**Story for Dinte**

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. They did not know they kept their demise.

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 fairly 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.

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.

Cave area: Rumored there is a potion in the caves which can heal any curse or wound. But there is also its guardian protecting it from thieves.

Cold area: Legends say there is a blacksmith in the cold north who can fix every weapon possible if you can do his challenges.

Lake area: Sunken in the largest lake of the land there is a hidden metal which is more powerful than everything else in the world.

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 powerfullest of all weapons.

Volcano area: A special lava in the deepest point of the volcano is supposed to kill the witch who was seemingly invincible.

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

Mountain area: The Witches oldest allies are reawakened and must be slain in the mountains before they can reach and support the witch in the last fight.

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.