what I have lived for all this time!”

W=(10-L)

\0027\ // Bad ending

W=(10-I)

Here it is, the treasure you have been seeking! It is already in your hands, you take it and ...

Nothing happens.

You realize that you have no knowledge of how to use it ...

\0028\ // Funny ending

W=L+I+C/4

\0029\ // Legendary ending