




Reference Guide

Characters

<p>Felis - Wizard/Player Character</p>		<p>Felis is the main player character, and the protagonist of the story. Was sent on a mission by The King to collect the different crystals from the different islands. Struggles with self esteem issues due to his brother being better at everything.</p>
<p>Kenneth - Shopkeeper/Mentor</p>		<p>Kenneth is the brother of Felis and the shopkeeper. He always felt pretty average in everything and saw potential in Felis, and guides/encourages him to use it.</p>
<p>The King - Quest Giver/Main Antagonist</p>		<p>The King is a guide and eventually the antagonist. He comes from a line of descendants, who have wanted to steal the different crystals of the islands, becoming the sole ruler of the</p>

		lands. The King now wants to continue attempting this, to fulfill his bloodline and gain <i>ultimate power</i> . He uses deception to trick Felis to do his bidding only to turn on them when they realize what's up.
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Islands

The Main Island		The Main Island resides where wizards, the king, and other people who study magic lives. Felis and his brother stay there to work at the shop while doing some quests once in the while for the king.
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Air Island- Half cloud, half factory		The Air Island has been split into two sides, one locating a large factory while the town mostly takes up the other. Felis ventures through the kingdom to track the location of the crystal and fights enemies on his way to the factory.
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<p>Fire Island</p>		<p>The Fire Island and its interior is crumbled and destroyed. The people there tend to be aggressive and hostile to people outside of the island since the place is usually reserved. Felis ventures onto here on a mission to fight the strongest leader in order to gain the crystal.</p>
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<p>Water Room</p>		<p>Felis is sent into a room with an unknown person speaking to him. It's sea-like, with enemies being jellyfish. Originally, this place was going to be its own island that lived in general peace with more of its own enemies and places.</p>
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<p>Unused Earth Island</p>	<p>None</p>	<p>While it was never used, this place was supposed to be an island that lived in bliss with happy little creatures (called sprouts) throughout to make the player question why they were attacking them.</p>
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