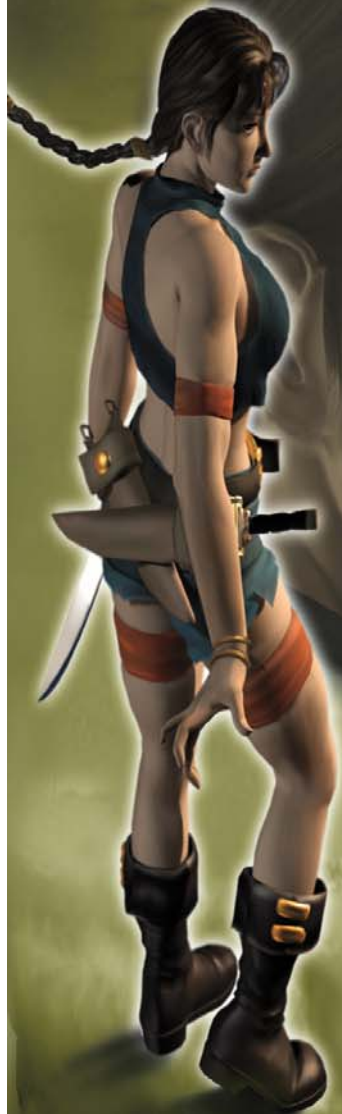


PC CD ROM

 **lam entertainment**



The Fate

**Realtime Action RPG
Single and Multiplayer Version**

12+
TM

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WIZARD SOFT

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Installation Requirements

Minimum Requirements:

CPU : Intel Pentium III 500MHz or above
OS : MS Windows 98/ME/2000/XP with DirectX8.1a or above
RAM : 128MB
HDD : 500MB
CD-ROM : 32x
Video Card : 8M Graphic Card that supports DirectX
Sound Card : Sound blaster-compatible
Input Devices : Keyboard, Mouse
Connections : (Multiplayer mode) : 56K Modem

Recommended

CPU : Intel Pentium III 900MHz or above
OS : MS Windows 98/ME/2000/XP with DirectX8.1a or above
RAM : 512MB
HDD : 20GB
CD-ROM : 32x
Video Card : 32Mb Graphic Card that supports DirectX
Sound Card : Sound blaster-compatible
Input Devices : Keyboard, Mouse
Connections : (Multiplayer mode) : LAN or DSL

Installing the Game

Insert the CD into the drive. The game should auto play. If not please locate the setup.exe file from the run option on the start menu and click OK.

EXIT - This exits the game (which means you never get to play it - shame on you)

World view

Dertkatz and Euclid

- i. 10thousand years ago..... The world was in great danger. Dertkatz who was banished by other gods came back to world, and started to slaughter human race. Human race get killed by Dertkatz's great power without knowing reason. But god is not the demon's side. Human race got agonized sever years, and finally the hero is born. His name is Euclid. He attacked Dertkatz with his great sword skills, and speed, but he reached his physical limit. He finally couldn't kill Dertkatz, but he barely sealed Dertkatz in his magic sword. Euclid was not satisfied with that. He made Tesarium, and he put his magic sword bottom of here. He also sealed Tesarium with fire, light, ice, and land. These four element had to put together in order to open Tesarium's gate. Euclid separate four elements and put each element to La~Tranada Island old shrines. Each shrine was protected from outside world by dragon and magician. Euclid's security wasn't enough to prevent disaster in the future. Dertkatz made his the other self just before he was sealed. Since those happened, 10 thousand years passed.....

The Game

1) Unification of Empire

A. It's been several thousands years, since Dertkatz is sealed. Greedy humans were not satisfied with what they had. They invade and plunder each other. Empire was the strongest country at that time, and they conquered all of other countries also La~Tranada Island. Unification of Empire was big meaning for human. Peace never goes on, there was people who planning plot against Empire.

2) Paladin Lanset

A. King of Empire had such a nice life. He conquered world, and he had faithful knight, Lanset. Lanset was model of courage, and loyalty to all the people. The other hand, Lanset was the eyesore to rebel force. They knew they can't do anything about him. That's why they allowed let demons help them. Jackiel was the one who helped rebel force. Rebel force had a deal with demon to give half of Empire to kill Lanset. Jackiel did great job for that. Lanset was hung as betrayer. Everyone who knew him told the king that he was innocent, but that was not enough to save him. What happened to real rebel forces, most of them were killed by Jackiel. Jackiel,

The servant of Dertkatz..... Fighting humans was only fun and games for Jackiel who was awaiting the return of his master Dertkatz. Jackiel used human as his slave for a long time.

1) Characters

A. Lony

i. There were famous duo treasure hunters in the corner of the world. They were twin brother, Lony, and Ranon. They were very famous, and one day, they got very interested and dangerous quest. Someone ask them to find Euclid's sword which no one could find during 10 thousands years. At this time, Euclid's sword was just legend, and no one knows if it really exists. But if it is exist, nobody will know how much worth for it. Of course, Lony, and Ranon accept this request, and try to find it. But there are no clues, where can they find it. They only heard Euclid's sword is maybe in somewhere La~Tranada Island. One day, they got in one old shrine, and they faced bad accident. Because of this Lony lost his twin brother. Lony wandered few years. He couldn't believe his brother is dead. While he was wandering, he arrived at La~Tranada Island. He started to find any clue

about brother, and he finally getting close to his brother's death.

B. Lenya

- i. There is legendary magician, Baril. He was a well respected man in La~Tranada Island. According to old legend, he was get killed by summoner, but nobody knows that is true, or not. When he lived here, he made statue which heals travelers. Until now, all travelers thank to him for that. Lenya graduated the best magician school in Empire. She came to La~Tranada Island to find legendary magician, Baril. She met Lony on the way to go back to Empire. Lony asked her to help him to find his brother. Renya accept his request to help him, but she didn't know this will change her fate.

C. Blunt

- i. Blunt was member of knight for Empire. He made great achievements until Empire united world. He was one of

the most respected knights. But right after Lanset who Blunt respected most was hung, he disappointed of Empire and life as a knight. Eventually, he stopped to be knight and left to find truth of Lanset's death. Blunt was trying hard to find evidence, but he couldn't find any of them. During those happened, he met Lony, and.....

D. Penril race

- i. According to legend, there were many races in La~Tranada Island. One of the biggest races was Penril race. They change their shape every day human to wolf, and wolf to human. According to old story, Penril race can't live human world because of their physical. So most people think they may live cold area somewhere in La~Tranada Island. Usually they known as they hate most of human. If someone wants to get in the Penril town, they have to have Penril crest. These are all what we know about Penril race.

E. Sharronts

- i. Since magic is appeared in this world, few people start use magic. But not every person could use it. If someone wants to use magic, he should have knowledge, and

wisdom. That is why Sharront came out in this world. Sharront is made with magic power, so anyone who has this, he can use magic with Sharront. Sharront has to be used with weapon. With Sharront, even knight can use magic, but magic with Sharront is not as strong as magician's magic.

1) Black magic, White magic, and Summon Magic

- A. Many magicians create few kinds of magic. First, there is magic called white magic. This magic usually use for cure, and make person stronger. Also magician who uses this kind of magic called white magician. Second, there is magic for killing other people. This kind of magic called black magic, and magician who uses this kind magic called black magician. Usually black magician number is lot more than white magician. That is why black magic is more advanced than white magic. Third, there is magician who summons monsters. There are two kinds of summon magician, high class, and low class. High class summon magician can summon monsters without any devices, but low class summon magician can

summon monsters with devices that called obtainer. They only can summon monsters through obtainer. There is no information about obtainer what so ever.

1) History of La~Tranada Island.

A. Town Revlen

- i. Revlen is small town that locate cost of La~Tranada Island. This town is the first town traveler reach before entering the main Island. Revlen is the only one harbor town. Originally this town had only six houses, but now town got bigger. Still this town keeps their own atmosphere. Not everyone welcome that town got bigger. Specially, town chief worries about lots of people visit this place. He is the magician who protect fire shrine. He doesn't like to people walking around fire shrine, Demichano. Chief made organization, called young men's association. He uses this association to protect town people, and Demichano shrine. One day, chief disappeared, and young men's association asked Lony to find chief. They allow Lony to search Demichano shrine to find chief.

1) Sarnita Town

- A. Sarnita Town is located southeastern of Revlen Town.

Sarnita is very small town that not many people visit. In the middle of this town, there is one nice looking fountain, and many town people rest beside it. Near this town, there is an old shrine, it is called Deviapone. Deviapone is one of old shrine that is protected by dragon, and magician. Deviapone is light shrine. Many poet come by this peaceful town for write poem. Most people are saying that Deviapone is at least 10 thousand years old. It was made even before Sarnita was built. Magician Epauen is protecting this shrine. Epauen put many traps, and magically sealed entrance for protecting this shrine from visitors. If visitor don't know key of sealed magical entrance, they can even get in the shrine.

2) Sarnita Town

- A. Sarnita Town is capital of La~Tranada Island. This castle is a lot bigger than any other town in La~Tranada Island. There are also many merchants come by. Biggest library is in this castle, so visitors can get lots of information about old history. Visitors should remember that they have to have Kaldeanose pass in order to get in the castle, but pass is so expensive. So many of La~Tranada residents couldn't even get in the Kaldeanose. Graveyard for Empire's soldier is located eastern of Kaldeanose, and swamp region, and

highland region is located western of Kaldeanose. North of Kaldeanose, there is mind field that product iron, and mithril that are used for depend Kaldeanose. That's why Kaldeanose has best protection against monsters. This mine field gives peace of mind to the citizens. There was an accident that changed this view; however, most of the citizens do not ever talk about the accident. Because of that accident, most of people dead, and survivals became strange. Even post respected man, Aresmond was dead here. His son, Darion, and best friend of Aresmond, Epauen even don't know what the real reason of his death is.

1) Tip for playing game

- A. Always look carefully, character's HP, and MP gauge.
- B. Use potion often.
- C. If enemy is too many, use magic, and charge attack wisely.
- D. When player buy items from shop, take good look about item's special abilities. There are many useful abilities to have.
- E. Save game often. Specially, save game right front of boss

stage.

- F. When player runs away, player should run away to safe place.
- G. Take advantage of enemy's attack term. Most of enemies have attack term, so they can't attack right after attack.
- H. If player uses Rony with AI, Rony will run away, when his HP is low. At that time, heal Rony fast. Most of time, player can save Rony's life.
- I. Be careful, Blunt's AI does not run away, even if his HP is low.

2) Hotkey list

- A. <Q,W,E,R>: Hotkey for Rony.
As order, left potion jar, right potion jar, left magic, right magic
- B. <A,S,D,F>: Hotkey for Renya.
As order, left potion jar, right potion jar, left magic, right

magic

- C. <Z,X,C,V>: Hotkey for Blunt
As order, left potion jar, right potion jar, left magic, right magic
- D. <Y>: run toggle button
- E. <T>: camping button
- F. <H>: charge attract button
- G. <U>: character information
- H. <I>: inventory
- I. <M>: magic combine book for only Renya
- J. <Caps Lock>: map for cave, and dungeon
- K. <1>: select Rony
- L. <2>: select Renya
- M. <3>: select Blunt
- N. <G>: Click right mouse button with hotkey 'G' to use left magic
- O. <Space bar>: run
- P. <Ctrl>: force attack
- Q. : carrying bag for Rony, and Blunt
- R. <Enter>: use teleport item
- S. <F1>: Hotkey information
- T. <Esc>: main menu

**Most hotkeys can be controlled with mouse and interface also.



B. Display character's condition

C. Time display

D. Radar

4) Option setting

A. Mode

i. 640*480, or 800*600

1. Even if player has low requirements computer, player can

play the game smoothly with scroll at 640*480.

2. If player choose 800*600 mode, they can enjoy more detailed graphic.

ii. Background music

1. Control music volume

iii. Sound effect

1. Control sound effect volume

iv. Gamma

3) Indicate character's condition

A. Picture

- 1. Control gamma
- v. Confirm
 - 1. Confirm option setting.
- vi. Picture



5) Movement

A. Character movement

i. Walk

- 1. Basic movement method
- 2. Walking is slow, but it doesn't take character's stamina.
- 3. Character move automatically to point where player click.
- 4. If character keeps running till stamina is drained out, character will change to walking mode automatically.

ii. Run

- 1. Running is faster movement than walking, but it takes stamina.
- 2. Usually running is good to use during battle to avoid enemy's range attack.
- 3. If stamina is all gone with running, player can simply walk, or wait for filling up stamina gauge.

B. Changing selected character

- i. Selected character can be changed anytime by player's willing.

C. Map

- i. Map can only be opened in cave or dungeon only.
- ii. If player uses map in complicated cave or dungeon,

player can have advantage to find way out.

- iii. If player uses map wisely, player can figure at out where is key, and where to use.

6) Adventure

A. Weapon, and magic selection

B. Attack

i. Normal attack

1. Target enemy with mouse cursor, and press mouse left button.
2. When player wants to attack continuously, player has to rapidly press mouse left button.
3. Renya's normal attack is range attack.

ii. Charge attack

1. How to use charge attack
 - A. First, player has to activate charge attack button.
 - B. Press left mouse button and hold down.
 - C. During holding down left mouse button, charge gauge will go up continuously.
 - D. Player has to charge 15% of charge gauge at least to use.
 - E. When charge gauge charged more than 15% of

charge gauge,

keep holding down left mouse button, and press right button.

- F. Player has to press right mouse button during holding down left mouse button.
- G. During charging, if character gets hit by enemy's attack, player has to charge all over again.
- H. During charging, character's walking, and running speed will go down.
- I. During charging, if player just releases left mouse button, charge will cancel.
- J. Player has to charge at least 15% of charge gauge, otherwise charge attack will not be used
- K. If player uses charge attack, fatigue gauge will go up.
- L. Renya makes force shield with her charge attack, but player better not to run with it. Renya's force shield will loose hit point as she runs.
- M. If charge gauge remain less than 15%, player can't use charge attack.

- N. Player can camp to empty fatigue gauge.
- O. There are three levels of charge attack. Each level has different advantage to use. If player uses higher level of charge attack, that will have better damage bonus, and range. Lower level charge attack has faster charging time.
- iii. Force attack
 - 1. How to use force attack
 - A. Player has to press left mouse button with hotkey Ctrl'.
- iv. Range attack
 - 1. Magic
 - A. Magic scroll

1. Call class



- A. Call
- B. There are three different levels of call.

- C. Depending on what level of call player uses, magic damage, and required magic point is different.

2. Shooting class

A. Raise



- i. Raise makes magic to come out from ground.

B. Shoot



- i. Shoot makes magic to become horizontal projectile.

circular object.

3. Form class

A. Multi



- i. Multi makes magic to spread.
- ii. Depending on what level of call player uses, magic's damage, and looks will be changed.

B. Circle



- i. Circle projects the magic as

C. Charge



- i. Charge makes magic to become faster and stronger.

D. Chain



- i. Magic comes out rapidly at once.

E. Homing



- i. Homing makes magic to chase enemy.

4. Impact class

A. Exploding



- i. Exploding makes magic to explode when it hits the enemy.

B. Piercing



- i. Piercing makes magic to go through enemy.

C. Obsession



- i. Obsession magic has a recurring effect on the enemy.
- ii. Only Renya can use magic.
- iii. Each magic has required magic point to use.
- iv. If character doesn't have enough magic point, magic can't be used.
- v. If the player uses a three button mouse, press right mouse button

- to use character's right magic, and middle mouse button to use left magic.
 - vi. If player uses two button mouse, press right mouse button to use character's right magic, and right mouse button with hotkey 'G' to use left magic.
- 2. Sharronts
 - A. Sharronts only can be used by Rony, and Blunt.
 - B. Player puts in Sharront to weapon's Sharront slot.
 - C. Using method is same as magic.
- v. How to open box, and door
 - 1. Walk up to box close, and click left mouse button.
 - 2. There are two kinds of boxes. One kind is normal box, and the other is special.
- vi. Picking item
 - 1. Go close to item, and click left mouse button.
 - 2. If inventory is full, player can't pick up item.
- vii. Taking potion
 - 1. Taking equipped potion
 - A. Use potion hotkey 'A', or 'S'.
 - B. Click left mouse button on jar icon in main interface.
 - 2. Taking disposable potion
 - A. Open inventory, and click right mouse button to use.
 - B. There are few kinds of disposable potion.
 - C. Except hit point potion, and magic point potion, player can equip beside of jar. This is possible when only jar has extra slot.
 - D. If player equips disposable potion, potion will be used automatically when player uses jar.
 - E. If player use disposable potion in inventory, it will disappear after taking.
 - F. Hit point, and magic point disposable potion can be mixed with jar which has same kind of potion. Simply pick up potion and drop on the jar.
- viii. About inventory
 - 1. Player can open inventory to use hotkey 'I' or click

- left mouse button over 'equip' in the main interface.
- ix. Weapon, and armor equip
1. Accessory equip window
- A. Player can equip Rings and necklace.
 - B. All characters can be equipped with rings and necklaces without limit.
 - C. Picture



2. Weapon, shield, and armor equip window
- A. Player can equip weapon, shield, and armor.
 - B. Each character has its own type of weaponry.
 - C. Rony can use sword class. Renya can use staff class. Blunt can use axe class.
 - D. Shield can be used by Rony, and Blunt only.
 - E. If Rony or Blunt are using a two handed weapon, they can't use the shield.
 - F. Only Blunt can use two one hand axes.
 - G. There are armors can not be worn by certain character.
 - H. Picture



3. Helmet, belt, jar equip window
- A. Player can equip helmet, belt, and jar here.
 - B. Helmet, belt, and jar can be used by all characters.
 - C. Picture



- x. Magic
 - 1. Magic combine system
 - A. Select magic element, whatever player wants.
 - B. Insert magic scroll to right slot.
 - C. Press complete magic button to finish magic combine.

- D. Player can equip complete magic to magic slot.
- E. Each magic needs different magic points, depending on what scroll player used.

7) Skill

A. Character's status

- i. Health
 - 1. If player gives high proportion to health, character's damage, stamina, and hit point will grow.
- ii. Intellect
 - 1. If player gives high proportion to intellect, character's magical, and avoidance will grow.
- iii. Wisdom
 - 1. If player gives high proportion to wisdom, character's magical, and defense will grow.
- iv. Reaction
 - 1. If player gives high proportion to reaction, character's to hit, and avoidance will grow.
- v. Damage
 - 1. Damage shows that how much damage your character can give to enemy.
 - 2. This relate to health.

- vi. Defense
 - 1. Defense shows character's defense power.
 - 2. This relate to health, and reaction.
- vii. To hit
 - 1. To hit shows how often character's attack can hit the target.
 - 2. This relate to reaction.
- viii. Avoidance
 - 1. Avoidance shows how often character can avoid enemy's attack.
 - 2. This relate to reaction, and wisdom.
- ix. Vital
 - 1. Vital shows how much player's character can take enemy's attack.
 - 2. This directly relate to HP.
- x. Magical
 - 1. Magical shows magic attack's damage.
 - 2. This directly relate to MP.
- xi. Stamina
 - 1. Stamina shows how long player's character can run without rest.



xii. Character information

B. Character's experience

- i. As character kills enemies, character can gain experience.

C. Death

- i. If character's HP down to 0, character will be dead.
- ii. If all character is dead, game will be over.
- iii. Player can revive dead character by clicking statue in town.
- iv. Statue can fill up HP, and MP by clicking, and it is free.
- v. Player needs gold to revive character. Price will be different by dead character's level.

8) NPC

A. Talking with NPC

- i. Come close to NPC, and click.

B. Quest

1. If player talks to NPC, certain NPC will give quest.
2. Important person name, dialogue, and name of place will be shown by different color.

C. Trade

- i. Player can buy weapon, and armor in town.
- ii. Item upgrade
 1. If player meets blacksmith, player can upgrade weapon.
 2. There are five kinds of upgrade elements. Depending on what kind of element, and order player use, upgrade result will be different.

Multi player game

- D. Start multi player game
 - i. Go to game main menu.
 - ii. Select multi player game.
 - iii. After select multi player game, select connection type player wants.
 - 1. There are two kinds of connection.
 - A. Internet connect
 - j. Connect to game server.
 - B. LAN connect
 - j. Player can play with only connected person with LAN.
- E. Join multi player game, or host game
 - i. Select multi player game, then player can see game lists.
 - 1. player can pick game to join, or player can host game.
- F. Death
 - i. Death in multi is same as single player game.
 - ii. If character is dead in multi, character will automatically revive.
- G. Communication
 - i. During game, chat mode will be displayed top left side of screen.
 - ii. First, press the Enter key on keyboard, and type in,

whatever player wants.

- iii. After that, press Enter key again, then that will display on top of the screen.

H. Multi player game information

- i. display top of the screen.
 - 1. The number beside of helmet icon shows the enemy kill total.
 - 2. The number beside of building shape of icon shows how many obtainers the player has.
 - 3. The number beside of 'P' shows how many point did player got.
 - 4. There are same group of numbers. That shows opponent's information.
 - 5. There are blue, or red indicators, beside of group of number. That shows which the team's information is.
 - 6. If player takes a look own character, there is team indicator, blue, or red.
- ii. Interface information
 - 1. summoned monster's information
 - A. If monster's icon becomes red in monster's inventory, player's monster is in battle.
 - B. If monster's icon in monster's inventory

becomes yellow, enemy is coming close.

- C. Locate mouse cursor on top of empty square on monster's Inventory, then window will show monster's list.
- D. If player wants to see monster's list all the time, player can press hotkey 'Tab' to show monster's list.

2. Obtainer information

- A. If obtainer icon becomes red on obtainer list window, that obtainer is under attack.
- B. If obtainer icon becomes yellow on obtainer list window, that obtainer is developing
- C. If obtainer icon becomes green on obtainer list window, that obtainer is calling guardian.
- D. If obtainer icon becomes blue on obtainer list window, that obtainer is upgrading.
- E. If player insert worker to left side of obtainer, guardian will

revive.

F. If player insert worker to right side of obtainer, obtainer will upgrade it.

3. Character information

A. Main interface

- j. Red gauge is hit point gauge.
- k. Blue gauge is magical gauge.
- l. Jar icon shows how much potion left.

B. Character

- j. Gauges on the character's head shows character's HP, and MP.
- k. The number that right side of HP, MP gauge is showing character's level
- l. The square color that Left side of HP, MP gauge is showing which team is mine.

I. Multi game play

i. Obtainer

1. Obtainer's functions.

- A. Obtainer gives more room to make monsters to player.
- B. If player stays beside of their own obtainer, they can fill up HP, MP and stamina.
- C. If player has good number of obtainers, it will effect to monster create time, and monster upgrade time.

- ii. Monster tree

1. Monster's tree shows monster's upgrade order.
2. If player wants to upgrade as left side line, simply insert
summoned monster to left side door of obtainer.
3. If creating is done, icon on monster window will activate. Click left mouse button and click left mouse button on the ground again.
4. If player clicks right mouse button on activate monster's icon,
activated icon will be canceled.

- iii. Character change

1. how to change
 - A. player can use Rony, Renya, and Blunt, but can control three character same time. Player can use only one character at once.
 - B. Simply press, hotkey '1','2','3', to change to character player wants.
 - C. Each character has their own monsters that they can summon. Player can summon various monsters.
 - D. Each character has all different running speed, stamina, hit point, magical point. If player uses different characters, player can have advantage.
 - E. If player wants to change character, player better change character away from enemy.
 - F. Character can't move short time, right after changing.
2. Interface
 - A. Picture



- ii. Attack
 - 1. Go next to enemy, and click enemy.
- iii. Using equipped potion
 - 1. Click jar icon on main interface.
- iv. Changing equipped magic
 - 1. Click magic icon on main interface, then selected magic will change.
- v. Using left equipped magic with two button mouse
 - 1. Click left mouse button with hotkey 'Ctrl'
- . Right mouse button
 - i. Selecting player's character, or summoned monster.
 - ii. If player select character, or monster that is not centered, player can only control that character, or monster
 - iii. If player select twice character, or monster that is not centered, that character, or monster will be centered, and also possible to control
 - iv. If player holds down right mouse button and drag, player can select character, and number of monsters.

9) Basic mouse command

A. Left mouse button

i. Movement

- 1. Click ground, then move to that point where player clicked.

- v. Click right mouse button with hotkey 'G' to use left magic.

C. Middle(wheel) mouse button

- i. Click, and left equipped magic will be used.

D. Multi hotkey list

- i. Tab: toggle summon monsters list, and obtainer list
- ii. Ctrl: Ctrl+ left mouse button to use left equip magic
- iii. Ctrl+ number key from 4 to 0: make group with selected character, or monsters
- iv. Alt: Alt+ left mouse button to use force attack
- v. Space: same as select twice player's character
- vi. 1: change to Rony
- vii. 2: change to Renya
- viii. 3: change to Blunt
- ix. F1~F12: making monsters
- x. A: use left equipped jar
- xi. S: use right equipped jar
- xii. D: change left equipped magic
- xiii. F: change right equipped magic
- xiv. Y: toggle run, and walk
- xv. K: kill selected monster
- xvi. G: G+ right mouse button to use left equipped magic

- xvii. T: display monster tree

- xviii. Esc: main menu

live alone, they always live together to hunt enemy.

Enemies



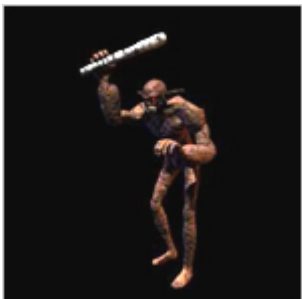
1) Wark

A. Wark is blood-sucking monster which lives in deep caves. Wark is very fast, and most people have hard time to kill it. In fact it is very weak and easy to kill.



2) Gog

A. Gog uses magic to attack enemies. He lives dark, and deep cave, such as volcano. With dark color face, he uses surprise attack from the dark.



3) Motimo

A. Motimo is similar to zombie, and has weak body. Since they know they are not strong enough to



4) Nabuk

A. They lived in deep cave so long time, so they mutate as now. They have good intelligence, and can even use magic. Their moving speed is one of the fastest in this world.



5) Bodblumgle

A. They don't have big body, but they have good power, and intelligent. Whenever they have disadvantage during battle, they run away. They uses too big

weapon for them, so their attack is not so fast.



6) Nurata

- A. They use ice magic to slows down enemy and slowly kill the enemy. They are very dangerous, and cruel. Nobody knows where they are from, but from rumor, this is mutation of one living form that stuck in ice.



7) Larkin

- A. Larkin was famous general several thousand years ago. He uses sword, and shield. Because he was a famous general, he never loses his temper, during battle. He finds enemy's weak point and uses that

for his battle. He uses fast attack.



8) Ciki

- A. They are so weird. Whoever attacks them, they simply self-destruct. They may look funny, but their explosion is not funny at all.

Traveler should be careful about that.



9) Mosman

- A. They are looks like a mole, but no one knows what happened to them. They suddenly start to use dangerous magic that made enemy can't move. They gather soil with their mouth, and spit that to enemy.

This is one of the most dangerous enemies in this world.



10) Blumgle

- A. These monsters may look fat, and slow, but in fact, they are very fast, and strong. They have strong body to take punishments.



11) Nagi

- A. She came from rose. Originally she was nymph, but since human damage roses, she became cruel to revenge.



12) Dagon

- A. They live under the ground. They even move under the ground, so they are known as invisible monsters.



13) Druk

- A. According to legend, he was legendary knight at his time. One day, he was poisoned by someone, and he died on his

horse. His horse was so loyal to him, that it jumped of the cliff on the death of its master. After this happened, monster that half human, and half horse appears sometimes from bottom of the cliff.



14) Reake

- A. They live under the ground, and they find enemy by vibration of enemy's movement. Even when they attack, they don't show their body. They attack from under the ground. That makes Reake is so dangerous.

La~Tranada residents walk very lightly, because of this monster.



15) Mogu

- A. They also live under the ground, and they have very strong arms. Most people who saw this monster say that if they catch something, they never let go.

16) Bulbai

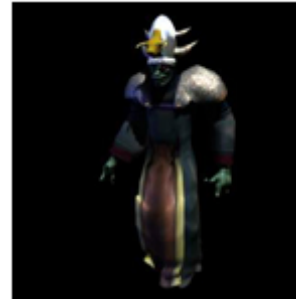
- A. Nobody knows about this monster. only they can say one thing. After big meteor fell from the sky, all rocks became living creatures. Some people say that Bulbai throw meteor just like meteor that fell from the sky.



17) Argol

- A. They live under the ground, and they have really weak body. This monster has very bad temper. When attacked, its body explodes

to harm the attacker. His self-destruction power is very strong, and better to be careful. Specially, they became stronger at night.



18) Elder

- A. They suddenly appeared right after large number of magicians disappeared. They move in the air like ghost. They use fire that makes burn enemy and, keep giving pain to enemy.



19) Scarface

- A. Most people say this monster as ghost on the rock. He just jumping around and give vibration of impact. They can't attack enemy who stays in the air, but they give damage to all ground enemy near

from him.



20) Horda

- A. Horda is creature of famous summoner. From the story, summoner summoned this monster, but Horda was too wild

to control for him. Horda uses massive lightning magic to attack enemy. This monster is known as smart monster.



21) Ubaka

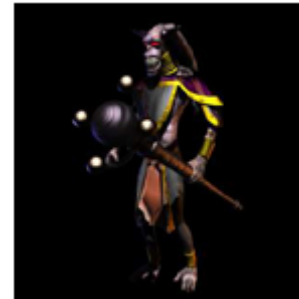
- A. This beast is legendary beast from old story. Ubak uses his great power to attack enemy. He doesn't have any magic attack, but his great power is enough to kill any enemy. This

monster has great deal of vital, so many people saying that no one can ever kill Ubaka.



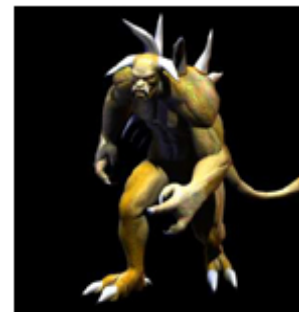
22) Hummbaba

- A. They use fire, and ice magic. These intelligent monsters use very hot attack and suddenly use ice cold magic to damage the enemy's heart. They never attack before enemy.



23) Prochel

- A. This monster doesn't have any attack magic, but they heal monsters. Because of his healing ability, other monsters can live longer in battle.



24) Goldymear

- A. This monster is known as bone eater. He eats enemy's bone that he killed. He has strong and sharp bone on his back, and

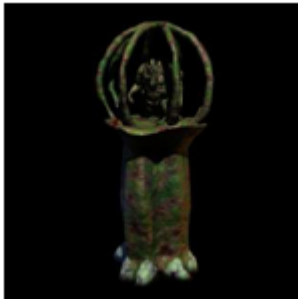
uses this to attack enemy. His attack is slow, but delivers great deal of damage. People called this monster as a god of death.



25) Nuwang

- A. They bring hummgaga as their servant. He uses great massive magic, but no one knows exactly what kind magic he uses. No one knows what looks like of this monster.

Because of his magic on one knows much about this monster.



26) Pokalo

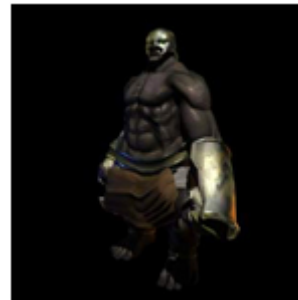
- A. Long time ago, one genius made this strange creature to control. This monster can't move alone, but if strong magician who has enough power to control rid on his

head, this monster is become very strong.



27) Hodra

- A. This monster lives in swamp region. He has protective color to hide himself. He is very intelligence monster that uses lightning magic.



28) Catcha

- A. Monster that reborn with summon magic. He has great close range attack that can kill anyone with one blow. He attacks enemy without any reason. One of the wildest

monsters in this world. He also has one of the biggest bodies in this world.



29) Oni

- A. He is the legendary magician form old time. He controls other monsters and heals them to fight better.



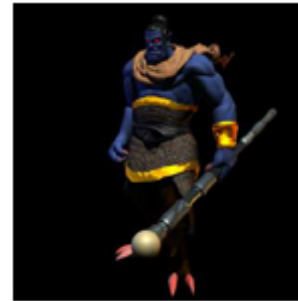
Knight demon

- B. This monster is made with all kinds of warrior's soul. He is the best warrior in this world. Even though, shape is monster, he has great ability and control of battle. No one saw this monster yet, so no one knows this monster is real or not.



30) Arzdemon

- A. Even other monsters afraid of Arzdemon. Arzdemon is only appeared in old story, so we don't know this monster really exists or not.



31) Sudra

- A. This monster is a magician's dream. He uses all kinds' magic easily, but we don't know anything about him. We only heard he is the most dangerous enemy.

1) Armors



Leather armor



Heavy leather armor



Part plate armor

2) Shields



Wooden shield



Round shield



Plate shield

3) Daggers



Knife



Short sword



Stiletto

4) One Handed Swords



Henzen



Gladius



Saber

5) Two Handed Swords



Long sword



Broad sword



Battle sword

6) One Handed Axes



Hammer axe



Tomahawk



Francisca

7) Two Handed Axes



Heavy axe



Halberd



Kumade

8) Sticks



Stick



Small cane



Mystic cane

9) Helmets



Light helmet



Hard helmet



Chain helmet

10) Ribbons



Ribbon



Leather ribbon



Chain ribbon

11) Belts



Light belt



Leather belt



Chain belt

12) Bracelets



Light bracelet



Leather bracelet



Small plate bracelet

13) Sharronts



Land



Lightning



Fire



Ice