

The map is divided into four regions each belonging to four different species. Euphore Gi the holy land, Skyreach Kingdom inhabited by humans, The Witches' Forest inhabited by witches, Dragonborough inhabited by dragon shifters. The head of the coven in Witches' Forest is known as the Mother Witch and is a motherly yet firm mentor to the player. The map of the game was once without the boundaries all of the people living together as one with no powers or abilities.

#### THE HISTORY OF THE LAND

The spirit as the people today call it was the mother of the land her presence providing abundance, fertility and anything a human could want. People would worship her; grateful for her presence and guidance. Her altar lied in the heart of the land protected by her loyal devotees. One day the spirit blessed them assigning a portion of her powers. Drokaas- Dragon shifters, Witches, Dwarfs-The best of blacksmiths. Delighted were those who were granted such gifts and jealous were those who always wanted more, worked with an intent to receive. Time passed the gifts were passed on from generation to generation increasing the yield, as dragons flew high and low transporting goods all over the land, Dwarfs forged the finest steel and machinery reducing the labor, Witches categorized into multiple sectors helped in longer lives, fertile land, curing diseases and much more. But you see jealousy and envy is a disease which brings even the strongest kingdoms crumbling down. So, when the day came when the Spirit's altar was thrashed, violated, with her devotees killed, she wasn't surprised but the rage was surprising. The land crumbled, as she left hurt and angry collapsing in on herself, wherever her presence left the land was left famished and dry, the crops dying as she ran to safety, to the heart of the land, raising vines so high and poisonous that no one dared follow, those who did were killed instantly. Then the heart was sealed shut to all the land left barren. When the fingers were pointed at each other to find the real culprit divisions occurred people who once worked side by side were at each other's throat blaming each other for the disappearance of the spirit. People scrambled for what was left others fought. They fought for survival killing hundreds and several more died from the lack of the resource. The long war ended in a compromise. A treaty was signed for the resources, with the lands divided for each gift giving way to the map which we know as off today.

#### THE MOTHER WITCH

The Mother Witch is known by this title in the Witches' Forest, as the head of the coven she overtakes the responsibilities assigning roles, overlooking the incomers and outgoers through the land and taking a leader figure in the coven. She is a mentor to the player and throughout the whole game will be directly under her. She is a kind woman, with a passion to teach the powers and abilities she has learned over the years to the younger generation. But she is also stern, ruthless even when it comes to the safety of her land and the people. A motherly figure to many witches in the forest. She is a wise, strategically thinking woman who fights well with both her powers and bare hands, opened minded to new ideas but avoiding humans and is very distrusting of anyone other than her closest people.