Azureal Island

**Who lives there?**

* Fishermen/women of the water faction.

**What would somebody see at first glance (appearance)?**

* Very calm people

**What else could be noticed (manners, attitude, hospitality, etc.)?**

* They are open, friendly and helpful

**Why do they live there?**

* They live away from the mainland to retreat from the influence of politics

**When was the place created?**

* The island was created long before they arrived, but was uninhabited. Captain James Hook together will some other fishermen/women discovered Azureal Island in the year 21.

**By whom?**

* The island was created by Terra. The settlement Port Azure was established by James Hook.

**What does the place look like? (Architecture, nature, etc.)**

* Bright yellow beaches, tropical rainforest-like heart with a mountain. They live in wooden houses mostly.

**What is special about the location?**

* The water offering shrine in the forest, Mt. Azure and the beautiful yellow beaches.

**What do they do there (daily/other activities)?**

* Mostly fishing, some woodcutting, some mining, some hunting and trading fish. Annual ceremony to worship the goddess of water, Seyla.

**How do they survive?**

* They survive mostly because of the fishing. The water from the mountain is drinkable. Trading fish for other resources.

**What is their source of income?**

* Primarily fishing. They trade fish for other resources.

**If they have religious/political views, how are these expressed?**

* They worship the goddess of water, Seyla. They have an annual ceremony to respect her. They practice water magic, but have no political alignment. They choose to be withdrawn from political debate.

Overview of content

* Port Azure:
  + Elder (Learn about magic, learn water element after retrieving pure water)
  + Mayor (Learn Bounty Hunter Skill, choice of melee/range/mage weapon, get some gold reward)
  + Artisan NPC (Learn crafting, basic recipe for weak potion)
  + Capt. Isaac (Transport)
  + Boat connection to mainland
  + Shop for buying/selling goods
* Sunset Cove
  + Fighting crabs
* Sunshine Coast
  + Learn fishing (mini-quest for fishing rod)
* Sunrise Sands
  + Fighting crabs?
  + Statue of James Hook + first camp remnants? (Lore)
* Lake Azure
  + Learn woodcutting (mini-quest for axe)
  + Water shrine offering (Boon?)
  + Fight [insert enemy]
  + Some random loot for exploration
* Mt. Azure
  + Learn mining
  + Fight bats
  + Recover pure water from mountain water source to unlock water element