**Key Characters**

**-Queen Enhasa:** The main character of the story. You assume her role, though you don’t know this until the end. From what you understand, you’re simply an adventurer who has been summoned, like those from the other nations, to find Queen Enhasa (yourself!) from the Labyrinth beneath Damerel. When you begin the story, you create a fake background for her, one that she will maintain throughout the story until the end.

-**Tyrell**: Head advisor of the Realm. He has served many Queens before and including Enhasa. Notably, he served Queen Jilfaen, Enhasa’s mother, throughout her own life. A scrupulous man with a handsome face that does not appear to be at all affected by the ravishes of time.

-**Edwin**: An anxious young squire who has been assigned to greet and provide information to adventurers in Damerel. Actually, his recent assignment is something of a way for him to buy time, since he had apparently retreated from battle when he and his lord knight were overwhelmed by monsters. He is terrified of returning to the Realm to be punished for his cowardice. However, he is equally terrified of venturing back into the Labyrinth to gather the remains of his lord from whatever attacked them. Begs you to retrieve anything you can find that belonged to the knight so that he can redeem himself when he returns home. Indeed, he never wished to be a knight anyway… the knight in question is actually his father. The monsters didn’t exist. Edwin murdered his abusive father, but doesn’t have the courage to gather even false evidence that his father was devoured by monsters. That’s why he asks you for help.

**Prologue**

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

After the mysterious death of her mother Queen Jilfaen, the newly enthroned Queen Enhasa has suddenly disappeared. Rumors throughout the castle indicated that Enhasa had been obsessively researching the ancient ruins of Damerel, far beyond the Realm to the north. With her sudden disappearance, the Queen’s advisor Tyrell has secretly sent missives to skilled adventurers from other nations to search for her within Damerel’s Labyrinth, her likely location. He doesn’t want anyone within the Realm to know that their Queen is missing.

**Chapter 1: Arrival**

You first create a character, whose point of view you’ll assume throughout the entire story. You are to provide a minimal background for 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**

You head into the Labyrinth. Eventually you learn that there are actually no monsters at all in the Labyrinth. The monsters are those you bring with you, from the bar. They come from the surface...