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# Prologue

## 1. Overview

The Myth of Soma, the online game is based on the fantasy action serial comics that appeared in Soyun Champ. The comic strips were the debut work of Yang Kyung li Author of *Island* and *Zombie Hunter*. Soma takes place in a fantasy world, composed by 3 regions: Heaven, Monster and Human. Heaven and Monster are in antithesis to each other while the human world is in the middle. Your hero will live in the human world. He will have the chance to choose his own destiny: the brave path of the warrior, crushing monsters by any sort of weapon, or the mystic one of the Wizard, concentrating on spiritual power and deadly spells, or just choose to be a normal worker, a Smith for example, well known and respected and maybe even famous for weapons crafted by his legendary expert hand.

Soma is not just a game for fighting classes. You could become a respected artisan, specializing in trading precious items, a skilled tailor, or a legendary Smith, and much more. Soma in fact has its own Social and Economic system with price variations, stocked items, trades, even auctions.

The Myth of Soma is composed of two systems: 1) the first one will allow your character to identify himself into a particular class depending on which skills you decide to train. The second one regards the manufacturing system: a short sword will have always the same characteristics, but depending on the maker's ability will be more or less powerful. Also adding various special gems during the creation process, the final item can acquire special and unique abilities. For this exact reason everyone can set their own prices, and even name, the produced item.

## 2. History

There was a time when Human-world, Heaven-world and Monster-world co-existed. This peaceful life has been shattered by the Monster-world trying to conquer the other 2 regions, provoking the Great War between these factions. The War seemed to finish with the victory of the Monster-world, but surprisingly the glorious the Hero Pacheon King thanks to the power of his sword, brought the Heaven-world to the final victory.

After the end of this cruel war, Pacheon King, decided to shatter in 4 pieces the powerful sword that allowed him to defeat the Monster-world. Each piece was sent as far as possible from the other. Only the Lion Sword piece is kept in the Heaven-world. With the ominous activities of Monster-world occurring, the Great Chungyong Lord knows that it is impossible to face them with only the power of Chungoong, feels similar force of Pacheon King from Soma, who came to Chungoong from human-world to steal Heaven Lord's New Sword, and gives Heaven Lord's New Sword, the last hope to Soma. Soma, not knowing that he is the chosen one as the owner of Heaven Lord's New Sword, begins a long fight following his destiny.

Soma with Heaven Lord's New Sword continues the fight against the Monster-world with the power and talent of Heaven Lord's New Sword and friends of General Dong. One of 4 Generals of Chungoong, Ninjatoong, a thief and old friend, Ninjatoong and Chuldoo with ultimate power, Ryu Hadeung, a childhood friend. Soma and his friends, who defeated Gugumajae, Barurugo, Wolyohon face uncertainty of their path and life & death due to brutal fight at Budran, where Shinjoshim Sword, the second piece is kept. Also the location of Heaven Lord's New Sword became puzzling and human-world and monster-world turned into chaos again. After the fight at Budran, Soma and Five Mythological Heroes are known to be dead and their story also becomes a long legendary story.

One year after the war broke out in Budran, by whatever the reason, the disciples of Macheonru, who were known as having been killed by Five Mythological Heroes, have reincarnated and started to threaten the human-world. Divided into two large powers, the continent, the source of human life warns of huge tornado of war in the most unpredictable status.

In the western part of the continent, the disciples of Macheonruju try to obtain the regime of three worlds starting from domination of human-world and strengthen their power with possession of certain territory respectively. People who is in alliance with monster-world or vowed royalty to monster-world, one looking for fight live within that power and the fight is going on continuously.

In the eastern part of the continent, people gather together under the name of the Continental Alliance Army with General Lion Kahn at center in search of peace, avoiding from brutality of monster-world and those against the monster-world. The Continental Alliance Army is a selected military group with a goal to eliminate monster-world and to extend its power. Currently, there is a tension between the Continental Alliance Army and power of monster-world well demonstrated by big and small fights occurring continuously from here and there.

Former mercenaries, who fought against monster-world as a minor power but were abandoned by people due to casualties, gather and form a group of thieves with a wandering person named Mangjong as a center and looted here and there. Also, people worshipping Soma, who are known to having been killed by calling him the King of Thieves and have strong faith in him; gather at an island called Wow Island. They are 'Evils of Wow Island' and live plundering lives. For this reason, they are known as wicked ones to public. These minorities do not have a concept of good or bad and have hostile relationship not only with monster-world but also with the Continental Alliance Army. Starting from the hometown of Soma, Thousand Years Tree Town, anticipation for new heroes is growing high.

# 1. Beginning

## 1. System Requirements

(DirectX Version 7.0 or above is required)

### Minimum Specification

CPU Celeron 466Mhz  
RAM 64MB  
Video 800 \*600 (16-bit colors only)  
Sound Blaster compatible audio card  
Mouse required  
Extra space of HDD 500 MB  
Connection 28800bps Modem  
OS Windows 95, OSR2, 98, ME

### Reccomended

CPU Pentium III 500Mhz  
Ram 128MB  
Video 800 \*600 (16-bit colors only)  
Sound Blaster compatible audio card  
Mouse required  
Extra space of HDD 500 MB  
3D accelerated Graphic Card

## 2. How to Install and run the Game

### Installation with CD

Insert the Soma game CD into the CD-ROM/DVD Drive.  
Double-click the Somainst.exe icon to start the installation.  
Once the Install Screen appears, choose the desired path where you want to install the game. (At least 500MB of extra HDD space is required)  
When the installation is successfully completed, a Myth of Soma icon will be created on your desktop  
(Attention: DirectX7.0 version or higher must have been installed. We suggest you to update them to the latest version available in order to improve game performance)

### Downloading the client from the homepage (no charge)

Log on to <http://www.mythofsoma.net> Select Download menu to download the full version of the Myth of Soma.  
Double-click the downloaded file somainst.exe to start the installation.  
Choose the desired path where you want to install the game. (At least 500MB of extra HDD space is required)  
When the installation is successfully completed, a Myth of Soma icon will be created on your desktop .  
(Attention: DirectX7.0 version or higher must have been installed. We suggest you to update them to the latest version available in order to improve game performance)

### How to launch Soma

Myth of Soma is an internet only game.  
Double-click Soma.exe icon and click the New User button to move to the registration at the Myth of Soma site (<http://www.mythofsoma.net>)  
When the registration is successfully done, log in to the Myth of Soma, enter ID and Password correctly and then

click the OK button. Be careful! Never ever give away your user ID and Password to anyone in game even if you've been asked for them, the Soma staff will never need to ask for them.

The game will automatically upgrade itself when a new patch is available. If you have problems with the autopatch system, look on the download section of the website for manual patches.

For more details please refer to the Myth of Soma website. ([www.mythofsoma.net](http://www.mythofsoma.net))

### **3. How to Start**

#### **How to Log in**

Double-click on the Myth of Soma icon on the desktop to run the game.

Enter your User ID and Password.

#### **How to Create a new Account**

Those who do not have an account should click the New User button, move to the homepage, and then register a new account.

#### **Help Function**

When you log in the game for the first time the in-game help window will automatically appear. You can access the help window at any time with the quick keys, Ctrl+H.

#### **How to move**

To walk during the game, click the left button on the mouse selecting a direction. To run press the CTRL key once or click on the Run button of the user interface. Remember that running consumes a great deal of stamina, if your stamina level reaches 0 you won't be able to run again until you have recovered it. (your stamina recovers over time, but you'll have to go back into Walk mode).

Your hero will move following the direction you choose with the mouse pointer.

#### **How to attack**

In Soma there are 2 different attack modes: The Monster Attack only and the PK (Player Killer) Attack Mode.

In the Monster Attack Mode, your target has to be a monster. The attack method works as follows: press CTRL once to enter Monster Attack Mode, put your cursor over the target and then click the left button on the mouse.

To keep attacking even if your target moves, keep pressing the SHIFT key while attacking.

In PK Attack Mode, not only the monsters but also other players or guards can be attacked (press CTRL once more to enter PK Attack Mode). However, if you attack other players or guards, your morality value will drop and the guard may react (killing you if you attack someone in town). If you attack someone with the PK mode your character turns grey mode for 2 minutes.

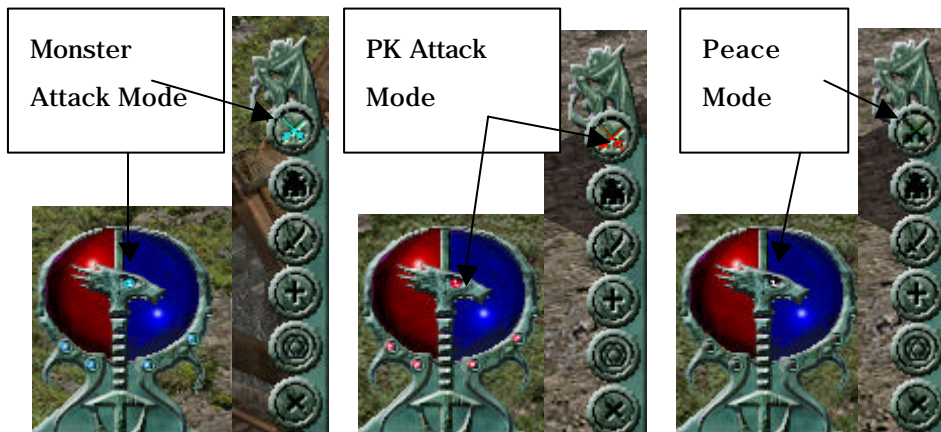
Once your character turns grey everybody could attack you without suffering any penalty. Remember that casting a positive spell (like Healing) on a grey character is considered a criminal act, as you're helping a criminal, and would turn the caster grey too.

#### **Peace Mode**

Your character will begin the game in "Peace Mode" (you can notice that all the spheres respectively on the left and on the right of the HP/MP bar are black), in Peace Mode you can't attack monsters or other players.

#### **Monster Attack Mode**

Pressing TAB once will change you to Monster Only Attack Mode. While in this mode, the color of the spheres near the HP/MP bar will change to blue. You will notice that your cursor will transform into a sword if moved onto a monster.



### **PK Attack Mode**

Press TAB twice while in "Peace Mode" or once while in "Monster Attack mode" to get into the PK Attack Mode. In this mode, the color of spheres near the HP/MP bar will change to red. Upon selecting the target to attack, the sword-shaped cursor changes to red.

### **Regarding Magic**

Magic in Soma is divided into 3 Schools: White Magic (Heaven World), Black Magic (Evil World), and Blue Magic (Human World).

In order to use magic, choose your spell from the Skills and Spells Window (press the F11 button on your keyboard to open the window), drag and drop the desired spells in the "quick slots" on the right bottom part of the user interface (there are 12 total slots) and then cast the spell. To cast a spell select one of them pressing one of the quick keys (F5-F8) or left clicking on the spell icon (the icon will be highlighted with red borders) and then click the right button of your mouse on the selected target (Remember that more powerful spells require more mana to cast.)

You are not allowed to handle weapons while casting except a Staff or special weapons (you can recognize them by the -M suffix after their name)

Black Magic School and White Magic School are rivals therefore you can't learn them both without suffering some penalties.

### **Regarding Skills**

Your proficiency using one particular weapon depends on your level in the appropriate technique: If you want to be a swordsman, be sure to train your Sword skill, if you prefer Knuckles... focus your training in Knuckle skill and so on. Remember that you will always train the skill depending on the handled weapon... so be sure to use the right one: sword for sword skill, knuckle for knuckle skill and so on. Choose wisely your path, because when you will reach the skill cap, (meaning that you will have no points left for skill gaining) training a new skill will lower the level of another one already mastered!

Weapons can be really deadly if used by an expert hand, but they also have a down side, for example all weapons have durability and could break after a long use. Remember to check it often and repair your weapons to avoid fighting with your bare hands!

### **Regarding Items**

Items can be equipped in the following way: open the Inventory Window (press F10 on your keyboard) and select the desired item. Then, drag it onto the character picture or click the right mouse button; the item will be equipped and shown on the character picture.

Remember, every item has its own requirements to be equipped, check them out before attempting to use it!

You can choose up to 4 types of items that may be stored in your control bar, remember that some of the items are stackable which means, for example, that 4 HP Potions won't use 4 different slots, but you will store 4 bottles in the same slot...and to use them you will have to press the correct quick key (F1-F4) for each item to be used.



Stored Potions

## Types of chats and how to use them

### General Chat

General chat is displayed on the Chatting Window (press F12 on your keyboard) and above your character's head. Just type what you want to say and the message will appear above your head and into the general message window (press ENTER when you've finished typing your message)

### Shout

It is possible to shout; in this case all the people in your proximity will hear your message.

It can be used only by players above Level 20 and consumes a lot of stamina.

To "shout" put a !! before your message like in this example :

!![message you want to shout]

### Zone Shout

Using this kind of message you'll be heard by all players in the same map. Level required for this kind of message is 30. It requires a secret message book and a lot of Stamina (To use this you'll need to be at full Stamina).

To "shout" put a ! before your message like in this example (and be sure to have the required book with you) :

![message you want to shout]

### Private Messages

You can create a private message session with another player using the following command :

@[username] [message>]

### Party Chat

This dialogue session is visible only by members of the group of players or "party" . To use it put a > before your message.

>[message]

### Guild Chat

This dialogue session is visible only by members of the same guild. To use it put a # before your message.

#[message]



## Private Message Commands

There are few commands you could use to organize your private messages :

<i>/refusenote</i>	Refuses and blocks any incoming private message
<i>/rejectnote &lt;username&gt;</i>	Refuses and blocks any incoming private messages from a specific user
<i>/allownote &lt;username&gt;</i>	Removes the message block for the specific user
<i>/showrejectnote</i>	Shows the lists of the users ID you're currently blocking

## Level Increase

You can gain experience killing monsters. When your experience reaches its maximum value for your current level, you will be moved to the next level.

## Training Stats

The Stats value refers to Strength (STR), Intelligence (INT), Constitution (CON), Dexterity (DEX), Wisdom (WIS) and Charisma (CHA). To raise your Stats you need to make different actions in game depending on the specific Stat you want to train:

STR, DEX	Are trained by weapon use: depending on the weapon class, STR, DEX or both will raise by 0.1.
INT, WIS	Are trained by magic use: Depending on the level of your spell one or both of INT and WIS will raise by 0.1.
CON	It's increased attacking monsters with your bare hands.
CHA	It's increased when killing monsters while being the leader of a party

## Training Skills

### Training Weapon Skills

Sword	–	Trained by all kind of swords
Spear	–	Trained by all kind of spears
Club	–	Trained by all kind of Clubs and Axes
Knuckle	–	Trained by all kind of Knuckles
Bow	–	Trained by all kind of Bows
Staff	–	Trained by all kind of Staves

Weapon skills increase gradually when a succesfull attack is made using each corresponding weapon. However, remember that the total of your weapon skills cannot exceed 370 skill points.

### Training Manufacturing Skills

Armor	–	Trained by crafting all kind of Armors
Weapon	–	Trained by crafting all kind of Weapons
Accessories	–	Trained by crafting all kind of Accessories
Potion	–	Trained by crafting all kind of Potion/Medicine
Cooking	–	Trained by Cooking

Manufacturing skills increase gradually when an item is successfully made.

However, remember that the total of your manufacturing skills cannot exceed 230 skill points.

## Magic Skill

*Black Magic* (School of *Evil* World)

*White Magic* (School of *Heaven* World)

*Blue Magic* (School of *Human* World)

Magic skill increases gradually when the attack is successfully made with the corresponding Spell and decreases slowly with time if it is not used for long periods. **Black** and **White** isn't compatible together and for this reason they will decrease if you use both of them. However it's possible to create a Wizard **Black/Blue** or **White/Blue** without suffering any penalty. The total of magic skill points can't exceed 200. You'll be considered a Master of each school when you reach a skill level of 100. You can learn all the spells available in Myth of Soma talking with various NPCs scattered in the game, each spell can be then upgraded (when you'll meet the requirements for the upgrade) up to four times, which means that later in the game you could be able to cast a level 4 fireball spell inflicting a lot more damage than the basic fireball spell (level 1).

## Precasting

Selecting a spell in your belt and then right clicking on it will allow you to "precast" that spell. This means the first time you'll use it you won't need to cast the whole spell, but you'll just have the desired straight effect. In simpler words you can always walk with a "loaded" spell ready to be launched on a target (this is mostly for PvP purposes).

## How to Make Items

In order to create items of any kind you will need raw materials. Once you are sure you have gathered all the materials necessary for the item you want to make, you can use the right devices located in Thousand Years Town (and in the Guild Village, for the members of the guild that owns it) :

**Weapons / Armors Device:**

**Forge:** Near the Blacksmith's House

**Clothes / Armors Device:**

**Loom:** Near the Tailor's house

**Accessory Device:**

**Anvil:** On the Western side of the Town

**Potion Device:**

**Potion Table:** near the Reagent Vendor

**Cooking:**

**Oven:** near the Tavern

## How to make money

Money can be made in many different ways, we will give you just a few ideas but remember that interacting with other players will give you a lot of satisfaction in trading/selling/buying all kinds of stuff.

1- Sell items and raw materials obtained through hunting.

2- Craft various items and sell them. (Try to guess what people really need and you will have the chance to set a higher price)

3- Completing Quests will make you earn money as well (and precious items sometimes).

## Death

After death, you will be prompted to choose between Revive and Warp to Town.

Selecting Revive, your character will be resurrected very near to your point of death. You will suffer a Skill and Stat loss but you won't lose items or gold. Selecting Warp to Town instead, will teleport you to the nearest Town where you'll be resurrected. Your loss of Experience, Skills and Stats will be much lower (compared to Revive option) but

you will have the chance to lose some of your items and gold.

Attention: If the selection is not made within 10 seconds, you'll be automatically warped to Town.

A few NPC shopkeepers sell an item called "Resurrection Scroll" that will allow you to revive near your death point without suffering any kind of loss and with full Health and Mana points.

### **Trading between Users**

In order to trade, both parts should be unarmed (in Peace Mode). Right click on the player you would like to trade with, the other player will be prompted to accept or refuse the trade. If the player accepts then the trade window will appear (remember that you can't trade if one of the players is accessing a messageboard), if the player refuses the trade then you'll be notified of the choice and nothing will happen.

After placing all items and money to be exchanged in the upper part of the trade window, click on the confirmation arrow. When both parts have confirmed the trade then the deal will be successfully completed (if any of the players closes the trade window the deal will be canceled).

### **Quick Keys**

<b>Key</b>	<b>Description</b>
F1~F4	Use Belt items
F5~F8	Cast Spell placed on your Belt
F9	Detailed character information window
F10	Equipment window
F11	Skill/Spells window
F12	Chatting window
Tab	Toggles between Peace/Monster/PK Attack Mode
Ctrl + Q	Quits the game to the character selection screen
Ctrl + S	Toggles the User Interface on and off
Ctrl + H	Help window
Ctrl + B	Screen capture
Ctrl + M	Minimap
Ctrl + J	Quest Journal
Ctrl + P	Toggles between accept/reject party requests
Alt + F4	Forced termination or end
CTRL	Toggles between Walk and Run Mode

### **Morality**

You will start as a Neutral player, your status will vary depending on the actions you take in the game. Low moral players will suffer some restrictions: for example raised prices of items from NPC vendors.

### **Morality Value Change**

Morality will decrease while in PK Mode if you kill guards, or players. It will increase killing monsters.

### **Various Restrictions on Morality**

If you are a low moral player you will have some restrictions in city access or shops usage:

Evil players will have to pay raised prices at the NPC shops.

Wicked players won't be able to use NPC shops at all.

If your morality drops to Devil then you won't be able to access any town until your morality raises again (guards will instantly kill you on sight).

## **How to Use Special Items and Functions**

### **Compass**

This is an item for beginners. It indicates the direction needed to reach the Thousand Year town. It cannot be used in a dungeon.

When using the compass, the arrow points towards the entrance of the town.

It points to the location of the closer entrance between left/right gates.

Click the right mouse button on the compass to turn a compass on.

Each time it is turned on, the durability is reduced by 1. Press Esc to turn off the compass.

### **G- Bird Feather**

G-Bird feather is a very helpful item in dangerous situations.

When a player cannot move or is stuck somewhere (i.e., he is surrounded by monsters, etc.), he could use this item that will teleport the player to a random place in the surrounding area (it has a limited range)

### **Screen Capture**

Press Ctrl + B to capture the current game screen.

Captured pictures are stored in a soma folder as cap\*\*\*\*.cap.

In order to view the pictures, use the CapView utility (Capview.exe, you can find it in the main directory of Soma) that is provided with the game and open the cap file by selecting Open. The screen capture function serves as evidence of various reports that are made during the game. Or makes it possible to store and keep the memorable scenes.

### **In Game Minimap**

Pressing CTRL+M will bring on the screen a minimap of your current area (this option works only in Thousand Years Area at the moment) showing the realtime position of your character (the blue dot on the map).

### **Quest Journal**

CTRL+J will bring up a new window called Quest Journal where you can have all the infos you need about the quests. You can know what quests are you doing (yellow), what quests you could do (green) and what quests you can't take yet (red). For each quest you'll have a detailed description as well as the names of the NPCs involved and the final reward of the quest.

### **Auctions**

The auction is being performed everyday in Thousand Years Town and it's run by the NPC Auction Manager. The auction starts at 14 (Soma time) and the bidding starts at 19. You can pick up items (won or unsold) and gold at 2 and the auction will start all over again at 14.

## **Special Game Areas**

### **Arena**

The Arena is located in the Mercenary Town (located in the middle of the Mercenary Area). Inside the arena you can test your fighting skills against other players or against some scarecrows that will show you your attacking power (number of HP damage inflicted). You won't suffer any morale or skills/stats penalty inside the arena, even if you'll die or kill someone. Remember though that your equipment will still get damaged and lose some durability.

### **Dungeon (Thousand Years Area)**

Near the Graveyard in Thousand Years Area there's a 4 levels dungeon that can be accessed talking with the local Tomb Keeper. You can access the first three levels freely, while the access to level 4 needs to be "gained".

Every Soma day (at time 18) 6 golden boxes spawn on the third level of the Dungeon. You have to locate them all, open (break) them and kill the monsters that will spawn from the boxes. When all the boxes have been opened, starting from midnight you'll be able (for 6 Soma hours) to enter the 4th level of the Dungeon where you will face the Great Devil's Guard (the local boss monster).

## **4. Party System**

In Myth of Soma you can create a group of adventurers called "a party" with your friends. Amongst the advantages of forming a party : you can see the health bars of each party member above their heads, you can have a private chat between party members and also leading a party is the only way to increase your Charisma.

Commands :

*/party ID* Starts a party with a specific player (this is the command use to form a party)

*/add ID* Adds another player to an existing party (up to 5 players)

*/delete ID* Removes a player from your party

*/dismissed* Disbands the whole party

Pressing CTRL+P you'll toggle between accept/reject party offers

Pressing CTRL+T you can have small icons of your party members displayed on your screen showing their names, actions (if you're close enough), MP and HP levels.

You can use the Party Chat placing a ">" before your text.

## **4. Description of Basic UI (User Interface)**

### **Description of Basic Control**

On the Control Panel, the left button on the mouse is used to move and the right button to cast. For long-range weapons attack (i.e. bows, crossbows), it's enough to select your target (clicking the left mouse button once) while in Attack Mode and your hero, will automatically reach the minimum required shooting distance. Upon targeting with SHIFT key held, your character will shoot standing on your current position.

If you make an attack on the run (press CTRL once to enter Run Mode, press it again to go back to Walk Mode) it will automatically stop running. Running consumes Stamina; as soon as you will have consumed all your Stamina you will automatically stop running.

Items can be dropped by dragging them from your inventory to the game window, they will automatically drop nearby. To pick up an item, click on it and your character will move towards that location and pick up the object. Remember that only the first player clicking on an item will pick it up, all other players will just move there (if the item has been dropped by a monster just killed then the item can be taken for the next 5 seconds only by the player who killed the monster inflicted most of the damage).

To use/equip an item, move the mouse cursor on the chosen item and double-click or click the right mouse button. You can use this method for items stored in the belt as well.

To interact with an NPC, move to the location and left click the corresponding NPC.

### **Health Points Display**

Health points are displayed in red. If you hover your cursor over it, the numerical value will be displayed.

### **Mind Power (Mana) Display**

Mind power is displayed in blue. If you hover your cursor over it, the numerical value will be displayed.

### **Stamina**

Stamina is displayed as a purple bar. Depending on your actions, it will raise or lower.

### **Weight**

Weight is displayed as a green bar. In the beginning your weight is 0. Depending on the weight of the items you pick up it will vary.

### **Experience Value**

Experience is displayed as an orange bar. In the beginning it is 0. Moving the mouse cursor on it you will see your current experience level (expressed in a percentage of the amount needed to advance to the next level).

It will raise or decrease depending on the monsters you kill and how many times you hit them successfully (remember that your experience could drop due to the penalties suffer when you die).

### **Peace Mode/Monster Attack Mode/PK Attack Mode**

In the beginning your character will be in "Peace Mode". To change into "Monster Attack Mode" press TAB once. Pressing it twice will bring you to "PK Attack Mode". To get back to "Peace Mode" press once from "PK Mode" or twice from "Monster Mode".

### **Run/Walk Mode**

Near the Magic Belt there's a little icon in the form of a running man. Clicking on it you can toggle between running and walking mode.

### **Character Window, Inventory Window, Skill/Spells Window, Chatting Window**

Pressing each button will open: Character Window, Inventory Window, Skill/Spells Window and Chatting window.

### **Option/Exit Button**

Choose the Option Menu in order to turn on/off the volume. To quit the Game Session, click Exit button, you'll be prompted to confirm, and if confirmed you'll be taken to character selection Menu.

### **Item Belt Window/Magic Belt Window**

4 items can be dragged (Drag & Drop) to the equipment window. To use them once stored, move the cursor on the chosen item and press the right button or use F1-F4 quick keys. 4 magic spells/skills can be dragged from the Magic and Skill Window (F11); a red frame highlights the magic or skill that is currently selected. Use F5-F8 quick keys to highlight the spell or skill you wish to use.

### **Level/ Alignment**

Level is displayed in a 'Level number' format. A total of 8 alignments exist (4 good and 4 evil) and each one is represented by its initial letter and specific color.

## **5. Game Windows**

### **Character Window (F9)**

To access this window, press F9 on your keyboard or click the second icon (Human figure) of the Pop-up window menu on the lower right of your screen. Dividing the window in half, the upper half represents the character values and the lower half represents the skills/magic ability. Place your mouse pointer on each value and a short description of it will appear.

## Character Values

Name:	Name
Guild:	Guild
Pos:	Position
Known as:	Title
Level:	Level
Age:	Age
Gen.:	Gender
Depos:	Deposition
HP:	Health Points
MP:	Mind Points (Mana)
STM:	Stamina
STR:	Strength
INT:	Intelligence
DEX:	Dexterity
WIS:	Wisdom
CHA:	Charisma
CON:	Constitution

## Skill/ Magic Value

Sword:	Sword Mastery
Spear:	Spear Mastery
Club:	Club Mastery
Knuckle:	Knuckle Mastery
Bow:	Bow Mastery
Staff:	Staff Mastery
Weapon:	Weapon making skill
Armor:	Armor making skill
Accessory:	Accessory making skill
Potion:	Potion making skill
Cooking:	Cooking skill
Black M.:	Black Magic Mastery (Evil School of Magic) *
White M.:	White Magic Mastery (Heaven School of Magic) *
Blue M.:	Blue Magic Mastery (Human School of Magic) *

*\*Keep in mind that all 3 Schools are constantly evolving studying new spells. Many new spells will be available with new Soma Patches.*

**Name:** it's the name of your Character (Max 12 letters in Latin Alphabet).

**Title:** it's obtained by certain events in the beginning and until you gain one you'll have no title.

**Post:** it represents the name of the town you belong to. In the beginning it will be displayed as "none"

**Position:** it represents the position you cover in your town. It can vary by the system of each town.

**Age :** it's your current age. You start 14 years old and increase of 1 every 1440 hours of played game.

**Strength, Dexterity, Intelligence, Wisdom, Charisma, Consitution :** shows your current value in each Stat.

**Health, Mind Power (Mana), Stamina (Fatigue), and Weight:** shown values are displayed in current / maximum value.

### **Equipment Window (F10)**

Press F10 on your keyboard or click the icon of the Inventory Window. There are 10 slots available to place objects on your body :

1. Head (helmet/hat)
2. Upper part of the body (clothes/armor)
3. Right hand (weapon)
4. Left hand (weapon/ shield)
5. Lower part of the body (clothes/ armor)
6. Foot (shoes/boots)
7. Ear (ear rings)
8. Neck (necklace)
9. Right hand (bracelet/ring)
10. Left hand (bracelet/ring)

Whether you double-click on the left mouse button, right-click or use Drag & Drop to equip the item, it will be moved to the appropriate slot in the upper part of the window disappearing from your bag. Upon doing the same thing with an equipped item, it will be put back into your bag disappearing from your equipped item slot.

Moving the mouse cursor on every item will highlight its characteristics (durability, speed, required skill...etc.etc.)

To throw away an Item, drag it out of the window.

To withdraw money, click money icon and you will have to set the amount of money to withdraw. This operation is possible only in this screen to prevent malfunction.

After entering the amount, press OK button to withdraw the money or press cancel button to abort the operation.

Scroll bar does not move if all stored items are visible.

Scroll bar should be moved directly using mouse clicking on the two little arrows and doesn't support keyboard or wheel mouse.

### **Skill/Spells Window (F11)**

Press F11 on your keyboard or click the icon of the Skill Window on the main screen. This window will show you all the weapon skills, crafting skills and spells you've learnt. Crafting skill will be automatically used, while to use Spells and Weapon skills you'll have to drag them on your Magic Belt before using them.

### **Chatting Window (F12)**

Press F12 on your keyboard or click the icon of the Chatting Window item on the main screen. Pressing the ON/OFF buttons will allow you to enable/disable different kind of chats (Normal Chat, Guild Chat, Party Chat, Zone Chat, etc..) in the chat window.



## 2. Classes

### 1. Types of Classes

There are three main Classes in Soma. Since this game allows you to raise only abilities you decide to train, there are no given professions or classes. However, usually players divide as follows: Warriors, Wizards, and Wizard-Warriors.

#### **Warrior**

Being the first line in combat, warriors rely mainly on their strength, and due to their nature, are considered to be the most fearful and powerful class of all humans. Depending on their used weapon, they can train their Strength and Dex in the same proportion. Their Strength and Dex will increase regardless of the weapon type, however the rate of increase will differ depending on the weapon used.

Compared with other classes, warriors are usually physically stronger, always the bravest and never frightened by huge monsters. Warriors are the only class who can fight numerous mobs at the same time, thanks to the heavy armors usually worn combined with a warrior's high constitution and their deadly blows.

However, warriors feel weak against magic. This happens because they do not increase their Intelligence enough to create an adequate mental defence. For this reason, spells cause them a lot of damage. Therefore, most warriors start to train their INT when they are strong enough to defend themselves sufficiently. An old warrior once said that it is a wise thing to train your INT at least enough to gain the 'Healing Technique' so you may heal your wounds after battle.

#### **Wizard**

Characters that decided to train their mental abilities to the maximum level compose the wizard class. A high level Wizard reaches such an incredible meditative trance that he could channel his mental powers into deadly spells. Unfortunately, they are weak in Melee; Wizards are really in danger in the first years of their lives because they need to train their mental abilities neglecting their body...and this weak body will risk causing them a lot of problems. Since they start with little mana and short of money to buy HP/MP potions they have to find a way to get the minimum gold required hunting weaker mobs in order to train their abilities. A character with a high Intelligence is precious and has an enormous tactical role in a group of People...good or evil. A skilled Wizard is a deadly and fierce opponent for everybody.

#### **Wizard/Warrior**

Wizard/Warrior has qualities belonging to both wizards and warriors. For convenience, many users make them at the beginning. Usually they have a balanced value within all abilities without mastering a specific one but without lacking as well.

#### **Others**

There are many other classes/professions available in Soma. All of them depend on what you like: you could be an Artisan by improving your manufacturing skills like Smithing, Tailoring, Cooking and so on, or you could be a trader, selling and buying raw materials or precious items, you could choose the archery path or the spearmen one depending on weapons you like. Regarding guilds, you could be the Guildmaster or the person responsible for collecting fees from members, and at the same time continuing your activities as a mercenary who gets paid to participate in combat. As you can see there are really dozens of different ideas, it's up to you to choose the one that suits you.

## **2. Character Stats Value**

### **Description of Stats**

Stats in Soma are one of the most important things to consider. Your path will be decided by these values. Here are the 6 Stats present in Soma:

**STR** – Strength

**CON** – Constitution

**DEX** – Dexterity

**INT** – Intelligence

**WIS** – Wisdom

**CHA** – Charisma

### **Increasing Stats**

#### **STRENGTH, DEXTERITY**

Strength can be increased by using various types of weapons: axe, spear, sword, knuckle, bow, and staff. With the exception of bow and staff, the dexterity increases as they go backward.

#### **CONSTITUTION**

To increase Constitution, fight with your bare hands. Only a Shield can be equipped.

#### **INTELLIGENCE, WISDOM**


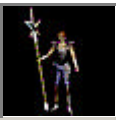



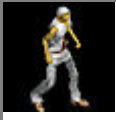


Intelligence and Wisdom are increased by Magic use.







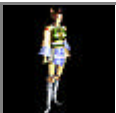

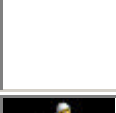
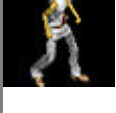

#### **CHARISMA**


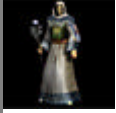










Charisma will raise when killing monsters as the leader of a party.

### 3. Main NPC and Monsters

#### Thousand Year Area

NPC	Name	Location	Job Description	Quest
	Gukseo	Near the fountain in the center of the town	Gives gold to new players for Fortune Tickets	Fortune Tickets Quest Collect fortune tickets and exchange them for 50 barr per ticket.
	Guard	In town	Town surveillance (they kill criminals)	
	Blacksmith Hyuntan	In front of the blacksmith	Sell/Repair items	
	Accessory Seller Sulwook	Near the Anvil	Sells accessories	
	Bar owner Myohyun	In a bar	Sells food	Liquor Delivery – Lvl 5 Deliver Liquor to the tomb keeper
	Youngsi	Near the fountain in the center of the town		Youngsi Event – Lvl 20 Supply skull and gem stones to Youngsi from dungeon
	Seoha	Thousand Years Tree		Relic Ring – Lvl 10 Find the lost ring left by Soha 's mother
	Head of Town	In front of Thousand Years Tree		Chief's Recommendation Write recommendation for those who want to learn Protection magic.  Axe Delivery – Lvl 5 Deliver an axe to the mountain keeper for the town chief.  Allow dungeon entrance Over Lvl 15 and Str 25 or Int 17

	Auction Manager Hanju	In front of the auction house	Manages in game auctions between players	
	Auction Dealer	In front of the auction house	Manages money and items transactions between players who took part in the auction	
	Jitae	Inside the bar	Provides quests	Starting Quest – Lvl 6 Provide a starting quest connected with others for higher level.
	Guild master Kwanghyun	Guild house	Gives players access to guild functions	
	Warehouse Keeper Taeyoung	Near the fountain in the center of the town	Stores players items	
	Swordman Madoru	Seashore in the east of the town	Teaches Cure Wounds magic	Cure Wounds – Lvl 7 Teach Cure Wounds for 3000 barr (Blue Magic).
	Reagent Vendor Suryun	In front of the potion store	Sell potion & item	
	Magic seller Elena	In front of the magic store	Teaches basic blue magic and special Staff skills (MP Saver, Quick Cast, MP Regeneration)	Healing – Int 11  Fireball – Int 12  Protection – Int 13
	Tomb keeper	Graveyard	Grants entrance to the dungeon and sells goods	
	Yuwha	Next to the blacksmith	Exchanges Holy Mineral for Giant Spider Eyes	
	Black Wizard		Teaches upgrades and black magic spells	Flame Bolt - Lvl 7 and Int 13  Poison Curse – Lvl 15, Int 20 and Black Magic Skill 10



	Mountain keeper	Mountain keeper 's house		
 	Priest	Collapsed Temple	Teaches and upgrades white magic spells	Light Arrow – Lvl 8 and Int 14 Cure Poison – Lvl 10, Int 15 and White Magic Skill 5 Light Sword - Lvl15, Int 20 and White Magic Skill 10
	Armour Vendor Sohuyn	In front of the armor store	Buy/Sell Clothes and Armor	
	Seorin	At the west entrance of Thousand Year Town	Warps players between Cities	
 	Item Exchange	Near the fountain in the center of the town	Exchanges your old items with new ones (for old players only)	
	Advisor Hall Keeper	In front of the Advisor Hall	Explains everything about the Advisors the rules of the Advisor Hall	
	Bokju	Near the mage shop	Sells tickets for the lottery	
	Drifting Vendor	Wandering in the shops area	Sells tools for special crafting skills	
	Sarah	In front of the Barber Shop	Can change your hair style and color	
	Haro	In front of the fountain	Gives access to game F.A.Q.	

### Guild Village

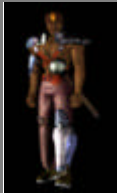


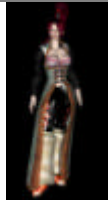

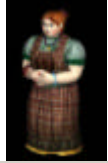
NPC	Name	Location	Job Description	Quest
	Warehouse Keeper	Guild Village	Stores players items (available to all players)	
	Healer	Guild Village	Heals the wounded players for free (available to guild members only)	
	Nao	Guild Village	Sells potions and scrolls (available to all players after 2 succesfull battles)	
	Hanbo	Guild Village	Repairs damaged items (available to guild members only)	
	Pahwon	Guild Village	Sells guild members objects (available to all players after 2 succesfull battles)	

### Mercenary Area

NPC	Name	Location	Job Description	Quest
	Reah	South west from the town	Teach weapons skills for Bow and Knuckle	
	Guild master Mahojung	In front of the guild office	Gives players access to guild functions	
	Bar owner Hongu	In front of the bar	Sells potions, scrolls and teaches cooking skills	
	Whan King	North from the town	Teaches weapons skills for Sword, Axe and Spear	
	Blacksmith Hyunruran	In front of the blacksmith shop	Sells and repairs weapons and armors	
	Seorin	Center of Mercenary Town	Warps Players between Cities	

	Chris	Mercenary Town	Upgrades Spirits Magic	
	Warehouse Keeper	Mercenary Town	Stores players items	






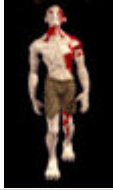
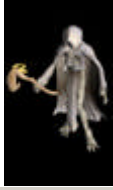

### Abias Area


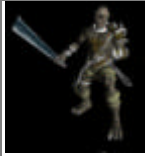


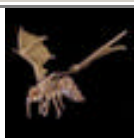
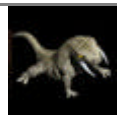
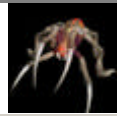
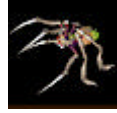

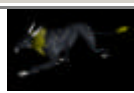
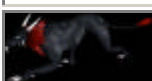
NPC	Name	Location	Job Description	Quest
	Pold	Store in Abias town	Sells items and metals	
	Jinmoo	Store in Abias town	Sells materials like leather, wood, and cloth	
	Hanwon	Warehouse In Abias town	Store items	
	Momo	In front of the Inn in Abias town	Sells items and food ingredients	
	Ilyang	Guild office in Abias town	Gives players access to guild functions	
	Aseol	In front of the town tent	Sells potions, ingredients and jewelry	

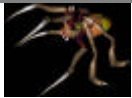




	Hangyong	Gambling House	Manages gambling house	
	Gwanghyunjo	Gambling house	Sells tickets for the lottery	
	Sunhyn Monk	Abias town	Teaches and upgrades white and blue magic spells	<p>Slow Required blue magic skill 50</p> <p>Giggling Required blue magic skill 20</p> <p>Weakening Required white magic skill 50</p> <p>Reflection Required white magic skill 20</p>
	Guyun Monk	Hyulryudan Town	Teaches and upgrades black magic spells	<p>Blindness Over Black Magic skill 50</p> <p>Confusion Over black magic skill 20</p>
	Blacksmith Mokpung	Abias town	Repairs items and teaches how to repair them	
	Seorin	Abias town	Warps Players between Cities	



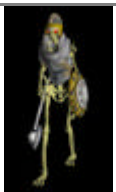
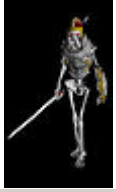

## 2. Monsters of Thousand Years Town Area



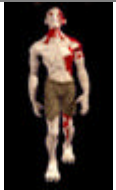
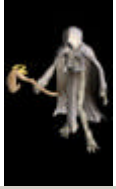
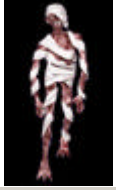


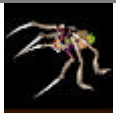

Monster	Name	Description
	Dire Wolf	Wild animals living on the plain field a bit away from the Town. At a glance, they look like a wild dog, but they have strong power and sharp teeth and claws.
	White Tiger	Wild animals living in the north forest of the Thousand Years Tree. They are rare mutants with white body and black stripes on it. As mutants, they cannot reproduce themselves, so they do not live in a group. They use feet and teeth to attack enemies.
	Savannah Tiger	Wild animals living in the north forest of Thousand Years Tree. They look like normal tigers but they are much more violent and cruel. In general, they live alone; they only group every three months during the reproduction period. They use feet and teeth to attack.
	Mummy	Mummies, made by ancient Egyptians that are awakened by monster's activities. Since they are dead already, they do not fall easily, but they do feel pain. When they get hurt, they groan and scream. Their scream is so scary; it frightens people and especially those with weak mental power. They attack anything that gets near them.
	Ghoul	Ghosts that dig tombs and eat corpses. In order to leave this ghost status they should eat "fresh" bodies of people died not much before, and for this reason they repeatedly dig tombs. They look like corpses - most of their hair has fallen out. Whenever they eat corpses, their skin gets red as they receive the power of the corpse.
	Zombie	Corpses revived from death by a magician. They do not have their own will power – they only follow magician's instructions. Wounds cover their bodies because they had to dig by raw hands through the mud from their graves. They do not feel pain at all, and they can fight till their last 'breath'.
	Lich	A Wizard turned into a monster. More specifically, he wanted to have eternal life, and as a result of his studies and experiments, he turned himself into a Zombie with enormous magic power. Since he studied magic for a long time, he can control other Zombies.
	Werewolf	Once they were humans, but they drunk a cursed water that transforms them into Wolves during Full moon nights. Once they become wolves, they kill other animals and the curse of the blood maintains them as wolves. While in wolf shape they cannot think straight and attack anything. They are strong monsters since they combine intellectual level as human being and dexterity of wolf. They are gregarious and have their own system.

	Orcish Infantry	<p>These humanoids are bigger and stronger than a normal human and live in forest areas. They have one only aim in their life: collect as much gold and precious metal as they can. For this reason they attack everything hoping to find something precious in the victim's bodies.</p> <p>Orcish usually live in small groups and the Infantry even as the least skilled of all Orcish is still deadly for inexperienced players.</p>
	Orcish Chieftain	<p>These humanoids are bigger and stronger than a normal human and live in forest areas. They have one only aim in their life: collect as much gold and precious metal as they can. For this reason they attack everything hoping to find something precious in the victim's bodies.</p> <p>Orcish usually live in small groups and the Chieftain is the Group Leader....He is a Deadly foe...with huge strength.</p>
	Orcish Avenger	<p>These humanoids are bigger and stronger than a normal human and live in forest areas. They have one only aim in their life: collect as much gold and precious metal as they can. For this reason they attack everything hoping to find something precious in the victim's bodies.</p> <p>Orcish usually live in small groups and the Avenger is the most trained unit within the Orcish race. Only the Chieftain is more deadly.</p>
	Druid	<p>In the beginning they were a sort of protector of nature. Unfortunately monsters were too strong for them, for this reason they decided to study monster's behaviour to discover their weaknesses. After so much time spent studying monsters, Druids increased their fighting abilities a lot but they lost their true identity. Right now Druids are trying to get back on their initial path</p>
	Stigee	<p>It's a sort of insect living in the forest southeast of Thousand Year Town. Their body is covered with hard shells and their chin is sharp. Flying in the sky, they attack the victim stabbing them by their chin. Their shells are extremely precious and are used to craft weapons after being processed as a metal.</p>
	Swamp Beast	<p>Imagine the swamp beast as a mix between an enormous alligator and a hippopotamus. He is slow but endowed with huge strength and power.</p>
	Giant Spider	<p>Mutants born out of experiments by a mad Wizard. They live only to reproduce themselves and to destroy everything. They attack everything, and occasionally attack the town in a group.</p>
	Giant Spider Whelp	<p>Newborn inherited the same destroying character as their parents. They wander around and teach themselves how to hunt. In this period of their growth they aren't aggressive. For this reason people usually train their fighting skills on them.</p>
	Leocrot	<p>Scattered around the Thousand Year town, they are always hungry for food. They are savvy enough to kill those weaker than them and when the odds are against them, they simply run away. Their meat and skin is popular among people because of the quality - it is sold at a high price.</p>
	Gold Leocrot	<p>Scattered around the Thousand Years Town, they are always hungry for food. They are savvy enough to kill those weaker than them and when the odds are against them, they simply run away. Their meat and skin is popular among people because of the quality - it is sold at high price.</p>
	Red Leocrot	<p>Scattered around the Thousand Years Town, they are always hungry for food. They do not hang around in a group and attack anything.</p>

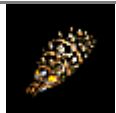
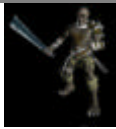







	Young Giant Spider	These young spiders are placed between the whelps and the mature. They took the aggressiveness of the biggest spiders with the dimensions of the whelps. They wander around and teach themselves how to hunt. They are dangerous because they are vicious and violent even as young.
	Mummy	Mummies, made by ancient Egyptians that are awakened by monster's activities. Since they are dead already, they do not fall easily, but they do feel pain. When they get hurt, they groan and scream. Their scream is so scary; it frightens people and especially those with weak mental power. They attack anything that gets near them.
	Ghoul	Ghosts that dig tombs and eat corpses. In order to leave this ghost status they should eat "fresh" bodies of people died not much before, and for this reason they repeatedly dig tombs. They look like corpses - most of their hair has fallen out. Whenever they eat corpses, their skin gets red as they receive the power of the corpse.
	Elder Druid	In the beginning they were a sort of protector of nature. Unfortunately monsters were too strong for them, for this reason they decided to study monster's behaviour to discover their weaknesses. After so much time spent studying monsters, Druids increased their fighting abilities a lot but they lost their true identity. Right now Druids are trying to get back on their initial path
	Lycanthrope	Once they were humans, but they drank a cursed water that transforms them into Wolves during Full moon nights. Once they become wolves, they kill other animals and the curse of the blood maintains them as wolves. While in wolf shape they cannot think straight and attack anything. They are strong monsters since they combine intellectual level as human being and dexterity of wolf. They are gregarious and have their own system. Leaders are obviously the strongest in the Werewolf social organization.

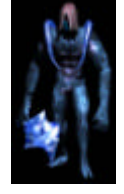

## Dungeon

	Skeleton	Corpses of humans that once fought against the Monster world, but unfortunately found death in Dungeons or monster reign. Monsters now control these bodies. They are brave and do not feel pain.
	Skeleton Warrior	Corpses of humans that once fought against the Monster world, but unfortunately found death in Dungeons or monster reign. Monsters now control these bodies. They are brave and do not feel pain. Warriors are very well skilled in weapon management but do suffer against white magic. Furthermore they cannot use at all magic. Also even if their strength is high they are weak in constitution.
	Mongman	Mongmen were created by monsters during a huge ritual, but something went wrong and one of their arms was melted down. Although their attacking ability is not so great they could inject into their victims a deadly poison. Since they do not feel any pain, they fight until death.


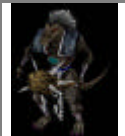
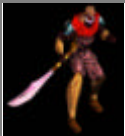
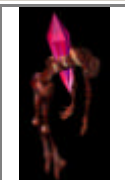


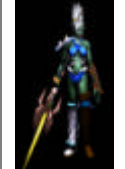
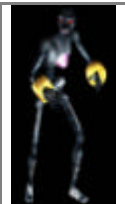

	Earth Elemental	They come from the Earth. Monster sages found a way to use the power of the planet building up such huge creatures. They have an incredible power (their bodies are made of the hardest stone) and instead of one arm they have a sort of club. One of the strongest monsters living in Soma's dungeons.
	Gold Leocrot	Scattered around Thousand Years Town, they are always hungry for food. They are savvy enough to kill those weaker than them and when the odds are against them, they simply run away. Their meat and skin is popular among people because of the quality - it is sold at high price.
	Zombie	Corpses revived from death by a magician. They do not have their own will power – they only follow magician's instructions. Wounds cover their bodies because they had to dig by raw hands through the mud from their graves. They do not feel pain at all, and they can fight till their last 'breath'.
	Lich	A Wizard turned into a monster. More specifically, he wanted to have eternal life, and as a result of his studies and experiments, he turned himself into a Zombie with enormous magic power. Since he studied magic for a long time, he can control other Zombies.
	Mummy	Mummies, made by ancient Egyptians that are awakened by monster's activities. Since they are dead already, they do not fall easily, but they do feel pain. When they get hurt, they groan and scream. Their scream is so scary; it frightens people and especially those with weak mental power. They attack anything that gets near them.
	Ghoul	Ghosts that dig tombs and eat corpses. In order to leave this ghost status they should eat "fresh" bodies of people died not much before, and for this reason they repeatedly dig tombs. They look like corpses - most of their hair has fallen out. Whenever they eat corpses, their skin gets red as they receive the power of the corpse.
	Giant Spider	Mutants born out of experiments by a mad Wizard. They live only to reproduce themselves and to destroy everything. They attack everything, and occasionally attack the town in a group.
	Giant Spider Whelp	Newborn inherited the same destroying character as their parents. They wander around and teach themselves how to hunt. In this period of their growth they aren't aggressive. For this reason people usually train their fighting skills on them.
	Devil Warrior	Devil Warriors are the Elite Guards of Monster World. They are so powerful that only a few brave fighters claimed to have killed one of them (even if none proved it). Their bodies are incandescent and their sword could easily cut through a body as a hot knife through butter.

## Mercenary Town

Monster	Name	Description
	Evil Crawler	A kind of shelled huge worm. It leeches energy from his victims thanks to three tentacles in his mouth. Usually it attacks because it's frightened, a sort of auto defense. They live in swamps or forests.
	Orcish Chieftain	These humanoids are bigger and stronger than a normal human and live in forest areas. They have one only aim in their life: collect as much gold and precious metal as they can. For this reason they attack everything hoping to find something precious in the victim's bodies. Orcish usually live in small groups and the Chieftain is the Group Leader...He is a Deadly foe...with huge strength.
	Orcish Avenger	These humanoids are bigger and stronger than a normal human and live in forest areas. They have one only aim in their life: collect as much gold and precious metal as they can. For this reason they attack everything hoping to find something precious in the victim's bodies. Orcish usually live in small groups and the Avenger is the most trained unit within the Orcish race. Only the Chieftain is more deadly.
	Orcish Infantry	These humanoids are bigger and stronger than a normal human and live in forest areas. They have one only aim in their life: collect as much gold and precious metal as they can. For this reason they attack everything hoping to find something precious in the victim's bodies. Orcish usually live in small groups and the Infantry even as the least skilled of all Orcish is still deadly for inexperienced players.
	Kobold	Species with a small, hard body living in plains. Using simple tools, they hunt and kill easily most kinds of animals. They dislike human beings and kill people if they have the chance. They have red ears, eyes and dark-brown skin with lots of hair on their shoulders. Their upper body is well developed compared with their lower half.
	White Tiger	Wild animals living in the north forest of the Thousand Years Tree. They are rare mutants with white body and black stripes on it. As mutants, they cannot reproduce themselves, so they do not live in a group. They use claws and teeth to attack enemies.
	Gazer	As rare monsters living in caves, they have rock-solid green-gray body and one big red eye covered with short hairs. They do not like light, and show high tolerance for magic. Small tentacles and a bigger one cover their body. Their arms are short and big.
	Scale Raptor	Violent species that kill and eat the small animals in the forest. They have some mental capacity and mercenaries are trying to understand how to tame them, in fact thanks to their strong feet and sharp teeth, they can run at fast speeds and defend from most enemies.
	Devil Warrior	Devil Warriors are the Elite Guards of Monster World. They are so powerful that only a few brave fighters claimed to have killed one of them (even if none proved it). Their bodies are incandescent and their sword could easily cut through a body as a hot knife through butter.

	Forest Troll	They are a primitive species. A sort of animal instinct pushing them into cruel fights to defend their territory. Physically strong but weak against magic, their body is covered with silver gray hair and on their back, there is a single red hairline. They can use only simple tools. They fight with a sort of mace with the skulls of their victims on the top.
	Elder Gazer	Enhanced brother of the Gazer, the Elder is a huge foe. Physically they are bigger and harder than a normal Gazer. They move without any noise floating through the air. They show an enormous magic resistance and their level in casting is so well developed that their ice magic attack is lethal.
	Psycho Troll	They are a primitive species. A sort of animal instinct pushing them into cruel fights to defend their territory. Physically strong but weak against magic, their body is covered with green hairs and on their back, there is a single darker green hairline. They can use only simple tools. They fight with a sort of club made by a special very hard wood.
	Frost Troll	They are a primitive species. A sort of animal instinct pushing them into cruel fights to defend their territory. Physically strong but weak against magic, their body is covered with frozen hairs and on their back, there is a single darker iced hairline. They can use only simple tools. They fight with a sort of club made by ice. They are the most aggressive and dangerous species of Trolls.
	Raptor	Raptor is a real lurker; endowed by a sort of intelligence (but as mercenary said not enough to be trained) he is quite aggressive. They have dark-browed skin, strong feet, and sharp teeth. Since their crown is the same color as their skin color, it is not easy to spot them in the forest, most of the time they camouflage and stay still lying in wait for their victims to find them.
	Strong Kobold	Species with a small, hard body living in plains. Using simple tools, they hunt and kill easily most kinds of animals. They dislike human beings and kill people if they have the chance. They have red ears, eyes and green skin with lots of hair on their shoulders. Their upper body is well developed compared with their lower half. Compared to normal Kobolds they are much stronger.

## Abias Area

Monster	Name	Description
	Scorpion Whelp	Scorpion's Whelp live in the dry land like for example deserts They usually eat everything they meet. They do not care whether the prey is dead or alive. Their body is covered with hard shells. Their legs are big and their tail contains lethal poison.
	Lizard Man	Living in the plain field, they are gentle and have mental capacity. They come down to the desert to get food or rob passersby. Although they look like a lizard, they walk on two feet and use their hands. They are proud of the long feather on their head.
	Evil Rider	A group of thieves living in the desert. They attack people from Abias in order to rob them. They swing a big sword and usually attack in-group. Anciently, they lived in the small town in the middle of the desert, but they vanished after the attack by the soldiers hired by Abias city. But there is high chance that they might regroup and come back to strike.
	Prismatic Entity	During the years all manner of people who found the death in the desert permeated the sand with negative energies. These energies crystallized into evil Prisms. Today these Prisms pierce the bodies of dead people and attack everything that is moving around them, looking for the revenge they've been waiting for. It is said that they have an unpredictable and destructive magical power.
	Sand Crawler	In the beginning, the desert crawler was physically different. But after he was swallowed by the desert sands, he successfully saved only the upper part of his body. This makes him slow...but this doesn't mean he is weak...not really. He attacks using a sort of multi whip coming out from his body.
	Desert Scorpion	Animal that lives in deserts and dry land. They eat pretty much anything. Their body is covered with hard shells. Their front legs are big with strong clamps and their tail contains a lethal poison.
	Desert Valkyrie	Species, living in the forest, have strong power and combat ability. They were chased away from Valkyrie family because of their excessive cruelty. With years their body evolved to survive in such hostile lands.
	Wraith	Undead monster called by the dead men's bone. they look like a dehydrated body. On their chest, there is stone-shaped mineral: the source of their magic power. They wear big bracelets. If the mineral breaks, they lose all their power. They are slow melee but can rely on strong magic. Their magic resistance is high as well but they are frightened of short range fights.
	War Beast	Ancient sages of Abias built this beast in order to protect them from Desert Robbers. Unfortunately the War beasts went Wild and found the way to reproduce becoming with years hostile to humans. They have 4 arms and use weapons when they attack. They have a bird's head and horse's feet and carry out attacks with power and speed.



	Xenomorph	A bag of bones. This mutated beast is recognizable by the bulge on their head. They use sharpened chins and teeth to kill their victims. They are nocturnal and attack people and animals while they sleep.
	Giant Spider Whelp	Newborn inherited the same destroying character as their parents. They wander around and teach themselves how to hunt. In this period of their growth they aren't aggressive. For this reason people usually train their fighting skills on them.
	Stigee	It's a sort of insect living in the forest southeast of Thousand Year Town. Their body is covered with hard shells and their chin is sharp. Flying in the sky, they attack the victim stabbing them by their chin. Their shells are extremely precious and are used to craft weapons after being processed as a metal.
	Swamp Beast	Imagine the swamp beast as a mix between an enormous alligator and a hippopotamus. He is slow but endowed with a huge strength and power.
	Orcish Infantry	These humanoids are bigger and stronger than a normal human and live in forest areas. They have one only aim in their life: collect as much gold and precious metal as they can. For this reason they attack everything hoping to find something precious in the victim's bodies. Orcish usually live in small groups and the Infantry even as the least skilled of all Orcish is still deadly for inexperienced players.
	Skeleton Warrior	Corpses of humans that once fought against the Monster world, but unfortunately found death in Dungeons or monster reign. Monsters now control these bodies. They are brave and do not feel pain. Soldiers are very well skilled in weapon management but do suffer against white magic. Furthermore they cannot use at all magic. Also even if their strength is high they are weak in constitution.

## Boss Monsters

Each of the four maps of Myth of Soma has a unique "boss monster" that will spawn every few days of Soma time. The appearance of those monsters is secret as well as their names... it's up to players to find and defeat them.

## Special Armors and Weapons

Some monsters will drop special items (easily recognizable by the suffix tag on their name).

Improved Weapons :

- "A" tag = better attack stats
- "O" tag = even better attack stats
- "M" tag = allows to cast magic while holding it

Improved Armors and Magic Clothing :

- "P" tag = better defense and/or magical abilities



## 4: Magic & Skills

### 1. Spells

Type	Icon	Name	Description	Damage	Consumed Mana
Human-world		Protection	Improves the defense ability of the caster for a certain amount of time	DF+5	3
Human-world		Fireball	Shoots a huge fireball to the enemy	5	3
Human-world		Healing	Heals the wounds of a wounded player	HP+10	3
Human-world		Weakness	Doubles the damage inflicted on the target	0	16
Human-world		Magic Reflection	Reflect all the magic to the caster	0	10
Heaven-world		Light Arrow	The arrow of light penetrates the enemy.	8	9
Heaven-world		Cure Poison	Cures from all poisons	0	7
Heaven-world		Light Sword	Using the Heaven's World powers this spell summons a light sword that will slay the targeted enemy	15	10
Heaven-world		Slow	Slows down the enemy's dexterity for a certain amount of time	0	16
Heaven-world		Giggling	Makes the target laugh for a certain amount of time (removes chatting ability)	0	12
Monster-world		Flame Bolt	Shots a burning bolt of flames to the enemy	7	5
Monster-world		Spirit Sword	Using the Monster's World powers this spell summons magic swords that will slay the targeted enemy	10	7

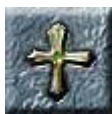
Monster-world		Poison Curse	This spell curses the target with poison. The poison will inflict damage until it gets cured.	3	10
Monster-world		Blindness	Blurs the enemy's vision for a certain amount of time	0	16
Monster-world		Confusion	Confuses the enemy for a certain amount of time (the movement control will be inverted)	0	12
Human-world		Earth Elemental	The spirit of the earth attacks the enemy with rocks	8	5
Human-world		Water Elemental	The spirit attacks the enemy with the water pillars	18	12
Human-world		Fire Elemental	The spirit of fire will strake a flame arrow to the target	20	15
Human-world		Wind Elemental	The spirit of wind restores the physical health and power	HP+8	12
Human-world		Cure Wounds	Heals the wounds of a wounded player	HP+4	3

## Blue Magic

- Basic Magic

Location of magic trainer – In Thousand Years Town Town

Learn the basic magic of the Human world from the magic trainer.

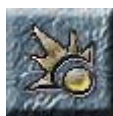


### \*Cure Wounds

This spell is essential for beginners and for people who wants to raise INT.

Very useful in the beginning when even the easiest monsters will cause you a lot of damages, using this spell will allow you to gain 4HP.

To train it you need to cast this spell on other people with low HP.



### \*Fireball

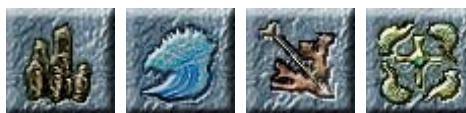
The second step in Blue Magic School is the Fireball. This spell can be learned if your INT is at least 12 and it costs 200 barr. If skilled enough novices could try to learn this spell by bringing a lottery ticket to Gukseo and get the money required to learn the spell.



### \*Protection

This spell increases the defense level for a given amount of time.

You will need a recommendation to learn this spell. Look around and speak with various NPC to learn more on how to get this spell. Remember your soul has to be clean to reach all requirements needed for Magic Armor.



### Spells of the 4 Elementals

Spirit Magic can be learned once you have the flute and the required items/money.

Requirements and the quest needed to obtain Magic Spheres are not easy to get. First, one has to bring 10000 Barr, a holy mineral, and 2 "pumpkins" (the nickname he uses for amber) to a flute artisan (who is under Thousand Years Tree in the north of the Thousand Year town). The artisan will craft the special flute once he collected all necessary materials. (The ones you gave him)

A tip... If you need a Holy Mineral look in Thousand Year town...it's said that there is a girl needing a Giant Spider eye...she will trade a Holy Mineral for it...

Once you have the flutes you need to fill them with the spirits of the elementals. In order to learn 4 spells, each spirit should be placed in the appropriate flute. You will need 10.000 barr for each spirit. So you will need an amount of 40,000 barr to learn all 4 Elementals spells. This is a list of the monsters carrying a sphere with a trapped spirit :

Lich – *Wind Sphere*

Swamp Beast – *Fire Sphere*

Werewolf – *Earth Sphere*

Orcish Chieftain – *Holy Water Sphere*

Take each ball and flute to the flute artisan, he will put the Spirit into the flute.

If you will play the flute at the designated place, you can learn the correspondent spell.

There are three lakes, two of them connected by a water path. Of these two the one on the left is called *Building Lake (Earth Elemental)*, following the water, you will discover the *Crystal Lake (Water Elemental)* or going down in the middle of the lake, there is *Tree Lake (Wind Elemental)*. If played correctly at each lake the flute will allow you to learn, these Spells. Double-click the flute at the lake. You certainly noticed that only 3 of 4 elementals could be learned here. There is a magical place behind the Tomb Keeper where the fourth Flute could be used to learn the *(Fire Elemental)* spell.

Remember that the items required to learn each of the Elementals Spells are: 1 holy mineral, 2 "pumpkins" (the nickname for amber used by who teaches it) and 10000 Barr.

### Elemental Of:

Name	Level	Int	Blue magic skill	Item
Earth	17	20	25	Earth Flute
Water	19	24	28	Holywater Flute
Fire	20	28	33	Fire Flute
Wind	22	31	30	Wind Flute

Each Elementals Spells can be upgraded two times (up to level 3)... find the NPC that can you teach you (for a price) how to upgrade them.

#### - Auxiliary Magic

Auxiliary magic can be learned from Sunhyun monk in the Abias area. There is no limitation on the ability value; only restrictions on the magic skill exist. Sunhyun monk lives in the Abias town and the following magic can be learned from him.



#### **\*Magic Reflection**

Requirements: Blue Magic skill 20

Required items: 25 Orcish Metal bars, 15 Stigee skins or 2500 Barr



#### **\*Weakness**

Requirements: Blue Magic skill 50

Required items: 15 Scorpion's Tails and 1000 Barr or 10 Lizardmen plates and 1000 Barr.

### **White Magic**

White magic can be learned from the priest.

Here is how to find him: use the east gate to go to the swordsman, Marudo and go straight. Then, you will find the half destroyed ancient building and underneath it, the White magician is.



#### **\*Light Arrow**

Requirements: Over 8 level and 14 Int

Requirement items: 3 Savannah Tiger's Leather, 2 Savannah Tiger's Claws, and 1 White Tiger's leather.



#### **\* Cure Poison**

Requirements: Over level 10, Int 15 and White Magic skill 5

Required items: 10 Orcish metal and 300 Barr



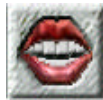
#### **\*Light Sword**

Requirements: Over level 15, Int 20 and White Magic skill 10

Required items: 3 Werewolf's jewelry, 2 Stigee skins, 500 Barr and Good Morality

-Auxiliary Magic

Like White Magic, this magic can be learned from Sunhyun monk, one of the NPC in Abias town. This magic is divided into two types and anyone can learn it if he/she has the required skills.



#### **\*Giggling**

Requirements: White Magic skill 20

Requirement items: 25 Orcish metal or 15 Stigee skins or 2500 Barr



#### **\*Slow**

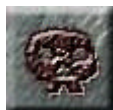
Requirements: White Magic skill 50

Required items: 15 Poison Scorpion's tails and 1000 Barr or 10 Lizardmen plates and 1000 Barr

### **Black Magic**

This magic can be learned from the black magician near the graveyard.

Here is how to find him: get through the west entrance and straight to the west until last torch is 155, then go down straight from there and you will see a huge magician's building and underneath of it, there is the black magician. There is an high possibility for monsters to attack you when you learn the magic from the black magician or talk to him, so be extremely careful.



#### **\*Flame Bolt**

Requirements: Over level 7 and Int 13

Required items: 5 Leocrot leathers, 3 copper bars and 200 Barr



### **\*Spirit Sword**

Requirements: Over level 12, Int 16 and 5 Mastery

Required Items: 30 Orcish metal bars and 500 Barr



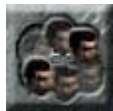
### **\*Poison Curse**

Requirements: Over level 15, Int 20 and Black Magic skill 10

Required tools: 3 Stigee skins and 1 Swamp Beast's stone

#### **-Auxiliary Magic**

The auxiliary magic, confusing spell and vision blurring spell can be learned from the Guyun monk, on of the NPC of the Abias area. Like the rest of the auxiliary magic, it can be learned when the corresponding requirements are met.



### **\*Confusion**

Requirements: Over Black Magic skill 20

Required items: 25 Orcish metal bars or 15 Stigee skins or 2500 Barr



### **\*Blindness**

Requirements: Over Black Magic skill 50






Required Items: 15 Desert Scorpion's Tails or 10 Lizardmen Plates and 1000 Barr

## 2. Weapon Skills

Type	Name	Icon	Requirements	Description	Required Items
Sword	Sword Aura		Skill 20	Increased sword attacking ability	500 Barr + 18 Mummy Bandage OR 15 Ghoul Mushroom
Bow	Arrow Aura		Skill 20	Increased bow attacking ability	
Axe	Axe Aura		Skill 20	Increased axe attacking ability	
Spear	Spear Aura		Skill 20	Increased spear attacking ability	
Knuckle	Blow Aura		Skill 20	Increased knuckle attacking ability	
Staff	Rapid MP Recovery		Skill 15	Increases the speed of mana recovering	
Sword	HP Regen		Skill 50	Double HP regeneration speed	1500 Barr + 10 White Tiger Oil OR 8 Kobold Tooth OR 8 Stigee Skin
Bow	Dodging		Skill 50	Increase dodging rate	
Axe	Perfect Defense		Skill 50	Enhances the physical defense	
Spear	Piercing Power		Skill 50	Allows to hit two target in a row	
Knuckle	Dodging		Skill 50	Increased dodging rate	
Staff	Rapid Magic Casting		Skill 40	Increases the your spell casting velocity	

Sword	Double Attack		Skill 120	Attack twice quickly	3500 Barr + 15 Swamp Beast Gem OR 8 Gazer Crystal OR 8 Skeleton Sword OR 6 Mongman Mustache
Bow	Double Shooting		Skill 120	Attack twice quickly	
Axe	Speed Up		Skill 120	Speed up the attack	
Spear	Double Piercing		Skill 120	Attack twice quickly	
Knuckle	Repeated Blow		Skill 120	Attack three times quickly	
Staff	MP Saver		Skill 90	Reduces the amount of mana used when casting a spell	

### 3. Crafting Skills

Type	Name	Icon	Requirements	Description
Crafting	Repair			Allows players to repair their damaged items
Crafting	Synthesis			Combines a certain amount of a specific material in a lighter version of the same material
Crafting	Disassemble			Allows players to get back part of the materials used to craft a certain object
Crafting	Smelt			This skill will allow crafters to get manufacturing materials from raw materials found in the game
Cooking	Cooking			
Cooking	Prepare			




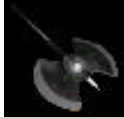
## 5: Items

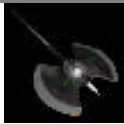
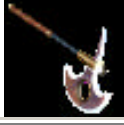

### 1. Weapons

#### One - Handed Axes

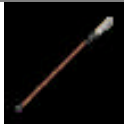
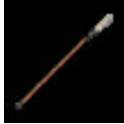

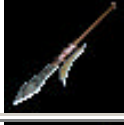
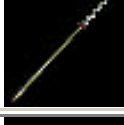
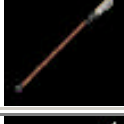
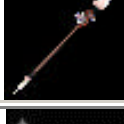

Item	Name	Attacking ability	Weight	Durability	Attacking Speed	Required Ability Value	Skill Needed
	Training Axe	1-4	5	2000	D	-	-
	Axe	2-6	5	1600	D	Str 15	5
	Power axe	5-11	6	1800	D	Str 20	13
	Great axe	9-19	7	2000	D	Str 42	24
	Slayer Axe	12-24	6	2000	D	Str 55	41
	Hard Club	15-29	6	2400	D	Str 67	68

#### Two - Handed Axes







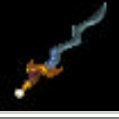

Item	Axe	Attacking Ability	Weight	Durability	Attacking Speed	Required Ability Value	Skill Needed
	Battle Axe	6-13	6	1600	F	Str 25	17
	Shadow Axe	9-19	6	2000	F	Str 35	29

	Halfmoon Axe	12-25	6	2000	F	Str 47	47
	Great Battle Axe	15-31	6	2000	F	Str 57	63
	Club Of Destruction	18-37	8	2400	F	Str 71	84

### **Spears**




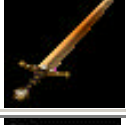
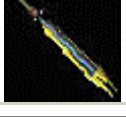
Item	Name	Attacking Power	Weight	Durability	Attacking Speed	Required Ability Value	Skill Needed
	Training Spear	3-4	4	2000	E	-	-
	Short spear	4-6	4	2500	E	Str 12	4
	Bamboo Spear	7-10	4	2000	E	Str 17	11
	Long Spear	10-14	5	2000	E	Str 23	19
	Rough Spear	13-18	5	2000	E	Str 33	26
	Exorcist Spear	16-22	4	2200	E	Str 45	43
	Five Star Spear	19-26	5	2200	E	Str 57	59
	Thunderbolt Spear	22-30	5	2400	E	Str 70	78

### One - Handed Swords

Item	Name	Attacking Ability	Weight	Durability	Attacking Speed	Required Ability Value	Skill Needed
	Training Sword	2-3	3	2000	C	-	-
	Dagger	3-4	3	1200	C	Str 12	5
	Gladius	5-7	3	1200	C	Str 15	14
	Long Sword	7-10	4	1400	C	Str 20	21
	Bastard Sword	10-14	3	1600	C	Str 29	37
	BlackDevil Sword	13-18	3	1600	C	Str 41	52
	Five Star Sword	16-22	4	1600	C	Str 53	75
	Moon Sword	19-26	4	1800	C	Str 65	91




### Two - Handed Swords

Item	Name	Attacking Ability	Weight	Durability	Attacking speed	Required Ability Value	Skill Needed
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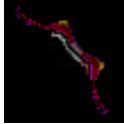
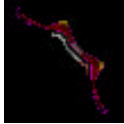
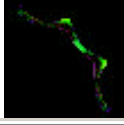
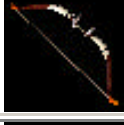
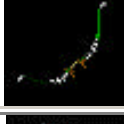
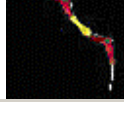
	Viking Sword	7-12	5	1400	E	Str 22	22
	Slayer Sword	10-17	5	1800	E	Str 32	39
	Mad Devil Sword	13-22	6	2000	E	Str 44	54
	Dragon Slayer	16-27	6	2000	E	Str 56	77
	Sword Of Destruction	19-32	6	2000	E	Str 68	95

### Knuckles




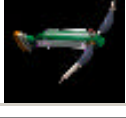
Item	Name	Attacking Power	Weight	Durability	Attacking Speed	Required Ability Value	Skill Needed
	Training Knuckle	1-2	4	2000	A	Str 12	-
	Knuckle	2-4	4	2600	A	Dex 12	6
	Dragon Claw	4-6	4	2600	A	Dex 15	15
	Steel gloves	6-8	5	2800	A	Dex 19	24
	Zinc gloves	9-11	5	2800	A	Dex 25	37
	Crystal Gloves	12-14	5	2800	A	Dex 32	51

	Dragon Gloves	15-17	5	2800	A	Dex 40	68
	Mad Dragon Gloves	18-20	5	2800	A	Dex 48	80
	Knuckle Of Destruction	21-23	4	2400	E	Str 56	97

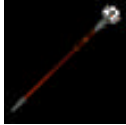
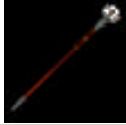

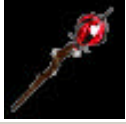
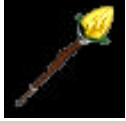

### Bows


Item	Name	Attacking Ability	Weight	Durability	Attacking Speed	Required Ability Value	Skill Needed
	Training Bow	1-3	4	2000	E	-	-
	Short Bow	2-4	4	800	D	Dex 13	4
	Fire Bow	4-7	5	1000	D	Dex 16	11
	Thunder Bow	6-10	5	500	D	Dex 20	19
	Silver Bow	12-19	5	1200	D	Dex 39	51
	Blood Bow	18-28	5	1200	D	Dex 58	87

### Crossbows

Item	Name	Attacking Ability	Weight	Durability	Attacking Speed	Required Ability Value	Skill Needed
	Crossbow	8-13	4	1000	E	Dex 24	24
	Devil X-Bow	10-16	5	1000	E	Dex 33	38
	Heavy Crossbow	14-22	4	1200	E	Dex 46	65
	Spirit Crossbow	16-25	5	1200	E	Dex 51	73

### Staves

Item	Name	Attacking Power	Weight	Durability	Attacking Speed	Required Ability Value	Skill Needed
	Training Staff	1-1	3	1800	E	-	-
	Short staff	1-2 Magic attacking power 0-1	3	600	E	Int 12	4
	Staff Of Destiny	1-2 White Magic attacking power +2	3	1000	E	Int 15	10
	Staff Of Dark	1-2 Black Magic attacking power +2	3	1120	E	Int 18	13
	Staff Of Nature	1-2 Blue Magic attacking power +2	3	1160	E	Int 20	19
	Staff Of Sky	2-3 Magic attacking power 1-4	4	2000	E	Int 23	29

	Staff Of Wisdom	2-4 Magic attacking power 2-5	4	1400	E	Int 32	41
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## 2. Armors

### Armors for Male




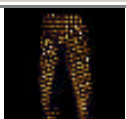
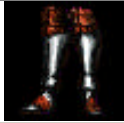
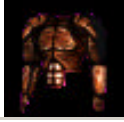
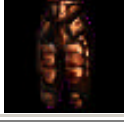
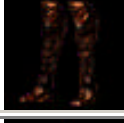
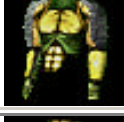
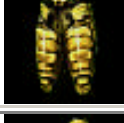
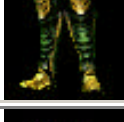
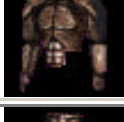
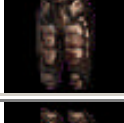
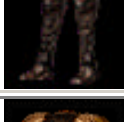







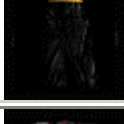



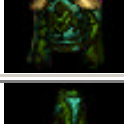
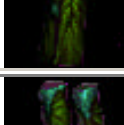

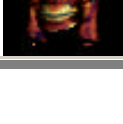



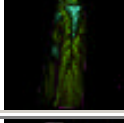
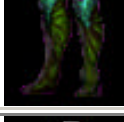
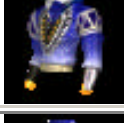
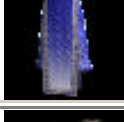


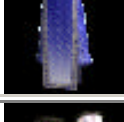
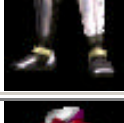
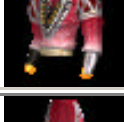

Item	Name	Defense Power	Weight	Durability	Required Ability Value
	Shadow Armor (M)	8-15	10	1800	Str 73
	Shadow Pads (M)	7-14	10	1400	Str 73
	Shadow Boots (M)	6-9	6	1200	Str 73
	Dark Armor (M)	7-14	10	1800	Str 70
	Dark Pads (M)	6-13	10	1400	Str 70
	Dark Boots (M)	5-9	7	1200	Str 70
	Golden Armor (M)	7-13	12	1800	Str 63
	Golden Pads (M)	6-12	11	1400	Str 63
	Golden Boots (M)	5-8	8	1200	Str 63
	Plate Armor (M)	6-12	10	1400	Str 56




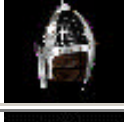
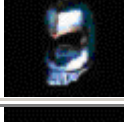



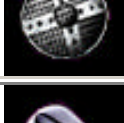
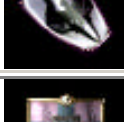
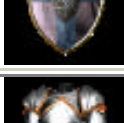
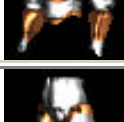
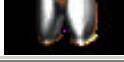
	Plate Pads (M)	5-11	10	1200	Str 56
	Plate Boots (M)	4-8	6	1000	Str 56
	Banded Armor (M)	6-11	12	1400	Str 49
	Banded Pads (M)	5-10	11	1200	Str 49
	Banded Boots (M)	4-7	8	1000	Str 49
	Scaled Armor (M)	5-10	10	1600	Str 42
	Scaled Pads (M)	4-9	10	1200	Str 42
	Scaled Boots (M)	3-6	7	1200	Str 42
	Studded Armor (M)	5-9	8	1200	Str 35
	Studded Pads (M)	4-8	8	800	Str 35
	Studded Boots (M)	3-5	7	1000	Str 35
	Hard Leather Armor (M)	4-8	8	1400	Str 31
	Hard Leather Pads (M)	3-7	8	1000	Str 31






	Hard Leather Boots (M)	2-5	6	800	Str 31
	Heavy Leather armor (M)	4-7	7	1000	Str 26
	Heavy Leather Pads (M)	3-6	7	800	Str 26
	Heavy Leather Boots (M)	2-4	6	800	Str 26
	Light Leather Armor (M)	3-6	5	1000	Str 21
	Light Leather Pads (M)	2-5	5	800	Str 21
	Light Leather Boots (M)	1-3	4	600	Str 21
	Leather Armor (M)	3-5	6	1000	Str 15
	Leather Pads (M)	2-4	6	800	Str 15
	Leather Shoes (M)	1-2	5	400	Str 15
	Green Shirt (M)	2-3	3	500	Str 11
	Green Pants (M)	2-3	3	500	Str 11
	Green Shoes (M)	1-1	2	200	-

	Blue Shirt (M)	2-3	3	500	Str 11
	Blue Pants (M)	2-3	3	500	Str 11
	Blue Shoes (M)	1-1	2	200	-
	Black Shirt (M)	2-3	3	500	Str 11
	Black Pants (M)	2-3	3	500	Str 11
	Shirt (M)	2-2	3	500	-
	Pants (M)	2-2	3	500	-
	Leather Shoes (M)	1-1	2	200	-
	Shoes (M)	1-1	4	200	-
	Magic Robe (M)	0-3 Magic defense power 0-1	4	1200	Int 14
	Magic Pants (M)	1-3 Magic defense power 0-1	4	1200	Int 14
	Magic Shoes (M)	1-1 Magic defense power 0-1	3	600	Int 14
	Shaman Robe (M)	2-6 Magic defense power 3-6	5	1400	Int 48





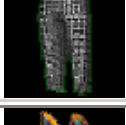
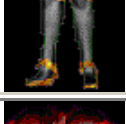


	Shaman Pants (M)	3-5 Magic defense power 4-5	5	1400	Int 48
	Shaman Shoes (M)	3-4 Magic defense power 2-4	4	800	Int 48
	Mage Robe (M)	1-3 Magic defense power 1-2	4	1200	Int 22
	Mage Pants (M)	1-4 Magic defense power 1-2	4	1200	Int 22
	Mage Shoes (M)	2-2 Magic defense power 0-3	3	600	Int 22
	Wizard Robe (M)	2-4 Magic defense power 2-3	5	1200	Int 30
	Wizard Pants (M)	2-4 Magic defense power 2-3	5	1200	Int 30
	Wizard Shoes (M)	2-3 Magic defense power 1-3	4	600	Int 30
	High Wizard Robe (M)	3-4 Magic defense power 2-5	5	1200	Int 39
	High Wizard Pants (M)	2-5 Magic defense power 3-4	5	1200	Int 39
	High Wizard Shoes (M)	3-3 Magic defense power 2-3	4	600	Int 39
	Robe Of Sorcery (M)	3-6 Magic defense power 4-7	6	1600	Int 56
	Pants Of Sorcery (M)	3-6 Magic defense power 5-6	6	1600	Int 56

	Shoes Of Sorcery (M)	4-4 Magic defense power 2-5	5	100	Int 56
	Leather Helm (M)	0-1	7	400	Str 15
	Studded Helm (M)	1-2	7	600	Str 21
	Steel Helm (M)	1-3	7	600	Str 31
	H-Metal Helm (M)	2-4	7	800	Str 49
	Magic Hat (M)	0-2 Magic Defense Power 1-3	3	400	Int 38
	Wooded Shield (M)	1-1	6	1000	Str 14
	Steel Shield (M)	2-2	8	1200	Str 21
	Banded shield (M)	3-3	8	1200	Str 31
	Shadow Shield (M)	4-4	8	1200	Str 49
	Dark Shield (M)	5-5	8	1200	Str 63
	White Armor (M)	6-11 Evasion Rate +10%	7	1400	Dex 50
	White Armor Pads (M)	5-10 Evasion Rate +10%	7	1200	Dex 50




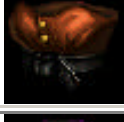

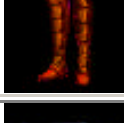
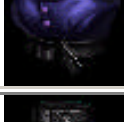


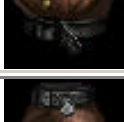


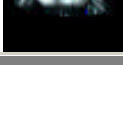
	White Armor Boots (M)	3-8 Evasion +10%	Rate	4	1000	Dex 50
	Tempered Plate Armor (M)	5-9 Evasion +10%	Rate	7	1600	Dex 41
	Tempered Plate Pads (M)	4-8 Evasion +10%	Rate	7	1200	Dex 41
	Tempered Plate Boots (M)	2-6 Evasion +10%	Rate	5	1200	Dex 41
	Tempered Metal Armor (M)	4-7 Evasion +10%	Rate	4	1400	Dex 24
	Tempered Metal Pads (M)	3-6 Evasion +10%	Rate	4	1000	Dex 24
	Tempered Metal Boots (M)	1-5 Evasion +10%	Rate	4	800	Dex 24
	Strong Leather Armor (M)	3-5 Evasion +10%	Rate	2	1000	Dex 17
	Strong Leather Pads (M)	2-4 Evasion +10%	Rate	2	800	Dex 17
	Strong Leather Boots (M)	0-3 Evasion +10%	Rate	2	600	Dex 17
	Tempered Leather Armor (M)	3-4 Evasion +10%	Rate	3	1000	Dex 13
	Tempered Leather Pads (M)	2-3 Evasion +10%	Rate	3	800	Dex 13
	Tempered Leather Shoes (M)	0-2 Evasion +10%	Rate	3	400	Dex 13

	Leather Metal Helmet (M)	0-1 Evasion +10%	Rate	4	400	Dex 13
	Tempered Metal Helmet (M)	0-2 Evasion +10%	Rate	4	600	Dex 24
	White Metal Helm (M)	2-4 Evasion +10%	Rate	4	600	Dex 50


### Armors for Female (F)



Item	Name	Defense Power	Weight	Durability	Required Ability Value
	Shadow Armor (F)	8-15	10	1800	Str 73
	Shadow Pads (F)	7-14	10	1400	Str 73
	Shadow Boots (F)	6-9	6	1200	Str 73
	Dark Armor (F)	7-14	10	1800	Str 70
	Dark Pads (F)	6-13	10	1400	Str 70
	Dark Boots (F)	5-9	7	1200	Str 70
	Blood Armor (F)	7-13	12	1800	Str 63
	Blood Pads (F)	6-12	11	1400	Str 63

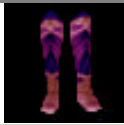


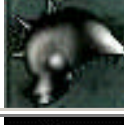

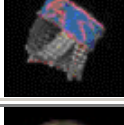


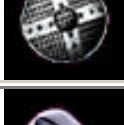
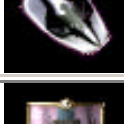
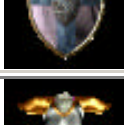
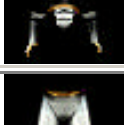
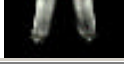
	Blood Boots (F)	5-8	8	1200	Str 63
	Plate Armor (F)	6-12	10	1400	Str 56
	Plate Pads (F)	5-11	10	1200	Str 56
	Plate Boots (F)	4-8	6	1000	Str 56
	Banded Armor (F)	6-11	12	1400	Str 49
	Banded Pads (F)	5-10	11	1200	Str 49
	Banded Boots (F)	4-7	8	1000	Str 49
	Scaled Armor (F)	5-10	10	1600	Str 42
	Scaled Pads (F)	4-9	10	1200	Str 42
	Scaled Boots (F)	3-6	7	1200	Str 42
	Studded Armor (F)	5-9	8	1200	Str 35
	Studded Pads (F)	4-8	8	800	Str 35
	Studded Boots (F)	3-5	7	1000	Str 35

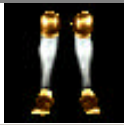








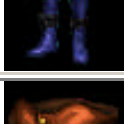


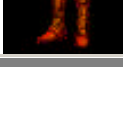
	Hard Leather Armor (F)	4-8	8	1400	Str 31
	Hard Leather Pads (F)	3-7	8	1000	Str 31
	Hard Leather Boots (F)	2-5	6	800	Str 31
	Heavy Leather Armor (F)	4-7	7	1000	Str 26
	Heavy Leather Pads (F)	3-6	7	800	Str 26
	Heavy Leather Boots (F)	2-4	6	800	Str 26
	Light Leather Armor (F)	3-6	5	1000	Str 21
	Light Leather Pads (F)	2-5	5	800	Str 21
	Light Leather Boots (F)	1-3	4	600	Str 21
	Leather Armor (F)	3-5	6	1000	Str 15
	Leather Armor (F)	2-4	6	800	Str 15
	Leather Boots (F)	1-2	5	400	Str 15
	Blue Shirt (F)	2-3	3	500	Str 11







	Blue Pants (F)	2-3	3	500	Str 11
	Blue Shoes (F)	1-1	2	200	-
	Red Shirt (F)	2-3	3	500	Str 11
	Red Pants (F)	2-3	3	500	Str 11
	Red Shoes (F)	1-1	2	200	-
	Shirt (F)	2-2	3	500	-
	Pants (F)	2-2	3	500	-
	Leather shoes (F)	1-1	4	200	-
	Shoes (F)	1-1	2	200	-
	Magic Robe (F)	0-3 Magic defense power 0-1	4	1200	Int 14
	Magic Pants (F)	1-3 Magic defense power 0-1	4	1200	Int 14
	Magic Shoes (F)	1-1 Magic defense power 0-1	3	600	Int 14
	Shaman Robe (F)	2-6 Magic defense power 3-6	5	1400	Int 48



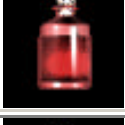


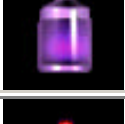

	Shaman Pants (F)	3-5 Magic defense power 4-5	5	1400	Int 48
	Shaman Shoes (F)	3-4 Magic defense power 2-4	4	800	Int 48
	Mage Robe (F)	1-3 Magic defense power 1-2	4	1200	Int 22
	Mage Pants (F)	1-4 Magic defense power 1-2	4	1200	Int 22
	Mage Shoes (F)	2-2 Magic defense power 0-3	3	600	Int 22
	Witch Robe (F)	2-4 Magic defense power 2-3	5	1200	Int 30
	Witch Skirt (F)	2-4 Magic defense power 2-3	5	1200	Int 30
	Witch Shoes (F)	2-3 Magic defense power 1-3	4	600	Int 30
	High Witch Robe (F)	3-4 Magic defense power 2-5	5	1200	Int 39
	High Witch Skirt (F)	2-5 Magic defense power 3-4	5	1200	Int 39
	High Witch Shoes (F)	3-3 Magic defense power 2-3	4	600	Int 39
	Robe Of Sorcery (F)	3-6 Magic defense power 5-6	6	1600	Int 56
	Skirt of Sorcery (F)	3-6 Magic defense power 5-6	6	1600	Int 56






	Shoes Of Sorcery (F)	4-4 Magic defense power 2-5	5	100	Int 56
	Leather Helm (F)	0-1	7	400	Str 15
	Studded Helm (F)	1-2	7	600	Str 21
	Steel Helm (F)	1-3	7	600	Str 31
	H-Metal Helmet (F)	2-4	7	800	Str 49
	Magic Hat	0-2 Magic Defense Power 1-3	3	400	Int 38
	Wooded Shield (F)	1-1	6	1000	Str 14
	Steel Shield (F)	2-2	8	1200	Str 21
	Banded shield (F)	3-3	8	1200	Str 31
	Shadow Shield (F)	4-4	8	1200	Str 49
	Dark Shield (F)	5-5	8	1200	Str 63
	White Armor (F)	6-11 Evasion Rate +10%	7	1400	Dex 50
	White Armor Pads (F)	5-10 Evasion Rate +10%	7	1200	Dex 50

	White Armor Boots (F)	3-8 Evasion +10%	Rate	4	1000	Dex 50
	Tempered Plate Armor (F)	5-9 Evasion +10%	Rate	7	1600	Dex 41
	Tempered Plate Pads (F)	4-8 Evasion +10%	Rate	7	1200	Dex 41
	Tempered Plate Boots (F)	2-6 Evasion +10%	Rate	5	1200	Dex 41
	Tempered Metal Armor (F)	4-7 Evasion +10%	Rate	4	1400	Dex 24
	Tempered Metal Pads (F)	3-6 Evasion +10%	Rate	4	1000	Dex 24
	Tempered Metal Boots (F)	1-5 Evasion +10%	Rate	4	800	Dex 24
	Strong Leather Armor (F)	3-5 Evasion +10%	Rate	2	1000	Dex 17
	Strong Leather Pads (F)	2-4 Evasion +10%	Rate	2	800	Dex 17
	Strong Leather Boots (F)	0-3 Evasion +10%	Rate	2	600	Dex 17
	Tempered Leather Armor (F)	3-4 Evasion +10%	Rate	3	1000	Dex 13
	Tempered Leather Pads (F)	2-3 Evasion +10%	Rate	3	800	Dex 13
	Tempered Leather Shoes (F)	0-2 Evasion +10%	Rate	3	400	Dex 13

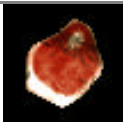



	Leather Metal Helmet (F)	0-1 Evasion +10%	Rate	4	400	Dex 13
	Tempered Metal Helmet (F)	0-2 Evasion +10%	Rate	4	600	Dex 24
	Heavy Leather Helmet (F)	1-3 Evasion +10%	Rate	7	600	Str 31
	White Metal Helmet (F)	2-4 Evasion +10%	Rate	4	600	Dex 50

### Potions

Item	Name	Weight	Usage
	Small Heal Potion	1	HP+10
	Small Mana Potion	1	MP+10
	Healing Potion	2	HP+25
	Mana Potion	2	MP+25
	Energizer Tonic	3	HP+30, MP+30
	Antidote	2	Cure Poison Status
	Demon Water	1	Recover normal status from Black Magic alteration

	Heaven Water	1	Recover normal status from White Magic alteration
	Forest Water	1	Recover normal status from Blue Magic alteration
	Water	1	HP restoration (area)
	Cold water	1	HP restoration (area)
	Fresh water	1	HP restoration (area)

### Meats



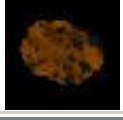
Item	Name	Weight	Usage
	Wolf Meat	1	Cooking Material
	Leocrot Meat	1	Cooking Material
	Tiger meat	1	Cooking Material
	White Tiger Meat	1	Cooking Material

### Metals


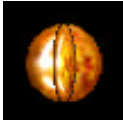

Item	Name	Weight	Usage
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	Copper Metal	1	Crafting Material Flame Bolt Magic
	Iron Metal	1	Crafting Material
	Orcish metal	1	Crafting Material Cure Poison, Spirit Sword, Confusion, Giggling and Reflection Magic
	Stigee metal	1	Crafting Material Poison Curse Magic
	Red Iron Bar	1	Crafting Material
	Scrap Metal	1	Crafting Material
	Copper Plate	1	Crafting Material
	Iron Plate	1	Crafting Material
	Composite Bar	1	Crafting Material
	Orcish Plate	1	Crafting Material
	Stige Plate	1	Crafting Material
	Red Plate	1	Crafting Material

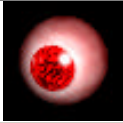







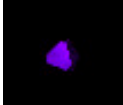




## Leathers


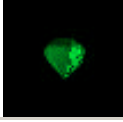
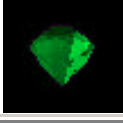
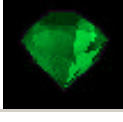
Item	Name	Weight	Usage
	Wolf Leather	1	Crafting Material
	Leocrot Leather	1	Crafting Material Flame Bolt Magic
	Tiger Leather	1	Crafting Material Light Arrow Magic
	White Tiger Leather	1	Crafting Material Light Arrow Magic
	Werewolf Leather	1	Crafting Material
	Red Leather	1	Crafting Material
	Old Leather	1	Crafting Material

## Gems and Jewels

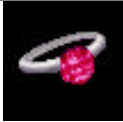

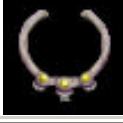
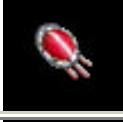
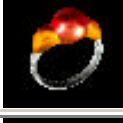
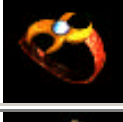
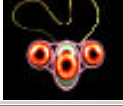
Item	Name	Weight	Usage
	Zombie Jewel	1	Add extra abilities to items Spirit Sword Magic
	Swamp Gem	1	Add extra abilities to items Poison Curse Magic Weapon skill level 3
	Lich Jewel	1	Add extra abilities to items











	Giant Spider Eye	1	Add extra abilities to items
	Amber	1	Add extra abilities to items
	Skeleton Jewel	1	Add extra abilities to items
	Gazer Crystal	1	Add extra abilities to items Weapon skill level 3
	Kobold Tooth	1	Add extra abilities to items Weapon skill level 2
	Ruby Small	1	Increases attack/defense stats of the item
	Ruby Medium	1	Increases attack/defense stats of the item
	Ruby Large	1	Increases attack/defense stats of the item
	Amethyst Small	1	Increases Black Magic attack
	Amethyst Medium	1	Increases Black Magic attack
	Amethyst Large	1	Increases Black Magic attack
	Diamond Small	1	Increases White Magic attack
	Diamond Medium	1	Increases White Magic attack

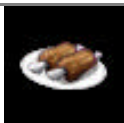

	Diamond Large	1	Increases White Magic attack
	Emerald Small	1	Increases the item's durability
	Emerald Medium	1	Increases the item's durability
	Emerald Large	1	Increases the item's durability

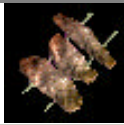

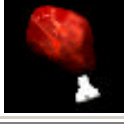

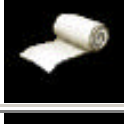
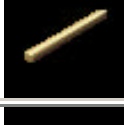

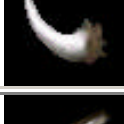
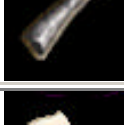

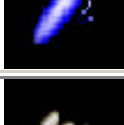
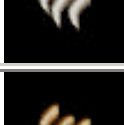
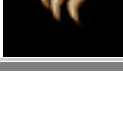
### Accessories




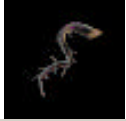









Item	Name	Weights	Usage
	Ring	2	Basic durability
	Bracelet	2	Basic durability
	Necklace	2	Basic durability
	Ear ring	2	Basic durability
	Brave Ring	3	STR+1
	Speed Bracelet	2	DEX+1
	Spirit Necklace	5	INT+1




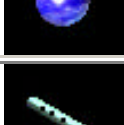
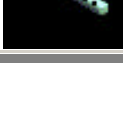
	Soul Ear Ring	5	WIS+1
	Hero Ring	3	ATK+2
	Magic Ear Ring	5	M.ATK+2
	Zeal Ring	3	DEF+3
	Protection Ring	3	DEF+2
	Claw      Necklace (HP+)	5	MAX HP+7
	Claw      Necklace (MP+)	5	MAX MP+7
	Evasion Bracelet	2	DEX+1


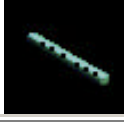
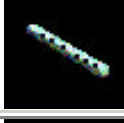


### Other Items

Item	Name	Weight	Usage
	Meat Dish	1	HP+15, MP+15
	Bread	1	HP+10





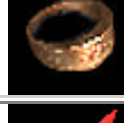

	Meat Pile	1	STM+18
	Jerked Meat	1	STM+18
	Smoked Meat	1	STM Restoration (Area)
	Linen	1	Cloth Material
	Mummy Bandage	1	Cloth Material Weapon skill Level 1
	Wooden Board	1	Wood Material
	Wolf Liver	1	Potion Ingredient
	Leocrot horn	1	Potion Ingredient
	Leocrot horn	1	Potion Ingredient
	Wheat Flour	1	Food Ingredient
	Blue Flavor	1	Food Ingredient
	Tiger Claw	1	Light Arrow Magic
	White Tiger Claw	1	-

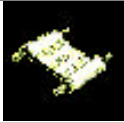


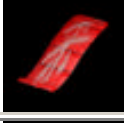



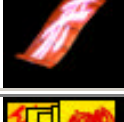
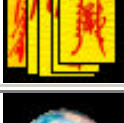
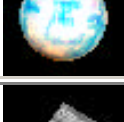

	Tiger Bone	1	Crafting Material
	White Tiger Oil	1	Weapon skill level 2
	Ghoul Mushroom	1	Weapon skill level 1
	Stigee Leg	1	-
	Stigee Skin	1	Spirit Sword, Confusion, Giggling, Reflection Magic Weapon skill level 2
	Werewolf Bone	1	Crafting Material
	Werewolf Tail	1	-
	Skeleton Sword	1	Weapon skill level 3
	Skeleton Axe	1	-
	Skeleton Shield	1	-
	Skeleton Bone	1	Crafting Material
	Mongman Claw	1	-
	Mongman mustache	1	Weapon skill level 3

	Mongman clothes	1	-
	Golem Eye	1	-
	Golem Piece	1	-
	Scorpion Tail	1	Blindness, Confusion Weakening Magic
	Lizardman Plate	1	Blindness, Confusion Weakening Magic
	Old Bone	1	Crafting Material
	Old Cloth		Crafting Material
	Town Chief recommendation	0	Protection Magic
	Flame Sphere	1	Needed to create Flute of Fire
	Earth Sphere	1	Needed to create Flute of Earth
	Wind Sphere	1	Needed to create Flute of Wind
	Holy Water Sphere	1	Needed to create Flute of Water
	Spirit Flute	0	Basic Element for Elemental flutes

	Flute of Fire	1	Flame Arrow Magic
	Flute of Earth	1	Stone Attack Magic
	Flute of Wind	1	Healing Wind Magic
	Flute of Water	1	Water Attack Magic
	Holy Mineral	0	Basic material for Spirit Flute

### Quest Items

Item	Name	Weight	Usage
	Fortune Ticket	0	Fortune ticket for Gukseo
	Axe of Ranger	3	Mountain Keeper Quest
	Liquor	3	Liquor delivery quest from bartender
	Receipt	3	Liquor delivery quest from bartender
	Relic ring	1	Soha's relic ring quest
	Cursed Knife	3	Quest Item




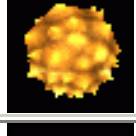

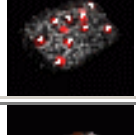

	Legendary recipe	3	Quest Item
	Medicine	3	Quest Item
	Celadon	1	Quest Item
	Gift certificate	1	Quest Item
	Weapon Order Form	1	Relay quest 1
	Healing Ticket	1	Allow free recovery from Healer
	Warp Ticket	1	Allow free warp from Seorin
	Storage Move Ticket	1	Allow free Storage Movement
	Talisman	3	Quest Item
	Crystal Gem	1	Quest Item
	Valuables	1	Quest Item

### Special Items

Item	Name	Weight	Usage
------	------	--------	-------



	Health Elixir	1	MAX HP+3
	Mind Elixir	1	MAX MP+3
	Muscle Elixir	1	MAX Weight+5
	Energy Elixir	1	MAX STM+5
	Feather of Great Bird	1	Teleport in a random location within the same map
	Town Portal Scroll	1	Teleport to the nearest Town
	Specific Town Portal Scroll	1	There are Town Portal Scrolls (i.e. Abias Town Portal Scroll) that will teleport you to a specific town (including the Guild Village)
	Compass	1	Indicate town direction
	Shout Book	5	Used to send global messages
	Candle	1	Increases sight during night
	Torch	1	Increases sight during night
	Holy water	1	Increases morality status for low moral players (max up to neutral)
	Lottery ticket	1	Lottery ticket

	Resurrection Scroll	1	Allows the player to Revive without any penalty and at full HP/MP
	Grindstone	1	Used to repair objects (requires the specific skill)
	Smelting Cloth	1	Used to smelt objects (requires the specific skill)
	Golden Rock	1	Used to disassemble objects (requires the specific skill)
	Pan	1	Used to prepare potions (requires the specific skill)
	Iron Rock	1	Raw material
	Copper Rock	1	Raw material

Note : This is a list of the main objects you can find in the world of Soma, many more are waiting for you during your adventures and quests.

## 6: Guidelines For The Beginner

### 1.How to create a character

After your account has been activated, you'll have the chance to access the character creation section.

For the First time users, we could say that it's possible to divide characters in 3 big classes: Warriors, Wizards and Wizard/Warriors. The best recommended job for the beginner is the last one Wizard/Warrior, currently the most popular job in Myth of Soma. A typical configuration for this kind of character is to start with Str 11 and Int 12. In this way you will be able to learn basic spells and also your constitution will allow you to take few hits without dying.

## **2. How to take basic items**

After login your character will spawn in the Thousand Year Town central area. On the left or right (depending where exactly you'll spawn) you can notice the town fountain. Everywhere it's crowded with warehouses, shops and people, you may feel dizzy but it's normal. If you look around a bit you'll notice an NPC named "Gukseo"(to the right of the Fountain). Gukseo is famous in helping newcomers by providing them clothes for apprentice and weapons for beginners saying "Welcome to Thousand Years town"; Speaking with him, you will have the chance to begin immediately your first quest.... something related with fortune tickets.... if you complete this Quest...it's possible you'll have enough money to buy your first necessary items.

## **3. Hunting**

You should be now dressed and equipped with an appropriate weapon, so it's time to explore the outside world.... But you've struggled to create a Wizard/Warrior, so why not learn a spell for adventuring out of town? You have been given 2 INT points because the minimum INT point to learn attack magic is 12. With the INT 11, you can learn Healing Spell for free, and if you got INT 12 for 200 Barr you'll be able to learn the Fireball Spell...your first attack Spell. Check the magic skill window after learning magic (F11), and drag and drop each magic icon to the speed magic window at the lower right side. Each magic icon can be simply handled with F5-F8. After paying 200 Barr for Fireball spell you should remain with few barrs enough to buy some bottles of little energy booster (10 Barr/bottle, HP +10). You could reach the outside world by using one of the 2 gates available in thousand year Town.

They are known as East gate and West gate. Once outside you should look for Wolves and Giant Spider Whelps only. They usually live just outside East and West gates. At the early stage of the game, even Wolves and Whelps are very hard to kill, but they are neutral towards you. So before attacking them recover HP by resting or by Heal spell. If you feel in danger during the fight.. It's useful to use HP Potions.... you can't fail using the pot, instead you could fail to cast Healing, in fact if a monster interrupts your concentration (hitting you) during the Spell casting...the spell will simply fail.

Press Tab key on the keyboard one time to enter in Monster attack Mode. The character moves to attack position, (this can be easily noticed). If you press Tab key once more you'll enter into PK mode. Needless to say, you can attack monsters too in this state; but if you attack people, you will be regarded as PK and turn gray state meaning that you'll be treated as a hostile player so everybody will have the chance to kill you without suffering of any sort of penalty.

Open F10 equipment window and release the weapons on both hands. Since the beginner has only one weapon, disarm yourself by double clicking on your weapon or pressing the right button of the mouse. Check to see if you are in the general mode state, and select magic desired to be used, and check to see if the red edge has been generated around the magic desired to be used in the speed magic window, and then click the target to be healed with the right button of the mouse. By default you are the target for any "positive" spell (Healing...cure wounds.. Etc). In case of using Heal spell on somebody else, move the mouse to the target and then the target will be activated with green color, and from then you can click the right button of the mouse to heal him. Since every kind of magic has its own range, the magic can only be used within a given distance. Now, let's try to attack, using a fireball, Wolf and Sp. Whelp. First, disarm yourself, and select Fireball spell, move the mouse to nearest monster (be sure to always keep enough distance between you and the mob), and click the right button of the mouse to cast the Fireball. Generally, Wolf and Sp. Whelp can be defeated by 2 Fireballs, increasing your Experience and Magic skill.

The HP/MP will rise as your level goes up. Now let's try a Leocrot, usually living in the same area as Spiders and Wolves. The recommended attack method is as followed: find the best distance from the monster to enable you to have the chance to cast as many Fireballs as you can before the Leocrot reaches you.

If you need to escape.... run! Keeping in mind your Stamina....

## **4. How to buy/sell/store items**

Sooner or later you will need to buy or sell items from NPC's. To do this, just choose the NPC you are interested in

and double Click on him. Don't worry about prices all merchants do apply the same price for the same item... Remember only that while selling you'll have the chance to get back only the half of the NPC selling price...(ex. If a vendor sells a Copper Axe for 120 Barr.... he will buy from you the same item for 60 Barr...exactly half of its value) You may need to store valuable items or gold as well, for this reason there are warehouses across Soma's land. In Thousand Year's for example the NPC (named Warehouse Keeper) is on the left of the fountain. To use the store, just click on the NPC...and a Menu will Popup. You will see all the items you currently have in your backpack and on the right all items stored in the warehouse. Selecting the items and the appropriate arrow will store or claim your goods. To store money, click the "Barr" icon and write the amount you wish to deposit. The opposite should be made to withdraw an amount from the store.

## **5. Quest Event**

Now your level is at 5!

### **- Mountain keeper event (LV5)**

If you go on the north side of Thousand Year Town you'll notice an NPC named "Town Chief". He is the spiritual and social administrator of the town. Having a conversation with him will bring your first real Quest. He will ask you something of this kind: "Deliver the axe, received from the blacksmith, to the mountain keeper at the northwest of the town, and come back to me, and then you can take 2 pieces of Stigee metal and 800Barr".

### **- Tomb Keeper event (LV5)**

Go to the bar over the Potion vendor and somebody will ask you to deliver some liquor to the Tomb Keeper. Be very careful because dangerous monsters crowd the whole area near the Tomb Keeper. Give the liquor to the NPC and you will receive a receipt. Head back to the bar and change the receipt with two meat dishes and 1000 Barr.

### **- Relic Ring event (LV10)**

If you go behind the Town Chief NPC you'll meet Soha. She will explain you that she has lost her mother's ring in Orcish woods and she'll offer a reward if you can look for it and give it back to her. You can receive this quest if your level is at least 10 and to complete it you need to give Soha her mother's ring. The relic ring can be rarely obtained upon hunting Orcish Avenger or Infantry in Grezen zone, so progress the event slowly after exercising quest. 10 steel bars, 10 copper bars, 5 wood sticks and 1000 Barr can be obtained upon succeeding at this event. If you go to Soha with relic ring without quest, she will thank you with 10 steel bars, 10 copper bars and 5 wood sticks except 1000 Barr, so keep in mind to go to meet Soha after receiving quest.

## **07 : Guilds**

### **1. Starting and joining a Guild**

Since Myth of Soma is an online game only, the relationship among players is extremely important. Especially, relationship with others could be a mean to help the user to establish an identity because all the actions in this game are expressed by the simple rule: increasing ability by killing monsters. To make this relationship more clear and decisive, player can create and organize guilds. Here are some details about Guilds in Myth of Soma :

### **Conditions for starting a new Guild**

You can create a new guild when your level reaches 25. Establishing a new guild will cost you 100,000 barrs and the guild will be dissolved without warning if the establishing fee couldn't be maintained for a month (expressed in game time). To create a guild you can use the the Make Guild option from the menu of the NPC Guild Master that can be found in Thousand Years Town and in Mercenary Town.

If you met the requirements to start a new guild a window will appear where you'll be asked for the guild's name and for short description of your guild. Be careful because the guild name cannot be changed once it's created (while the description can be changed at any time).

### **The Guild Master Menu**

When the guild has been created you'll have two more options on the Guild Master menu :

**Application** : selecting this option you'll be able to refuse or accept players that have requested to join your guild (to apply for a guild membership a non-guilded player should use the "Apply to Guild" option from the Guild Master menu). Moving the mouse pointer over the name of the players that applied to your guild you'll get a short description of their characteristics (level, moral, best skills, etc...). At the moment guilds are limited to a maximum of 60 members, so chose your members carefully!

**Guild** : selecting this option you'll have access to the guild charter and the guild stash :

- Guild Charter : each guild has a leader (top box of the charter), 3 guild co-leaders (the three boxes on the second line), 5 guild officers and regular members (the small boxes in the bottom part of the charter window). You can dismiss a member from the guild by highlighting the member's name (left click on it) and then pressing the Dismiss button.
- Stash : each member of the guild can deposit items and gold in the guild stash, but only the guild leader and the guild co-leaders can withdraw them. Guild officers can be granted of access to the guild stash if the "no limit" option is selected (press on the button to toggle between limit and no limit). To deposit barrs in the guild stash use the "barr" options, to withdraw barrs from the stash use the "G.Barr" option.

### **How to join/leave a guild**

If you want to join a guild, click "Apply to guild" from Guild Master menu, select the name of the guild you wish to join and then press the "Apply" button (moving your mouse pointer over a guild's name will show its description). Before you can join the guild leaders of the selected guild should have to accept your request (remember that they could as well reject it). When a new player applies to a guild a message will appear on the top left part of the screen of the guild leader. When the guild leader accepts a new member or when someone leaves the guild, a guild message will appear to all the members logged in the game at that time.

If you want to leave the guild simply select your name and click on "Dismiss" from the guild charter window.

## **2. Guild Village**

In the southern part of the Thousand Years Area there's a small village called the Guild Village.

Every 15<sup>th</sup> of each month a battle will occur for the control of the village and the guild that wins the battle will become the owner of the village for the next 30 days (Soma time).

### **Guild Village Wars**

The battle will start at midnight (Soma time 0) of the 15<sup>th</sup> of each month and will last for 12 hours in Soma time (2 hours in real time). When the battle starts a wall will be raised at the entrance of the village (attacking forces will have

to break the wall, targetable in Monster Attack Mode, before starting the battle inside the village) and all the players not belonging to the guild that owns the village will be kicked out of it (they'll be teleported outside the village walls). To conquer the village the attacking guilds shall have to enter the guild village, break in the guild house and destroy the guild stone. The guild of the player standing on the guild stone spot (once it's destroyed) when the war is over will become the new owner of the village. If the guild stone is not destroyed or the player standing near it is a member (or an ally) of the defending guild, then the defense of the village will be successful and its owner will not change. The defending guild will receive help from the village guards (called stone guards) that will attack members of the other guilds at sight (only during the battle).

### **Guild Village NPC and facilities**

The guild that owns the village will have access to the village NPC (Remember though that most of these NPC can be used only after a certain number of battles won, usually you have to defend the town successfully once or twice before being able to use them).

The Healer : will heal guild members if they double-click on him.

Pahwon The Shopkeeper : will allow you to sell items at the guild shop (you have to register each item and set a price for it), only guild members can register items, but everyone will be able to buy them.

Nao the Potion Vendor : sells potions and scrolls.

The Blacksmith : he can repair guild members items.

Warehouse Keeper : gives access to the players warehouse (can be used by everyone)

The guild members will also have access to all the crafting facilities : forge, loom, anvil and oven.

The NPC of the village will stop working during battles.

### **The Guild Stone**

Using the guild stone located inside the Guild Hall of the Guild Town, the guildmaster of the guild owning the village can :

- Recall a player inside the village
- Trace (recall to) a player inside the village
- Start an alliance with another guild (the guildmaster will need a certain charisma to start an alliance)
- Access the "Guild" and "Application" functions for the guild

### **Guild Alliances**

Using the proper option on the Guild Stone, the leader of the guild that owns the village will be able to form alliances with other guilds that will help to defend the village during battles (members of allied guilds won't be kicked out when the battle starts and stone guards won't attack them). The guild leader needs a minimum Charisma of 50 to establish an alliance with one guild, 70 for 2 guilds, and 90 for 3 (maximum alliances allowed)

### **3. Guild Wars**

To start a guild war the leader of a guild will have to use the **/War guildname** command (where <guildname> is the name of the rival guild) when the other leader is online.

If the war has been accepted then both the leaders will get a window where they can choose what objects and how many bars they want to offer as a prize for the war.

During a guild war the names and guild names of the contenders will be always displayed above their heads. Guild names will have the following colours :

**Light Blue** = Leader of your own guild  
**Dark Blue** = Members of your own guild  
**Orange** = Leader of the opposing guild  
**Red** = Members of the opposing guild  
**Black** = Members died during the war

During guild wars you can attack and kill your enemies even in town and using the "Monster combat mode" in order to avoid accidental player killing involving other players. The Revive option will not be working if you get killed in a guild war combat (you won't have death penalties or morale changes too while doing a guild war).

The war will end when one of the leaders get slain, so be careful and protect him (protect him from everything, because whatever kills the leader when dead the guild war is over, even if a dire wolf killed him/her).

## 08 : Manufacturing

### 1. Being an Artisan

In Myth of Soma there's a unique crafting system. With the items and the materials gathered while hunting, you can craft armour, weapons, potions, accessories and food. Each of these items can be crafted at a specific location in the game:

<b>Craftables</b>	<b>Location</b>
Weapon	Forge
Armour	Forge/Loom
Accessory	Anvil
Potion	Alchemist Table
Food	Oven

How to craft each of these objects is up to the user's experience in game, only the method for the basic weapons and armour which can be bought in town shops is currently open to public knowledge (Refer to the Encyclopedia of the website at [www.mythofsoma.net](http://www.mythofsoma.net)).

There is no level restriction in Soma to dictate what you can create, but its better to be a higher level at some degree because of gathering materials and increased carrying weight. Furthermore, the level of each skill can be increased independently although the total of all your crafting skills cannot exceed a certain amount. Therefore, it can be to your advantage to concentrate on one or two skills intensively rather than increasing various skills to a moderate level.

The manufacturing skills are increased by your success and is also dependant on your skill level. Therefore it is to your advantage to create higher difficulty items as your skill increases to prevent a 'slow down' of your progress. Crafting is greatly dependant on probability and a bit of luck, so you should take more materials than items to be made. However, your skill level has a large effect on the success rate. For the materials you are to use it is important to stick with the same types, i.e. if you need 2 pieces of metal use two of the same type. The ranks of durability amongst the metals are as follows: Copper bar>Iron bar>Orcish bar>Stigee bar. As your crafting skill improves, the damage capability of weapons crafted also increases, depending on the material used. Besides the basic items, there are lots of items to be made, so experiment.

## **2. Crafting Skills**

### **Repair**

You can now repair your own items using an object called "Grindstone" (you can buy it from an NPC in Thousand Years Town). When you click on the grindstone in your equipment window the cursor changes into a hammer and you can repair the damaged item clicking on it. With 50 or more skill points you can repair items with stats beyond your actual manufacturing skill points, but if you have the required skill points the rate of success will be higher. Under the 50 skill points limit you'll be able to repair only the items you're able to craft.

### **Disassemble**

This skill will allow you to get back part of the materials used to craft a certain object.

In order to use this skill you'll have to use an object called "Golden Rock" which can be bought in Thousand Years Town. The better your skill, the higher will be the quantity of the material you'll get back (you can get just one kind of material for each object "disassembled")

### **Composition**



This skill will allow crafters to combine a certain amount of a specific material in order to get a lighter version of the same material. For example 2 copper bars can be composite in a bronze sheet which will have the same stats as 2 copper bars but have the weight of only 1. If you fail half the materials will be lost (the higher your skill, the higher will be your success rate).

## Smelting

This skill will allow crafters to get manufacturing materials from raw materials found in the game (for example you can get iron metal from iron rocks). This skill is 100% succesfull, but the amount of materials you'll get depends on your manufacturing skills.

## 3. How to Make Items

In the previous chapter, you saw materials on the item list. In Soma you can create numerous items all by yourself. Now, let's see how to use those materials to make items.

### 1. Follow the Instruction

Gather each material and create the item using the corresponding tools and equipment.

Craftables	Location
Weapon	Forge
Armour	Forge/Loom
Accessory	Anvil
Potion	Alchemist Table
Food	Oven

1. First of all, decide what to make.
2. Move the materials needed from the Equipment Window to the upper part using Drag & Drop.
3. Select Name and then input the item name. Up to 12 letters can be used.
4. If the item to make is a piece of armor, select sex (toggle between male and female).
5. Press Produce button to make the item.
6. If it is successful, item picture and description are shown and the item will be placed in your equipment. If it fails, a failure message is displayed.

### 2. Basic Making Tables

#### Male Armors

Item Name	Type	Skill Type	Min Exp.	Gender	Place	Metal	Wood	Leather	Cloth
Heavy Leather Armor	Armor Top	Armor	15	Male	Forge	4		6	1
Heavy Leather Pads	Armor Bottom	Armor	15	Male	Forge	4		5	1
Heavy Leather Boots	Boots	Armor	15	Male	Forge	3		4	1

Leather Armor	Armor Top	Armor	10	Male	Forge	2		5	1
Leather Pads	Armor Bottom	Armor	10	Male	Forge	2		5	1
Leather Boots	Boots	Armor	10	Male	Forge	2		3	1
Magic Robe	Robe	Armor	13	Male	Loom	1		2	4
Magic Pants	Robe	Armor	15	Male	Loom	1		3	3
Magic Shoes	Shoes	Armor	13	Male	Loom			2	3
Shirts	Shirts	Armor	0	Male	Loom	2		1	2
Pants	Pants	Armor	0	Male	Loom	2		1	2
Leather Shoes	Shoes	Armor	5	Male	Loom			3	1
Shoes	Shoes	Armor	0	Male	Loom			1	2
Leather Helm	Helmet	Armor	5	Male	Forge	1	2	1	
Wooden Shield	Shield	Armor	5	Male	Forge	1	2	1	

### Female Armors

Item Name	Type	Skill Type	Min Exp.	Gender	Place	Metal	Wood	Leather	Cloth
Heavy Leather Armor	Armor Top	Armor	15	Female	Forge	4		6	1
Heavy Leather Pads	Armor Bottom	Armor	15	Female	Forge	4		5	1
Heavy Leather Boots	Boots	Armor	15	Female	Forge	3		4	1
Leather Armor	Armor Top	Armor	10	Female	Forge	2		5	1
Leather Pads	Armor Bottom	Armor	10	Female	Forge	2		5	1
Leather Boots	Boots	Armor	10	Female	Forge	2		3	1
Magic Robe	Robe	Armor	13	Female	Loom	1		2	4
Magic Pants	Robe	Armor	15	Female	Loom	1		3	3
Magic Shoes	Shoes	Armor	15	Female	Loom			2	3
Shirts	Shirts	Armor	0	Female	Loom	2		2	1
Pants	Pants	Armor	0	Female	Loom	2		2	1
Leather Shoes	Shoes	Armor	0	Female	Loom			1	2
Leather Helm	Helmet	Armor	5	Female	Forge	1	2	1	
Wooden Shield	Shield	Armor	5	Female	Forge	1	2	1	

### Weapons

Item Name	Type	Skill Type	Min Exp.	Place	Metal	Wood	Leather	Cloth
Training Sword	1H. Sword	Weapon	0	Forge	2		2	
Dagger	1H. Sword	Weapon	0	Forge	3		1	
Gladius	1H. Sword	Weapon	5	Forge	3	1	1	
Viking Sword	2H. Sword	Weapon	3	Forge	3	3	1	

Training Axe	Axe	Weapon	0	Forge	4	2	2	
Axe	Axe	Weapon	3	Forge	4	3	2	
Battle Axe	Axe	Weapon	10	Forge	4	3	3	
Training Bow	Bow	Weapon	0	Forge		2	2	
Short Bow	Bow	Weapon	3	Forge		3	1	
Crossbow	Bow	Weapon	15	Forge	4	2	1	
Training Spear	Spear	Weapon	0	Forge	3	2	2	
Short Spear	Spear	Weapon	3	Forge	3	3	2	
Bamboo Spear	Spear	Weapon	10	Forge	4	3	3	
Training Knuckle	Knuckle	Weapon	0	Forge	3		2	
Knuckle	Knuckle	Weapon	3	Forge	3		1	1
Dragon Claw	Knuckle	Weapon	7	Forge	3		2	2
Training Staff	Staff	Weapon	0	Forge		3	1	
Short Staff	Staff	Weapon	2	Forge		2	2	

### Food

Item Name	Skill Type	Min Exp	Place	Meat	Spice
Meat Dish	Cooking	0	Oven	3	1
Meat Pile	Cooking	0	Oven	3	

### Accessory & Potion

Item Name	Skill Type	Min Exp	Place	Item 01	Item 02
Small Heal Potion	Potion	0	Reagent Table	Wolf Liver x1	Leocrot Horn x1
Small Mana Potion	Potion	0	Reagent Table	Wolf Liver x2	Leocrot Horn x2
Ring	Accessory	0	Anvil	Copper Metal x3	
Bracelet	Accessory	0	Anvil	Copper Metal x4	
Necklace	Accessory	0	Anvil	Iron Metal x3	
Ear Ring	Accessory	0	Anvil	Iron Metal x4	

Here's an updated list of all the craftables items of Myth of Soma, it's up to you to find the proper recipes for them :

### WEAPONS

- **SWORDS** : Training, Dagger, Gladius, Long, Bastard, BlackDevil, Viking, Slayer, Mad Devil, Five Star, Dragon Slayer
- **AXES** : Training, Axe, Battle, Power, Great, Shadow, Halfmoon, Slayer, Great Battleaxe
- **BOWS** : Training, Short, Fire, Thunder, Crossbow, Devil X-Bow, Heavy X-Bow, Silver Bow, Spirit X-Bow

- **SPEARS** : Training, Short, Bamboo, Long, Rough, Exorcist, Five Stars
- **KNUCKLES** : Training, Knuckle, Dragon Claw, Steel, Zinc, Crystal, Dragon, Mad Dragon
- **STAVES** : Training, Short, Destiny, Dark, Nature, Sky

## **NORMAL ARMORS**

Studded, Light Leather, Leather, Hard Leather, Heavy Leather, Scaled, Banded, Plate

## **NEW IMPROVED DEX ARMORS**

Strong Leather, Tempered Leather, Tempered Metal, Tempered Plate, White Metal

(This kind of armor will have an high (or rather high) DEX requirement in order to wear them and they'll give you a certain evasion bonus)

## **OTHER CRAFTABLE ITEMS**

- **CLOTHING** : Clothes, Shoes, Magic Clothes and Shaman Clothes, Magic Hat
- **SHIELDS** : Wooden, Steel, Banded
- **HELMETS** : Leather, Studded, Heavy Leather, Leather Metal, Tempered Metal, White Metal, Steel, H-Metal
- **POTIONS** : Healing Potion, Mana Potion, Medium-Large Heal Potion, Medium-Large Mana Potion, Heaven Water, Demon Water, Forest Water, Rice Cake Soup
- **FOOD** : Bread, Beef Jerkey, Smoked Meat
- **ACCESSORIES** : Brave Ring, Band of Guardian, Spirit Necklace, Soul Earring
- **SPECIAL** : Ruby medium and large, Jade medium and large, Sapphire medium and large, Diamond medium and large, Amethyst medium and large, Emerald medium and large, Dragon's pills, Devil's pills, Muscle pills, Gloomy Tablet, Tablet of Evil, Dragon's Blood

## **4. Items Upgrade and Enhancement**

### **1.Items Enhancement**

When crafting weapons and armors you'll be able to "enhance" them using Gems during the manufacturing process :

- Different kind of gems will have different effects on the crafted item
- Different size of gems will determine the "level" of the enhancement

Gem	Effect
Ruby	Increases attack/defense stats of the item
Jade	Reduces the weight of the crafted object
Sapphire	Increases Blue Magic attack
Diamond	Increases White Magic attack
Amethyst	Increases Black Magic attack
Emerald	Increases the item's durability

## 2.Items Upgrade

Most of the craftable items can now be upgraded (up to 10 times) using the Anvil adding to them specific objects dropped by some monsters. Different objects will add different characteristics to the upgraded item. You can add only one characteristic to each object, but it can be improved up to 10 times (for example if you can get the specific objects you can upgrade an item from STR +1 up to STR +10). If the upgrade process fails the objects is lost.

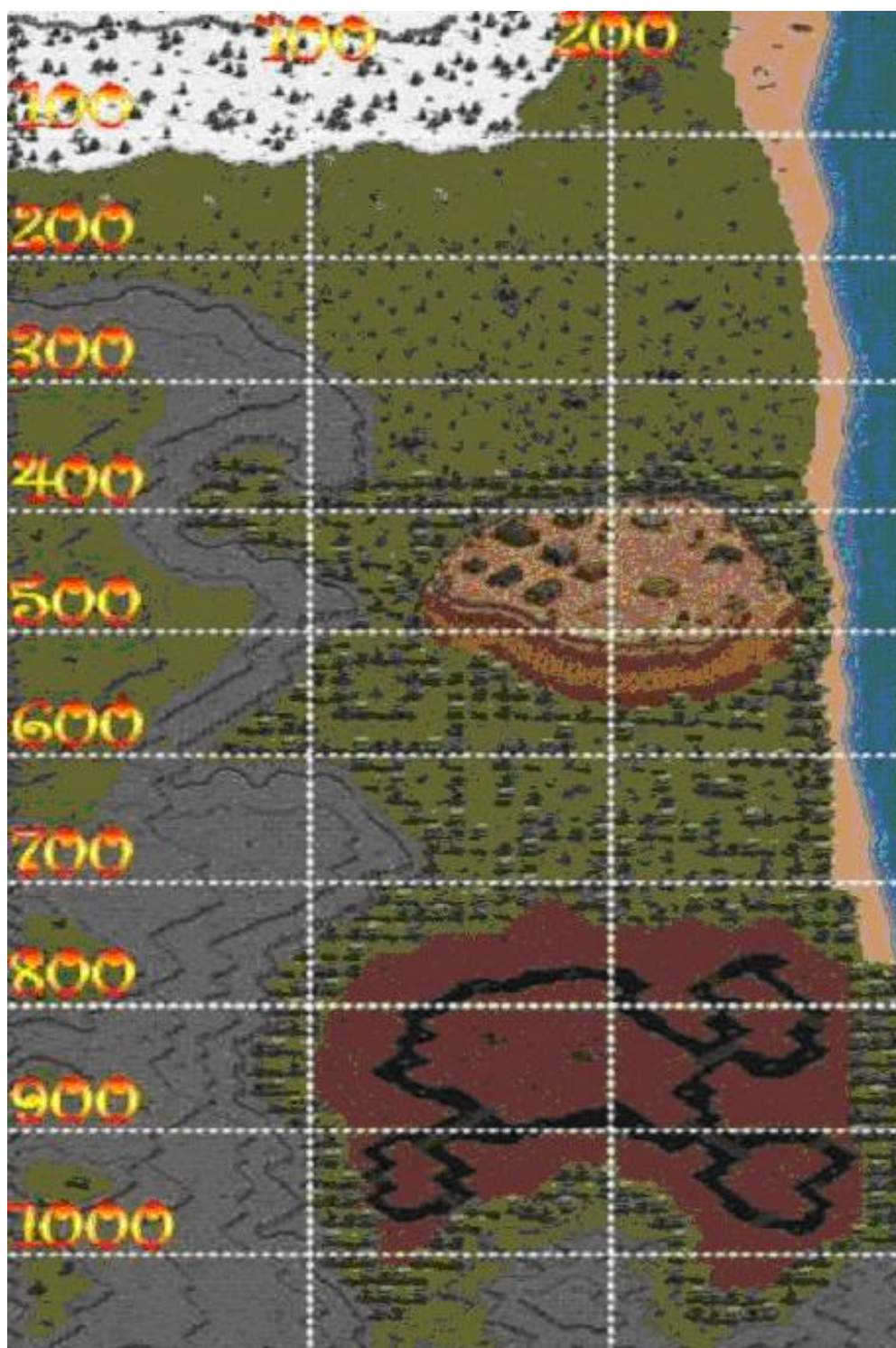
## 9. Area Maps

### 1. Thousand Years Area



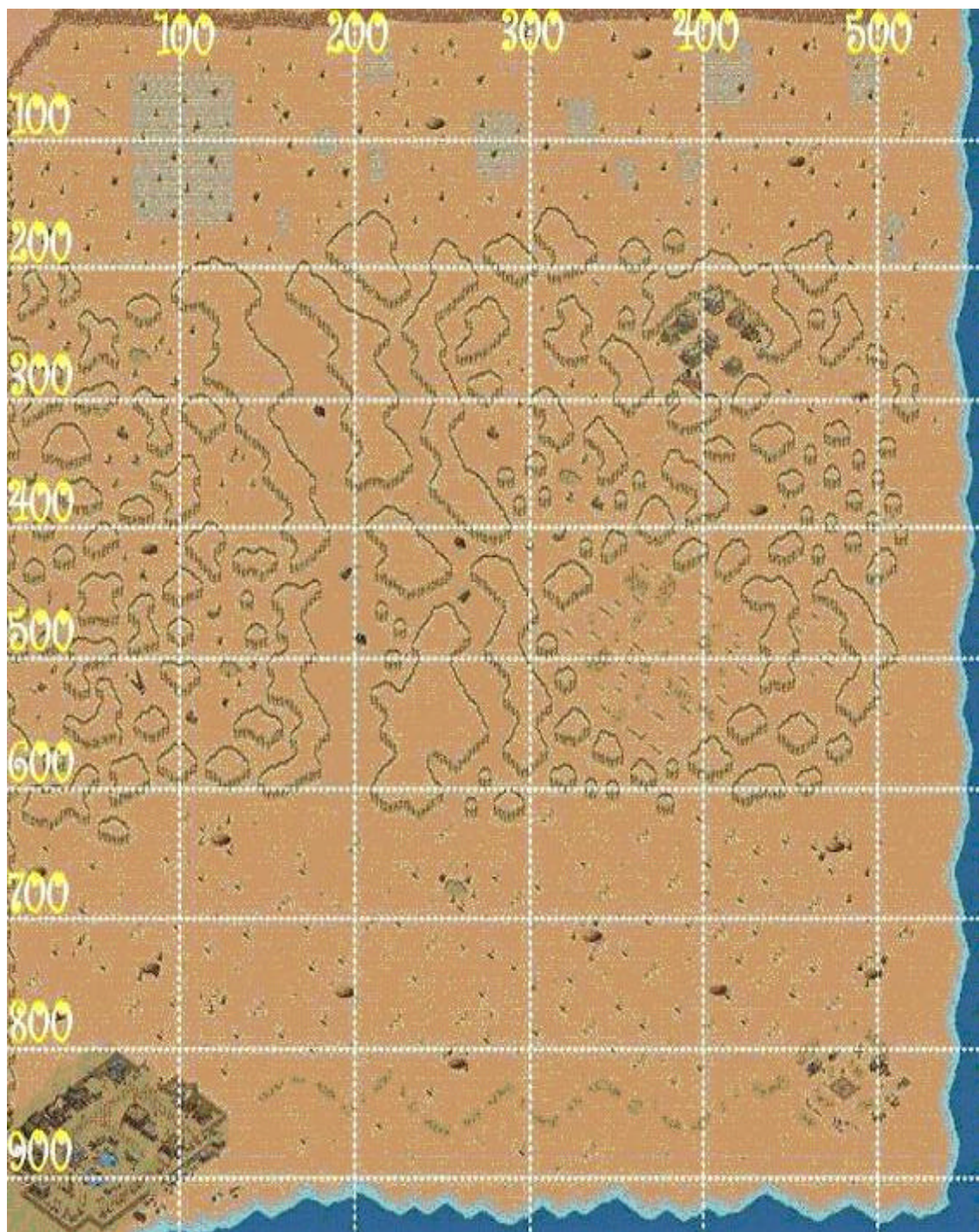
## 2. Mercenary Area





### 3. Abias Area





#### 4. Valley Of Death



