**Story for Dinte**

Far away from other civilization a swordsman was found near the extensions of a small village. When he was waking up a few hours of sleep later he could not remember what happened. His clothes were torn to shreds, his sword full of blood. He wanted to proceed finding his way through the forests, but the villagers prevented him from doing so and kept him for another day to get him some rest. They did not know they kept their demise.

When a noise woke up the stranger in the middle of the night, he looked out of the window and saw, to his surprise, the villagers burning down their houses. He grabbed his sword and ran out of the burning house he slept in. He fled into the woods, not knowing where he could go. After a short while he found an altar. Ha drank a bit of the water coming out of it and then…

…he transferred into another dimension. Everything around him got green and lots of colors came out of all those rotten plants. The altar was broken, but the swordsman was back alive. He remembered, he was cursed and killed by a witch when he came to visit his uncle in the village.

Forest area: The starting area which is basically an introduction to the game. It has a minor boss fight with the witch to get the story going.

Desert area: An enormous sandworm has a part of a powerful sword inside of it which will help to create the ultimate weapon in the late game.

Cave area: Rumored there is a potion in the caves which can heal any curse or wound. But there is also its guardian protecting it from thieves.

Cold area: Legends say there is a blacksmith in the cold north who can fix every weapon possible if you can do his challenges.

Lake area: Sunken in the largest lake of the land there is a hidden metal which is more powerful than everything else in the world.

Ancient area: It is handed down that there is an ancient handle in the ruins of the elders having the power to hold together the powerfullest of all weapons.

Volcano area: A special lava in the deepest point of the volcano is supposed to kill the witch who was seemingly invincible.

Sea area: An aged gemstone is protected by an old man living at the sea. He is not only the commander of all enemies but also a member of the ancient people

Mountain area: The Witches oldest allies are reawakened and must be slain in the mountains before they can reach and support the witch in the last fight.

Dark forest area: The last fight versus the witch is held and after she is slain the swordsman is free and turns back to the village.

**The Curse**

Even when you die you are still alive. When you get killed in the dimension of death you are dead forever and cannot be reawakened. If you find an altar which is not broken, you can drink its water to revive yourself. If you want to lift the curse the person who imposed the spell on you must be killed.