

Lore and the goal

There was once a peaceful time. Civilization thrived, science and architecture developed. Children played carefree on the lawns. It was the golden age for **Thaloria**.

At this time a boy, named **Anthrax**, was born. His parents were slaves of the kingdom. He swore to avenge himself and his loved ones. And so, he fled into the dark forest. There he found a warlock, from whom he learned magic, hypnosis and even the summoning of the souls of the dead. But this power intoxicated him, took possession of him, he was no longer the same person as before. A few years later, he returned to the kingdom with an army of the dead and brought down all his power on it. He did not spare women or children, he even managed to forget his parents. Thus fell the kingdom.

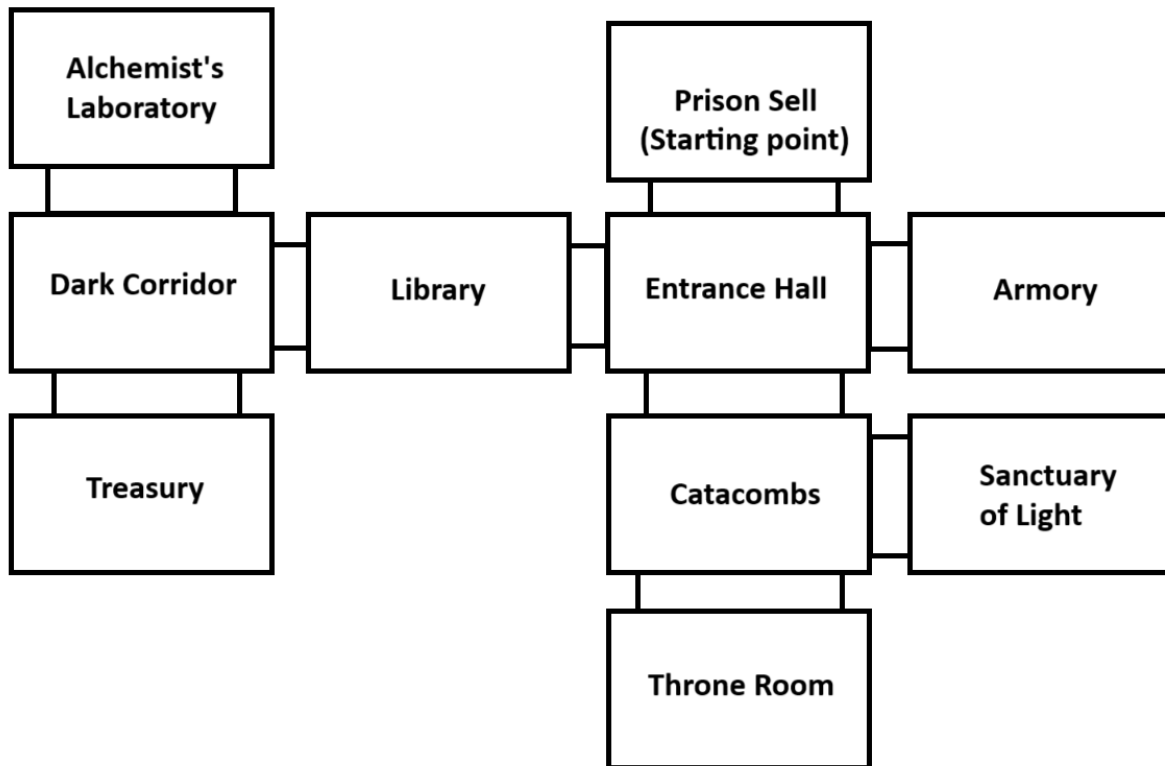
A long time has passed since then. People left the cursed lands and the homes they once lived in.

The main character **Blair** finds himself handcuffed in the strange room made out of stone with a torch hanging on the wall. He doesn't remember anything from the upper world, even how he got here in the first place. From the ghost of an old king, he finds out this is the underground labyrinth of the ancient castle **Thornwatch**. It was once a home for a powerful archimage **Anthrax**.

The ghost tells him that the labyrinth is in another dimension and the key to escape was left somewhere in here. Our hero must find it in order to escape this realm.

To find the way out you will have to fight with enemies, find useful items and weapons, solve puzzles and help others who are stuck here.

Locations of the game



The labyrinth has ten different locations. The **Prison Sell** is the starting point. The **Entrance Hall** is connected to the prison and a few other locations.

The nearest room to the **Entrance Hall** is **Library**. Here you will find puzzle, which, if solved correctly, will open a secret entrance to the **Dark corridor**.

It has a lot of traps and enemies. They guard the **Treasury** and the abandoned **Alchemist's Laboratory**. In the **Treasury**, you'll find the boss who holds the key to unlock the final room and other useful items. Meanwhile, in **Alchemist's Laboratory** you can find some potions.

The second room connected to the **Entrance Hall** is **Armory** where you can find different weapons and a shield.

The third location is a blocked by wooden planks tunnel, which leads to the **Catacombs**, a place with a lot of danger and enemies. Somewhere in there is a lost **Sanctuary of Light**, which the archimage couldn't possess. These **Catacombs** also lead to the **Throne Room**, the final location where you will find **Anthrax**.

NPCs

Blair here can come across other few characters.

There is a **Wounded Knight** in the **Prison Sell**, who can give you an item if you give him a **Healing potion**.

The ghost of an old King will follow you and help by giving you advice.

Warden is a powerful warrior, who guards the key to the **Throne Room** in **Treasury**.

In the **Throne Room** you will come across the archimage **Anthrax** himself.

Items

The player can carry up to 6 items – a weapon, an off-hand and 4 other accessories or items.

- **Broadsword** (weapon) is a close combat weapon, can be obtained from the **Armory**.
- **Shield** (off-hand) is used to increase the defense, can be obtained from the **Armory**.
- **Crossbow** (weapon) is a ranged combat weapon, can be dropped by enemies in the dungeons.
- **Torch** (off-hand) is used to increase your sight and your movement speed. It can be found on the walls of the dungeon.
- **Fire staff** (weapon) is a ranged combat weapon, can be found in **Library**.
- **Book of Spells** (off-hand) allows you to attack quicker, can be found in **Library**.
- **Healing potion** (item) can heal certain amount of your health points. Can be found in **Alchemist's Laboratory**. Consumable item.
- **Throne Room Key** (item) opens the **Throne Room**. Can be obtained from the **Warden**.
- **Amulet of Light** (accessory) can reduce the damage you suffer from **Anthrax**. Can be obtained by solving a puzzle in the **Sanctuary of Light**.
- **Scrolls of Teleportation** (item) allow you to escape death and teleport you to a safe location. Could be obtained from **Warden**. Single-use item.
- **Ring of the Undead** (accessory) allows you to enter dimension of the dead granting you short-time invincibility. Can be found in **Treasury** or dropped by an enemy.
- **Grindstone** (accessory) increases damage dealt by **Broadsword**. Can be obtained from the **Wounded Knight**.
- **Quiver** (accessory) increases damage dealt by **Crossbow**. Can be obtained from the **Wounded Knight**.
- **Talisman** (accessory) increases damage dealt by **Fire staff**. Can be obtained from the **Wounded Knight**.

Commands

The player can use commands such as:

- **go** – movement in the room.
- **help** – displaying help for available commands.
- **tip** – additional advice for the current situation.
- **take** – picking up an item.
- **put** – leave an item.
- **use** – activates an item.
- **talk** – speaking with NPCs.
- **attack** – dealing damage to an enemy.
- **block** – protecting yourself from suffering bigger damage.
- **leave** – ending the game.