

REALMSCAPE

Long ago, in a land called 'Nalrithia', a settlement of druids protected a life-preserving tree called the Calyisia. They would tend to this tree, feed it, sing to it and most of all, spend their lives protecting this tree from harm. Young druids who grew up in this settlement would be taught how to live this way, growing up to be assigned jobs that would assist this lifestyle and the tree in any way.



However, many wanted this tree for themselves. This was because of its life-preserving powers. The reason why the druids rejoiced about this tree so much was because ultimately it kept them full of health, but they didn't tamper with nature to use its immortal powers. The druids, being peaceful people, never wanted conflict over this tree, so they kept to themselves, hidden from the mainlands. The tree also possessed other magic powers, its capabilities hadn't even been explored yet, but they were powerful. The druids only used the tree's other powers this once; to create a portal they would only be able to enter, to another land which couldn't be accounted for on any map drawn, and factually didn't even exist in their world, therefore, keeping them and the tree safe from harm and away from the rest of Nalrithia. This was called 'Emerilessa'.



The tree came with them to this land and was re-rooted in the rich soils of Emerilessa. The portal was still open for druids to use but shielded with invisibility to all those who meant harm.

In Nalrithia, there was a race called the shadow elves. The shadow elves were known to be very selfish, greedy and cunning, but this was the extent of their maliciousness.



However, not all the shadow elves just wanted riches and land. A vicious clan called the Duskenhral Nethervyre had more cruel goals and intentions. They sought the ultimate riches: eternal life. They were known for their manipulation, stealth, and drawing power from shadows and darkness. They were skilled in illusion and subterfuge, meaning they had the upper hand against most races in the land. Word had spread throughout the land of this life-preserving tree the druids had, and the Duskenhral Nethervyre would stop at no length to obtain it.



They travelled to the druid's old settlements and spent months ripping up everything in sight trying to find any clue as to where the druids and therefore the Calyisia had gone. The settlement was in ruins, and still no answer for the Duskenhral Nethervyre. It was at this point that they decided to visit the shadow elf elder, who possessed skills in dark divination, and asked for his aid, at the cost of sacrificing half of their tribe. Using forbidden and malevolent rituals, this sorcerer glimpsed the

energies emanating from the hidden portal. Before the Duskenenthal Netheryre entered, the shadow elf elder, Lireth Nocturne, he demanded that as he had aided this tribe, with their return, he must be their leader and have the majority rein over the Calyisia. the Duskenenthal Netheryre agreed and entered.

It didn't take much time for the Duskenenthal Netheryre to obliterate Emerilesssa, killing every druid they saw. The druid's hadn't used the immortality powers of the Calyisia, but even its powers of health were overcome by the shadow elves dark sorcery.



They found the Calyisia. And bound its roots in a magical orb, leading it back through the portal, and into their new leader, Lireth Nocturne's hands,



Back in Emeriless, a leaf from the Calyisia had fallen on a little druid boy. His spirit was still alive, but his body was failing. The leaf used the last of its powers to withdraw the little boy's spirit, and fused this into a nearby rock the little boy had his hand rested upon. The little boy's name was Emrys.

Join Emrys as he makes his journey back into Nalrithia to find you, and help take back the Calysia from the shadow elves before immortality and dark magic are used to exploit it!

- The end -