

End Sequence

The Heroes wake up within the shack after their brutal fight against the Minotaur. What the Heroes have travelled into was a pocket dimension created unknowingly by the Devil. It emits an incredibly dark presence and it manifests itself in the form of real life buildings, with the buildings way of entrance being the way inside the pocket dimension. Once the pocket dimension has been travelled into it immediately closes and the only way of actually exiting is to locate the source thats powering the pocket dimension, and or, if the pocket dimension is equipped with a way of exit like the labyrinth the trio were in, the player can locate that and leave. The second option doesn't necessarily close it forever but it keeps it shut for 2 hours because the source that is powering the pocket dimension still resides within it. You can either explore the shack for clues and items and or leave.

Layout of the Shack

Inside the shack is antique furniture, heavily dusty and unused for a very long time. This shack only has a bathroom and a bedroom. It is made out of extremely old, dark oak wood. With the rug in the center of the shack being obsolete and almost primitive. Kyo comments on the dust flying around the shack, mentioning that it really hurts his eyes and tastes like metal. Inside the bedroom is a cat resting on the floor. It seems to have glasses on which weirds the trio out. This cat belongs to the old man and it is able to speak. The cat can guide you to the old man if you ask it politely and state your reason why. Within the bathroom resides a mouse with glasses and a scarf. It is able to speak aswell and this mouse is incredibly useful if you want to decrypt things. It is also able to fuse items/weapons together to create new and improved ones. If you tell the cat about the mouse it'll get surprised and instantly run over to the bathroom, effectively scaring away the mouse. This action extends your time of finding the mouse heavily, appearing only fairly very later in the story rather than now.

Outside of the Shack

Outside of the shack feels oddly quiet but there is an intense suspense. Bandits and thieves are in this area and you can sometimes spot them peeking over from a tree, planning to rob you. These guys only jump out if you get too close to them and they give alot of money if you beat them since its all stolen. In this case you have more than one choice: East, West and North. If you were to go east you'd stumble upon a very shy demon that is too embarrassed to attack. You're able to either encourage it or discourage it. Encouraging it would mean putting you in a fight with him, but his attacks are pretty easy to fend off. Discouraging him would make him cry and run away. Both options make him drop an apple and a banana. Both just items for food. Going west greets you with a dead end... Or is it a dead end? Staying there for more than 2 minutes makes a very nervous tree start yelling at you. It feels very nervous because you keep staring at it. Basically shooin you away. Going north is where the old mans cat originally wanted to go to, he guides you through a maze of trees. Eventually leading you to his owner.

The Old Man

The Cat leads you to a colossal manor. Where you'll meet Trunk, the Wizard, aka the old man resting outside of it. This NPC is able to give you a clear, detailed guide on how to navigate through the forest and get a hair closer to the devil which explains his eerie, ominous living conditions. He explains that the devil lives right next to the core of the earth and not just a few feet underground. The trio would have to dig a hole to the earth's core and only then would they have to navigate through an entire network of tunnels all each having individual rooms with different things. Trunk doesn't give you too much detail about the layout of the map and he neglects to mention a complete guide on how to find the devil. He does give you a charm for your troubles. This charm decreases poison attacks by a hair. The Player is able to ask Trunk various things:

| Kyo ~ { How old are you? }

{ Why so Anonymous? }

{ You're Suspicious... }

| Corone ~ { You know alot... }

{ Scary... }

Tauriel doesn't have any questions. Rather because he is quite spooked because of Trunks presence. Trunk resides within a large manor that is very dark and haunted. Trunk is usually brewing a large sum of spells, planning to recreate the Dharmachakra for specific reasons he's unable to name. Trunk has many weird, unnatural things around his house. Ranging from furniture suddenly speaking to you out of nowhere to floating utensils and brooms that clean rooms by themselves. The Furniture and Statues around the house are all able to attack you, in which you're able to either attack them or recruit them. Attacking them breaks them, meaning you'd have to pay for the damage around trunks house. Destroying too many things would lead to you being kicked out so you'd better recruit them. You can explore Trunks' house for items, potions and weapons.

Secret Bossfight

Within the labyrinth is a room filled to the brim of specific items. Almost all of them are completely useless. What you should normally be looking for in this room is a golden thread with sits beneath the items. Although, looking through the items even more you'd have a slight chance of pulling out a silver chakram accessory keychain which is essential for triggering the bossfight. After that, you'd eventually be told to 'go north' using a golden thread. You'd want to go east and find a secret trapdoor that shoots out a huge sword by stepping on it. Step on it and enter the room under the trapdoor. Inside the room is mounds of various furniture but in the center is a skeleton thats laying down on its back. It holds a note saying 'Thy only buoyancy when gazing out an aperture is for cipher to emerge.'. You'll have to look out the four windows in a pattern for someone to emerge. This entity materializes another chakram accessory keychain. After you've finished the labyrinth you want to hand the chakrams to the mouse. The Mouse will fuse the

chakrams together and create a dharmachakra accessory keychain. Let Tauriel accouter the keychain on his pants and make your way to the wizard. Instead of the wizard resting outside of his colossal manor. Trunk instead coats his house hidden and creates a pocket dimension. Tauriel is the one who needs to enter this pocket dimension and fight Trunk. This Pocket Dimension is basically Trunks fighting arena and its literally just a dark, foggy and eerie forest with them fighting in a flat circle area with no trees to bother them. If Tauriel were to win the fight using violence, Trunk will offer Tauriel an incredibly huge 4+ stat boost by infusing mixed potions into the dharmachakra accessory keychain. If Tauriel were to win the fight using only defensive magic, Trunk will eventually just sigh mid fight and give up. Trunk will then offer Tauriel a wizardry dagger for his troubles in the future [2+ attack potency boost] in exchange for his dharmachakra accessory keychain. Everything will then go back to normal and trunk will then reside outside of his creepy manor.

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