

The background is a dark navy blue. It features several large, overlapping, semi-transparent geometric shapes in various colors: bright green, cyan, magenta, orange, and red. These shapes are arranged in a way that creates a sense of depth and movement, with some appearing to be layered on top of others. The overall aesthetic is modern and digital.

X's Legacy

By Nick Storer

The Beginning

It was a bright and sunny morning, and X had just woken up. He slipped on some blue clothes to match his hair and went down for breakfast. He made a few waffles and gulped them down with loads of syrup. It seemed like a good day, X had turned 16 last month. He lived alone because his parents worked as part of the Royal Guard and they had to be at the castle most days. X lived in the Kingdom of Estorra, on the world of Zennio. X knew how to defend himself though, his parents had taught him the basics. Back to breakfast, right as X was cleaning his plate, he heard a scream outside. An awfully familiar scream.

Princesses Aren't For Taking

X ran outside, quickly finding a girl in a cage. But not just any girl, the princess of Estorra! She was being carried by 4 guards who did not look weak at all. One of the men who looked like he was in charge, called out "This is nothing personal against the fellow citizens of Estorra! We are teaching the king a lesson! Anyone who tries to stop us will end up with the princess.". Everyone around X looked either speechless or nervous. Or maybe even both. But X had to do something! He ran up and tried to punch the man in charge, but the man pulled out his wand and said something. Immediately X flew back about 20 feet, it looked terrible. The man said "Ha! You want to stop me? If you want a chance to break my finger you might want to grow a foot or two!". At that moment, X was furious, he had to do something about this!

Preparation

After the kidnapping, the king made a speech. One of the highlights in X's opinion was "Again, i'm very sorry! I wasn't there for her! *starts sobbing* I should *sniffle* have done *sniffle* better!". Now that X was back in his house he had to prepare! He started looking around his house for anything he could use! After hours of looking around, he found a wooden, but sturdy sword that his parents gave him to practice with. He grabbed it then ran out his house to the Blacksmith, who made scabbards for the sword.

Once he arrived at the Blacksmith shop, the man working currently asked X what he wanted, X asked for a scabbard and the man gave it to him for free. Before X could speak the employee said "Just take it, the princess is gone and nowadays no one buys my scabbards."

The Royal Status

As X was walking to the edge of the kingdom, he realized hadn't checked on his parents. He went to the castle smack in the middle of Estorra, he went to the notice board on the side of the room and looked for his parents. After he spotted their names he noticed there was the word "Busy" next to their names, which meant they were out of the kingdom on some Royal Guard duty. X ran home, wrote a note and then finally headed out.

[Continue on!](#)

Embarking

After X walked out of Estorra territory easily, (there wasn't much security on borders, probably because Estorra had never been attacked.) He noticed two roads. One looked like it lead to a forest, while the other path looked as if it was with a trail with nothing around it. He had to choose which path to use.

[If you want X to follow the forest path](#)

[If you want X to follow the empty path](#)

Forest Lane Ωa

X decides to go down the path with the forest, as he enters the forest he notices fog start to appear, he continues walking down with fog like chilling winds. But every step he takes, the fog becomes even thicker! X starts to panic. Should he go back and take the other path? Or keep going?

[If you want X to continue on the forest path](#)

[If you want X to change paths](#)

Nomansland and His Path α

X decides to go down the empty path. After a while of strolling along he spots a little cabin. It's extremely small and it looks old. He notices some moss growing along the walls of the house. But one thing really stands out. The door was open. Should X go inside to see if he can find anything useful? Should he knock first? Or should he just continue on the trail?

If you want X to randomly walk inside the house

If you want X to knock on the cabin door

If you want X to continue along the trail

Inner Forest

X decides he can fight the fog and continue on the trail. As he walks along the trail he spots something lurking in the shadows on top of a tree! It seemed as if something, or someone was staring straight into his soul. He wanted to get a closer look but he also didn't want to look at the same time. Should he get a closer look, or continue on the trail?

[Get a closer look at the figure.](#)

OR

[Continue along the trail like nothing happened.](#)

House Ninja αb

X decides to quietly sneak inside the house. As he enters he notices a staircase to his left and a hallway to his right. He climbs up the stairs, but mid-way through a lady appears and yells “DID SOMEONE TEACH YOU TO KNOCK YOUNG BOY??” then she clobbers X in the head with her totally not magic walking stick and X is never heard from again.....

You died!

You can either

Start over! Change your story up a bit!

OR Go back to your previous options!

What a Good Person Does *αc*

X decides to be a human and knock on the door. After a minute or so a lady comes to the door and says “Hello! How are you?” X replies with “Pretty good, I guess. But I came to ask you something.” The lady said “What did you want to ask me?” X said “Do you have anything sort of weapon-like? Maybe a Sword? Or a Spear?” The lady says “Well, I think I have one sword you could use. But tell me one thing first, why would you like a weapon?”

[Tell the lady the truth!](#)

[Lie to the lady!](#)

No More Cabin Bis *αd*

X continues on, then after a good bit of walking along the trail with total focus, (This was first time out of Estorra, silly, am I right?) he spots a cave. A cave on a mountain that wasn't too far away from X. As he gets to the entrance, he notices two signs, a big sign and a small sign. The big sign reads "Zuria Cave" while the small one reads "Hello there! I see you have found my cave! There are a variety of rooms, but most are hidden. Most importantly, you might find a very small bit of spiders inside the cave. Good luck!"

[Enter the cave!](#)

[Leave the cave behind!](#)

No Harm In Looking

X finds it creepy that something is looking at him, he walks slowly but surely up to the figure, eventually he is close enough to see the figure. He realizes it's just a Koala! Suddenly, behind X, a tree falls and falls right across the path. (Of course, X could still use the path by going around the tree.)

Should X....

[Continue on the forest path?](#)

Or

[Leave the forest and go down the other path!](#)

Mother Nature Strikes

X shrugs the figure off and thinks “It was probably just eating.” As he continues down the trail he hears a “BOOM” from behind him, X turns around to find a tree falling! The tree falls on X and he dies.

You died!

You can either

[Start from the beginning! Try something new!](#)

OR

[Go back to your previous options! Pick again!](#)

Just Kidding! I'm Not Good! *αca*

X lies to the lady by saying, "I'm very poor and my parents want to prepare for the world when i'm older! I couldn't gather the money to buy a simple sword!" The lady doesn't buy it, she retorts with "Well those clothes look mighty fine to me! I don't want liars taking my stuff! Please leave. NOW." X quickly dashes away back onto the trail.

[Continue on the trail!](#)

The Truth Always Helps αcd

X decides to tell the lady the real reason why he's here. X tells her that he is on a quest to save the Princess of Estorra! Somehow, the lady believes him and she hands him a shiny purple sword and a map! She says "Here, this sword is yours. Oh yeah, the map. It will lead you straight to where she is "hidden". I'm pretty sure the path to find her is hidden but really easy to cross. I actually got it off the ground, someone must have dropped it. Go on now! Estorra is counting on you!"

[Follow the Shortcut path on the map!](#)

Koalas Can't Stop Me!

X thinks a tree can't stop him and continues along the forest. He eventually finds his way out by walking down the straight and simple path. Once he is out and the fog is gone he notices a semi-big building off in the distance. X walks towards it and sees that the building is actually a Wand Shop! He enters and looks around. X finds all sorts of wands, one that has ghosts swirling it, another even has an eye that stares at anyone that walks by! (According to the box next to the one on display!) X then walks over to the back of the store to see if there are any more types of wands X could purchase. At the back of the store, X notices a door that's open with a sign that reads "Employees Only!"

[Enter the room!](#)

[Keep browsing through the shop!](#)

Treasure of Spiders

X decides to enter the cave to see if he can find anything useful! After he takes a couple steps inside the cave, the entrance closes behind him! X quickly regrets his decision and attempts to reopen the entrance! But the entrance wouldn't budge. So X turns around and finds himself looking at multiple giant spiders! The spiders then start slashing.

[Go back to your previous options!](#)

OR

[Start over!](#)

A “Wild” Feline Appeared!

X decides not to go in the cave because of the hint about spiders. (Not surprised.) As he continues along the very long trail towards where the princess is being captive, he hears a noise. It sounds like an animal! He walks closer to the sound, eventually finding a cat! The cat looks up at X, meows, and then jumps on his shoulder! X sorta freaks out but stops due to the cat clinging on his blue shirt to hang on for dear life! X just shrugs and continues on his quest while stroking the cat of course, who wouldn't? (Unless you were allergic to cats!)

[Continue on!](#)

Shortcats?

After X got the map he takes the shortcut! He easily finds where the princess is being kidnapped! With the map, X figures out that the princess is being held captive inside the Aurrao Castle! As X gets closer and closer to the castle (he's about a mile away,) he heard a soothing cry towards the left of him. X turns to his side and find a big but skinny cat! The cat looks at X and starts purring. X can't resist and starts petting the cat! (Aww... :3) After a few minutes X continues walking. But so does the cat. The cat is following X no matter where he goes! X just decides to let the cat follow him for now!

[Onward!](#)

Rules Are For Kids

X decides to go in the restricted room. Once he enters X notices lots of dusty boxes, cleaning supplies and one very shiny wand! X walks closer, to the wand! But suddenly an employee walks in the room! He said “Well well well... What do we have here?!?! I love people with curiosity! If you want the wand, you can have it!” X replied with “Really? Wow! Thanks!” and ran out of the store like a kid with too much candy.

[Move forward!](#)

The Castle

X finally arrives at the castle, and he enters through the main entrance. As he walks in, Guards who were guarding multiple doors looked up at X and started charging at him. X dodged a swing from his right and an arrow shot from his left. Then X slashed at 2 of the 8 guards with his wooden sword. They both fell as X dodged yet another arrow. Then suddenly 5 guards appeared behind him and struck at X. All of them miss.... Except one. One of the guards strike X right as he swings around and kills all of the guards. Now X is hurt, should he try to kill the archer guard? Or run into a side door?

[Attack the Archer Guard](#)

OR

[Flee into one of the side doors](#)

Quick And Easy

X easily reaches the castle with the map, the map also shows that there is a hidden entrance in the back that is only known by people with the maps. (Also the person who caused this all.) After a while, he opened the hidden door after finding a hidden lever. As he walked in he immediately noticed the back of the throne and a huge cage, with the princess inside. X screams "Hey! Anyone! Release the princess and I don't have to fight!" Then X hears a distant chuckle in the background. "Well then, the short kid came back to save the princess. Young Love, it's an odd thing isn't it." X replied with "Not really. But jokes aside, hand over the princess!" The man replied with "No. Not without a fight. Who wants the first move?"

[Take the first move!](#) OR [Take the second move!](#)

Castle Doors

With his new wand, X was confident after he found the castle. As he opened the door, he noticed tons of guards. They all came charging at him, with his new wand X just waved it and all of the guards, literally every single one, just fell to ground and started snoring. After this X immediately knew to go through the huge door in the middle. As he walked through he noticed a huge cage. With the princess inside. There was also a throne right below it. With someone sitting in it, it was the man who caused it all. X didn't know what to do, try to grab the princess and flee? Or attack the man.

[Flee with the Princess!](#) Or [Fight the man!!](#)

Archers? More Like Dead Guards

X decides to rush and kill the archer guard, just as he puts his sword in his other hand. X barely dodges another 3 or 4 arrows. Then right as he got close enough to the archer he swung with all his might. The archer fell and X was safe. For now. X tended to his wounds and scars. (His parents taught him how.) Now X had healed. Without thinking he went through the middle door. Once he entered, there was the princess in a huge cage that was attached to the roof. There was also a throne with someone sitting in it. It was the guy who caused this all, all the confusion and all the rage. The man grabbed his wand and stood up. It was going to be a duel.

[Start the duel!](#)

Side Death

X entered one of the doors to side of the huge door. As he entered about 20 guards who were playing cards looked up at him and immediately started charging at him. X was soon dead.

YOU DIED!

[Start over!](#)

OR

[Go back to your previous options!](#)

First Is The Worst

X wants the first move, so he waves his wand and a wave of light shoots at the man. But he deflects it after making a red shield appear with his wand. Then the man swings his wand to the left and he summons a ghost. Then the ghost creeps up to X and then slices him and steals his soul.

YOU DIED!

[Go back to your previous options!](#)

OR

[Start over!](#)

Second Is The Best

X decides the man should take the first move, so he taunts him with a wave from his finger. (Not saying what finger.) The man becomes infuriated and swings his wand to the right. Then rocks come from the ground suddenly and trap X. Then, like the man was the devil, appeared on top of the rocks and tried to shoot X with a beam. X dodged and then used his wand that hit him, and made the man fall asleep. After he fell asleep, the rocks subsided and X broke the cage and fled with the Princess all the way back to Estorra.

END!

Fleeing Works

X quickly ran up a flight of stairs to the cage and broke the lock pick with his sword and grabbed the princess and tried to flee, the man shot a beam with his wand but missed. The man then tried to sprint and gain on X and the princess, but he was too slow. X and the princess got away.

END!

Fights Never Solve Problems

X decides to fight the man, he swings his wand a beam shoots at the man. But X misses, the man returns the favor but this time actually hitting their target, X falls and is never found.

You died!

[Start over!](#)

OR

[Go back to your previous options!](#)

1 Versus 1

X accepts the duel, both X and the man shoot a beam at the same time, the beams end up hitting each other and nothing happens, but then the man summons a ghost that attempts to slash at X. X swings his wand a shield appears that absorbs the ghost just before X got attacked. Then, when the man is off-guard because of the shield, X shoots a beam that hits and knocks out the mysterious man. Quickly, X escapes with the princess before he comes to.

END!