**Prologue**

A brief History of the Realm, in epic poetic form. That is, the line between historical fact and fiction is blurred here.

**Chapter 1: Arrival**

You first select a character whose point of view you’ll assume throughout the entire story. You are given minimal background about this character – just their race, gender (if any), and a bit about their goals in Damerel.

You finally arrive at the town of Damerel at the summons of Queen Enhasa. Your goal there is to venture beneath the town, into the depths of its Labyrinth, to uncover the calamity that befell Damerel so many generations ago.

Your first contact is Edwin, an anxious young squire who serves the Realm and has been tasked lately to greet all adventurers to Damerel. He claims to have escaped a “monster” in the Labyrinth, leaving behind his lord knight whom he believes is still alive. Before you depart, he begs you to search for his lord within the Labyrinth and bring him back to safety.

Beyond this, the reader is free to peruse the town’s facilities and speak with others. There are several characters who will develop complex relationships with the reader throughout the story, often providing clues about the Labyrinth, Damerel, and the Realm itself.

The reader will also randomly encounter adventurers they did not choose, within the town as well as the dungeon (think “7th Saga” or the “SaGa” series of role-playing video games).

Once the reader decides to enter the Labyrinth, Chapter 1 ends.

**Chapter 2: Venture Forth**