Here's the textual representation of the flowchart using standard flowchart symbols and operations for your \*\*Mystic Realms\*\* game code.

### Text-based Flowchart Representation

1. \*\*Start\*\* → `Oval (Start)`

- The program begins.

2. \*\*Input Character Name\*\* → `Parallelogram (Input/Output)`

- Prompt the user to enter their character's name.

3. \*\*Display Welcome Message\*\* → `Rectangle (Process)`

- Print a welcome message and display the entered name.

4. \*\*Choose Character Type\*\* → `Diamond (Decision)`

- Display the options: Witch, Warrior, Princess.

- User selects one of the three characters.

- If \*\*Witch\*\*, go to `witchStory()`.

- If \*\*Warrior\*\*, go to `warrior\_story()`.

- If \*\*Princess\*\*, go to `princess\_story()`.

- If \*\*Invalid choice\*\*, print error and terminate.

---

### Witch Story Flow

5. \*\*Witch Story Introduction\*\* → `Rectangle (Process)`

- Display the backstory of the Witch of Darkmoor.

6. \*\*Choose Path\*\* → `Diamond (Decision)`

- Display options to choose the forest or cave.

- If \*\*Forest\*\*, go to `herbSearch()`.

- If \*\*Cave\*\*, go to `exploreCave()`.

7. \*\*Herb Search Options\*\* → `Diamond (Decision)`

- Choose one of three options: Roots, Tree, Bushes.

- If \*\*Roots\*\*, retry option (`Yes`/`No`).

- If \*\*Yes\*\*, go back to herb search.

- If \*\*No\*\*, `Game Over`.

- If \*\*Tree\*\*, go to `treeClimb()`.

- If \*\*Bushes\*\*, `Game Over`.

8. \*\*Tree Climb Decision\*\* → `Diamond (Decision)`

- Options: Continue climbing, Look down, Climb down.

- If \*\*Continue Climbing\*\* or \*\*Look Down\*\*, `Game Over`.

- If \*\*Climb Down\*\*, `Game Over`.

9. \*\*Explore Cave Decision\*\* → `Diamond (Decision)`

- Answer the riddle (`Correct`/`Incorrect`).

- If \*\*Correct\*\*, go to `dragonEncounter()`.

- If \*\*Incorrect\*\*, `Game Over`.

10. \*\*Dragon Encounter Decision\*\* → `Diamond (Decision)`

- Options: Cast Shield, Outrun, Reason.

- If \*\*Cast Shield\*\*, `Victory`.

- If \*\*Outrun\*\* or \*\*Reason\*\*, `Game Over`.

---

### Warrior Story Flow

11. \*\*Warrior Introduction\*\* → `Rectangle (Process)`

- Display backstory of the warrior.

12. \*\*Choose Warrior Path\*\* → `Diamond (Decision)`

- Options: Vengeance, Wisdom, Mystic.

- If \*\*Vengeance\*\*, go to `pathOfVengeance()`.

- If \*\*Wisdom\*\*, go to `pathOfWisdom()`.

- If \*\*Mystic\*\*, go to `pathOfMystic()`.

13. \*\*Vengeance Path\*\* → `Diamond (Decision)`

- Choose action: Ambush, Sneak, Duel.

- If \*\*Ambush\*\*, go to `finalBattle()`.

- If \*\*Sneak\*\*, proceed to `finalBattle()`.

- If \*\*Duel\*\*, `Game Over`.

14. \*\*Wisdom Path\*\* → `Diamond (Decision)`

- Choose action: Artifact, Rally, Meditate.

- If \*\*Artifact\*\*, proceed with advantage to `finalBattle()`.

- If \*\*Rally\*\* or \*\*Meditate\*\*, proceed without advantage.

15. \*\*Mystic Path\*\* → `Diamond (Decision)`

- Choose action: Potion, Weapon, Refuse.

- If \*\*Potion\*\* or \*\*Weapon\*\*, proceed with advantage to `finalBattle()`.

- If \*\*Refuse\*\*, proceed without advantage.

16. \*\*Final Battle Decision\*\* → `Diamond (Decision)`

- Check if the player has an artifact.

- If \*\*Yes\*\*, `Victory`.

- If \*\*No\*\*, `Game Over`.

---

### Princess Story Flow

17. \*\*Princess Introduction\*\* → `Rectangle (Process)`

- Display backstory of the princess.

18. \*\*Choose Action\*\* → `Diamond (Decision)`

- Options: Search for Artifact, Wait for Prince Opol.

- If \*\*Search for Artifact\*\*, proceed to `Artifact PIN Guessing`.

- If \*\*Wait\*\*, `Game Over`.

19. \*\*Artifact PIN Guessing\*\* → `Diamond (Decision)`

- User has 7 attempts to guess the correct PIN.

- If \*\*Correct PIN\*\*, `Victory`.

- If \*\*Attempts Exhausted\*\*, `Game Over`.

---

20. \*\*End Game\*\* → `Oval (End)`

- The game ends.

---

This textual flowchart follows the structure of your game and breaks it down into operations and decisions based on the logic in the code. If you need a visual representation, I can create one as well.