

The Mists of Bahura

Our Vision

Immersive. Expansive. FUN. Our vision is to build an inclusive metaverse that connects gamers of all ages and provides both the crypto core and the crypto curious with a venue through which they can learn, earn, and own their achievements.

Introduction

The Problem With “Play 2 Earn”

Play to Earn’s (“P2E”) emergence signaled a paradigm shift, the birth of a new epoch. Gamers were suddenly able to earn real money for their time spent in-game, own their in-game characters, and have a say in game and community development. But it all came at a cost.

Like many decentralized finance (“DeFi”) protocols, P2E games focused on rewarding early participants at the expense of long-term scaling and sustainability. Financial barriers to entry were high and token models were unsustainable. Inflation, the ever-present specter, ran rampant.

While some of these games were able to create robust, loyal communities and followers, many failed to cross the entertainment threshold. They just weren’t exciting enough to be sustainable beyond the initial financial incentives they offered. These games were jobs.

Our Opportunity

P2E planted a seed that’s just starting to grow. The segment, now commonly referred to as Play & Earn (P&E), has the potential to bridge the gap between Web3 and the crypto-curious. Through fun, engaging, socially captivating worlds and gameplay, we can de-mystify the decentralized web and onboard a hoard of users previously priced out of the ecosystem.

We have the opportunity to teach through gameplay, onboard a new generation of users into web3, and create fun, accessible, social and viral gameplay experiences. We can create robust ownership economies that reward players for their participation, regardless of their initial capital expenditure. We can create worlds worth exploring, worlds worth getting lost in. Enter The Mists of Bahura.

The Mists of Bahura – an Overview

Lore

A bell chimed as the morning breeze swept across Ape Island’s mother port. The streets teemed with excited Motuans, many bustling to and from in a rush to set up their stalls at the Bazaar before the city broke its bread. Mayor Nape smiled down from his balcony as he watched the city thrive, the seasoned captain full of joy and pride at the nation he had helped settle so long ago. Ape Island may not have been rich in CHDM-12, but the largest of the known Isles of Motu had made do for years by sending explorers out to find and return with the vital natural resource.

Not everyone had returned, though. Some decided to settle their own Tribes in the surrounding smaller Islands, mining CHDM-12 and occasionally visiting Ape Island’s Bazaar for barter and trade. Others had

gambled with their life, venturing out into the ever-present threat that hung heavy on the horizon like thick clouds before a monsoon. They had traveled into the Mists of Bahura. They were never seen again.

Mayor Nape had started to hear stories, stories he could hardly believe. Some of the surrounding Tribes had reported attacks in the night, unseen creatures appearing out of the Mists of Bahura when all should have been still. They came like shadows, pillaging CHDM-12 stores and leaving before the Coconut Mortars and Cannons had fired their first shot.

If the stories were true, something had to be done. Brave Warriors, Builders and Explorers had to be sent into the Mists to uncover the mystery and keep Ape Island safe. The Isles of Motu needed a hero. Are you up for it, anon?

Gameplay

At its core, The Mists of Bahura will be an open world, management real time strategy game (“RTS”). Players build villages, train recruits, and venture into the Mists of Bahura in search of new lands, scarce resources, and enemy Tribes.

Every player’s journey starts on Ape Island. New recruits play through tutorials, complete basic tasks, and gather the resources they’ll need to set sail for lands unseen. Once they’ve collected the necessary resources and gained access to Ape Island’s Port, they’ll board a ship in search of the little Island they’ll eventually call home. Players can either settle new Islands or join existing settlements as Tribe Members.

Once new players arrive at their destination, they immediately begin building their Villages. Every Village will start with four (4) primary structures:

1. Town Hall
2. Village Castle
3. CHDM-12 Mine
4. CHDM-12 Storage

Players will complete daily tasks to earn APEIN – APEIN can be spent to unlock CHDM-12 mines, build ancillary structures that increase Village defense, and level up existing structures. To journey back to Ape Island or go on Raids, players will need to build and upgrade their Ships. The distance which a Ship can sail will depend on its level. All Ships will be able to return to Ape Island at Level 1.

As players level up their Ships, they’ll begin to travel deeper and deeper into the Mists. Those that travel far and wide will encounter enemy Tribes, new lands which they can claim as their own, and even Islands inhabited by legendary warriors and craftsmen.

Insert graphic illustrating core gameplay mechanics. This graphic should be a diagram that shows the steps a player must take to go from zero to Tribe Leader. Also include graphics about players sailing around the map and discovering new Islands.

Core Gameplay & Mechanics

Overview

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The Mists of Bahura will be an NFT-driven ecosystem built on the Avalanche network. To join the Isles of Motu, players will need to acquire and manage the following assets:

- Motuans [NFT]
- Items [NFT]
- Land [NFT]
- Buildings [NFT]
- APEIN [Uncapped Supply Utility Token]
- CHDM-12 [Capped Supply Utility Token]
- MOB [Capped Supply Governance Token]

Motuans

Motuans are the inhabitants of the Isles of Motu. To begin exploring The Mists of Bahura, players will need to Recruit at least one (1) Motuan from the Training Camp. To become a Tribe Member and establish a Village, players will need to Recruit at least three (3) Motuans - one Warrior, one Builder, and one Adventurer. Players will be able to mint Motuans at the Recruitment Portal or earn by completing in-game tasks and accomplishing achievements. Motuan minting will be random and will cost [X] APEIN + [Y] AVAX.

A Motuan's Genetics will determine their rarity with rarer Motuans having higher baseline stats. Players will be able to mint 1, 2, or 3-star Motuans through the Recruitment Portal; 4, 5, and 6-star Motuans can be acquired through Mating, Ascension, or received as a Seasonal Reward.

Star Level	Genetics	Base Stat	Ceiling Stat
1 Star	No matching genes	1	17
2 Star	Two matching genes	18	34
3 Star	Three matching genes	35	51
4 Star	Four matching genes	52	68
5 Star	Five matching genes	69	85
6 Star	Six matching genes	86	100

Each Motuan will be born into a specific Class with that Class influencing the Motuan's stats and effectiveness during gameplay. A Motuan's Class will depend on its Material makeup - Classes will be fluid and will change based on the decisions a player makes during their time on Motu.

Class	Description
Warrior	Primary battle unit
Builder	Used to build and repair structures
Explorer	Used to locate CHDM-12 mines and Islands
Mage	Secondary battle unit

Players will be free to mint and marshal as many Motuans as they please. The number of Motuans that can be present in a Village at any given time will, however, depend on the Village's level and the number of Barracks the player has erected. Players will be able to send Motuans not residing in a Village on Solo Quests to accrue APEIN rewards until the player has sufficiently leveled up their Village and built the requisite number of Barracks.

Mating

Every Motuan will be able to Mate three times with the total Mating cost increasing with every successive mate.

- Mated 0 times prior – 3 APEIN
- Mated 1 time prior – 4 APEIN
- Mated 2 times prior – 5 APEIN

As an example, if Motuan 1 has mated 1 time prior and Motuan 2 has mated 2 times prior, the cost to mate Motuan 1 + Motuan 2 would be **4 APEIN + 5 APEIN = 9 APEIN total**.

Each time a Motuan mates, the probability of their offspring having a higher number of stars goes up exponentially.

- First Mating: 25% chance of creating a 3 or 4 star
- Second Mating: 45% chance of creating a 3 or 4 star
- Third Mating: 75% chance of creating a 3 or 4 star

Ascension

Players will be able to combine two Motuans of the same Star Rank through a process called Ascension. Through Ascension, two Motuans will be combined in order to create a newer, stronger Motuan.

Example: If two 1-star Motuans are combined through Ascension, a new 2-star Motuan will emerge. The new 2-star Motuan's Genetic makeup, stats, and Class will be based on the traits of the 1-star tributaries.

NFTs representing the Motuans that go through Ascension are burned and a new NFT is minted to represent the newly Ascended Motuan. Players will spend APEIN to Ascend their Motuans and all APEIN used for Ascension will be burned and removed from circulation.

Items

Motuans can be equipped with two different types of items:

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1. Cosmetic Items
2. Battle Items

Cosmetic items will include clothing, skins, masks and accessories. Battle Items will include but will not be limited to helmets, weapons, and armor. Items can either be purchased through the Bazaar on Ape Island, acquired by completing quests and accomplishing seasonal achievements, or Forged at a Tribe Member's Village Workshop.

To Forge items, players will need to acquire Item Blueprints + the requisite raw materials. These raw materials can be mined on a Village Plot, found during exploration, stolen during Raids, or acquired by completing quests and accomplishing seasonal achievements. The raw materials needed, as well as the cost, to Forge an item will vary based on the item's rarity. Forged items can either be equipped and used by the player or sold to others at the Ape Island Bazaar.

Land

Land will fall into two categories:

1. Islands; and
2. Village Plots

Islands are owned by Tribe Leaders. Village Plots are inhabited by Tribe Members.

Islands are spread throughout Motu with many hidden deep within The Mists of Bahura. Every island is unique in its size, resource allocation, and defensibility. Some are larger and resource rich but lack natural defenses while others are harder to reach, easier to defend, and smaller in square footage.

When a player joins a Tribe, they're granted a Village Plot on their Tribe Leader's Island. The size, scope, and resources of a Tribe Member's Village Plot will depend on the underlying Island's square footage and metadata.

Tribe Members will pay their Tribe Leaders a weekly fee – this fee will be set by the Tribe Leader and will come out of the Tribe Member's weekly mining and raiding totals. Larger Village plots will generally have higher rent but are also capable of producing a greater cache of resources per day.

Both Islands and Village Plots will be upgradable. Tribe Leaders will be able to install perimeter defenses around the Island while Tribe Members will be able to build and upgrade defenses in and around their Villages. Perimeter defenses make Islands harder to detect and deter enemy raiding parties. Village defenses protect Tribe Member resources if enemy raiding parties successfully make landfall.

The Land Sale

Players will have the chance to mint Islands during the Isles of Motu Settlement Campaign. Three different classes of land will be available with each class varying by location, size, plot number, and resource allocation. Those who participate in the Motu Settlement Campaign will receive Land as well as a to-be-determined allocation of CHDM-12 to help expedite initial construction and settlement activity.

Settling New Land

Motu is a largely unexplored world - many of its Isles are hidden deep within The Mists of Bahura. Every Season, a set allotment of new Islands will become discoverable. These new islands will not be sold or

auctioned off in an organized sale, players will instead have the opportunity to find and claim them as their own. To settle new Land, players will need to fulfill the following criteria:

- Discover the Land before another player has the opportunity to do so
- Stake MOB to make a claim
- Keep the MOB staked until the Settlement Clock runs out

If a player un-stakes their MOB before the Settlement Clock has run its course, another player can raid the Island and claim it for their own. If a player keeps their MOB staked until the Settlement Clock has run its course, that new Island becomes theirs.

Buildings

Players must erect buildings on their Village Plots to mine resources, create and upgrade equipment, and defend their Village. Buildings will fall into three categories and will initially include the following:

1. Resource Buildings
 - a. Town Hall
 - b. Village Castle (Treasury)
 - c. CHDM-12 Mine
 - d. CHDM-12 Storage
2. Professional Buildings
 - a. Barracks
 - b. Lab
 - c. Workshop
 - d. Builder's Hut
3. Defensive Buildings
 - a. Wall
 - b. Coconut Mortar
 - c. Coconut Cannon
 - d. Banana Bow Tower
 - e. Spike Pit

Buildings can be damaged during raids - players will need to use APEIN and CHDM-12 to pay for repairs. Repair costs will be minimal but will fluctuate based on the Building's level, type, and damage done during the Raid.

Tribe Leaders & Tribe Members

Tribe Leaders will own the Islands upon which Tribe Members build their villages. To become a Tribe Leader, a player must either purchase an Island during The Mists of Bahura's Inaugural Land Sale, purchase an Island from another player through the Real Estate Broker on Ape Island, or discover and Settle new Islands when exploring The Mists of Bahura. Once an Island is acquired, Tribe Leaders are strongly incentivized to recruit Tribe Members as quickly as possible.

Tribe Leaders and Tribe Members will be inextricably linked. Islands won't produce meaningful resources without Tribe Members operating the CHDM-12 mines. Tribe Leaders also won't be able to orchestrate raids without an army of Tribe Members at their side. This relationship will force Tribe Leaders to thoughtfully calculate rental rates while also incentivizing them to upgrade Island defenses sufficiently to entice all-star players to join and remain on the Island.

Raids

When players raid enemy Villages, they steal resources from the buildings they destroy. They also earn trophies for defeating their opponents. Villages are defended by enemy Motuans and the defensive buildings they have constructed. Players can mount both solo and Tribe-wide Raids. Raids must be properly timed and coordinated - each Village can only raid four (4) times a day and every time a Village goes on a raid, they open their own borders to attack.

Players can challenge those who have raided their Villages in the past or can board their Ships and sail in search of potential targets. Players will be shown three opportunities at a time on the map - if a player wishes to see other potential targets, they must pay 3 APEIN. APEIN paid to see additional targets will be immediately burnt.

The Mists of Bahura will utilize a Matchmaking Rating to determine which Villages players can raid and vice versa. MMR is, in short, a rough calculation that determines the skill level of each player. Winning generally increases MMR while losing generally decreases it. Similarly, if a player wins or loses 10 raids in a row, they will be bumped up to the appropriate MRR level to ensure they're playing against players at a similar level.

Quests

Players will have the opportunity to complete daily, weekly, and Seasonal Quests. Quest completion rewards may include:

- Skins
- Items
- APEIN
- CHDM-12
- 1 to 2-star Motuans

Quests will be both social and achievement oriented. Players may be asked to complete group activities, loan assets to other players, or take photos and videos of their experiences in-game.

Rankings & Seasonal Awards

Seasons on Motu will last approximately three months - there will be four a year. Tribes are ranked based on the total number of trophies their Members have accumulated during their Raiding expeditions. At the end of every Season, players in each Tribe will lose a certain percentage of their Trophies above a to be determined threshold. This reset will help maintain necessary MRR while also providing a blank slate each season.

Rewards will be handed out to the top ten (10) Tribes each Season - each Tribe Member will receive rewards proportionate to their trophy weight in the Tribe. Seasonal rewards are highly sought after and may include, but will not be limited to, the following:

- MOB [Governance tokens]
- CHDM-12
- Rare Raw Materials
- Rare Item Blueprints

In addition to the rewards distributed to Tribe Members pro rata, Tribe Leaders will also be entitled to receive unique rewards. Tribe Leader rewards may include, but will not be limited to, the following:

- Rare Skins
- Rare Items
- 5-Star Apes
- 6-Star Apes
- Maps to new Land

Token Economy

APEIN, CHDM-12, & MOB

The Mists of Bahura's economy will be based around three distinct ERC-20 tokens, each with its own specific use case and emissions schedule:

Token	Type	Max Supply	Faucet
APEIN	Utility Token	Uncapped Supply	In-game Rewards Staking Rewards Purchase via DEX
CHDM-12	Resource Token	Emissions Capped per Season	In-game Rewards Mining Ape Island Market
MOB	Governance Token	5,000,000,000	Seasonal Rewards Tournament Rewards IDO

Balance & Stability

Overview

MOB's token economy was created to be flexible and infinitely expandable. We've employed a variety of mechanisms designed to provide utility token price stability while also ensuring governance token scarcity and raw material levels that mimic real world commodities markets.

APEIN, our utility token, serves as the ecosystem's primary reward token. These tokens are minted and distributed when players complete Solo Quests, when they complete daily, weekly, and seasonal quests, and when they accomplish achievements. Players also earn APEIN when they Raid enemy Tribes.

To help balance APEIN's emissions levels, the token itself must be used to facilitate virtually every action in the game. APEIN spent on these actions will be burned and forever removed from circulation.

MOB, our governance token, will be difficult to acquire but key to unlocking the secrets hidden within The Mists of Bahura. Players will only receive MOB as a seasonal reward, tournament reward, and from staking. Seasonal rewards will be granted once every four (4) months and tournament rewards from time to time.

Staking rewards will be claimable once a week, but emissions will reduce in a linear fashion. Emissions tapering will ensure MOB scarcity and help to provide game rewards longevity.

While APEIN and MOB serve as currencies, CHDM-12 will be a commodity. Like other commodities, CHDM-12 will need to be mined and refined prior to use and also like other commodities, only a set amount of CHDM-12 will be recoverable from each mine. Players will need to use CHDM-12 to build their defenses, forge items, and expand their empires. When a player's mine runs dry, they'll need to recycle Buildings or Items in their inventory, purchase CHDM-12 from other players at the Bazaar, or settle new Islands with fresh stores.

CHDM-12 makes the Isles of Motu a dynamic and ever expanding metaverse. Players are both encouraged and rewarded for exploring, settling new lands, and uncovering every mystery hidden within the Mists of Bahura.

Regenerative Systems

Players will need to use APEIN and CHDM-12 to construct their buildings and defenses. While APEIN spent on these activities will be burned, CHDM-12 will not be. Players, if they do so choose, will have the ability to “recycle” their constructs if and when necessary. When a player recycles a construct, they will be able to reclaim a portion of the CHDM-12 initially spent when the building or defense was first erected.

Token Sinks

Action	Token(s) Used	Fee	Burn Mechanism
Motuan Minting	AVAX + APEIN	TBD	APEIN Burned
Mating	APEIN	TBD	APEIN Burned
Ascension	APEIN	TBD	APEIN Burned
Forging Items	APEIN + CHDM-12	TBD	20% of CHDM-12 Burned
Upgrading Items	APEIN + CHDM-12	TBD	APEIN Burned 20% of CHDM-12 Burned
Building Buildings	APEIN + CHDM-12	TBD	20% of CHDM-12 Burned
Upgrading Buildings	APEIN + CHDM-12	TBD	APEIN Burned 20% of CHDM-12 Burned
Repairing Buildings	APEIN + CHDM-12	TBD	APEIN Burned 20% of CHDM-12 Burned
Settling Islands	MOB	TBD	No
Real Estate Transactions	MOB	TBD	No
Buying Ultra-Rare Items	MOB	TBD	No
Access to Tournaments &	MOB	TBD	No

Special Events			
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Staking & Governance

Players will need to stake both their Motuans and MOB to unlock all of the mysteries of The Mists of Bahura.

- **Motuan Staking (Solo Quests)**
 - Motuans not being used to protect Villages or perform Raids can be sent on Solo Quests to earn APEIN.
 - Each Motuan will be capable of earning a set amount of APEIN per Season. A Motuan's Star Ranking at the time of Staking will determine the APEIN that Motuan is able to receive.
- **MOB Staking**
 - MOB must be staked to Settle newly discovered Islands and to vote on Governance Proposals.
 - Settlement staking periods will vary from Island to Island while MOB staked on behalf of Governance must be staked for one Season at a time. There will be an unstaking period for those who wish to remove their liquidity from the Governance pool.
 - Staking is required to vote on a governance proposal; staking + payment of a small fee in MOB is required to submit a new proposal.
 - Those who stake to the Governance Pool will receive freshly minted MOB as a reward. The purpose of this liquidity mining program is to help appropriately distribute MOB amongst stakeholders, encourage the community to participate, and to decentralize the world of Motu over time.

Emissions & Treasury

750,000,000.00 MOB will be allocated to P&E activities. Tokens will be added to the rewards pool at a rate of 11,538,461.54 MOB per month and shall emit at a steady pace for the entire life of the rewards program. Rewards will be allocated across the following pools pursuant to the following schedules:

Pool	GBT/Month	% of Total
Tournament Prizes	2,307,692.31	20%
Tribe Rewards	2,307,692.31	20%
LP Incentives	2,307,692.31	20%
Staking Rewards	2,307,692.31	20%
Ranked Arena Battles	1,153,846.15	10%
Treasure Hunts	1,153,846.15	10%
Total	11,538,461.54	100%

Treasury

Token holders will be able to submit proposals on how Treasury tokens should be used. If the proposal is passed based on a vote of staked MOB holders, then the tokens will be distributed accordingly. The treasury will be managed by the Mists of Bahura development team until Governance goes live.

Some examples of how the Treasury tokens may be used are outlined below:

- Providing liquidity on third-party markets like Pangolin and Trader Joe
- Paying for services like exchange listings or marketing
- Funding third-party development of tools and or services that will add value to the ecosystem
- Staking to earn returns that help the Foundation/DAO/Treasury sustain itself

Staking MOB acts as an incentive for holding MOB and supporting the world of Motu. Stakers receive freshly minted MOB from the Staking/LP Rewards pool and are able to propose and vote on proposals designed to improve Motu's economy and ecosystem. Rewards will accrue daily and can be claimed every seven (7) days.

Marketplace

Players will be able to buy, sell, and trade their in-game assets through Motu's Bazaar on Ape Island. The Bazaar will be home to the following merchants and service providers:

Office	Service Provided	Available Goods
Training Camp	Avatar Recruitment	Avatars
Real Estate Office	Land Purchase & Sale	Islands
Blacksmith	Item Purchase & Sale	Battle Items
Builder's Guild	Sale of Maps & Blueprints	Maps Building Blueprints
Tailor	Sale of Cosmetic Items	Cosmetic Items Skins
Commodities Exchange	Exchange of Raw Materials	CHDM-12

Players will be able to purchase items directly from Merchants in the Bazaar or list their own goods for sale. The Bazaar will charge a 2.5% transaction fee for facilitating all player-to-player transactions.

Glossary

Term	Definition
Ape Island	The first island settled in the archipelago known as the Isles of Motu.
APEIN	The utility token of The Mists of Bahura. Used for everything under the sun and earned through the completion of tasks and quests.
Ascension	The process through which Motuans are combined to create a stronger, upgraded unit.
Banana Bow Tower	A defensive structure that fires arrows at enemy raiders.

Barracks	A comfy building housing Motuan recruits. The more Barracks a Village has, the more Motuans it can hold.
Blacksmith	An experienced craftsman that builds and sells Battle Items in the Ape Island Bazaar.
Blueprints	Blueprints provide the holder with the knowledge needed to forge a specific item or building. Blueprints can be discovered or purchased.
Builder's Guild	A sophisticated guild where players can purchase Maps and Building Blueprints.
CHDM-12	A rare and precious commodity mined on the Isles of Motu. CHDM-12 is used to forge items, upgrade items, construct buildings, upgrade buildings, and repair buildings.
CHDM-12 Mine	CHDM-12 Mines can be found across the Isles of Motu, each containing an unknown quantity of CHDM-12. Players can discover mines, unlock mines, and claim the CHDM-12 within.
CHDM-12 Storage	A stout, well guarded building where CHDM-12 is stored.
Coconut Canon	A rapid-fire defensive structure that fires hardened coconuts at attacking raiders.
Coconut Mortar	A slow-firing defensive structure that launches exploding coconuts at attacking raiders.
Commodities Exchange	An office inside the Ape Island Bazaar where CHDM-12 can be traded, bought and sold.
Governance	The process through which players propose and vote on changes to the ecosystem.
Islands	Land spread throughout the world of Motu, represented by NFTs, that can be settled, owned, and mined by players in the ecosystem.
Isles of Motu	An archipelago in the world of Motu rich in CHDM-12.
Items	Cosmetic and battle enhancing NFTs that can be earned, created, and upgraded by players.
Lab	A mysterious building where Mages practice the dark arts.
Mating	The process through which two Motuans create offspring.
Mists of Bahura	
MOB	The governance token of the Motu economy. MOB is needed to vote on governance proposals, settle new lands, and acquire ultra rare items, maps, and blueprints.

Motu	
Motuans	The inhabitants of the world of Motu. The Apes of Ape Island are the only known Motuans residing within the Isles of Motu, but who knows what hides deep within the Mists of Bahura?
Raids	The process through which players attack enemy lands in pursuit of APEIN and CHDM-12.
Real Estate Office	The office in the Ape Island Bazaar where players can buy and sell their Island properties.
Skins	Cosmetic Items that transform the way a player's Motuan looks, sounds and moves.
Spike Pit	A defensive structure designed to distance attacking raiders from a player's Village plot.
Staking	
Tailor	A store in the Bazaar on Ape Island where players can purchase Cosmetic Items and Skins.
The Bazaar	A magical marketplace on Ape Island where players can buy, sell, and trade various goods and resources.
Town Hall	The heart of a Village. Town Halls must be upgraded to unlock new items, buildings, and more. Raiders must destroy the Town Hall to claim the max reward.
Training Camp	The preeminent academy on Ape Island where players can recruit Motuans to join their crew to explore the world of Motu.
Tribe	Sub DAOs within the world of Motu that consist of Islands, Tribe Leaders, and Tribe Members.
Tribe Leader	The owner of the Island upon which Tribe Members build their Villages.
Tribe Member	Members of the Tribes of Motu who build their Villages on Tribe Leader land, who raid enemy Villages, and who explore the Mists of Bahura.
Village	Settlements built by Tribe Members on the Islands spread throughout the Isles of Motu.
Village Castle	The central structure of every Village. Village Castles store Tribe Member APEIN and MOB.
Village Plot	Plots of varying sizes, located on the various Islands in the Isles of Motu.
Wall	A defensive structure designed to keep enemies out and resources in.
Workshop	A building where expert craftsmen reside. Workshops are where Tribe

	Members forge items.
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