

Netamin Gratefully Presents:



Last Kingdom User Manual Version 1.3

Exclusive for Last Kingdom Game Players

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Can download Last Kingdom maps
at www.netamin.com



1. Story line

To the Future Unitor of Britain:

My Spirit instilled in you the Greatness of Ambrosias, Pendragon and King Arthur. My child, you are the chosen one. The roads ahead winds long and are twisted with enemies fiercer than the Picts and Saxons. Wisdom or strength or loyalty alone will not be enough to guide you to lead Britain again. I only pray that this note can shed a little more light for you.

I could foresee my own doomsday many moons ago. The evil sister of the King, Morgan, has employed the witchcraft service from Niniane to imprison me. This fate I escape not. Before this ultimate event, I must relay to you what Heaven has bestowed on this great island of ours, and you, many who have harvested away from this age must shoulder the challenge to raise the flag of Camelot again. Disaster and lawlessness will strike soon and the resurrection will take in a form of a hundred times more preposterous than a Phoenix from the ashes.

Ever since the King pulled Excalibur from the anvil, visions were revealed to me that this Land would fall into desperation again, where glory would be replaced by deceit, lust and malevolent. Many generations from now, a King named Grant, with blood linkage to Her Noble Lady Igraine, shall be enthroned. A rather competent ruler, King Grant set forth for a full convalesces of the Realm. As a practical necessity suggested by His Advisor Aaron, he will outlaw all the praxis of magic, black and white. A great exorcist, Archbishop Kasandra, will be, perhaps wrongfully apprehended to the Brain Jail, after he attempted a ritual to rid evil from many souls. Accusations turned him into a man full of hatred, and at the right time Lucifer was sent to tempt Kasandra to serve the Devil World, where Black Demon had just defeated the Red Devil and the Great Darkness.

The once-Archbishop will fail dismally to fortress his righteousness. Training Black Knights from zombies, Kasandra leads his assistance to the Black Demon. Worse yet, this powerful magician will seduce the luxury and lust-loving Queen Clara. Black Demon has already ruled the Devil World, and it will look like he is getting closer to capturing the Human World and ultimately the Heavenly World as well.

My child, you shall not work alone. The brother of the Black Demon, White Evil, can sense that the worst will be about to begin and be willingly reborn as the Guardian of Peace. Together with the King's advisor, Aaron, they will try to turn the tide around. But, the Land is too dark already. Demonic spirits have corrupted the minds of the people. If there shall there be a chance, it will have to come from the Orient, where the sword is still swung with justice and righteousness and magic is still white.

Ellia, the best student of the Chief Wizard Dorian, will venture to the East for capable but different swordsmen and shamans.

Poseidon and Atlas, the best in the Guardianship, will take the responsibility to unearth the lost Excalibur in the decaying kingdom of Camelot.

Princess Juliet, well taught by Aaron and Dorian in the faculty of magic, will run away from her unfaithful Queen by using the quest of the Holy Grail as an excuse to leave the Kingdom.

The stars and moon have presented a crystal clear picture for me. When the wickedness grows too strong, nothing in the world can contain it. Strange lights were coming from the East. My child, pack up and explore the source of the light, head to the sunrise. Be prepared to face the danger. I will not be more than a skeleton by the time you start, but my spirit will be with you all the way. Restore the greatness that was once Camelot, and let the shine of Excalibur never be sheathed again.

Merlot

2. Getting Started

Welcome to “Last Kingdom.” You are now ready to embark on a journey through a world of mystery and live out a fantasy life through the eyes of one of four main characters where you can interact with other players like yourself.

1. As a new character you will start out at Level 0, by killing substandard monsters like the ‘Pigmy,’ you will boost your attributes at every increasing level. Avoid fighting against ‘Mad Dogs’ until level 5. Look around to become familiar with to your surroundings. Locate all the NPC’s (non-playing characters).
2. Once you reach level 5, you can choose one of four professions: Knight, Shaman, Swordsman or Wizard. A N.P.C. named Aron, the Chief Advisor, will instruct you in this transformation.
3. Type @go village to go to where one begins in Last Kingdom.

Basic Functions

1. Walk

To walk around Last Kingdom, place the arrow of your mouse at a point on the screen in the direction you want to travel. Click on the left button on the mouse and you will walk toward the direction of the arrow.

2. Communication:

In “Last Kingdom,” there are three ways of communicating with other characters:

A. Chat:

Communicates with all players visible to you.

1. Press `enter` to activate the text box.
2. Type in your message then press `enter`
3. Press `enter` - type “Hello world” - `enter`
 - a. Outputs – Hello world

B. Whisper:

Is to communicate privately with a certain player (Players must be Level 5 or above).

1. Press `enter` to activate the text box
2. Type “/username(of character the whisper is directed to) and message.”
3. Press `enter` - type “/John Hello world” - `enter`
 - a. Outputs – Hello world to John only.

C. Shout:

Is to send a message to everyone online. Your message will be displayed in the message window in blue (Players must be Level 30 or above).

1. Press `enter` to activate the text box
2. Type “! message”
3. Press `enter` - type “! Hello world” - `enter`
 - a. Outputs – Hello world to everyone.

3. Killing Monsters

Killing monsters will increase your playing level. To kill a monster, click on the monster and continue to click until the victim disappears.

4. Choose an Occupation

A new user starts out as a peasant. When your character reaches above level 5, you can choose a new character among knight, swordsman, shaman, and wizard, at Aron in the village.

5. Beginner Area

To increase your experience level, you should fight against weak monsters and animals at the Beginner’s Village by typing @go beginner and then press `enter`.

6. Money:

Money is needed to buy weapons, magic, or other valuable items; on the other hand a player can earn some money by selling items to other players or NPC's. **Remember to type any command, you must first press the enter key to activate the text box.**

NPC	Command to area	To Buy	To Sell
Arnold	@go Arnold (press enter)	Double click the item	Right click the item you want to sell in your item box.
Loen	@go loen (press enter)	Double click the item	Right click the item you want to sell in your item box

7. Looking for a Bank?

Loen can help! You can entrust Loen with money and items. This prevents any loss of money or items in the unfortunate event of dying. **Remember to type any command, you must first press the enter key to activate the text box.**

Transaction	Command	Example
To entrust money with Loen	@go loen (press enter) @deposited	@deposited 1000 (Entrusts Loen with 1000 credits of your money)
To withdraw money from Loen	@go loen (press enter) @withdrawn	@withdrawn 1000 (Withdraws 1000 credits of your money from Loen)
To transfer your money to another player	@go loen (press enter) @remitee+username	@remitee John 1000 (Transfers 1000 credits of your money to John. Only when the remitee is present with you)
To check your balance	@go loen (press enter) @bankaccount	(Shows how much money you entrusted to Loen)

Note: you cannot withdraw more than you deposited, and all banking commands need to be used in the presence of Loen.

8. Guilds:

Guilds are groups or organizations that are formed and recognized by players in the game.

Command	Function
@inguild	To join a guild
@outguild	To leave a guild
@guildinfo	View information on guilds
@appear	Enables you to appear in front of other guild members

Note: Players need to apply and meet certain requirements to form a guild.

9. Traveling Around

You can type the command `@go` plus the destination, for you to be automatically transported to your desired area. Double clicking on guideposts throughout the land will lead the character automatically to the posted area.

Command	Place
@go village	St. Andover Village
@go rest	Rest area
@go death	Rest area
@go loen	Loen
@go arnold	Arnold
@go aron	Aron
@go beginner	Beginner area (Start)

@go employee	Employee
@go stall	Stall
@go soccerfield	Esoccer (Soccer field)
@go battleground	Battle ground (Fight area)
@go battlegroundb	Big battle ground (fight area 1)
@go venture	Venture
@go exchange	Sell
@go treasureland	Treasure land
@go biggun	Biggun
@go skel	Skel
@go weakly	Weakly
@go item	Item village
@go alias	alias

10. More Functions:

These are additional functions to aid you further in your journey.

Command	Function	Example
@autohit	Continually hits the object the character is facing.	
@setbirthdate	To set your character's birth date in Last Kingdom.	@setbirthdate+062575 MM/DD/YY
@rank	Shows your rank as a player	
@minerranking	Shows your rank as a miner	
@blacksmithranking	Shows your rank as a blacksmith	

11. What happens when you die?

You will be sent to the Rest Area where a `trader` will be present to sell basic items. Death carries penalties and drawbacks; a player will lose 10 percent of his money and all of the items in his inventory box except for what is worn. That's why it is important to entrust Loen with your money and valuable items.

12. PK

To turn on your PK function, type **@pk**. To turn it off, type **@pk** again. Here are the current PK rules:

1. Only those players at level 30 and above are allowed to PK and be PKed by the others.
2. The role "hunter" will no longer be functioning.
3. We have extended our jail time to two hours instead of one hour.
4. In case you've been Pked by other player, please type "@reporting" to report the PK incident just occurred.
5. For each PK reporting, the Pker will receive 1 PK point.
6. Any Pker who has 20 PK points, he or she will automatically be sent to prison for 2 hours.
7. Any Pker who PKs others 500 times or more will be treated as an abusive PKer, subject to be terminated from Last Kingdom.

12. St. Andover Village Map



3. Help

HOT KEYS

HOT KEY mainly consists of a “short cut,” “instruction key” and “chat key.”

< Hot Key of all sorts of windows >

The * sign indicates the letters of the hot keys.

- * A: Shows a character's Attribute Window
 - (1) Shows the attribute information of a character on the left of the screen.
 - (2) A character has 4 attributes: Strength, Mentality, Dexterity, and Vitality. A user can level up by clicking on the + to the right of each attribute for each level increased.
- * I: Shows a character's Items Window
 - (1) The items window is shown on the right side of the screen.
 - (2) The holding items are shown above and the items the character wears are shown below.
 - (3) To put on and to take off an item: Double click on the item
 - (4) Right click on an item if you want to view the options for that item.
 - (5) SHIFT + DRAG: Allows you to change the location of items, throw items away and give the items to others.
- * B: Shows the items deposited with Loen
- * M: Shows a character's Magic Window
 - (1) Magic acquired are shown as magic icons
 - (2) 1~8 Key: A user can select magic at the top of the magic window up to eight from No. 1 to No. 8
 - (3) Right Click: Shows "Select" and "Delete" menu for using magic
- * `: Drinks physical strength potion in the item window
- * ~: Drinks magic power potion in the item window
- * V: Shows a character the current players online.
- * F5: Users can check previous chat text on the main message board at a glance
- * N: Internal bulletin board of The Last Kingdom
- * Z: Shows a character the window of all sorts of other functions on the bottom right of the screen.
- * Alt + Enter: Changes the game screen to Enlarge / Reduce
- * Quit or Alt-X: Exits Last Kingdom.

ORDER FUNCTIONS

- A. Go
- [@go 'Place Name']: Goes to specific places; example: [@go rest area]-takes you to the rest area
 - [@go 'NPC's Name']: Goes to place where the relevant NPC is located; example: [@go arnold] will bring you to the blacksmith shop
- B. Bank function and Deposit with Loen
- (1) Go to Loen's shop by typing [@go loen]
 - (2) @deposited + Amount: That specific amount is deposited.
 - (3) @withdrawn + Amount: That specific amount is withdrawn.
 - (4) @remitee + Receiver's ID]: That amount is remitted to the receiver.
 - (5) @balance Inquiry]: The account balance is shown.
 - (6) Keeping Items
 - Open item window and select items to be kept at Loen's shop by using mouse.
 - Right-click and select 'Entrust'
- C. Repairing items
- (1) Go to Arnold the blacksmith by typing [@go arnold]
 - (2) Open the item window and choose the item you want to repair.
 - (3) Right-click and select 'Fix Item'

D. Standard Behaviors

- (1) [@autohit]: Continuously combats or digs for mineral.
- (2) [@rank]: The character's rank is shown by jobs

CHAT FUNCTION

[']: Opens the chat window, then type in the text and click [ENTER].

[ESC] Or [ENTER]: Closes the chat window.

[!] + [Chat Text] + [ENTER]: Shouts the message typed.

[!!] + [Chat Text] + [ENTER]: Chat with guild member(s) only.

[/Player ID]: Chat with a specific player only (also known as whisper).

["] (= SHIFT + '): Whisper hereafter.

[CTRL. + Up, Down Arrow Key]: Convenient when whispering with several players at the same time

4. Character Description

Once a player has gained enough experience to be granted a Level 5 status, a character can be chosen through appealing to Aron in the northern section of St. Andover village. Each character or occupation will have its strengths and weaknesses as detailed below. A player can change occupations but once a player passes Level 99 or his first promotion, the character is fixed.

KNIGHT

Knights, based on the spirit called 'Knighthood,' a group of people who recognize honor to be more important than life and cohere with a sense of justice and devotion to their homeland. Since the King Arthur era, knights have desperately fought with all foes and enemies to demonstrate their fierce loyalty to their king. Such is the knights of the first generation round table King Grant, the current sovereign leader has ordered his men to take arms once more to secure the advancement of the kingdom and moreover to defend against forces growing within the kingdom that might hinder the prosperity of the land. As a reference, it is necessary to know the little differences between a knight and a warrior. Raised in the midst of battlefields, warriors sometimes display better fighting skills than their knight counterpart, but they have no sense of loyalty and devotion to a nation or a kingdom. Most warriors are illiterate and cannot read or write, thus limiting them to physical fights and no magic. Knights heavily depend on their physical prowess and strength when engaging in battle.

SWORDSMAN

Swordsmen value their independence and freedom as opposed to their knight counterparts; they say it's foolish to throw away one's life to serve another. These swordsmen willingly take part in self-discipline and torture to push their limits to the extreme. They seek to accomplish the highest form of martial arts, constantly challenging and fighting others like him to better their skills in hopes that they'll be recognized in history as the master swordsman. The life of a swordsman is a never-ending cycle of challenges and self-discipline. Like the knighthood of the knights of the west, the swordsman also has its guide of conduct known as the 'Swordsmanship' that is accepted widely in the east. Due to regional characteristics and the differences in diet, the swordsmen are smaller in physique compared to their knight counterparts.

SHAMAN

The shamans of the orient believe in "shamanism," which emphasizes that there is a spirit in every object. Although shamans believe in polytheism, where everything and anything has spirit instilled and can be summoned to work in the shamans liking. The magical ability of the shamans is somewhat inferior to wizards, but shamans are able to summon the magic used by their gods thus enabling them to tap into powers beyond this world. In the 'Last Kingdom,' the shamans of the east begin their journey to get rid of the great dark omen, which will eventually spread to their homeland, but they soon realize that they'll need protection due to their lack in physical strength to protect against the enemies and the unknown. The ability to tap into their 'gods' magic gives shamans an explosive potential, allowing them to possess the highest magic power compared to any other characters in the game.

WIZARD

Wizards are the successors of Merlin, the great magician to the throne of King Arthur. The responsibilities of a wizard are very demanding. Working closely with the loyal knights to achieve prosperity and security of their kingdom. The physical and mental stresses they endure are far greater than anyone else in the kingdom. Instead of tapping into a divine source like the shamans, the wizards go through a pain staking procedure of trial and error to develop and master their magic. That is why the wizards are capable of conjuring more varieties of magic that is for a lack of a better word magnificent. The wizard has the least amount of physical strength amongst all the characters.

Character Promotion Policy

Once a player reaches a certain level (80 or above), the player can choose to move up to a class. This class is given accordingly by occupation. Once the character reaches level 99, the player moves up a class automatically.

However, if you choose to move up to a class at level 80, you will need more experience points than a player that moved up a class at level 99 to move up to the next class.

Getting a promotion at an earlier level gives you the chance to use and acquire items that require a certain class to attain.

Moving up a class at level 99 takes more time but will allow the player to gain far more experience points and attribution toward one's characters statistic.

The conditions of promotion

First promotion is available at level 80 or higher.

You would need a **life drug** for class 1 through class 6 promotions.

You would need a **magic drug** for class 7 promotion.

Commands for promotion

1. Go to alias and type **give me the life drug**. When the alias says "I have a life drug. Do you need it?" Type **yes** and you will receive a life drug. Type **give me the magic drug** instead if you need a magic drug.
2. Go to Aron next and type **promote me**. When Aron says "bring the life of drug from alias," drag your life drug to him. When Aron asks "are you ready for the promotion," simply type **yes**.

Restrictions of promotion and occupation

Once promoted to a class and having received a title to your occupation, it is impossible to change your occupation.

Leveling up and after first promotion

Once you receive your first promotion, you will start leveling up at level 1 in your new class.

For example: if you get promoted from a knight to a dragon knight, you will start at level 1 in dragon knight class.

Distribution of points after your promotion

During 1st class (example: Dragon Knight) = +30 points.

During 2nd class (example: Nova) = +50 points.

During 3rd class (example: The Lord) = +80 points.

During 4th class (example: Royal Knight) = +120 points.

During 5th class (example: Saint Knight) = +180 points.

During 6th class (example: Crux) = +260 points.

During 7th class (example: Guardianship) = ?

Level/occupation	Knight	Swordsman	Shaman	Wizard
1st class(requires leve80~99)	Dragon	Knight Swordmaster	Bodhisattva	Priest
2nd class	Nova	Elementalica	Yogi	Bishop
3rd class	The Lord	Dragon Cloud	Diabolic Toist	Martyr
4th class	Royal Knight	Angela	Zodiac Monk	Holy Wizard
5th class	Saint Knight	Hae-DongSamurang	Poong Back	Godly Messenger
6th class	Crux	Back-DuGumsung	Saint Purgatory	Sacrosant
7th class	Guardianship	DaeungDaegum	TaeGukSon	Glorianship

5. Item

ITEMS

Eatable Liquid drugs

DRUG

LIFE: half bottle - recharges LIFE by 40%.
 LIFE: full bottle - recharges LIFE by 100%.
 MAGIC: half bottle -recharges MANA by 40%.
 MAGIC: full bottle - recharges MANA by 100%.
 COMBINATION: half bottle - restores both LIFE and MANA by 50%.
 COMBINATION: full bottle - restores both LIFE and MANA by 100%.

ELIXIR

Gold - STRENGTH +1
 Silver - MAGIC +1
 Scarlet - VITALITY +1
 Violet - DEXTERITY +1

OIL

Black - recharges DURABILITY of an item by 100% (within reset only).
 Black Plus - recharges DURABILITY of an item by 5 to the original durability.
 Black - raises the damage stats on a weapon by 2.
 Black - adds 3 to Armor Class (A.C.) once it has been applied on protector (shields, helmet, vest).

POISON

Pink - boosts life by two times but at the same time reduces mana by half.
 Sky-blue - boosts the mana by two times and reduces the life by half.
 Gray - recovers the lost life and mana to 100%.
 Light green - increases strength, magic, dexterity and vitality by 60 points for a period of five minutes, after which strength, magic, dexterity and vitality will decrease by 1.

SPECIAL

CAPSULE OF ATTACK:

Pink - adds 25 points to strength for 2 minutes.

POWDER OF PROTECTION:

White - adds 15 points to Armor Class for 2 minutes

PILL OF ATTACK:

Light brown - boosts strength by 20 points for 3 minutes

HERB OF PROTECTION:

Light green - adds 20 points to Armor Class for 3 minutes

Note: All the items mentioned in the <<Extra>> section can only be found at 'The Land of Promise'.

Premium Items

Premium Item Combination Table

- (1) Strengthen Item tail: applies to all items
- 'Strength' is increased by fixed amount.
- (2) Mentality Item tail: applies to all items
- 'Mentality' is increased by fixed amount.
- (3) Dexterities Item tail: applies to all items
- 'Dexterity' is increased by fixed amount.
- (4) Vitalities Item tail: applies to all items
- 'Vitality' is increased by fixed amount.

(1) STRENGTH	(2) MENTALITY	(3) DEXTERITY	(4) VITALITY
STRENGTH 1~5	MENTALITY 1~5	DEXTERITY 1~5	VITALITY 1~5
HEALTH 6~10	MAGIC 6~10	SKILL 6~10	LIFE 6~10
POWER 11~15	MIND 11~15	TRAINING 11~15	FRESH 11~15
ENERGY 16~20	WITCHCRAFT 16~20	TECHNIQUE 16~20	ACTIVITY 16~20
FORCE 21~25	SOUL 21~25	ACCURACY 21~25	STAMINA 21~25
VICTORY 26~30	BLACKART 26~30	CONCENTRATION 26~30	VIGOR 26~30
MIGHT 31~35	SPRITE 31~35	PERFECTION 31~35	ABUNDANCE 31~35
BARBARIAN 36~40	MAGICIAN 36~40	CRAFTSMAN 31~35	YOUNGSTER 31~35
FIGHTER 41~45	SORCERER 41~45	VETERAN 41~45	SENIOR 41~45
WARRIOR 46~50	EXORCIST 46~50	EXPERT 46~50	TOUGH GUY 46~50
BRAVE 51~55	WITCH 51~55	SPECIALIST 51~55	RECLUSE 51~55
CHAMPION 56~60	WIZARD 56~60	MAESTRO 56~60	LEADER 56~60

Item List

#	Item	Level	STR Req.	Dex Req.	AC Given	Damage
1	Buckler	0	0	0	5	0
2	Hatchet	0	50	0	0	13
3	Hood	0	0	0	4	0
4	Club	0	8	0	0	7
5	Knife	0	0	0	0	3
6	Rag	0	0	0	8	0
7	Bamboo Knife	1	0	0	0	4
8	Suit	1	15	0	13	0
9	Round Shield	2	0	0	8	0
10	Sickle	2	30	0	0	9
11	Wooden Sword	3	0	0	0	5
12	Cap	4	0	0	7	0
13	Full Dress	4	18	0	19	0
14	Dagger	5	0	0	0	8
15	Small Axe	6	74	0	0	18
16	Surplice	6	22	0	24	0
17	Saw	7	40	0	0	12
18	Short Sword	8	0	0	0	11
19	Small Shield	8	22	0	11	0
20	Cape	9	93	0	30	0
21	Fleuret	10	55	0	0	15
22	Headpiece	10	60	18	0	10
23	Mantle	11	118	0	39	0
24	Rapier	12	64	26	0	16
25	Spiked Club	12	93	0	0	21
26	One Edged Axe	13	112	0	0	24
27	Square Shield	14	93	0	0	16
28	Saber	14	83	0	0	19
29	Cloak	15	143	42	52	0
30	Epee	16	103	0	0	26
31	Mask	16	101	0	15	0
32	Morning Star	17	131	0	0	35
33	Cope	18	169	0	0	57
34	Blade	18	122	0	0	25
35	Triangle Shield	19	151	45	26	0
36	Quilted Armor	20	194	56	66	0
37	Ice Axe	20	253	81	10	0
38	Long Sword	21	180	55	10	0
39	Mace	21	170	0	10	0
40	Headgear	22	143	0	10	20
41	Robe	23	220	0	10	82
42	Hanger	23	141	0	10	0
43	Large Shield	24	209	0	10	38

#	Item	Level	STR Req.	Dex Req.	AC Given	Damage
44	Leather Armor	25	251	0	10	83
45	Saver	25	151	0	10	0
46	Flail	26	326	100	10	0
47	Simitar	27	160	80	10	0
48	Hard Leather	27	282	0	10	92
49	Helmet	28	185	0	10	27
50	Two Bladed Axe	29	425	0	10	0
51	Tower Shield	29	267	0	10	50
52	Cutlass	30	180	0	10	0
53	Hammer	31	371	0	11	0
54	Enameled Leather	31	313	90	12	101
55	Iron Sword	32	204	0	13	0
56	Tough Leather	33	345	0	14	117
57	Coating Shield	33	325	92	15	59
58	Broad Sword	34	277	0	16	0
59	Crown	35	227	0	17	33
60	Hack	35	228	0	18	0
61	Chest Guard	36	373	107	20	119
62	Broad Axe	37	302	95	21	0
63	Falchion	37	351	0	22	0
64	Battle Armor	38	401	0	23	128
65	Claymore	38	400	115	24	0
66	Battle Shield	39	384	0	25	68
67	War Hammer	40	525	150	26	0
68	Gladius	40	450	0	27	0
69	Bone Mail	41	429	0	28	150
70	Field Cap	42	322	92	30	41
71	Tuck	42	500	0	31	0
72	Ring Mail	43	457	0	32	146
73	Large Axe	44	420	0	33	0
74	Large Hack	44	460	133	34	0
75	Arm Shield	45	442	125	35	84
76	Bastard Sword	46	575	155	36	0
77	Chain Mail	46	485	0	37	155
78	Full Helmet	47	417	120	38	49
79	Samurai Sword	48	550	0	40	0
80	Maul	48	475	0	41	0
81	Scale Mail	49	513	146	42	165
82	Family Shield	50	501	0	43	94
83	Seven Star Sword	50	600	168	44	0
84	Battle Axe	51	540	153	45	0
85	Breast Plate	52	553	0	46	177

#	Item	Level	STR Req.	Dex Req.	AC Given	Damage
86	Corea Sword	52	600	171	0	130
87	Halberd	53	580	165	0	145
88	Grandeur Helmet	54	513	146	57	0
89	Two Hand Sword	54	500	0	0	122
90	Mail Plate	55	593	0	190	0
91	Grand Shield	56	560	0	95	0
92	Great Sword	56	620	0	0	157
93	Samurai Plate	57	633	0	202	0
94	Great Maul	58	700	0	0	180
95	Great Axe	58	660	0	0	168
96	Wide Plate	59	673	180	215	0
97	Full Plate	60	714	0	228	0

Name	Class Req.	Ac	Level Req.			
Gold Plate	Knight Only	300	100			
Dark Mail	Swordsman Only	300	100			
Protectoria	Wizard Only	120	100			
Python Scale	Shaman Only	120	100			
	Damage	Str. Req.	Magic Req.	Dex. Req.	AC	Class
ROD	21	18	51	0	12	Wizard
SHORT STAFF	34	24	92	0	24	Wizard
CROOK	66	33	152	0	44	Wizard
CAIN	52	55	245	62	0	Wizard
LONG STAFF	107	72	275	0		Wizard
BAMBOO SPEAR	25	21	42	0	10	Shaman
SHORT SPEAR	46	35	68	0	0	Shaman
SKEWER	94	54	120	0		Shaman
LONG SPEAR	88	70	165	106		Shaman
HARPOON	69	102	231	141		Shaman
	Damage	Str. Req.	Magic Req.	Dex. Req.	AC	Class
WAR STAFF	146	88	341	0	67	Wizard
WAND	132	106	420	131	98	Wizard
CADUCEUS	91	125	512	0	0	Wizard
GRAND STAFF	160	148	599	0	124	Wizard
JAVELIN	145	116	270	0		Shaman
WAR PIKE	166	138	310	208	78	Shaman
FORKED SPEAR	106	169	381	243	99	Shaman

6. Magic

Magical Power. The Complete Guide

There is plenty of magic for all characters to employ, no matter which character a player chooses. The key point is to remember how each application may affect the character in terms of needed level, mentality strength, mana, and dexterity. Sometimes the damage inflicted by magic depends heavily on the level of the character and also their armor class. To pursue the best magic strategy, one must know clearly what magic is. It is highly recommended that this guide be printed. Please note that most magic is applicable only to players at higher levels, typically 10 or above.

To use magic, click on “Magic”, where a page of all your magic power will be displayed. Right click on the desired magic, and then click on “select.” Upon returning to the main screen, right click on the spot or location where you want the magic to be applied.

Common Magic I

Name of Magic	Needed Level	Needed Mentality	Needed Dexterity	Needed Mana		Damage	A.C.	Effect and Function
				Amount	%			
ZIGZAG	0	17~50 (+3)	0	16	0	22~66 (+4)	0	Spread zigzagging electric on ground
ELECTRONIC BALL	0	24~68 (+4)	0	25	0	35~90 (+5)	0	Launches an electric ball
MOON LIGHT	0	25~80 (+5)	0	28	0	48~114 (+6)	0	Apply only to undead monsters and animals
FIRE BALL	0	28~105 (+7)	0	32	0	46~112 (+6)	0	Launches fire ball
FLAME WAVE	0	30~107 (+7)	0	38	0	58~124 (+6)	0	Starts a wave of fire crossing on the ground
LIGHTNING	0	38~126 (+8)	0	40	0	66~132 (+6)	0	Shoots electric in a straight line
FLAME ROUND	0	38~137 (+9)	0	54	0	70~136 (+6)	0	Flame sweeps the ground in a circle
THUNDER BOLT	0	48~180 (+12)	0	60	0	118~184 (+6)	0	Apply only to the undead, demons and animals
FIRE WALL (Defense)	0	50~182 (+12)	0	96	0	130~218 (+8)	0	Blocks other magic attacks by fire wall
THUNDER CROSS	0	53~196 (+13)	0	105	0	132~220 (+8)	0	Shoots lightning in cross-shape
LIGHTNING WALL (Defense)	0	56~210 (+14)	0	102	0	152~240 (+8)	0	Blocks magic by electric wall
THUNDER STROKE	0	72~270 (+18)	0	150	0	206~294 (+8)	0	Shoots lightning by 45 degree
HONEST BOLT	0	80~322 (+22)	0	0	60%~16% (-4%)	567~688 (+11)	0	Apply only to the undead, demons and animals
FIRE SHOT	0	98~384 (+26)	0	180	0	360~448 (+8)	0	Shoots a fire shot

Common Magic II

Name of Magic	Needed Level	Needed Mentality	Needed Dexterity	Needed Mana	Damage	A.C.	Effect/Function
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				Amount	%			
OPENING	0	18~40 (+2)	0	0	5% fixed	0	0	Open doors
STARTING POINT	15	20~64 (+4)	0	35	0	0	0	Returns a character to the entrance of the dungeon
HEALING	0	22~66 (+4)	0	36	0	0	0	Recover Health by 60%~82% (+2%)
SEARCH	0	27~93 (+6)	0	38	0	0	0	Make items close by to twinkle (Only works when a magic that makes the environment dark is in effect)
ICE BAG	0	27~104 (+7)	0	0	50%~17% (-3%)	0	0	Reduces the current speed by 20%
OBLIVION	0	34~122 (+8)	0	46	0	0	0	Cause confusion to monsters {level 40 (+3) and below}
COME BACK	0	38~148 (+10)	0	70	0	0	0	Move from one village to another
TRACE	0	38~148 (+10)	0	70	0	0	0	Takes a character back to the starting point
X-RAY	0	40~161 (+11)	62~95 (+3)	90	0	0	0	Sees through walls for other characters and monsters on the other side
PICK UP	0	62~249 (+17)	102~146 (+4)	116	0	0	0	Picks up items close by
TELEPORT	0	60~236 (+16)	92~136 (+4)	125	0	0	0	Moves within the cell distance preset by steps.
ITEM REPAIR Knight/Swordsman	0	0	0	0	8%	0	0	Repairs the durability of an item by 90%
CHARGING Shaman/Wizard	30	166~353 (+17)	0	0	56%~12% (-4%)	0	0	Restore the durability of items by 78~100% (+2%)
SHOOTING STAR Knight/Wizard	0	53~108 (+5)	0	32	0	96~184 (+8)	0	Apply only on the undead, and animals
MORNING STAR Swordsman/Shaman	0	67~111 (+4)	0	44	0	96~184 (+8)	0	Apply only on the undead, and animals
PLUS HEAL Shaman/Wizard	0	200~255 (+5)	0	118	0	0	0	Restores the health of another player by 60~82% (+2%)

ICE WALL Shaman/Wizard (Defense)	0	204~358 (+14)	0	120	0	0	50~160 (+10)	Forms a wall of ice around the opponent - only penetrable by physical attack and impervious to magic attacks
TRANSPARENCY Swordsman/Wizard	50	120~230 (+10)	0	0	55%	0	0	Make characters visible to only magic and animals
TWIN COBRA Knight/Wizard	0	60~258 (+18)	0	0	55%~22% (-3%)	182~270 (+8)	0	Summons a two headed snake that shoots fire ball and electric ball
SHARP EYE Shaman/Wizard	40	66~286 (+20)	0	0	45%	0	0	Magic level 1~4: detect fire land mines and electric land mines Magic level 5~8: detect fire pillar and electric pillar Magic level 9~12: detects magic land mines and thorn bombs
ELIMINATION Shaman/Wizard	0	340~505 (+15)	156~233 (+7)	324	0	0	0	Magic level 1~4: Eliminate fire land mines and electric land mines Magic level 5~8: Eliminate fire pillar and electric pillar Magic level 9~12: Eliminate magic land mines and thorn bombs
SIDEWINDER Swordsman/Shaman	0	105~270 (+15)	0	0	68%~24% (-4%)	300~410 (+10)	0	Attack in the shape of a spiral snake
ELECTRONIC TUBE Shaman/Wizard	0	482~625 (+13)	0	0	66%~22% (-4%)	157~267 (+10)	0	Damage (while wearing the tube, ability to use mana reduces to 50%)

Magic Exclusive to a Knight

Name of Magic	Needed Level	Needed Mentality	Needed Dexterity	Needed Mana		Damage	A.C.	Effect/Function
				Amount	%			
MAGIC ARMOR (Defense)	0	24~68 (+4)	0	0	20% (fixed)	0	Magic level 1~4: 16% increase Magic level 5~8: 20% increase Magic level 9~12: 24% increase	Makes Magic Armor

MENTAL SWORD	31	30~85 (+5)	0	0	33% (fixed)	Increases the damage of the sword by 70~180% (+10%)	0	Increase sword's damage
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Magic exclusive to a Swordsman

Name of Magic	Needed Level	Needed Mentality	Needed Dexterity	Needed Mana		Damage	A.C.	Effect/Function
				Amount	%			
GUARDIAN SWORD (Defense)	0	0	98~186 (+8)	0	25% (fixed)	0	(Magic level 1~4): 20% increase (Magic level 5~8): 24% increase (Magic level 9~12): 28% increase	Protects a character by circling the body
DEMON DEATH	50(+5): can only be used when your hit points are 70% or above your max	0	180~324 (+12)	0	0	50% of your max hit point +attacks with dexterity (unlimited)	0	Demon attack for 3 sec + 10 sec of freezing damage
EXECUTION	0	0	260~326 (+6)	0	67%~12% (-5%)	390~522 (+12)	0	Slices the opponent
FLYING SWORD	80	130~185 (+5)	360~415 (+5)	0	80%~14% (6%)	520~685 (+15)	0	Attacks with multiple swords
Name of Magic	Needed Level	Needed Mentality	Needed Dexterity	Needed Mana		Damage	A.C.	Effect/Function
				Amount	%			
GHOST HUNTER	0	102~168 (+6)	0	79	0	156~266 (+10)	0	Apply only against magical monsters and demons
TEAGUE SHIELD (Defense)	0	112~211 (+9)	45~100 (+5)	66	0	Defensive damage 35~90 (+5)	8~52 (+4)	Raises A.C. and returns to the attacker the defensive damage (only effective in close range combat)
FIRE PROTECTOR (Defense)	0	162~316 (+14)	65~153 (+8)	0	48%~26% (-2%)	66~132 (+6)	(Magic level 1~4): 26% increase (Magic level 5~8): 30% increase (Magic level 9~12): 34% increase	Creates a protective fire wall around the player
SOUL SPRITE	0	198~330 (+12)	0	132	0	555~775 (+20)	0	Apply effective against magical monsters, demons and monsters
NOSEBLEED	0	225~335 (+10)	0	0	48%~15% (-3%)	Reduces damage caused by monsters by 10%	0	Reduces the damage caused by monsters

STONE CURSE	0	231~407 (+16)	0	0	65%~10% (-5%)	0	0	Solidify monsters that are between the level of 12~100(+8)
RADIATION	50 (+3)	250 and above	0	0	75% (fixed)	Reduces a monsters hit point and A.C. by 30%	0	Reduce the hit point and A.C. of the monster
DEADLY MESSENGER	0	336~435 (+9)	0	0	66%~22% (-4%)	310~420 (+10)	A.C. of the Grim Reaper 80~190 (+10)	Summons the grim reaper: (not effect on warriors)
DRAGON BREATH	0	380~446 (+6)	205~260 (+5)	0	54%~10% (-4%)	456~566 (+10)	0	Breathe fire from the characters mouth:
ASSASSIN	0	435~545 (+10)	234~311 (+7)	0	78%~12% (-6%)	536~690 (+14)	0	Descends lightning straight down on the monster's head
REVELATION	0	475~574 (+9)	268~334 (+6)	0	80%~14% (-6%)	655~820 (+15)	0	Attacks a opponent with snowflakes.

Magic exclusive to Wizard

Name of Magic	Needed Level	Needed Mentality	Needed Dexterity	Needed Mana		Damage	A.C.	Effect/Function
				Amount	%			
SMOG SCREEN	0	108~174 (+6)	0	0	58%~25% (-3%)	8~30 (+2)	0	Creates a smoke screen
SHOCK	0	127~270 (+13)	0	66	0	30~85 (+5)	0	Apply electrocution to monster level 35 or below
MAGIC SHIELD (Defense)	0	140~294 (+14)	0	76	0	0	8~52 (+4)	Creates a magical shield above the wizards head
SORCERER HUNTER	0	170~258 (+8)	0	125	0	162~272 (+10)	0	Apply only against magical monsters, and demons
RAINBOW (Defense)	0	312~576 (+24)	0	0	50%~28% (-3%)	0	(Magic level 1~4): 36% increase (Magic level 5~8): 40% increase (Magic level 9~12): 44% increase	Raises A.C
EVIL MIND	0	376~508 (+12)	0	312	0	666~886 (+20)	0	Apply only against magical monsters, and demons
TORNADO	0	390~500 (+10)	0	0	48%~15% (-3%)	Reduces the magic damage caused by a monsters by 10%	0	Reduce the magic damage caused by a monsters by 10%
CHAOS	0	408~496 (+8)	112~134 (+2)	0	50%~17% (-3%)	0	0	Enable the character to find and fight stronger monsters (level 11 to 77)

HAIL STORM	0	417~538 (+11)	0	0	42%~20% (-2%)	76~175 (+9)	0	Spell hail storm and also reduce the speed of the monster
FREEZING	0	340~615 (+25)	0	0	60%~16% (-4%)	80~190 (+10)	0	Apply only against monsters between the level 11~88(+7)
Name of Magic	Needed Level	Needed Mentality	Needed Dexterity	Needed Mana		Damage	A.C.	Effect/Function
				Amount	%			
FIRE SCREW	0	450~560 (+10)	0	0	42%~9% (-3%)	270~358 (+8)	0	Attacks in the shape of a twisted spiral on the ground
MEDUSA	0	468~600 (+12)	132~165 (+3)	0	76%~32% (-4%)	0	A.C. of Medusa 70~180 (+10)	Temps the monsters within the preset perimeter of the user and attacks
THUNDER STORM	0	485~606 (+11)	0	0	67%~12% (-5%)	290~400 (+10)	0	Make thunder storm
RECALL	0	495~770 (+25)	0	0	65%~33% (-3%)	0	0	Recall other players: Magic level 1~4: within 4 cells Magic level 5~8: within 8 cells Magic level 9~12: within 12 cells
WILD MONK	0	518~650 (+12)	0	0	70%~26% (-4%)	320~430 (+10)	90~200 (+10)	Summon wild monks (only effective against warriors)
DEADLY BOOM	0	533~698 (+15)	0	0	65%~10% (-5%)	444~576 (+12)	0	Creates an explosion
FIRE HAWK	0	590~711 (+11)	172~205 (+3)	0	77%~11% (-6%)	488~620 (+12)	0	Attacks a enemy with a fire hawk
DRAGON OF FIRE	0	686~818 (+12)	195~239 (+4)	0	78%~12% (-6%)	575~740 (+12)	0	Attack a enemy with a fire dragon

7. Mining and Blacksmithing

1. Mining

- a. Find the mining cave through Arnolds shop.
- b. Create pure items from mined minerals.
 - i. You must have a furnace, matches and wood in addition to the mined minerals.
 - ii. Drag the furnace from your item board onto the playing screen by holding down 'shift' and clicking on the item.
 - iii. Use the same process to drag a match on the furnace to light it.
 - iv. Use the same process to drag wood onto the burning furnace to keep the fire going.
 - v. With the fire hot drag 1-3 iron, copper, wax...etc. minerals into the burning furnace.
 - vi. When the right amount of minerals is in the furnace, there will be an indication in the text box at the bottom of the screen.
 - vii. Hit the furnace in your mining clothes.
 - viii. The amount of hits needed for a creation of a pure item is indicated on the chart.

2. Blacksmithing

- a. Must have pure items created by the miner.
 - i. You must have an anvil, matches, wood and pure items.
 - ii. Drag the anvil from your item board onto the playing screen by holding down 'shift' and clicking on the item.
 - iii. Use the same process to drag a match on the anvil to light it.
 - iv. Use the same process to drag wood onto the burning anvil to keep the fire going.
 - v. Looking at the blacksmith chart you will know what pure items and how many of them to drag into the anvil to create an item.
 - vi. For earlier levels of blacksmith creation will require only 10 hits to make an item.
- b. To fix your weapons and armor.
 - i. You must have an anvil, matches, and wood.
 - ii. Drag the anvil from your item board onto the playing screen by holding down 'shift' and clicking on the item.
 - iii. Use the same process to drag a match on the furnace to light it.
 - iv. Use the same process to drag wood onto the burning furnace to keep the fire going.
 - v. Drag whatever item you need to be fixed onto the burning anvil.
 - vi. Begin hitting and the item should be fixed.
- c. To upgrade your weapons and armor.
 - i. You must have an anvil, matches, and wood.
 - ii. Drag the anvil from your item board onto the playing screen by holding down 'shift' and clicking on the item.
 - iii. Use the same process to drag a match on the furnace to light it.
 - iv. Use the same process to drag wood onto the burning furnace to keep the fire going.
 - v. Drag whatever item you want to upgrade onto the burning anvil.
 - vi. Combine the matter and item to upgrade the item. (Check the chart)

#	Item Name	Make Trade	Ranking	Success	Points	Hits	Normal Item	Item0	Item1	Item2	Item3	Item4	Item5
1	IRON	MINER	0	100	5	10	IRON PB: 3:						
2	IRON	MINER	0	100	5	10	IRON PN: 2:						

3	IRON	MINER	0	100	5	10		IRON PG: 1:					
4	BRONZE	MINER	1	100	5	10		IRON: 1:	COPPER: 1:				
5	COPPER	MINER	2	100	6	10		COPPER PB: 3:					
6	COPPER	MINER	2	100	6	10		COPPER PN: 2:					
7	COPPER	MINER	2	100	6	10		COPPER PG: 1:					
8	WAX	MINER	4	100	9	10		WAX PB: 3:					
9	WAX	MINER	4	100	9	10		WAX PN: 2:					
10	WAX	MINER	4	100	9	10		WAX PG: 1:					
11	ALUMINUM	MINER	6	100	13	10		ALUMINUM PB: 3:					
12	ALUMINUM	MINER	6	100	13	10		ALUMINUM PN: 2:					
13	ALUMINUM	MINER	6	100	13	10		ALUMINUM PG: 1:					
14	BRONZE	MINER	8	100	20	10		BRONZE PB: 3:					
15	BRONZE	MINER	8	100	20	10		BRONZE PN: 2:					
16	BRONZE	MINER	8	100	20	10		BRONZE PG: 1:					
17	CADMIUM	MINER	13	100	32	10		CADMIUM PB: 3:					
18	CADMIUM	MINER	13	100	32	10		CADMIUM PN: 2:					
19	CADMIUM	MINER	13	100	32	10		CADMIUM PG: 1:					
20	TUNGSTEN	MINER	19	100	60	10		TUNGSTEN PB: 3:					
21	TUNGSTEN	MINER	19	100	60	10		TUNGSTEN PN: 2:					
22	TUNGSTEN	MINER	19	100	60	10		TUNGSTEN PG: 1:					
23	STEEL	MINER	28	100	140	10		STEEL PB: 3:					
24	STEEL	MINER	28	100	140	10		STEEL PN: 2:					
25	STEEL	MINER	28	100	140	10		STEEL PG: 1:					
26	NICKEL	MINER	33	100	260	10		NICKEL PB: 3:					
27	NICKEL	MINER	33	100	260	10		NICKEL PN: 2:					
28	NICKEL	MINER	33	100	260	10		NICKEL PG: 1:					
29	GOLD	MINER	37	100	330	10		GOLD PB: 3:					
30	GOLD	MINER	37	100	330	10		GOLD PN: 2:					
31	GOLD	MINER	37	100	330	10		GOLD PG: 1:					
32	ZIRCONIUM	MINER	39	100	390	10		ZIRCONIUM PB: 3:					
33	ZIRCONIUM	MINER	39	100	390	10		ZIRCONIUM PN: 2:					
34	ZIRCONIUM	MINER	39	100	390	10		ZIRCONIUM PG: 1:					
35	COBALT	MINER	46	100	680	10		COBALT PB: 3:					
36	COBALT	MINER	46	100	680	10		COBALT PN: 2:					
37	COBALT	MINER	46	100	680	10		COBALT PG: 1:					
38	TITANIUM	MINER	55	100	1400	10		TITANIUM PB: 3:					
39	TITANIUM	MINER	55	100	1400	10		TITANIUM PN: 2:					
40	TITANIUM	MINER	55	100	1400	10		TITANIUM PG: 1:					
41	WHITE GOLD	MINER	63	100	2500	10		WHITE GOLD PB: 3:					
42	WHITE GOLD	MINER	63	100	2500	10		WHITE GOLD PN: 2:					
43	WHITE GOLD	MINER	63	100	2500	10		WHITE GOLD PG: 1:					
44	COMPOUND METAL	MINER	74	100	5000	10		COMPOUND METAL PB: 3:					
45	COMPOUND METAL	MINER	74	100	5000	10		COMPOUND METAL PN: 2:					

46	COMPOUND METAL	MINER	74	100	5000	10		COMPOUND METAL PG: 1:					
47	SUPER METAL	MINER	90	100	10000	10		SUPER METAL PB: 3:					
48	SUPER METAL	MINER	90	100	10000	10		SUPER METAL PN: 2:					
49	SUPER METAL	MINER	90	100	10000	10		SUPER METAL PG: 1:					
50	KINGDOM IRON	MINER	96	100	13000	10		KINGDOM IRON PB: 3:					
51	KINGDOM IRON	MINER	96	100	13000	10		KINGDOM IRON PN: 2:					
52	KINGDOM IRON	MINER	96	100	13000	10		KINGDOM IRON PG: 1:					
1	BUCKLER	Blacksmith	0	100	40	10		IRON: 1:	ALUMINUM: 1:				
2	HATCHET	Blacksmith	0	100	40	10		IRON: 3:					
3	HOOD	Blacksmith	0	100	40	10		COPPER:1:	RUBBER:1:				
4	CLUB	Blacksmith	0	100	40	10		IRON:1:	SQUARE BAR:1:				
5	KNIFE	Blacksmith	0	100	40	10		IRON:1:	COPPER:2:				
6	RAG	Blacksmith	0	100	40	10		WAX:1:	RUBBER:1:				
7	BAMBOO KNIFE	Blacksmith	1	100	40	10		SQUARE BAR: 2:	RUBBER:1:				
8	SUIT	Blacksmith	1	100	64	10		COPPER:2:	ALUMINUM:1:				
9	ROUND SHIELD	Blacksmith	2	100	96	10		COPPER:1:	WAX:2:	BRANCH:1:			
10	SICKLE	Blacksmith	2	100	120	10		IRON:2:	WAX:2:				
11	WOODEN SWORD	Blacksmith	3	100	152	10		BRANCH:2:	SQUARE BAR:3:				
12	CAP	Blacksmith	4	100	176	10		BRONZE:3:					
13	FULL DRESS	Blacksmith	4	100	208	10		COPPER:1:	BRONZE:2:	RUBBER:2:			
14	DAGGER	Blacksmith	5	100	232	10		IRON:3:	COPPER:2:	ALUMINUM:1:			
15	SMALL AXE	Blacksmith	6	100	264	10		IRON:3:	WAX:1:	BRONZE:2:			
16	SURPLICE	Blacksmith	6	100	296	10		ALUMINUM:1:	SAWDUST:3:	RUBBER:2:			
17	SAW	Blacksmith	7	100	320	10		IRON:2:	WAX:4:				
18	SHORT SWORD	Blacksmith	8	100	352	10		IRON:4:	COPPER:2:				
19	SMALL SHIELD	Blacksmith	8	100	376	10		WAX:3:	ALUMINUM:2:	BRONZE:2:			
20	CAPE	Blacksmith	9	100	408	10		COPPER:3:	RUBBER:2:	PAPER:1:	SKIN:1:		
21	FLEURET	Blacksmith	10	100	432	10		IRON:2:	COPPER:2:	ALUMINUM:3:			
22	HEADPIECE	Blacksmith	10	100	464	10		IRON:2:	WAX:1:	BRONZE:4:			
23	MANTLE	Blacksmith	11	100	488	10		IRON:1:	BRONZE:2:	RUBBER:3:	SAWDUST:1:	SKIN:1:	
24	RAPIER	Blacksmith	12	100	520	10		COPPER:2:	WAX:1:	ALUMINUM:5:			
25	SPIKED CLUB	Blacksmith	12	100	552	10		IRON:4:	WAX:2:	SQUARE BAR:2:			
26	ONE-EDGED AXE	Blacksmith	13	100	576	10		IRON:5:	COPPER:1:	WAX:2:			
27	SQUARE SHIELD	Blacksmith	14	100	608	10		IRON:3:	ALUMINUM:1:	BRONZE:4:			
28	SABER	Blacksmith	14	100	632	10		IRON:2:	WAX:1:	ALUMINUM:1:			
29	CLOAK	Blacksmith	15	100	664	10		ALUMINUM:1:	BRONZE:3:	PAPER:1:	SAWDUST:1:	RUBBER:1:	
30	EPEE	Blacksmith	16	100	688	10		COPPER:5:	BRONZE:2:				
31	MASK	Blacksmith	16	100	720	10		IRON:6:	COPPER:1:	ALUMINUM:1:			
32	MORNING	Blacksmith	17	100	744	10		BRONZE:6:	SQUARE BAR:2:				

	STAR												
33	COPE	Blacksmith	18	100	776	10		COPPER:1:	WAX:3:	SAWDUST:1:	PAPER:1:	RUBBER:2:	
34	BLADE	Blacksmith	18	100	808	10		IRON:8:	WAX:2:	CADMIUM:2:	TUNGSTEN:1:		
35	TRIANGLE SHIELD	Blacksmith	19	100	832	10		IRON:6:	ALUMINUM:2:	BRONZE:5:	RUBBER:2:		
36	QUILTED ARMOR	Blacksmith	20	100	864	10		COPPER:3:	WAX:5:	SAWDUST:7:			
37	ICE AXE	Blacksmith	20	100	888	10		IRON:6:	WAX:4:	CADMIUM:3:	GRANITE:2:		
38	LONG SWORD	Blacksmith	21	100	920	10		IRON:5:	BRONZE:5:	CADMIUM:7:	TUNGSTEN:2:	STEEL:1:	
39	MACE	Blacksmith	21	100	944	10		COPPER:6:	WAX:6:	BRONZE:6:	STEEL:2:		
40	HEADGEAR	Blacksmith	22	100	976	10		IRON:2:	BRONZE:8:	TUNGSTEN:3:	WHITE BONE:5:		
41	ROBE	Blacksmith	23	100	1000	10		ALUMINUM:2:	STEEL:1:	NICKEL:2:	SKIN:5:	RUBBER:2:	
42	HANGER	Blacksmith	23	100	1032	10		BRONZE:5:	CADMIUM:5:	TUNGSTEN:2:			
43	LARGE SHIELD	Blacksmith	24	100	1064	10		IRON:3:	COPPER:1:	TUNGSTEN:4:	STEEL:4:		
44	LEATHER ARMOR	Blacksmith	25	100	1088	10		WAX:1:	NICKEL:3:	SKIN:6:	RUBBER:4:		
45	SAVER	Blacksmith	25	100	1120	10		IRON:4:	BRONZE:4:	CADMIUM:7:			
46	FLAIL	Blacksmith	26	100	1144	10		IRON:3:	BRONZE:5:	STEEL:7:			
47	SIMITER	Blacksmith	27	100	1176	10		BRONZE:2:	CADMIUM:13:				
48	HARD LEATHER	Blacksmith	27	100	1200	10		WAX:1:	CADMIUM:4:	SKIN:7:	RUBBER:3:	SAWDUST:1:	
49	HELMET	Blacksmith	28	100	1232	10		IRON:2:	ALUMINUM:2:	BRONZE:5:	TUNGSTEN:2:	NICKEL:2:	
50	TWO-BLADED AXE	Blacksmith	29	100	1256	10		IRON:7:	COPPER:3:	WAX:1:	ALUMINUM:2:	BRONZE:1:	
51	TOWER SHIELD	Blacksmith	29	100	1288	10		IRON:5:	COPPER:2:	WAX:1:	BRONZE:1:	TUNGSTEN:5:	RUBBER:1:
52	CUTLASS	Blacksmith	30	100	1320	10		IRON:4:	BRONZE:4:	NICKEL:7:			
53	HAMMER	Blacksmith	31	100	1440	11		IRON:3:	BRONZE:2:	TUNGSTEN:4:	STEEL:6:	COBALT:1:	
54	ENAMEL LEATHER	Blacksmith	31	100	1440	12		ALUMINUM:1:	TUNGSTEN:8:	SHELL:7:			
55	IRON SWORD	Blacksmith	32	100	1560	13		IRON:7:	BRONZE:2:	STEEL:6:	NICKEL:1:		
56	TOUGH LEATHER	Blacksmith	33	100	1680	14		CADMIUM:1:	STEEL:1:	NICKEL:2:	GRAVEL:3:	SKIN:8:	
57	COATING SHIELD	Blacksmith	33	100	1680	15		IRON:1:	COPPER:1:	ALUMINUM:2:	TUNGSTEN:5:	ZIRCONIUM:6:	MARBLE:2:
58	BROAD SWORD	Blacksmith	34	100	1920	16		IRON:4:	BRONZE:3:	CADMIUM:5:	NICKEL:4:		
59	CROWN	Blacksmith	35	100	2160	17		COPPER:2:	WAX:1:	STEEL:2:	ZIRCONIUM:8:	COBALT:5:	
60	HACK	Blacksmith	35	100	2160	18		STEEL:9:	TITANIUM:6:	GRANITE:3:			
61	CHEST GUARD	Blacksmith	36	100	2400	20		IRON:1:	ALUMINUM:3:	TUNGSTEN:5:	STEEL:4:	COBALT:2:	
62	BROAD AXE	Blacksmith	37	100	2640	21		NICKEL:8:	TITANIUM:7:				
63	FALCHION	Blacksmith	37	100	2640	22		TUNGSTEN:10:	COBALT:5:				
64	BATTLE ARMOR	Blacksmith	38	100	2880	23		ALUMINUM:3:	NICKEL:2:	COBALT:5:	RUBBER:8:		
65	CLAYMORE	Blacksmith	39	100	3120	24		IRON:4:	STEEL:10:	ZIRCONIUM:2:	COBALT:2:	TITANIUM:2:	
66	BATTLE SHIELD	Blacksmith	39	100	3120	25		IRON:3:	NICKEL:3:	ZIRCONIUM:8:	TITANIUM:4:	WHITE BONE:2:	
67	WAR HAMMER	Blacksmith	40	100	3360	26		IRON:2:	COBALT:8:	TITANIUM:6:	GRANITE:4:		
68	GLADIUS	Blacksmith	40	100	3360	27		IRON:2:	CADMIUM:6:	STEEL:12:	ZIRCONIUM:2:		
69	BONE MAIL	Blacksmith	41	100	3600	28		COBALT:8:	WHITE BONE:12:				

70	FIELD CAP	Blacksmith	42	100	3840	30		IRON:2:	BRONZE:6:	STEEL:14:	COMPOUND METAL:1:		
71	TUCK	Blacksmith	42	100	3840	31		STEEL:1:	NICKEL:5:	ZIRCONIUM:1:	COBALT:3:	COMPOUND METAL:1:	
72	RING MAIL	Blacksmith	43	100	4080	32		CADMIUM:1:	TUNGSTEN:2:	STEEL:1:	NICKEL:2:	ZIRCONIUM:3:	COBALT:2:
73	LARGE AXE	Blacksmith	44	100	4440	33		STEEL:4:	ZIRCONIUM:1:	COBALT:4:	TITANIUM:2:		
74	LARGE HACK	Blacksmith	44	100	4440	34		STEEL:1:	NICKEL:2:	COBALT:4:	TITANIUM:4:		
75	ARM SHIELD	Blacksmith	45	100	4920	35		ALUMINUM:1:	TUNGSTEN:1:	ZIRCONIUM:2:	COBALT:5:	TITANIUM:3:	
76	BASTARD SWORD	Blacksmith	46	100	5400	36		NICKEL:3:	ZIRCONIUM:1:	COBALT:8:			
77	CHAIN MAIL	Blacksmith	46	100	5400	37		BRONZE:1:	STEEL:2:	NICKEL:1:	COBALT:7:	COMPOUND METAL:1:	
78	FULL HELMET	Blacksmith	47	100	5880	38		IRON:2:	STEEL:5:	ZIRCONIUM:1:	COBALT:1:	TITANIUM:3:	
79	SAMURAI SWORD	Blacksmith	48	100	6360	40		BRONZE:2:	TUNGSTEN:2:	STEEL:3:	ZIRCONIUM:2:	TITANIUM:5:	
80	MAUL	Blacksmith	48	100	6360	41		TUNGSTEN:2:	STEEL:3:	ZIRCONIUM:3:	TITANIUM:7:		
81	SCALE MAIL	Blacksmith	49	100	6840	42		CADMIUM:1:	TUNGSTEN:1:	STEEL:3:	NICKEL:2:	ZIRCONIUM:2:	TITANIUM:6:
82	FAMILY SHIELD	Blacksmith	50	100	7320	43		ALUMINUM:2:	TUNGSTEN:1:	STEEL:2:	ZIRCONIUM:1:	COBALT:2:	TITANIUM:12:
83	SEVEN-STAR SWORD	Blacksmith	50	100	7320	44		STEEL:5:	ZIRCONIUM:2:	TITANIUM:2:	COMPOUND METAL:1:		
84	BATTLE AXE	Blacksmith	51	100	8160	45		STEEL:3:	COBALT:2:	TITANIUM:7:			
85	BREAST PLATE	Blacksmith	52	100	9000	46		TUNGSTEN:1:	STEEL:3:	COBALT:3:	TITANIUM:4:	COMPOUND METAL:1:	
86	COREA SWORD	Blacksmith	52	100	9000	47		STEEL:4:	ZIRCONIUM:1:	TITANIUM:3:	WHITE GOLD:1:	COMPOUND METAL:3:	
87	HALBERD	Blacksmith	53	100	9600	48		ZIRCONIUM:5:	COBALT:4:	TITANIUM:2:	COMPOUND METAL:1:		
88	GRANDEUR HELMET	Blacksmith	54	100	10200	50		WAX:1:	STEEL:5:	ZIRCONIUM:2:	TITANIUM:2:	COMPOUND METAL:3:	
89	TWO-HAND SWORD	Blacksmith	54	100	10200	51		STEEL:6:	ZIRCONIUM:4:	TITANIUM:2:	COMPOUND METAL:1:		
90	MAIL PLATE	Blacksmith	55	100	10800	52		STEEL:4:	NICKEL:1:	COBALT:2:	TITANIUM:6:		
91	GRAND SHIELD	Blacksmith	56	100	11400	53		TUNGSTEN:2:	STEEL:4:	ZIRCONIUM:3:	TITANIUM:3:	COMPOUND METAL:3:	
92	GREAT SWORD	Blacksmith	56	100	11400	54		STEEL:6:	ZIRCONIUM:1:	TITANIUM:4:	WHITE GOLD:1:	COMPOUND METAL:4:	
93	SAMURAI PLATE	Blacksmith	57	100	12000	55		STEEL:5:	NICKEL:3:	COBALT:2:	TITANIUM:6:		
94	GREAT MAUL	Blacksmith	58	100	13200	56		COPPER:1:	STEEL:7:	ZIRCONIUM:3:	COMPOUND METAL:7:		
95	GREAT AXE	Blacksmith	58	100	13200	57		STEEL:6:	ZIRCONIUM:4:	TITANIUM:3:	COMPOUND METAL:5:		
96	WIDE PLATE	Blacksmith	59	100	14400	58		STEEL:6:	ZIRCONIUM:6:	TITANIUM:4:	COMPOUND METAL:4:		
97	FULL PLATE	Blacksmith	60	100	15600	60		STEEL:5:	ZIRCONIUM:4:	TITANIUM:5:	WHITE GOLD:2:	COMPOUND METAL:8:	
98	GRACEFUL ITEM	Blacksmith	1	100	0	10	ITEM	TOPAZ:1:					
99	GLORIOUS ITEM	Blacksmith	10	90	0	15	GLORIOUS ITEM	QUARTZ:1:					
100	BRILLIANCE ITEM	Blacksmith	20	80	0	20	GLORIOUS ITEM	CRYSTAL:1:					
101	HONESTY ITEM	Blacksmith	30	70	0	25	BRILLIANCE ITEM	GOLD:1:					
102	VENERABLE ITEM	Blacksmith	40	60	0	30	HONESTY ITEM	LEOPARD JASPER:1:					
103	VALUABLE ITEM	Blacksmith	50	50	0	35	VENERABLE ITEM	EMERALD:1:					

104	LOYAL ITEM	Blacksmith	70	50	0	40	VALUABLE ITEM	Z-STONE:1:					
105	HOLY ITEM	Blacksmith	80	50	0	45	LOYAL ITEM	SAPPHIRE:1:					
106	SACROSANT ITEM	Blacksmith	90	50	0	50	HOLY ITEM	AMETHYST:1:					
107	GOLDY ITEM	Blacksmith	99	50	0	55	SACROSANT ITEM	DIAMOND:1:					
108	SAVAGE ITEM	Blacksmith	1	100	0	10	ITEM	SILVER:1:					
109	DEADLY ITEM	Blacksmith	10	90	0	15	SAVAGE ITEM	RUBY:1:					
110	REVENGFUL ITEM	Blacksmith	20	80	0	20	DEADLY ITEM	MOON STONE:1:					
111	DREADFUL ITEM	Blacksmith	30	70	0	25	REVENGFUL ITEM	SUN STONE:1:					
112	ANGRY ITEM	Blacksmith	40	60	0	30	DREADFUL ITEM	BLOOD STONE:1:					
113	AWESOME ITEM	Blacksmith	50	50	0	35	ANGRY ITEM	TIGER'S EYE:1:					
114	TREMENDOUS ITEM	Blacksmith	70	50	0	40	AWESOME ITEM	HELIODOR:1:					
115	BLOODY ITEM	Blacksmith	80	50	0	45	TREMENDOUS ITEM	DARK STONE:1:					
116	INVINCIBLE ITEM	Blacksmith	90	50	0	50	BLOODY ITEM	CAT'S EYE:1:					
117	ANGELIC ITEM	Blacksmith	99	50	0	55	INVINCIBLE ITEM	BLACK PERAL:1:					
118	RING OF ENERGE	Blacksmith	3	6	0	120		FULL LIFE DRUG:2:					
119	RING OF FORCE	Blacksmith	3	2	0	120		FULL LIFE DRUG:2:	COMBINATION DRUG:1:				
120	RING OF WITCHCRAFT	Blacksmith	3	6	0	120		FULL MAGIC DRUG:2:					
121	RING OF SOUL	Blacksmith	3	2	0	120		FULL MAGIC DRUG:2:	COMBINATION DRUG:1:				
122	RING OF TECHNIQUE	Blacksmith	3	6	0	120		MAGIC DRUG:2:					
123	RING OF ACCURACY	Blacksmith	3	2	0	120		MAGIC DRUG:2:	COMBINATION DRUG:1:				
124	RING OF ACTIVITY	Blacksmith	3	6	0	120		LIFE DRUG:2:					
125	RING OF STAMINA	Blacksmith	3	2	0	120		LIFE DRUG:2:	COMBINATION DRUG:1:				
126	AMULET OF ENERGE	Blacksmith	3	6	0	120		FULL LIFE DRUG:3:					
127	AMULET OF FORCE	Blacksmith	3	2	0	120		FULL LIFE DRUG:3:	COMBINATION DRUG:1:				
128	AMULET OF WITCHCRAFT	Blacksmith	3	6	0	120		FULL MAGIC DRUG:3:					
129	AMULET OF SOUL	Blacksmith	3	2	0	120		FULL MAGIC DRUG:3:	COMBINATION DRUG:1:				
130	AMULET OF TECHNIQUE	Blacksmith	3	6	0	120		MAGIC DRUG:3:					
131	AMULET OF ACCURACY	Blacksmith	3	2	0	120		MAGIC DRUG:3:	COMBINATION DRUG:1:				
132	AMULET OF ACTIVITY	Blacksmith	3	6	0	120		LIFE DRUG:3:					
133	AMULET OF STAMINA	Blacksmith	3	2	0	120		LIFE DRUG:3:	COMBINATION DRUG:1:				

8. Quests

Last Kingdom is designed with numerous quests for players to enjoy a higher level of fun. There are more than twenty missions. These missions are not mandatory, however, completion of each mission can enable player to earn higher scores and even increase their attributes along with magical powers. Players are encouraged to share information and experience with each other.

Each player will start as either a swordsman or shaman from the east. All adventures will begin in the St. Andover village, located right next to the Kingdom.

Black Demon's powerful spell has turned the usually peaceful Pigmy tribe to run amuck. Foreign warriors freely ransack the village. Worse yet, villagers witness their ancestors rising from the dead. King Grant has already sent Aron the Prophet and Loen the Wizard to control the situation. Secretly, they are there to recruit capable and righteous men and women to distribute their magical powers. One can acquire this and other skills to advance to the next level.

Mission – Salvation

While the King's advisors work hard to calm the village, Black Demon and his compliance from the Underworld are planting evil seeds in men with weak souls. Even animals in the wilderness are not exempted. Those who resist are horribly disfigured. Other humans shun contact with them so the damned are forced to retreat to a cave nearby where they spend the day hiding and the night murdering and creating evil deeds throughout the villages.

The mission is completed when the player enters the cave, located west of the village and southwest of the bronze statue with an entrance shaped like a deformed human face and reads Aron's scroll, which states that the only way to salvation for these tormented souls is to put them to eternal rest.

Mission - Sad Pigmy

The neighboring nomadic Pigmy tribe cannot be spared from the spell. All the pigmys act violent and sadistic, except for one. Rejected and alone, this Sad Pigmy is about to be further mutated by the Pigmy King, whose close association with Black Demon has granted him new Black Magic power.

This mission shall start in the maze-like cave. The player needs to free the Sad Pigmy who can be identified with his discoloration and mutation. The player shall listen to his speech then a preservative will be given to lower the Pigmy King's power for a limited time. The King can be found in the last floor. The player should beware of his level 12 Fireball. If the fight is won, a "Revival Elixir" will be revealed which the player can use to cure the Sad Pigmy. For this healing, he will give the player a ring, an amulet or a Memento that will be used to locate his elder brother later on.

Mission - Companion

The fourth floor of the cave has four different stone doors. Each door corresponds to a particular occupation. These rooms are set to be a portion at which the concrete purpose of the game and the mission of the character will be revealed. Therefore, a person with a different occupation cannot enter the doors of others. Once inside, players will see wizards, knights or shamans, who are trapped and slowly dying in a damp cave by the curse of the demon. Each room reflects what each character will face and need to accomplish in the adventures.

Mission - Warrior Invasion

The desperate situation in the Kingdom is caused partially by an unfit ruler, but more so by the invasion from foreign warriors. Seduction by Black Demon is growing sweeter, and the foreigners always prefer swords over words.

This mission requires the player unite these factions of foreigners by whatever means. One shall start in the Northeast of the St. Andover village. The most noticeable enemies are Rowdy and Bad Girl. For reference, the Saxons, Vikings and the mercenaries are all displayed as warrior class monsters. Though they lack the skills of the mage, these warriors are deadly when it comes to hand to hand combat.

Mission – Tombstone

This tombstone is located in a cemetery not too far from the Saxon leader, and it will only appear when the leader is killed. This burial site is a monument to the countless victories of the Saxons. It boasts their strength and fierceness to other tribes. The area surrounding the hero's tomb and the martyrs' tomb is called the 'Place of Contemplation'.

If player shows respect by a silent prayer (standing around for 30 seconds or more), he or she will be given information on the next quest or receive a memento that allows one to enter a certain quest or become a character. For knights and wizards, they will be bestowed upon the right to move up a class (class 1 and class 3).

Also, presenting flowers will get a player an item indicating hero status. This item later enables him or her to advance to the knight quest or the wizard quest.