

# Espira Village

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## **Background:**

A small peaceful village in the outskirts of the kingdom, still untouched by the corruption of the government. The villagers are aware of the situation but try to continue to live their life in peace, with no knowledge of what is coming.

## **The Area feeling:**

This village has a very soothing environment, and the villagers are peaceful, so the player can walk around in the village without any worries, and take their time to explore and to talk to the villagers that live here, before the player starts the real journey.

## **What can the player do:**

This village is the third place that the player will arrive to in the game, this is where the player for the first time can walk around freely in the game. But for the player to progress they have to visit the local tavern, in this tavern the player will meet their first companion and then the real journey begins. But as I said earlier, the player can choose to explore the village, or talk to the villagers, or visit their homes, or if they want to they can even go outside of the village and explore the surroundings.

## **Points of interest:**

The tavern.

The villagers.

The village surroundings.

## **NPC:**

The village elder.

Cid the tavernkeep.

Villagers.