

- gold in forest (x me = stolen) key - many pieces
- cloaked figure enters (you) & stranger (old green eyes, tattoo on face?)
- you form as a humor (cloaked) + receter. A treasure hunt? you ask.

GILDED
25 min

Gilded: The hilly and the large

[The Tavern] counter, dirt & scullery, stairs U, steps d, paintings, songbird in cage, drunkard.

Companions: old man, waiter, stranger
(need person) (pairs)

- this is a stupid-down version!

- about {
- THINK (T) subject
 - CREATE (C) object.
 - SUMMON object
 - ~~CHANGE~~ RAVEN / DRAGON / HUMAN
 - ASK ~~PERSON~~ NPC abt subject
 - STRIP, KISS, PIX, JUDGE

weapons (old man → waiter)
~~at~~ (dinner knife, staff, flute) (tiny puzzles when y & Val reach lake.)

I'll pick up something (old man offers knife)
 i { cloaks, boots, tunic, breeches, ~~cloak~~, knife } stranger wanders to paintings { tree, dragon, man }

Stranger is Val (traveler) - ~~kidnaper~~ (clothed or naked?)

ask waiter abt waiter (waiter default msg) broken sword command?
 look → cat ("Butterbill") ask old man abt name → "Old Man"

bird
you 3 forms.