1. The Ninja, Diem, got teleported into the weird cave and find out that he lost some of his memories. His first goal is to find out why he is there.
2. The protagonist is a Ninja because like a Ninja, your dream comes and goes very swiftly, when you open your eyes, it is not there for you to remember anymore.
3. Infested Coin:

Used to buy tainted objects. Has side effect

* 1. Tainted rage/health potion: increase rage/health but take +x2 Poison
  2. Tainted life orb: increase max health by 10% but also decrease max damage by 5% (can be heal by normal life orb.

/\*

Infested Coin: worth and 2 times more powerful than normal Purple soul. They are easy to find but there if the player chooses to use it. The player will have to find out about the effect when use the infested coin by themselves.

* If the player uses them to buy skills and items with it, that thing will become infested:
* Item: when the player chooses to use that item, he/she will be inflicted with the “x4 Poisoned” status and loses some health over time, then the actual effect of that item will kick in afterward. However, the effect of that item is 3 times stronger.
* Special Skills: he/she will be inflicted with the “x1 Cold” status and got his/her movement speed lowered. However, his/her damage will be increase greatly.
* Life is not fair, you don’t actually know what exactly is going to happen. So, if you take a risk and use things that you don’t know, then maybe you get something cool (or not).

\*/

1. Holy water: used to cure tainted objects or soul, which remove all the negative side effects.
2. Tainted souls – Healed souls: both are used to upgrade skill.
   1. When using tainted soul to upgrade skills, there will be a bonus to the damage dealt. Commonly dropped by enemies in early stage.
   2. When using healed soul to upgrade skills, there will be a bonus to max health. Rarely dropped by enemies in early stage. Become more common in later stages.
3. Status:

* “xN Poisoned”: The player will be poisoned, his/her health will decrease for sometimes. The strength of this status depends on the number N.
* “xN Speed”: The player’s speed will increase (or decrease) base on the number N.
* “xN Damage”: The player’s damage will increase (or decrease) base on the number N.

1. Rage bar: the more you hit, the more damage you have, but the slower you move because of exhaustion.
2. Many of the game features won’t be descripted clearly, the player will have to find out by themselves.