Tutorial

The character begins in a settlement. The settlement is quite small. You look around and you see small huts where the settlers live. You see children playing and adults going about their business. On the right a little bit further you see various stands where the shop owners are selling their goods to the settlers.. You see the odd guard walking around. The place seems well protected

To call it a settlement would be a disservice. It’s bigger than a settlement, smaller than a village. There is a small quartered off section where the authority of the village lives. A mayoral type. You notice that the mayor’s house is guarded by two soldiers. Furthermore as you walk around you pass the market towards the area that holds the bar where the people come to drink away the day and or night.

Outside where all the life in the settlement is you find a small area on the edge of town where you see a plot of land that is fenced off. The only opening is a handmade arch. If you walk in, you’ll notice small beds of rocks neatly ordered in rows. Each pile of rock is topped off with an ornamental piece of sentiment. The area gives off an air of finality. Cold hard finality. This is the graveyard of the settlement.

On the opposite end of the settlement is a road that leads to a plot of farmland used to farm fruits and vegetable. Part of it also serves as a place for cattle to live.