**Narrative Notes**

* The king was poisoned by an unknown sorcerer on the loose. Villagers killing all sorcerers due to this.
* Player is married to Celeste, who is a servant for the royal family.

**Tutorial Level:**

* In the initial scenes of the game, the player’s wife comes home and collapses.
* The player attempts to find out what happened by communicating with various NPCs in the area. (e.g. doctors, other maids etc.)

**The Witch Doctor Level:**

* Throughout NPCs conversations and interactions with the player, it can become known that there is a Witch Doctor. However, player is discouraged from visiting them.
* The witch doctor can only be caught at night, and the player can only interact with them at this time. (Other tasks throughout the game can only be carried out in a certain time of day as well.)
* Whenever the player finally resorts to visiting the Witch Doctor, the player is required to prove themselves to them.
* The player eventually finds out that the illness that had fallen upon their wife is an illness that is derivative from sorcery. They were both stung by a mythical creature.
* Unfortunately, the witch doctor is unable to help the player but has heard of rumours of a person who can potentially help.
* Collectable 1: Name of scholar and a name of a place.

**The Scholar Level:**

* Whenever player approaches the scholar, they are familiar with the person who can help. This person is known as the healer (their real name is unknown).
* Collectable 2: Map showing the people who have previously been treated by the healer. (This map eventually gets more filled in depending on the places the player visits and the information provided to them by NPCs)
* After locating previous clients of the healer, the player gathers enough information to know they are required to cross the sea to an island where many sorcerers had ran away to out of fear.
* Collectable 3:Information about the dwellings of the healer.
* Between the two islands there is a kraken-like creature (“fera”). This creature protects the islanders from any threats.
* The player can either choose to befriend or kill this creature, however befriending it is significantly more difficult than simply killing it.
* This creature must only be killed with an arrow made from diamond. These arrows can be found in the underground section of the palace, so the player must sneak in and steal these or alternatively use the correct dialogue with a person with access to this room.
* The creature can be befriended by learning a song and singing it. This song is learnt as the villagers sing/play it at night to keep the creature away from their land. The player must then identify the instrument used to play it at the local music shop. During the boat level, the player is required to hit button prompts to play the correct notes in the correct time. Failing too many of these will resort in failure to befriend the fera.
* To cross the water, a golden boat must also be found and used.

**If Player chooses to kill the fera:**

* Difficult to speak to healer as the islanders will appear more hostile towards you. You will need to befriend people as they will think you are a knight trying to kill them.
* You only can save 1 person in the end (king or wife) as killing the fera will lead to limited ink sacs to make a remedy for the illness.

**If Player befriends the fera:**

* You are able to speak to the healer almost immediately.
* You can save both the king and your wife.

**The Healer Level:**

* The healer knows what is wrong with your wife and can help her but needs certain elements to create a potion and the “Helia Cup” that can be found from an underwater city.
* The elements needed to create the potion is an ink sac from the fera and a special flower from a city in the sky.
* Whenever the player gives the healer the elements to make the people, player is made aware of the evil sorcerer. (This opens a side quest to kill the sorcerer.)
* Whenever the player returns from his travels, he finds the knights and the witch doctor who told them about the player’s ill wife and the player finding a cure. The player is asked to save the king.
* The next outcome is determined on whether the player was able to gather resources to make 2 potions or not.
* The end decision is made more difficult for the player throughout the game as they will hear announcements from the king, and will learn he is a good man who wants the best for the people of the kingdom, but they will also receive letters from their loving wife.

**End 1:**

* Player decides to save his wife.
* Player boss fight with knights.
* Arrested for treason, but his wife still lives while the king is dead.
* Is released 3 years if he avenges the king by killing the evil sorcerer (Bonus side quest)

**End 2:**

* Player decides to save king
* Boss fight with sorcerers.
* Has the option to avenge wife by killing evil sorcerer (Bonus side quest).

**End 3:**

* Player saves both the king and his wife.
* Boss fight with evil sorcerer.