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# HEROES

*Seren Clef*

Captain of the Royal Knights of the Dark Talisman. Wields the powerful sword Vyral. Has blue hair, and wears grey/black armor.

*Ariel Alyar*

High Priestess of the Holy Republic of Damon. A beautiful, graceful brunette with Emrald green eyes like jewels and long silk hair. Ariel wears the royal robes of the Damonian Priesthood, long silver robes, bejeweled with a silk cloth crown embroidered in silver with a single, fiery sapphire set in the crowns center. The sleeves of her robes were sewn with diamond dust and gold lace.

With her, she carries a priestly stave sheathed upon her back with golden,

ceremonial ropes.

*Deonis Caesere*

Deonis is a sword mage and understudy of High Priestesss Lerai. He is deemed a traitor by the Damon Council and travels down the Yggdrasil into the most holy place with the help of Lerai to escape their persecution.

He eventually crosses path with Seren and the others and joins them in their quest to seal the demon doors. Wears a white cloak threaded in gold around his front (like a snuggie :p). Carries a small boot dagger and wears pearl

colored platemail over silver chainmail. Wields a typical broadsword until

Amon gives him the Vorpal Sword. His hair is crimson red.

*Amon*

An angelic being who emanates a brilliant light, with eyes like diamonds and wings like that of a white dove. Amon wears long robes of silver and white,

Emphasizing his giant like stature. His hair is silver and gold.

*Sylvanias*

A member of the floating kingdom’s military and the strongest man in the Order of the Solar Wind. He continually travels through time, policing the world unbeknownst to them, to prevent an apocalypse. He wears a white uniform that clings closely to his body and carries a light pistol on a holster around his waist. He appears from within the time-space tubes and joins the party in their quest. He has ash blonde hair.

*Theron*

Captain of the Ninja Guard of Domon, the Emperor Blade assigns him to act

as a companion and personal body guard on the trip to Freya when the group splits up. His hair is black and tied in pony tail in the back.

# NPCs

*Knight of the Royal Talisman*

A knight of an ancient order of Domon Knights

That goes back to the time when Domon Castle was a monastery. Wear

Grey chainmail and plate mail, with a crimson crest on the front of their

mail and a forest green cape. They specialize in long, thin rapier like blades.

*Royal Knights of the Dark Talisman*

Seren is captain of this legion of Knights of Domon. They specialize

in brutal kills, are masters of swordplay, specifically large swords or “zanbattous” like Blade’s, and are the first to go into battle. They typically don armor similar to Seren’s, grey and black with a white crest that has a black dragon drawn on it on the

center of their platemail.

*The Executioners*

A group of assassins who use the chopping blades of a court

executioner. Where the Royal Knights’ motto is to leave nothing behind

of their opponent, the Executioner’s motto is to leave nothing but the scalp.

The executioners don tough leather armor, hidden beneath their black cloaks

with scarlet hoods.

*Domon Black Dragon Riders*

Known of more this than anything, Domon breeds three fleets of

Black Dragons, who are ridden by their armored dragon riders, masters of the oversized lance, and able to pick off soldier by soldier of the enemy in times of war. The dragon riders have ornate helmes in the shape of a dragons

Head and wear ornate plate mail, carrying with them a giant lance used to

Strike their opponents from above.

*Domon Airship Captains*

*Domon Airship Pilots*

*Emperor Blade*

Ruler of the Domon Empire. Also known as the Lord of Swords,

because of his mastery of all forms of sword combat and the massive

Zanbattou sword he carries.

*Domon Messenger to the Court*

A royal messenger of Emperor Blade. Wears a black tunic with olive green leggings and peasants shoes. .

*Bloody Simon Hologram*

*A hologram of the bloodied remains of a soldier from the*

*expedition to Levix.*

*Ninja Guard*

A group of highly trained assassins who have sworn themselves to

guarding the Emperor and carrying out his dirty work. They dress in the traditional ninja garb and attack with katanas and throwing stars.

*Domon City Bartender*

A chatty, overweight bartender that works the day shift at the Ruby Hotel.

*Domon City Resident*

*A traditional city resident, wearing tunic and tough, leather and cloth leggings (male) or long summer dresses with flowered caps (female)*

*Domon City Merchant*

*An upper class resident of Domon, wearing colorful clothes and silks.*

*Domon City Blacksmith*

*A rough, skilled tradesman capable of delivering the finest of weapons.*

*Domon City Firearms Shopkeep*

*Part highwayman part ranger, the firearms shopkeep knows how to sharp*

*Shoot any target.*

*High Priestess Lerai*

Of the highest rank a priestess of the Damon’s religion can obtain, it is Lerai’s

Sole duty to tend to and watch after the great Yggdrasil tree that the castle Damon was built around. She is the first to learn of the true plans of the Damon leadership and their corruption. She sees a hero in Deonis and rescues him from his pursuers, sending him into the sacred waters of the tree.

*High Priestesses of Damon*

The High Priestesses of Damon are the most powerful of all the citizens of Damon. They spend most of their time caring for the sick and drawing power

from the Yggdrasil. They also act as historians, able to read the world tree

like an ever changing book, the tree containing all the history of time in its gnarled branches.

*Damon Priestess*

Most of the women of Damon at their age of maturity join the priesthood and learn how to use their dormant elvish blood to nurture the wounded and act as caretakers for the Yggdrasil.

*Damon Sword Mages*

Defenders of the republic, the sword mages carry both the magical powers granted to them by the sacred waters of the Yggdrasil, and the technical fighting skill to rival even the strongest of Domon’s knights. They wear

green tunics over top chain mail and some plate mail.

*Damon Holy Knights*

A rank up from the sword mages, the Damon Holy Knights have all the power

of the sword mages, but are stronger and wear plate mail.

*Damon Cleric*

Trained like the sword mages, the clerics have mastered both spell and sword. However, the Cleric training has gone on further, towards the ends of priesthood, and their healing power is unmatched.

*Damon Councilmember*

The high council of Damon consists of citizens from different parts of the world and is recognized as the ruling party of the republic. They are the only ones the High Priestesses must answer to.

*Pearl Guard*

The pearl guard are the watchers over the council and the priesthood. They

have sworn an oath to protect the council, priesthood, and keep the faith at al costs.

*Phoenix Guard*

An ancient order of guards that predates not only Damon, but Domon as well and goes back to the time of the monastery’s Citadel Knights. The Phoenix Guard are designated to be keepers of their sacred knowledge and battle techniques. In order to join the Phoenix Guards, one must perform the Rite of the Phoenix, an ancient ritual involving diving into the mouth of the great volcano. (Hence the Phoenix term).

*Damon Falcon Riders*

The Damon Falcon Riders are an elite group of knights who ride giant falcons and are the military equivalent of the Domon Dragon Riders.

*Damon Auto-mail Gears*

Built together by remnants of parts discovered in archaeological digs, the auto-mail gears are two-story high robotic augmenting suits, controlled by an

operator seated inside. Only a few of these are in existence.

*Damon Auto-mail Gear Rider*

A specially trained soldier able to use the robotic body armor augment

Called a “Gear”

*Damon Dragoon*Skilled Falconeers who wield long lances that they use to penetrate the necks of dragons. They are able to leap from great heights off of their falcons and onto their enemy, even in midflight.

*Damon Airship Captain*

*Damon Airship Pilot*

*Shiver*

One of the faeries that was born from the Yggdrasil. The faery have a special

relationship with the tree. It is both child and protector of the tree and this one in particular, lives in the pool of living waters at its roots.

*Construction Workers*

Damon Priests turned into mindless worker drones for the construction

of the tower.

*Possessed Construction Worker*

The demon Baal-Rel, in the form of a construction worker.

*Baal-Rel*

A demon who works under Baal-Ze-Bub, but has his own machinations.

He has an other-worldly laboratory accessible through the Marshland

Ruins demon door. He wears human spectacles and has scarlet hair parted

in the middle and drawn back to a pony tail.

*Ferry-man*

Runs the Indigo River ferry to Glaw.

*Knights of the Gilded Talisman*

The defenders of the Kingdom of Strattas, the knight of the gilded talisman are ancient order, said to be descended from those that lived in the great monastery before it was destroyed.

*Order of the Lunar Wisp*

Those who belong to the order of the Lunar Wisp have the power to cross over between the worlds of the living and of the dead, slipping through as easily as one might move from one room in a house to the next.

*Order of the Solar Wind*

Sylvanias and Silus belongs/belonged to this order. The members of the Order are not magicians or knights or priests. They are skilled collection of the most intelligent, strong, and holy of the people of Strattas and take on a very brave charge. Should something in the future ever go so horribly wrong that it could mean Armageddon, it is the job of the members of the Order of the Solar Wind for the continuance of the human race, to travel backwards, through Bimia triangle, to try and correc tthe wrongs that occurred in the past and lead to this point. The members of the Order are the only with permission and expertise to operate the Aleph Device and travel through time.

*The Tribe of the Navine*

Long ago the tribes of the floating continent began to interbreed, but the

Navine swore an oath to the Master to defend Terra at all costs. They became

known as the Navine Tribe, (the word Navine in Terranese meaning

bound with silver chains). The Navine could only marry among other

Navine and as the appearances changed among the other people of the

Kingdom, the Navien remained the same, and eternal. The Navine are

in charge of the most powerful piece of technology ever conceived and its

protection is the reason Space Station Machina was built thousands of years ago. The Navine wear long, silver robes and have flowing silver hair with pointed ears and sky blue irises.

*Lohar*

A member of the Tribe of the Navine. Introduced at the end of the game, Lohar is the one who pulls the final switch on D-Type and reprograms the universe.

*Silus*

Sylvanias’ long time friend and companion while living in the Summerland. He also, lke Sylvanias, is a member of the Order of the Solar Wind.

*The Zahari*

A warmongering race of beings with advanced technology and magical power who desire to mine Terra of its many unique resources and power. The travel in deep black saucer –shaped ships

*King Strattas*

King Strattas is ruler over the Kingdom of Serenity, the kingdom that

encompasses the flying continent. It is ultimately his decision whether

certain devices of the Summerland may be used, e.g, The Aleph Device and D-Type.

*Forest Elves of Freya*

The most common race of elves now a days with the sky elves and

light elves disappearing. The forest elves dwell within the silver wood

trees of the forest, building their homes high up in the silver tree’s branches.

*Light Elf Sanka*

One of the two remaining light elves. Although they appear to be normal elves, like the forest elves, they have the power to transform themselves

Into beings of pure magical light for a bit of time. In this form they are

Immortal and cannot be harmed by physical means. Sanka is the last of the

pure light elves. He has one son, a half sky elf half light elf named Sinko who

is still a baby.

*High Elf of the Forest Elves*

The high elf watches over the Lifa Tree and nurtures it, hoping that one day

It will grow to be as mighty as the Yggdrasil. That is, if it is kept out of harms

Way. The Damonian council would harvest it for building the rest of their tower. Nobody knows what would happen if both of these ancient trees were destroyed. I am certain a vast upset of the balance of the world would result.

*Elderly Wood Sage*

The elderly women who lives in the clearing of the forest where the future can be seen.

*Kalir*

General of the Summerland’s military. He is the king’s right hand man. He stands tall and wide, heavily armored with long dark hair and almond eyes. With the appearance of a mongol raider meets Persian assassin, he is not to be trifled with.

# FMV

* Game Beginning: A Brief World History Lesson
* Ariel sealing away the demon and the demon world in the gate at Levix Mines.
* The glimpse of the future through the orb. Shows the beginning of Fantasy Saga M with images of the polluting, industrialized Domon. It shows them wrangling and hauling in different magical creatures into its labs and shows Seren standing before the excavated Techno Knight. Finally it shows the world post-armageddon and then goes black.
* Seren stabbing and killing Theron because Theron is following him climbing up Mt. Destiny to the demon door, the kicking him off the ledge.
* .The rockface/demon door face – animated being appearing and greeting Seren when he waves the keys before the obelisk at Mt Destiny.
* D-Type’s activation. Glimpse of the Tower in Damon fully constructed, then flickered out and erased., etc. (better description in script). Eventually a glimpse of the distant future, with Sandre, the sore upon the face of Terra, piercing the yellow, noxious, sulfurous sky and poisoned earth.

# CONTINENTS

*Continent of Domon (Continent of Aslen)*

Home to the center of the Empire of Domon, Domon Castle and City.

*Continent of Damon (Continent of Na’Al)*

Home to the Holy Republic of Damon and the caretakers of the

Yggdrasil tree.

*Floating Continent (Continent of Serenity)*

A mass of earth, stone, and metal ages past. It is an artificial continent

where the Kingdom of Strattas. The wizards of the Kingdom, also called the “Summerland”, are the most powerful wielders of magic on the planet and our experts in technology and the manipulation of time and space. The Summerland is a place of refuge and safe haven, and is place of learning and study, where the keepers of the lost knowledge of magic, science, and religion seek mastery of their skills.

*Dive spot and the Aleph Device*

Situated at the edge of an abyss in the center of the island, (through the waters of sky pinnacle rush down to below). The Aleph Device has the power to open and close the Bimia Triangle at will. In order to prevent possible dangers, the triangle is typically opened below the continent, and those of the order traveling through dive from the dive spot once the machine has opened the portal. The surge of adrenaline that Sylvanias’ gets from sky diving into the portal is a personal addiction of his among others of the Order.

*Continent of Freya*

The south western continent is surrounded on all sides by daunting cliffs. No normal sailboat travel there and there are no places for airships to land because of the dense forest and the distance is too far to be traveled by dragon. Special transport must be arranged with the Emperor Blade to be able to dock along the continent and scale the bluffs. The continent contains the last remains of the elvish people: the sky elves, the forest elves, and the dying race of light elves.

*Continent of South-easter (Kal’Ma’Tik)*

Once the home to many bustling tropical cities, now all that is really left

is the ruins of Sand City Navidia and the demon door that is there.

# LOCATIONS

*Domon Castle*

*Seren’s Quarters*

The small, granite room is Seren’s only place to call his own. In it

he keeps Vyral and Vale when they are not needed. He also keeps

there the gem that hangs from his headband, an arcane relic that

has the power to absorb magic.

*Emperor’s Tower*

Situated in the center of the courtyard within the walls of Domon

Castle. The Emperor’s Tower holds the Royal Laboratory in its center on

the first floor, flanked by two escalators leading upwards and downwards.

Also, through the tunnels on the first floor the Aqua Gate can be reached, followed by Dynasty Harbor via the main tunnel that travels underneath the Lagoon and to the north of the continent. The middle floors of the tower hold

Quarters for the ninja guard, Blade’s elite personal body guards. On the top floor is the Board Room, also known as the War Room and juxtaposed to it

Is an exit from the tower to the outcropping stairs that lead to the Emperor’s Throne Room, along with its Balcony and his personal Quarters. In the rear of the throne room is a secret passage leading to the mech containment building, a large structure with a powerless mech stored inside.

*War Room of the Lord of Swords*

A meeting place where the officials of the Emperor’s court gather

to plan for expeditions.

*Throne Room of Domon Castle*

Where Blade spends most of his time, presiding over his kingdom.

*Equipment Dock and Sky Gate*

When facing the Emperor’s Tower directly north, centered behind it is the Equipment Dock and at the top of the dock, the Sky Gate. The Sky Gate is a pinwheel like entrance to the castle. Being the only way to enter the castle from above, the sky gate protrudes outwards from the force field surrounding the castle. On the outside of the dock are catwalks that lead to the Emperor’s Tower in the north, and the old castle ruins to the west and new castle rennovations to the east. The equipment dock itself has several floors of airship ‘parking’, as well as dragon roosts for the riding dragons.

At its very bottom is a railway that leads out of the castle and into the mines and the factories bordering the castle.

*Old Castle and the Monestary Ruins*

To the west of the equipment dock is the last remains of the ancient monestary of the Citadel Knights. It is known as the “old castle.” In the north of the old castle are a series of bath houses, a secret exit to the aquauducts, a hidden passage to the ruins of the coliseum that was once a part of the outlying hills, and in the center a dried up fountain and garden. A set of stairs in the north of the ruins lead to the basement of the old monestary. Here the fire gate was constructed. Beyond the fire gate is cursed crypt of the Citadel Knights. It is here their remains were buried in mass graves and a never ending fire burns about their remains.

*Minister’s Tower and the New Castle*

To the east of the equipment dock is the new castle, renovations of the

ruins of the Citadel. In the center is a large armory and training field. To the south are the Knight’s Quarters and the Minister’s Tower. The tower holds the quarters of the Minister of Magic, Miniser of Science, Prime Minister, General Tolstov, and other offiicials of the court.

*Slave Docks*

To the southwest, outside of the inner castle wall, are the slave docks. Contained herein is the engineering room that provides power to the castle, the slave’s quarters, the factory that processes materials found within the mines outside the castle and is also connected to the rail system, and in the basement dungeons.

*Wizard’s Tower*

To the southeast, opposite the Slave Docks but with an entrance from the inner castle, is the Wizard’s Tower. Here magical experiments are performed under the supervision of the court’s ministers.

*Domon City*

A city caught somewhere between the industrial revolution and

Modern age. Fruit and fish vendors line the streets cobblestone

Streets as automobiles and trucks pass through.

*Ruby Hotel*

The most expensive hotel in Domon, its skyscraper presses high

Into the clouds above Domon City and can be seen for miles. Seren

waits for Ariel in the smoky bar near the hotel entrance.

*Domon City Shipyard*

A typical shipyard reachable through man-made tunnels to the

northern shore line of the continent from the City and the Castle.

*Southern Domon*

A dusty plain with a little water or vegetation, southern Domon is

somewhere between desert and plains.

*Gargoyle’s Spine*

Gragoyle’s Spine is the name given to the ominous mountain range that

Runs east-west from the east of Domon to the west of it, encountering the North-south west-most mountains in a perpendicular junction. Domon Castle and Domon City were built nestled within these mountians.

*South Western Prairie*

A prairie like region with the occasional patch of forest that stretches from the gates of Domon City, south and west along the continent. The mountains that surround Domon City extend to the west, north of the prairie.

*Westmost Mountains*

A range of mountains running south to north along the coastline of Domon, with the south tip merging into the mountains that run west to east. These mountains hold many ancient secrets and are the site where Levix was constructed.

*Town of Levix*

An outpost on the fringes of the island of Domon. Set high up in the mountains on the far west end of the continent, it has encountered an increase in the number of monster attacks in the past few months and a bad omen hangs over the western mountains.

*Levix Mines*

Nobody is sure what was being mined at Levix, but what they found out in

the process was devastating. Deep within the mines a demon door was discovered and someone or something opened it, unleashing its power and wrath.

*Levix Demon Door*

Ancient, arcane markings carved into the excavated caverns at the Levix Mining Outpost. The door has been flung open by the time Seren and

Ariel arrive, unleashing all of hell and hades.

*Hells Bridge*

The deepest regions beyond the Demon Door are taken right of the inferno.

Ungodly flames, islands of lava rock floating in oceans of steaming magma,

and the wails of tortured souls and insidious cackling of demons surround

the hero.

*Damon Castle*

A majestic castle built of marble and mountain pearl. The outer wall surrounds a vast courtyard and various different towers and chapels.

The innermost wall surrounds an enormous statue of the founder of

Damon, with his arms embracing the Yggdrasil, the world tree, in its protection. The throne room and offices of the republic are within this

nassive stone statue, which serves as the center of the castle.

*Yggdrasil Tree*

An ancient tree, once protected and nurtured by the elves. It is said to be

The only one of two trees of certain species, a species of sentient trees that

live for millions of years. Their exists one other, its sapling that lives on the island of Freya, protected by the elves. The people of Damon are descendents of those same elves, in a pact formed between elf and human, the humans agreed to watch over the Ygggdrasil and from thence forth the Holy Republic of Damon was formed.

*Pool of Living Waters*

*Yggdrasil Shrine*

*Damon Tower Construction Site*

The Holy Republic of Damon’s council has become corrupt, and they are secretly harvesting wood from the Ygggdrasil to use its power to construct a massive tower to heaven; that will reach beyond the clouds and into space , in order to enter the space station machina to steal its technology and control it as a weapon for world domination. If they succeed in creating this tower, both the Yggdrasil and its sapling Lifa will be destroyed, with consequences unknown for the rest of the planet and its ecosystem. At this point the inside of the tower is still exposed, and a scaffolding reaches high to its peak. Within the tower at its center is a golden pillar surrounded by coils of silver and gold metal pointing directly skyward, through the unfinished exterior, into the clouds.

*Shipping Port at Damon Tower*

A make-shift shipping port was constructed by the shoreline near the Tower Construction Site, so that lumber and other resources could be ferried by water quickly and easily to the site from Damon Castle.

*Indigo River*

This sparkling blue freshwater river runs from the Village Seal along the south east border of the continent along near the coastline into the main land and the City of Glaw.

*Smoldering Crypt of Seal*

Seal, with the demon door open, is like walking into a crypt in a horror movie. The undead crawl over the village and both demon and monster

join them in await.

*Village of Seal Restored*

*The village once the effect of the demon door is reversed. Seal village bustles*

*With people, crowds streaming from vendor stall to stall. All with no idea that without Seren and Deonis’ efforts they would be lifeless ash blowing through the wind.*

*Damon Marshland*

To the far north – east of the continent that Damon resides upon, a series of smallt tributaries of a branch of the Indigo River form a marsh at the continents coast. The marshland was once a thriving farming community upon the fertile land, but after a horrible tragedy the land fell to evil and became evils only place of residence in all of the empire of Damon.

*Damon Marshland Ruins*

The site of an ancient shrine now desecrated by the worshipers of Beelzebub,

The ruins are littered across the marsh, moss covered granite monoliths and ancient tombs peaking their heads out of the thigh high waters of the marsh, giant leeches attached to stone pillars and other sorts of unpleasant fauna traveling through the putrid waters. This desecrated shrine is home to not only one of the demon doors of Damon, but to the most powerful of the undead: Lichs, Banshees, and Reapers.

*Obsidian Bridge*

A section of the Demon World entered by traveling through the

Demon Door in the Marhsland Ruins. The path leads to Baal-Rel’s laboratory and is populated by various sorts of demons.

*Indigo Ferry (from Seal to Glaw)*

The Ferry runs from the village seal to the City of Glaw outside Damon.

While riding the ferry, an angel named Amon appears, sent from the Master to aid them.

*Wormhole On the Indigo River*

A dangerous phenomenon has occurred along the Indigo River. A worm hole has opened, swallowing travelers along the river.

*Time-Space Ruins*

The Time-Space or Space-Time ruins is a sort of garbage can of the multiverse where the remnants of rejected or destroyed universes reside.

*Time-Space Tubes*

The Time-Space Tubes exist outside of space-time in the vancancies of the multiverse The worm their way like spaghetti, burrowing through and crossing over different spaces, times, and universes. The time space tubes

can be controlled for travel by interfacing with the massive crystal that is in its crossroads, also called the Nexus of Time.

*Space Station Machina – The Machine in the Sky*

An ancient space station built by the elder Terrans, an ancient race

who once occupied the planet. It lies dormant in a ‘sleep mode’, unless

awakened by its sensors because of emergency. In that case, it will go

to autopilot to defend the planet from invasion. The true purpose of the

tower being built on the eastern shore of Damon is to build a passage

to machina, so the council can rob it of its technology and take control over it.

*Freya – Forest of the Elves*

An ancient forest upon the south western continent that is home to the last

remaining elves of the world of Terra.

*Inner Clearing*

The home of the Lifa Tree, sapling of the Yggdrasil. Also, near a place in the forest called the clearing of divination, where one can see the many possible futures if one has the gift.

*Castle Strattas*

Home of the ruling body of the floating continent Serenity.

*Village of Serenity*

A small village near the castle in the floating continent.

*Destiny’s Bridge*

The portion of the demon realm accessible through the Demon Door at Mt. Destiny. Seren travels through here alone to meet Baal Rel in his lab to fulfill his destiny.

# CRAFT/VEHICLES/SHIPS/DEVICES

*Domon Black Dragons and their Riders*

*Damon Falcon Riders*

*Damon Auto-mail Gears*

*Domon Airship Fleet*

*Damon Airship Fleet*

*Domon Navy*

*Serenity’s Aleph Device*

*Serenity’s Gravity Door*

*Serenity’s D-Type Machine*

# CHARACTER ANIMATIONS

*Emperor Blade*

Waving his hand, Jedi style.

*Baal-Rel transforming from human form*

The worker’s bones in his forehead began to protrude forward until they made the shape of a T. His hair grew wild and unwieldy, colored in scarlet and obsidians. More bones protruded around his body, exoskeletons growing around his arms and chest and legs like armor. Finally, from his back grew two enormous bat wings. He flickered a snake like tongue, tasting the ash and blood in the air. The worker had clearly taken his natural form, that of a demon.

Baal-R**é**l: “I am Baal-R**é**l, Lord of the Damon Demon Door.”

*Seren*

Nodding his head to Blade.

Waving his hand, Jedi style to the Demon Doors.

# SPECIAL ITEMS/WEAPONS/RELICS

*Vyral*

Seren’s sword, made of an unearthly metal, with a hook shape that mercilessly tears apart and shreds the body of his opponents.

*Vale*

Seren’s armor. Forged from an ore found deep beneath the mines below

Domon, excavated by slaves from the village of Zig to the south, who have

an exceptional tolerance to the fumes given off by the tunnel’s ore.

Vale is a part metal, part organism, and binds to Seren’s body symbiotically

to protect him and help him in his battles.

*Shard of Bimia Triangle’s Crystal*

A shard of the massive crystal that lay at the nexus of multiverses outside

of time. Given to Deonis, can be used to trigger the gateway to the nexus

called Bimia Triangle.

*Poisoned Scimitar*

Used by the Demon Baal-Rel to threaten Seren in the marshland demon door.

*Water-tight Thigh High Boots*

Protections from the poisonous waters of the marshland.

*Vorpal Sword*

Given to Seren by the Master through Amon the angel. Represents the Masters approval to use the sacred D-Type machine if necessary. Seren gives

the sword to Deonis at Amon’s instruction.

*Ariel’s Necklace*

Given to Seren by Ariel for protection. Makes him and those around him immune to the maddening effects of the demon realm.

# MONSTERS

***-Southern Domon-***

*Giant Rat*

*Viper*

*Mirage*

*Raider*

*Highway Robber*

*Enemy Ranger*

*Vicious Plant*

***-Southwest Prairie-***

*Prairie Dog*

*Superior Giant Rat*

*Cobra*

*Dervish*

*Djinni*

*Wind Elemental*

***-Gargoyle’s Spine-***

*Gargolye Warrior*

*Gargoyle Mage*

*Gargoyle Child*

*Gargoyle Knight*

*Fire Drake*

*Ice Drake*

*Bolt Drake*

*Poison Slime*

***-Westmost Mountains-***

*Dragon Egg*

*Hatchling*

*Orc*

*Lesser Goblin*

*Higher Goblin*

*Headless Man*

*Harpy*

***-Levix Town and Dungeon-***

*Giant Rats*

*Dead and Rotting Domonian Guard*

*Zombie Villager*

*Giant Bat*

*Undead Soldier*

*Skeleton Soldier*

*Skeleton Mage*

***--Hell’s Bridge-***

*Lesser Demons*

*Fire Elements*

*Floating Demon Orbs*

*Greater Demons*

*Tormented Soul*

*Dark Angels*

***--Marshland-***

*Giant Leeches*

*Giant Beetles*

*Seedling (attacking plant)*

*Crocodile*

*Komodo*

*Flying Parasite*

***--Marshland Ruins-***

*Lichs*

*Banshees*

*Reapers*

*Zombie*

*Skeleton*

*Undead Knight*

*Skeleton Knight*

*Poltergeist*

***-- Obsidian Bridge-***

*Gargoyle*

*Succubus*

*Incubus*

*Storm Demon (Winged-Bull)*

*Obsidian Elemental*

*-****Space Time Ruins-***

*Green Slimey Alien*

*Red Devil (thin devil like being with forked tail)*

*Cosmic Horror (massive, totem pole like creature with many monstrous faces)*

*Space Ray (gigantic sting ray)*

*Temporal Eagle (bird like being that travels in and out of the continuum)*

*Continuum Parasite (long, tapeworm ike beings)*

*Feeders (attach to the worm holes tunnel walls and suck up their energy)*

*Dark Matter Giant (a giant formed of dark matter and dark energy)*

***-Southern Domon Encountered Again- (encountered by Deonis, Amon, etc.) when exploring while the others travel to Freya-***

*Orc Captain*

*Goblin Genius*

*Hobgoblin*

*Red Slime*

*Demon Baby*

*Orcish Catapult*

*Orc Giant*

*Earth Giant*

***-Freya, continent of the Forest Folk-***

*Mer-folk*

*Troll*

*Goblin Inventor*

*Goblin Engineer*

*Shadow Elf Fighter*

*Shadow Elf Ranger*

*Shadow Elf Knight*

*Forest Dragon*

***-Mt. Destiny, Serenity Continent-***

*Stone Giant*

*Ice Troll*

*Rock Monster*

*Earth Elemental*

*Stone Dragon*

*Ruby Dragon*

*Golem*

*Troll Lord*

***-Destiny’s Bridge (Mt. Destiny Demon Realm)-***

*Old One*

*Lord of the Pit*

*God-Killer*

*Leviathan*

*The Fallen*

*Nephilim*

*Forgotten god (most powerful enemy in game)*

# BOSSES

Levix Demon Door: Demon posing as a false statue

Marshland Demon Door: Baal Rel – stops the fight and offers to close the demon door on his own

Fate’s Guardian – Protects the Bimia Crystal in the realm outside time

Falling Star – (Sylvanias, Amon, and Deonis have to fight it when the Zahari appear. They are travelling in southern domon when a Zahari fighter crash lands, revealing an enemy).

INTERACTIVE OBJECTS (Chests, Doors, etc..)

--General-

Treasure Chest

Dresser/Cabinet

Pot

Crate

--Levix--

Crystal Armor remains of Ariel

# SPELLS AND TECHNIQUES

*Ariel’s Rite of Sealing*

*Deonis “Blue Light” Spell*

*Sylvanias Graivty Door (Teleportation)*

# LIST OF DEMON DOORS

Levix [open in the beginning of the game, closed by Seren and Ariel]

Marshland Ruins (north of the village of Seal) [ open desecrating Seal, closed

and reversed by the demon Baal Rel]

Mt. Destiny [closed, but opened by Seren in the end of the game to try and revive Ariel]

Mines of Zig [never opened]

Domon City [never opened]

Dwarven Mines of Rochshire [opened]

Sunken City of Diligence [opened]

Island of the Mystics [opened]

Doom Island [opened]

Glaw City [opened]

Sunken City of Diligence [opened]

Sand City Navidia [opened]

Summerland – the thirteenth demon door, Beelzebub’s door. Only opens when the other twelve are opened [remains closed]