**Split Soul Story:**

When an adventurer tried to visit his uncle it all started to fall apart…

Far away from other civilization a swordsman was found near the extensions of a small village. When he was waking up a few hours of sleep later he could not remember what happened. His clothes were torn to shreds, his sword full of blood. He wanted to proceed finding his way through the forests, but the villagers prevented him from doing so and kept him for another day to get him some rest. He got lent a bed by a nice woman and finally got some sleep.

When a noise woke up the stranger in the middle of the night, he looked out of the window and saw, to his surprise, the villagers burning down their houses. He grabbed his sword and ran out of the burning house he slept in. A witch appeared after he searched for other normal humans and cursed him. He fled into the forest, he had no energy left and barely survived. He came to an altar and prayed to the gods to save his life when a white light came over him.

When the swordsman woke up, he had no injuries and was fine considering the circumstances. He was a little sleep deprived though. But he kept going searching his ways through the forest in all its colors and sounds.

Forest area: The starting area which is basically an introduction to the game. It has a minor boss fight with the witch to get the story going. After that it is basically a normal area but there is only a huge slime bossfight and one town of farmers. He saves them and gets his first <skill orb> to learn a new technique with his sword. He also gets the information from the villagers to look out traveling through the desert to reach the mountains - where the witch is supposed to be - because of some dangerous actions taking place there.

* The one person that talks to you is an elder who is wise and extremely precautious
* You must visit the town before fighting the slime
* You can only reach the slime from the town, it has its own “dungeon”
* By defeating the slime, you get a broken sword, it is supposed to have mysterious powers
* Not only the witch is in the mountains, but there is also a blacksmith who is able to fix everything. That said the adventurer goes on with his plans, travelling to the mountains

Desert area: When the adventurer travels the desert there is an extremely low number of enemies which is concerning him. An enormous sandworm attacks and after a fight in which the sandworm is defeated it eats the traveler from down under him and swallows him without taking his life. After being swallowed he wanders around in the sandworms stomach.

* The inner sandworm is the area, he ate the whole town which was in the desert
* Finding the path is difficult because of darkness
* Three spots in the north, west and east, bossfight in the south
* Village goes back to the top, saved by <you> and extremely helpful
* Another one <skill orb>, another sword skill

Ice Mountain area: Legends say there is a blacksmith in the cold north who can fix every weapon possible if you can repay him expectedly. There are two ways for you to go but you must try both to get the two most precious items back to him. Otherwise, he cannot help you with rebuilding the ancient sword. But there is still missing the handle...

* Volcano part: You must get close to a volcano to get a bucket of lava, which the blacksmith needs to be able to fix the cutting edge. There are a lot of monsters in the way and the lava is dangerous to obtain

Ancient area: It is handed down that there is an ancient handle in the ruins of the elders having the power to hold together the most powerful of all weapons.

Sea area: An aged gemstone is protected by an old man living at the sea. He is not only the commander of all enemies but also a member of the ancient people

Dark forest area: The last fight versus the witch is held and after she is slain the swordsman is free and turns back to the village.

*More features:*

* *Fast travel between towns*