

Bonfire's Echo: The Drifter's Ultimate Guide

Welcome, scarred soul, to *Bonfire's Echo*! You're a drifter plunging into the shadowed depths of the Underground Empire, a once-mighty realm now crumbled under greed and betrayal. Your prize? The Relic of Ages—a shard of creation's wrath, entombed and guarded by nightmares. This guide's your torch in the dark, packed with every detail you'll need to survive, from the bonfires that whisper lost tales to the blades that'll carve your name into legend. Let's dive into the abyss.

Kicking Off Your Quest

Forging Your Drifter

Your journey starts with a name—type it in, or leave it blank to roam as "Nameless," a shadow with no past. Then, pick your starting weapon, your first lifeline against the horrors ahead:

- **Sword:** Balanced grit with 10 Attack, 3 Defense, and 50 Mana. Steel's your ally.
- **Staff:** Arcane bite at 5 Attack, 1 Defense, and 80 Mana. Magic's your edge.
- **Bow:** Sharp sting with 12 Attack, 2 Defense, and 50 Mana. Distance is your friend.

You begin with 100 Health, Max Health of 100, 0 XP, Level 1, and 0 Souls, plus your weapon's stats. This is your foundation—build on it wisely.



Tracking Your Strength

Stats and Progression

Here's what keeps you alive and kicking:

- **Health:** Your current vitality, starting at 100. Drops to 0, and death's got you.
- **Max Health:** Your life's limit, starting at 100 and growing by 25 each level.
- **Mana:** Spellcasting fuel—50 (Sword/Bow) or 80 (Staff) to start, up 20 per level.
- **Attack:** Damage you dish out (base + weapon + effects). Higher means deadlier.
- **Defense:** Cuts damage taken (base + armor + effects). Stack it to endure.
- **XP:** Foes drop this—hit 100 XP per level for a boost: +25 Max Health, +20 Max Mana, +4 Attack, +3 Defense.
- **Souls:** Currency from fallen enemies, used for crafting. Death slashes it in half—guard it.

Leveling up turns you from prey to predator. Keep slaying to rise.

Battling the Dark

Combat Basics

Combat's a turn-based showdown—every move counts:

- **Attack:** Swing your weapon. Damage is `max(0, Attack + Effects - Enemy Defense)`, with a 15% chance to crit for double pain.
- **Cast Spell:** Got mana and spells? Unleash them—damage, healing, or stealthy tricks.
- **Use Item:** Pop an inventory item (like a Healing Potion) for a clutch save.
- **Flee:** Run with a 30% chance (60% if stealth's active). Success gets you out; failure keeps you in the fight.

Enemies hit back with `max(0, Enemy Attack - Player Defense - Effects)`. Their AI varies:

- **Basic:** Simple strikes (Skeleton).
- **Tank:** Tough and buffing (Golem).
- **Aggressive:** Relentless (Drake).
- **Caster:** Spells and guile (Necromancer).
- **Stealth:** Ambush masters (Void Stalker).
- **Boss:** The Relic Warden—big, bad, and brutal.

Time your moves—the dark's hungry.

Wandering the Empire

Exploration and Movement

The Underground Empire's a sprawling 40+ room labyrinth—north, south, east, west, up, down.

Move with `go [direction]` (e.g., `go north` from Ruined Atrium to Grand Hall). Your "explored" list tracks your path. Key spots like the starting Ruined Atrium, central Grand Hall, and endgame Relic Vault are your beacons.

Lore Bit: This empire once blazed with forbidden light, its spires clawing at the heavens, powered by the Relic of Ages. Greed and betrayal plunged it into shadow—now only bonfires whisper its tale.

Gearing Up

Inventory and Equipment

Snag loot with `take [item]` to fill your pack. Equip it to fight smarter:

- **Equipped Weapon:** Sets Attack (e.g., `equip soul reaver` = 30 Attack).
- **Equipped Armor:** Sets Defense, may boost Mana (e.g., `equip soul weave` = +25 Mana).
- **Trinkets:** Passive perks (e.g., `equip dragon tooth` = +5 Attack, Fire Resist).

Type `equip [item]` to wield your haul. Your gear's your survival—choose well.

Crafting Your Edge

Forging at the Stations

Crafting stations (like Forge of the Ancients) let you build with `craft [item]`, souls, and ingredients:

- **Healing Potion:** 2 Herbs, 1 Vial, 10 Souls – Quick health fix.
- **Mana Elixir:** 1 Crystal Shard, 1 Vial, 15 Souls – Mana refill.
- **Iron Sword:** 2 Iron Ore, 1 Leather, 25 Souls – Sturdy steel.
- **Rune Blade:** 1 Iron Sword, 1 Rune Stone, 50 Souls – Magic-infused power.

Souls are your crafting lifeblood—don't squander them.

Bonfires: Your Haven

Resting to Recover

Bonfires glow as your refuges amid the ruins. Type `rest` at one (marked "Bonfire: True") to refill Health and Mana to max and set your respawn point. They're your lifeline—use them often. Key bonfire spots:

- **Ruined Atrium:** Crumbled gate, your first flicker. Lore: The empire's welcome, now a grave marker.
- **Crystal Cavern:** Frozen stars gleam, a mage's old haunt.
- **Grand Hall:** Faded grandeur where kings feasted.
- **Throne Room:** Cold stone, betrayal's seat. Lore: Betrayal was crowned here.
- **Ice Passage:** Icy vein, sharp and cold.
- **Mana Well:** Glowing mana font. Lore: The empire drank deep from this.
- **Bleak Ruins:** Crumbled husk, a whisper of strength.
- **Glacial Tomb:** Eternal ice, a king's rest.

Lore Bit: These fires smolder with the empire's lost echoes—rest, and feel the weight of its fall.

Death's Price

Falling and Rising

Health hits 0, and death snags you. You'll respawn at your last bonfire, Health and Mana full, but half your souls vanish, and enemies return. Rest at bonfires to keep your spawn close—every flame's a second shot.

Secrets of the Abyss

Puzzles and Chests

Solve puzzles with `solve` for rewards (e.g., Crypt of the Fallen: "I am taken from a mine..." Answer: graphite). Open chests with `open [chest_name]`—some need keys or Teleport:

- **Dusty Chest:** Healing Potion, Rusted Sword – No lock.
- **Rune Chest:** Spell Scroll (Frost Bolt), Ruby Ring – Rune Key required.

Hunt every corner—loot's your edge.

Badges of Glory

Achievements

Mark your legend, stored in "achievements":

- **Relic Conqueror:** Fell the Relic Warden in the Vault.
- **Explorer of Shadows:** Map 20 rooms of this cursed sprawl.

Saving Your Story

Keeping Progress

Type `save` to lock your tale in `bonfires_echo_save.json`. Start up, and load if you've saved. Don't let the dark erase you.

Your Full Arsenal

Weapons

Every blade's a story—here's the lot:

- **Fists:** 5 Attack – Bare knuckles, raw and unyielding.
- **Rusted Sword:** 10 Attack – Dulled by time.
- **Iron Sword:** 15 Attack – Solid steel, cold and heavy.
- **Gleaming Sword:** 18 Attack – Polished to a deadly sheen.
- **Forge Hammer:** 20 Attack – Smith's tool turned killer.
- **Sword:** 10 Attack – Balanced for a drifter.
- **Staff:** 5 Attack, +5 Spell Bonus – Arcane-carved wood.
- **Bow:** 12 Attack, Range – Taut string sings death.
- **Shadow Blade:** 14 Attack, Stealth – Drinks the light.
- **Flame Spear:** 16 Attack, +5 Fire Damage – Kissed by flame.
- **Ice Dagger:** 12 Attack, Ice Slow – Frozen malice.
- **Thunder Mace:** 20 Attack, Shock – Storm's fury cracks.
- **Crystal Staff:** 8 Attack, +10 Spell Bonus – Mystic glow.
- **Dragon Sword:** 25 Attack, Fire Resist – Drake's breath forged.
- **Void Axe:** 22 Attack, +3 Dark Damage – Abyss cleaver.
- **Bone Scythe:** 17 Attack, Bleed – Reaps flesh and soul.
- **Soul Reaver:** 30 Attack, +15 Mana Bonus – Hungers for more.

- **Ashen Bow:** 18 Attack, Range – Cinder sinew strung.
- **Cinder Claw:** 19 Attack, +4 Fire Damage – Molten wrath.
- **Frost Glaive:** 16 Attack, Ice Slow – Icy polearm.
- **Abyssal Whip:** 15 Attack, +5 Dark Damage – Void lashes.
- **Rune Blade:** 20 Attack, +8 Spell Bonus – Etched with power.

Armor

Your shield against the dark:

- **Leather Armor:** 3 Defense – Tough hide, trusty.
- **Iron Plate:** 5 Defense – Heavy steel guards.
- **Chain Vest:** 4 Defense – Rattling links.
- **Mage Cloak:** 2 Defense, +20 Mana Bonus – Arcane thread.
- **Shadow Mail:** 6 Defense, Stealth – Night's embrace.
- **Dragon Scale:** 8 Defense, Fire Resist – Fallen drake scales.
- **Bone Plate:** 7 Defense, Bleed Resist – Death's remnants.
- **Rune Shroud:** 4 Defense, +5 Spell Bonus – Mystic wards hum.
- **Void Guard:** 10 Defense, Dark Resist – Abyss-forged.
- **Ashen Hide:** 5 Defense, Fire Resist – Charred resilience.
- **Frost Mail:** 6 Defense, Ice Resist – Frosty gleam.
- **Soul Weave:** 3 Defense, +25 Mana Bonus – Lost spirit threads.

Spells

Magic's your ace (learn with `learn [spell_scroll]`):

- **Fireball:** 10 Mana, 20 Damage – Blazing orb of ruin.
- **Heal:** 15 Mana, Heal 30 HP – Light mends flesh.
- **Levitation:** 5 Mana, Utility – Defies earth's pull.
- **Frost Bolt:** 12 Mana, 15 Damage, Slow – Freezes and shatters.
- **Lightning Strike:** 20 Mana, 25 Damage – Thunder rends dark.
- **Shadow Veil:** 15 Mana, Stealth (2 turns) – Cloaks in gloom.
- **Barrier:** 15 Mana, +5 Defense (3 turns) – Shield of will.
- **Teleport:** 30 Mana, Utility – Warps space.
- **Soul Drain:** 20 Mana, 18 Damage, Heal 10 HP – Steals essence.
- **Ash Cloud:** 25 Mana, Blind (2 turns) – Chokes with ash.
- **Void Pull:** 18 Mana, 22 Damage – Drags to doom.
- **Ice Shield:** 20 Mana, +7 Defense (2 turns) – Frigid bulwark.

Trinkets

Passive power-ups:

- **Ruby Ring:** +3 Attack – Martial fire glows.
- **Sapphire Amulet:** +20 Mana Bonus – Mana's tide pulses.
- **Emerald Clasp:** +2 Defense – Steadies your stance.
- **Dragon Tooth:** +5 Attack, Fire Resist – Drake fang, sharp.
- **Skull Charm:** +10 Mana, Dark Resist – Dead whisper.
- **Rune Stone:** +3 Spell Bonus – Arcane might boosts.
- **Ashen Ember:** +2 Fire Damage, Fire Resist – Eternal smolder.
- **Frost Shard:** Ice Resist, +15 Mana Bonus – Chills to touch.

Consumables

Quick boosts:

- **Healing Potion:** Heal 30 HP, Instant – Restores vigor.
- **Mana Elixir:** Restore 25 Mana, Instant – Refills reserves.
- **Strength Draught:** +5 Attack, 5 turns – Power surges.
- **Endurance Vial:** +3 Defense, 5 turns – Hardens your shell.
- **Fire Tonic:** +5 Fire Damage, 3 turns – Ignites strikes.
- **Ice Draught:** Ice Resist, 5 turns – Wards off frost.
- **Shadow Essence:** Stealth, 3 turns – Fades from sight.

Chests

Loot stashes:

- **Dusty Chest:** Healing Potion, Rusted Sword, No Lock – Grimy haul.
- **Rune Chest:** Spell Scroll (Frost Bolt), Ruby Ring, Locked (Rune Key) – Glowing runes.
- **Shadow Chest:** Shadow Blade, Mana Elixir, No Lock – Abyss-dark.
- **Dragon Hoard:** Dragon Sword, Dragon Scale, Locked (Dragon Key) – Drake riches.
- **Void Coffer:** Void Axe, Endurance Vial, Locked (Void Key) – Dark energy hums.
- **Cinder Box:** Cinder Claw, Fire Tonic, No Lock – Warm touch.

Crafting Recipes

Forge your own:

- **Healing Potion:** 2 Herbs, 1 Vial, 10 Souls – Mends wounds.
- **Mana Elixir:** 1 Crystal Shard, 1 Vial, 15 Souls – Arcane energy.
- **Iron Sword:** 2 Iron Ore, 1 Leather, 25 Souls – Sturdy blade.
- **Rune Blade:** 1 Iron Sword, 1 Rune Stone, 50 Souls – Magic-infused.

Enemies: Nightmares of the Empire

Face these foes:

- **Skeleton:** 20 Health, 5 Attack, 2 Defense, 10 XP, 5 Souls, Basic – Rattling husk, dull blade.
- **Golem:** 50 Health, 10 Attack, 5 Defense, 25 XP, 15 Souls, Tank – Lumbering stone brute.
- **Shadow Beast:** 30 Health, 8 Attack, 3 Defense, 15 XP, 10 Souls, Aggressive – Clawed nightmare.
- **Mage Apprentice:** 25 Health, 7 Attack, 2 Defense, 20 XP, 12 Souls, Caster – Reckless spell-slinger.
- **Minotaur:** 40 Health, 12 Attack, 4 Defense, 30 XP, 20 Souls, Aggressive – Horned fury.
- **Guardian:** 60 Health, 15 Attack, 6 Defense, 40 XP, 25 Souls, Tank – Relic sentinel.
- **Wraith:** 25 Health, 7 Attack, 2 Defense, 20 XP, 15 Souls, Stealth – Spectral wail.
- **Drake:** 70 Health, 18 Attack, 7 Defense, 50 XP, 30 Souls, Aggressive – Fire-spitting wall.
- **Necromancer:** 40 Health, 10 Attack, 3 Defense, 35 XP, 25 Souls, Caster – Death-weaver, cold eyes.
- **Ice Wyrm:** 55 Health, 14 Attack, 5 Defense, 45 XP, 28 Souls, Tank – Frozen terror, icy fangs.
- **Relic Warden:** 150 Health, 25 Attack, 10 Defense, 100 XP, 50 Souls, Boss – Towering relic knight.
- **Ashen Hound:** 35 Health, 9 Attack, 3 Defense, 20 XP, 12 Souls, Aggressive – Charred, ember-eyed.
- **Void Stalker:** 45 Health, 11 Attack, 4 Defense, 30 XP, 18 Souls, Stealth – Gleeful shadow hunter.
- **Frost Specter:** 30 Health, 8 Attack, 2 Defense, 25 XP, 15 Souls, Caster – Chilly wrath spirit.

The Underground Empire: Every Room

Map Overview

A 40+ room maze—north, south, east, west, up, down—anchors like Ruined Atrium (start), Grand Hall (hub), and Relic Vault (end) guide you.

Room Rundown

- **Ruined Atrium:** Crumbled gate. Exits: N: Grand Hall, E: Windy Tunnel, W: Shattered Vestibule. Objects: Rusted Sword, Healing Potion. Bonfire: Yes. Lore: The empire's welcome, now a grave marker. Chests: Dusty Chest.
- **Windy Tunnel:** Jagged rock howls. Exits: W: Ruined Atrium, E: Crystal Cavern, N: Ashen Gorge. Objects: Mana Elixir. Enemies: Shadow Beast. Traps: Poison Gas Trap. Lore: Air screams of lost souls.
- **Crystal Cavern:** Frozen stars gleam. Exits: W: Windy Tunnel, S: Flooded Passage, N: Ice Passage. Objects: Crystal Staff, Spell Scroll (Fireball). Enemies: 2 Skeletons. Bonfire: Yes. Lore: Mages bled for crystal power. Chests: Rune Chest.
- **Flooded Passage:** Black water stills. Exits: N: Crystal Cavern, E: Sunken Chamber. Objects: Rope, Leather Armor. Traps: Thorny Vines. Lore: Flood swallowed the unworthy.
- **Sunken Chamber:** Carvings weep. Exits: W: Flooded Passage, Up: Secret Trove, N: Labyrinth of Echoes. Objects: Iron Sword. Enemies: Mage Apprentice. Chests: Shadow Chest. Lore: Walls mourn the collapse.
- **Secret Trove:** Thief's glitter. Exits: Down: Sunken Chamber. Objects: Emerald, Iron Plate, Strength Draught. Lore: Greed's last laugh.
- **Grand Hall:** Faded grandeur. Exits: S: Ruined Atrium, N: Throne Antechamber, W: Dark Abyss, E: Library. Objects: Torch, Chain Vest. Bonfire: Yes. Lore: Kings feasted; silence reigns.
- **Dark Abyss:** Black despair skitters. Exits: E: Grand Hall, N: Hidden Vault, S: Relic Vault. Objects: Golden Key, Shadow Blade. Enemies: Shadow Beast. Traps: False Floor. Lore: Abyss ate the empire's sins.
- **Hidden Vault:** Plundered hollow. Exits: S: Dark Abyss, E: Forge of the Ancients. Objects: Silver Coin, Iron Ore, Mana Elixir. Chests: Dusty Chest. Lore: Tomb of what was.

- **Library:** Dusty secrets groan. Exits: W: Grand Hall, N: Oracle Chamber, E: Arcane Sanctum. Objects: Arcane Tome, Spell Scroll (Frost Bolt). Enemies: Mage Apprentice. Lore: Knowledge rots unclaimed.
- **Oracle Chamber:** Cryptic silence looms. Exits: S: Library, W: Tower of the Mage. Objects: Rune Key, Ruby Ring. Lore: Oracle saw the end, said nothing.
- **Throne Antechamber:** Cracked marble ruin. Exits: S: Grand Hall, N: Throne Room. Objects: Mage Cloak. Enemies: Guardian. Lore: Guards bled for a dead king.
- **Throne Room:** Cold throne, shattered statues. Exits: S: Throne Antechamber, W: Chamber of Trials, N: Relic Vault. Objects: Crown, Gleaming Sword. Enemies: Guardian. Bonfire: Yes. Lore: Betrayal was crowned here.
- **Forge of the Ancients:** Eternal flame scars. Exits: W: Hidden Vault, N: Forgotten Mines, S: Lava Chamber. Objects: Forge Hammer, Flame Spear. Enemies: Golem. Lore: Steel sang, now rusts.
- **Garden of Shadows:** Thorny rot festers. Exits: W: Crypt of the Fallen, S: Deep Cavern. Objects: Poison Antidote, Shadow Mail. Enemies: 2 Shadow Beasts. Traps: Thorny Vines. Lore: Beauty choked by darkness.
- **Crypt of the Fallen:** Restless tombs weep. Exits: S: Grand Hall, E: Garden of Shadows. Objects: Ancient Key, Bone Scythe. Enemies: 2 Skeletons. Traps: Poison Gas Trap. Chests: Shadow Chest. Lore: Fallen guard their shame.
- **Tower of the Mage:** Cracked stone buzzes. Exits: Down: Oracle Chamber, Up: Labyrinth of Echoes. Objects: Spell Scroll (Levitation), Sapphire Amulet. Enemies: 2 Mage Apprentices. Traps: Magical Runes. Lore: Mage's pride crumbled.
- **Labyrinth of Echoes:** Stone madness twists. Exits: Down: Tower of the Mage, S: Sunken Chamber. Objects: Thunder Mace. Enemies: Minotaur. Traps: False Floor. Lore: Lost souls wander.
- **Chamber of Trials:** Riddle gauntlet. Exits: E: Throne Room. Objects: Rune of Passage, Endurance Vial. Enemies: Guardian. Lore: Only cunning survives. Puzzle: "I am full of holes, yet hold water." (Answer: sponge, Reward: Void Axe).
- **Shattered Vestibule:** Fractured mirrors reflect. Exits: E: Ruined Atrium, N: Echoing Crypt. Objects: Healing Potion. Enemies: Wraith. Lore: Vanity's shards cut deep.

- **Echoing Crypt:** Haunting sounds echo. Exits: S: Shattered Vestibule, W: Shadow Vault. Objects: Bone Plate. Enemies: Skeleton, Wraith. Traps: Poison Gas Trap. Lore: Dead chorus never fades.
- **Shadow Vault:** Eternal night hoards. Exits: E: Echoing Crypt, N: Ice Passage. Objects: Emerald Clasp, Ice Dagger. Enemies: Shadow Beast. Traps: False Floor. Chests: Rune Chest. Lore: Darkness sealed treasures.
- **Ice Passage:** Sharp icy vein. Exits: S: Shadow Vault, N: Frozen Lair, W: Crystal Cavern. Objects: Dragon Key. Enemies: Ice Wyrm. Traps: Ice Spikes. Bonfire: Yes. Lore: Cold guards its own.
- **Frozen Lair:** Frosty fury freezes. Exits: S: Ice Passage, E: Lava Chamber, N: Frosted Depths. Objects: Dragon Tooth. Enemies: Ice Wyrm. Chests: Dragon Hoard. Lore: Wyrm's icy tomb.
- **Lava Chamber:** Molten rivers choke. Exits: W: Frozen Lair, N: Forge of the Ancients, E: Cinder Halls. Objects: Fire Tonic, Ashen Bow. Enemies: Drake. Traps: Lava Flow. Lore: Fire forged wrath.
- **Arcane Sanctum:** Humming runes pulse. Exits: W: Library, E: Mana Well. Objects: Rune Shroud, Spell Scroll (Soul Drain). Enemies: Necromancer. Traps: Magical Runes. Lore: Spells born here.
- **Mana Well:** Liquid mana glows. Exits: W: Arcane Sanctum, N: Relic Vault. Objects: Mana Elixir, Skull Charm. Bonfire: Yes. Lore: Empire drank deep.
- **Forgotten Mines:** Dusty despair tunnels. Exits: S: Forge of the Ancients, E: Deep Cavern. Objects: Thunder Mace, Rune Stone. Enemies: Golem. Traps: Collapsing Ceiling. Lore: Miners woke horrors.
- **Deep Cavern:** Dripping fangs menace. Exits: W: Forgotten Mines, N: Garden of Shadows, S: Relic Vault, E: Void Chasm. Objects: Void Guard. Enemies: Drake. Chests: Dusty Chest. Lore: Deep hides kings.
- **Relic Vault:** Power sanctum pulses. Exits: S: Throne Room, N: Mana Well, E: Deep Cavern, W: Dark Abyss. Objects: Relic of Ages. Enemies: Relic Warden. Lore: Empire's soul rests.
- **Ashen Gorge:** Soot and cinders scar. Exits: N: Windy Tunnel, S: Bleak Ruins. Objects: Ashen Hide, Fire Tonic. Enemies: Ashen Hound. Traps: Lava Flow. Chests: Cinder Box. Lore: Fire wounded earth.
- **Bleak Ruins:** Crumbled husk whispers. Exits: N: Ashen Gorge, E: Wraith Spire. Objects: Cinder Claw. Bonfire: Yes. Lore: Once a stronghold, now a whisper.

- **Wraith Spire:** Gloom-piercing twist. Exits: W: Bleak Ruins, N: Soul Pit. Objects: Spell Scroll (Ash Cloud). Enemies: 2 Wraiths. Traps: Magical Runes. Lore: Spirits guard peak.
- **Soul Pit:** Moaning souls weigh. Exits: S: Wraith Spire, E: Relic Vault. Objects: Soul Weave, Void Key. Enemies: Necromancer. Chests: Void Coffer. Lore: Damned linger unfreed.
- **Cinder Halls:** Scorched stone cracks. Exits: W: Lava Chamber, N: Ember Vault. Objects: Ashen Ember. Enemies: Ashen Hound. Traps: Lava Flow. Lore: Fire's echo haunts.
- **Ember Vault:** Smoldering wealth burns. Exits: S: Cinder Halls, E: Relic Vault. Objects: Rune Blade, Fire Tonic. Enemies: Drake. Chests: Cinder Box. Lore: Treasures burn untaken.
- **Frosted Depths:** Ice cracks underfoot. Exits: S: Frozen Lair, N: Glacial Tomb. Objects: Frost Glaive. Enemies: Frost Specter. Traps: Ice Spikes. Lore: Cold claims lingerers.
- **Glacial Tomb:** Eternal chill entombs. Exits: S: Frosted Depths, W: Relic Vault. Objects: Frost Mail, Ice Draught. Enemies: Ice Wyrm. Bonfire: Yes. Lore: Frozen king rests.
- **Void Chasm:** Darkness gapes. Exits: E: Deep Cavern, N: Abyssal Rift. Objects: Abyssal Whip. Enemies: Void Stalker. Traps: False Floor. Lore: Void hungers more.
- **Abyssal Rift:** Reality tears, shadows writhe. Exits: S: Void Chasm, W: Relic Vault. Objects: Spell Scroll (Void Pull), Shadow Essence. Enemies: Void Stalker. Chests: Void Coffer. Lore: Empire's end began.

Your Commands

- `go [direction]` – Move (e.g., `go north`).
- `take [item]` – Grab loot.
- `equip [item]` – Gear up.
- `learn [spell_scroll]` – Master spells.
- `solve` – Crack puzzles.
- `rest` – Heal at bonfires.
- `stats` – Check stats.
- `map` – See explored rooms.
- `open [chest]` – Loot chests.
- `craft [item]` – Forge gear.
- `save` – Save progress.
- `help` – List commands.
- `quit` – Exit and save.

Drifter's Edge

Rest at bonfires, hoard souls, and wield every tool. The Relic of Ages awaits in the Relic Vault—defeat its Warden, or the abyss claims you. The empire's whispers guide you; its nightmares test you. Forge your legend, drifter—glory or dust, it's your call.