

This document goes over a key location ([Library](#)), a hidden sublocation ([Akila's Home](#)) and the world ([Thalbiryn](#)).

Library

Context:

The library is known to be the oldest building in Thalbiryn, having books that date further back than any of the residents or their ancestors. At the start of the game, it is essentially Akila's home and a trove of knowledge waiting to be unlocked.

History:

In the past, the library lay almost abandoned, with infrequent repair visits from Otto and his father to keep it from collapsing. After Akila was found, she was quick to discover the library and spent most of her days browsing through vaguely familiar motifs within the books. Concerned for her safety, the Hunters rebuilt it to its current state. Akila eventually moved into the library and took up the role of the librarian.

Description:

The library sits on the edge of the cube, half of the building hidden away by a patch of trees, making it look as if it was emerging out of the forest. A mish-mash of old and new wood it is crowned with a dull red roof, half covered with moss where the trees touch it, small gaps in its tiling revealing skylights.

There are various adjustments to the building that make it seem more of a home than a communal area, like the clothesline or the small firepit at the front. The path itself is meticulously clean, despite being rarely used by townsfolk.

Stone steps lead into the building, and as you open the door, a small bell chimes, informing anyone inside of your presence. The library is well kept, not a speck of dust to be found and not a book out of place. The skylights create pools of warmth in the otherwise cool space. There are rows upon rows of shelves and hundreds of books within them. If you walk past a few shelves, you come across the librarian's table, highlighted by its own pool of light, with neatly stacked stationary and books upon it, a well-worn chair behind it.

Player Interactions:

- Akila - The player will find her at her desk when none of the quests are active.
- Map of Thalbiryn - a map of the world drawn by Akila that she updates with every visit/quest.
- Compass - an artefact that indicates where the player needs to go next.
- Books - Akila will lend these out to the player to solve certain puzzles in Thalbiryn.
- Entrance to Akila's home

Akila's Home

Context:

A hidden area in the library that the player only gets access to if they manage to gain Akila's trust, or if they find the secret door and break in.

Description:

Akila lives in a part of the library sectioned away by a hidden door. This is her home, her sanctuary, the only space she shows her true self. Carefully divided into four areas, a modest kitchen and dining room, a bathroom, her bedroom and an even further hidden study.

While the other spaces are almost clinically neat, the study is always in a state of organized chaos. Shelves lined with scrolls, books, vials and more that seem much newer than the rest, evidencing her research into Thalbiryn. Books in a variety of languages lay open on the tables, with a book with fresh notes amongst them. The highlights of it all however are pinned to the wall - a detailed map of Thalbiryn, with locations and hidden pathways not even the Hunters had seen and an investigative map that marked every character in this world, including those who had died and some before them.

Player Interactions:

- Door to the study
- Map of Thalbiryn
- Investigative map
- Suspicious vial - Only Akila knows what the vial contains
- A jar with a dead toad - Akila had preserved this toad since it did not look like any of the other toads, an anomaly.
- Notes - Some of these contain Akila's thoughts about the player.
- Food items from the kitchen: Berries, Bread

Thalbiryn

(pronounced Thaal-bi-rin)

Context:

The cube-like game world the player spawns into is known to its dwellers as Thalbiryn. None of the residents have seen anything outside their world, except for the appearance of Akila a decade ago, and now in a similar fashion, the player.

Description:

Thalbiryn starts out as a compact yet sparsely populated cube-world. Through exploration, the player can find a variety of interlocked segments and hidden spaces akin to that of a puzzle box that reveals unexplored areas.

While originally the cube seems surrounded by forests, as the player's exploration causes it to grow and expand, a path opens up, leading to what Akila calls the "larger world".

Visual Landmarks and Sub-Locations:

- Town Square and Hall
- Library
- Forestscape (the town is surrounded by a dense patch of forested area)
- Hunter's Cabin
- Shar and Russel's hut

People:

- Akila (Librarian)
- Otto Hunter (Huntsman)
- Shar (Old woman)
- Russel (Child/Fisherboy)