

BATTLE * WIZARD





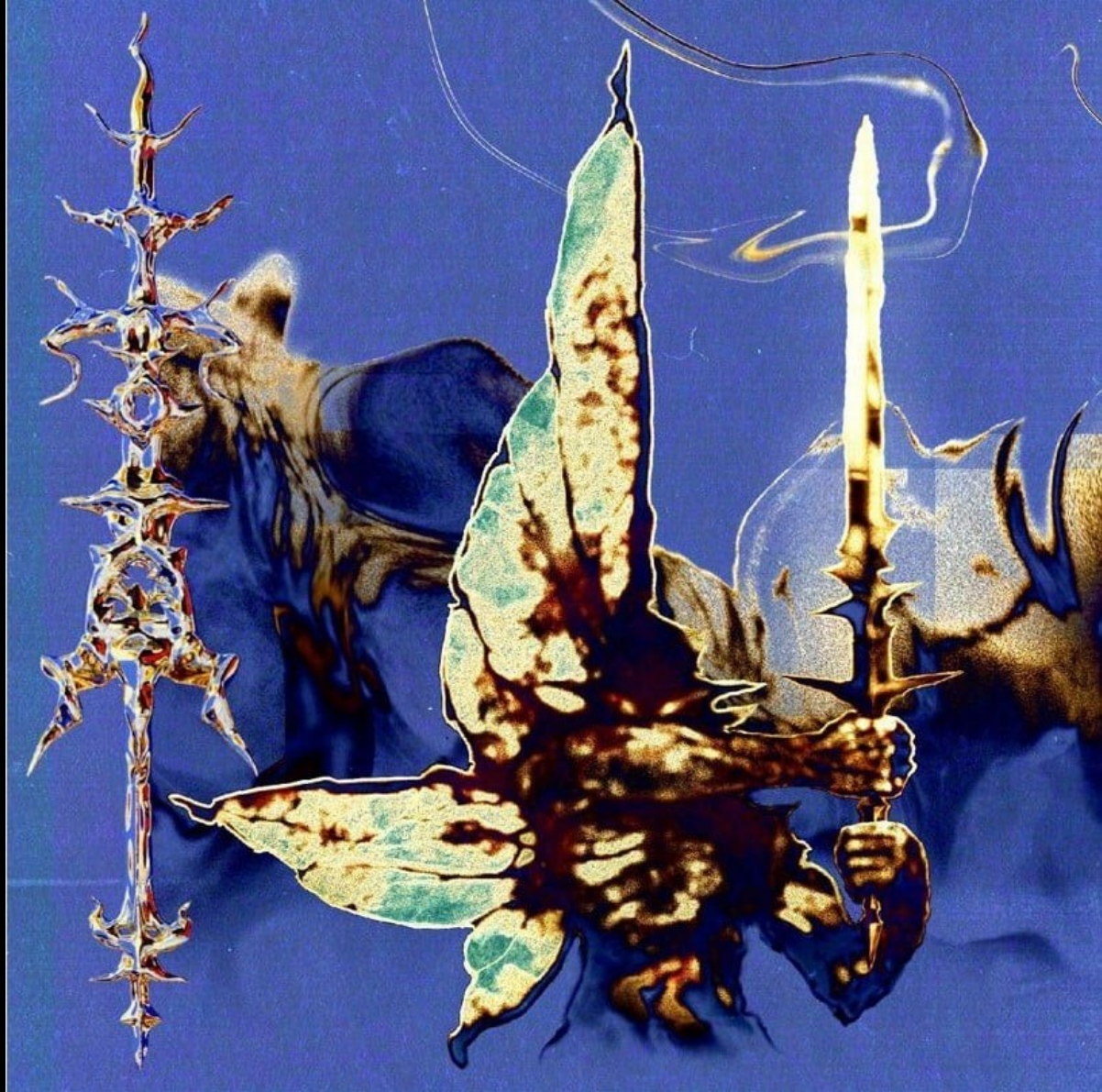


メタル・ドラゴン・バトル

魂の風

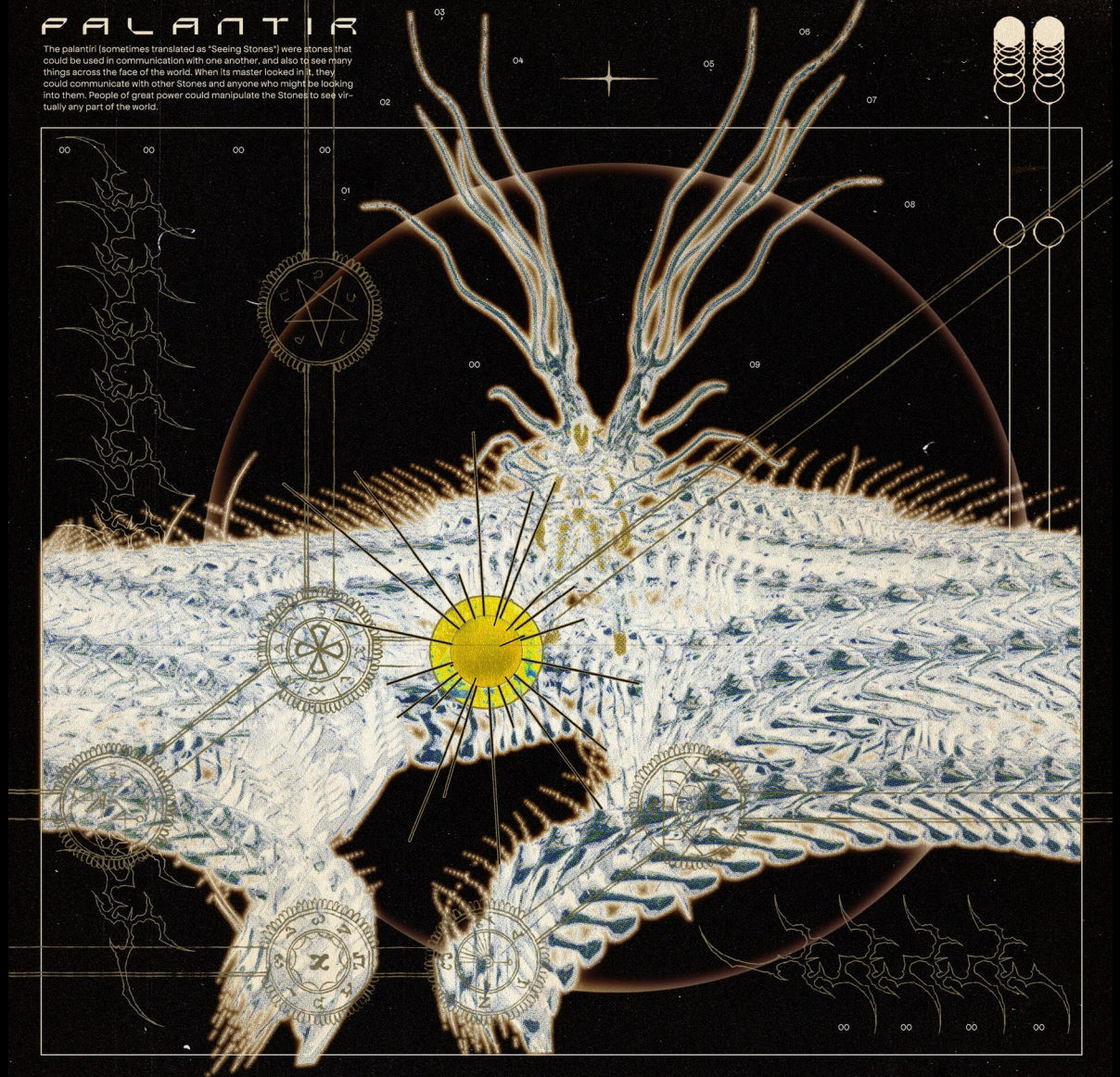
炎の人



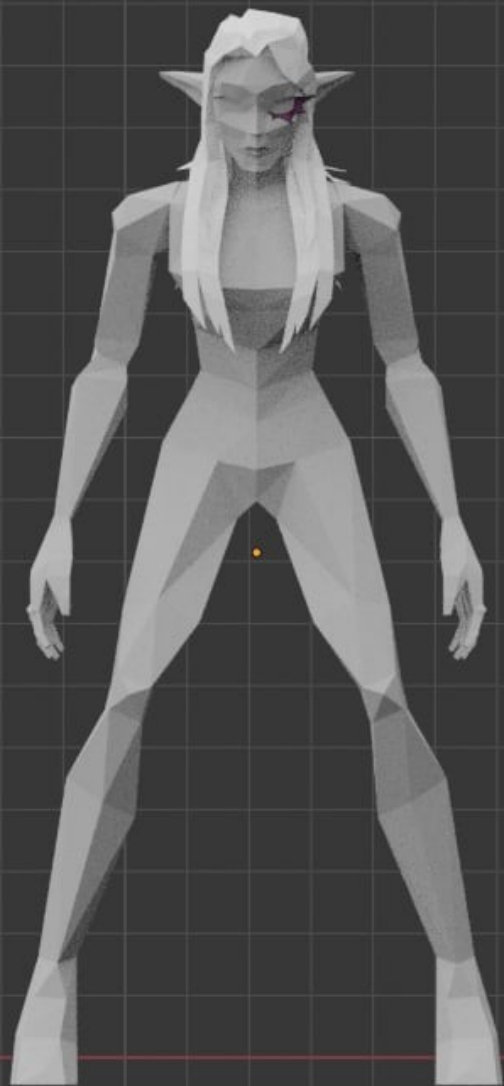


PALANTIR

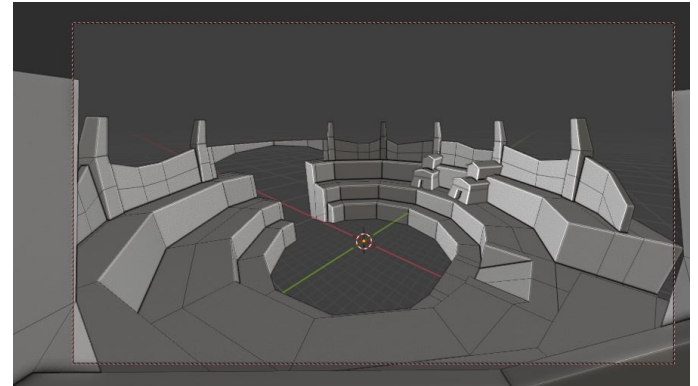
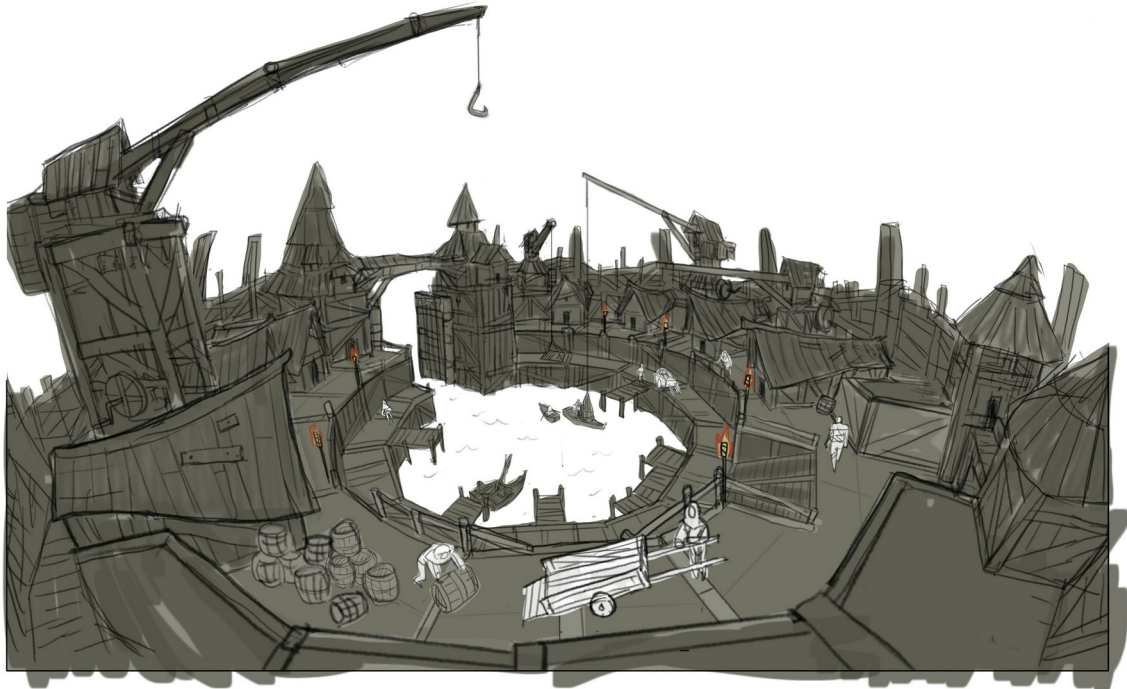
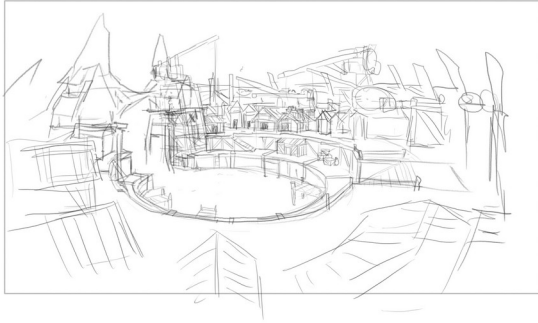
The palantir (sometimes translated as "Seeing Stones") were stones that could be used in communication with one another, and also to see many things across the face of the world. When its master looked into it, they could communicate with other Stones and anyone who might be looking into them. People of great power could manipulate the Stones to see virtually any part of the world.

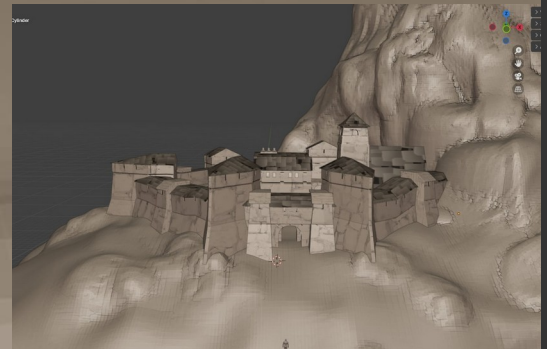
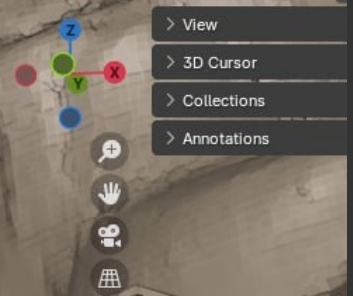
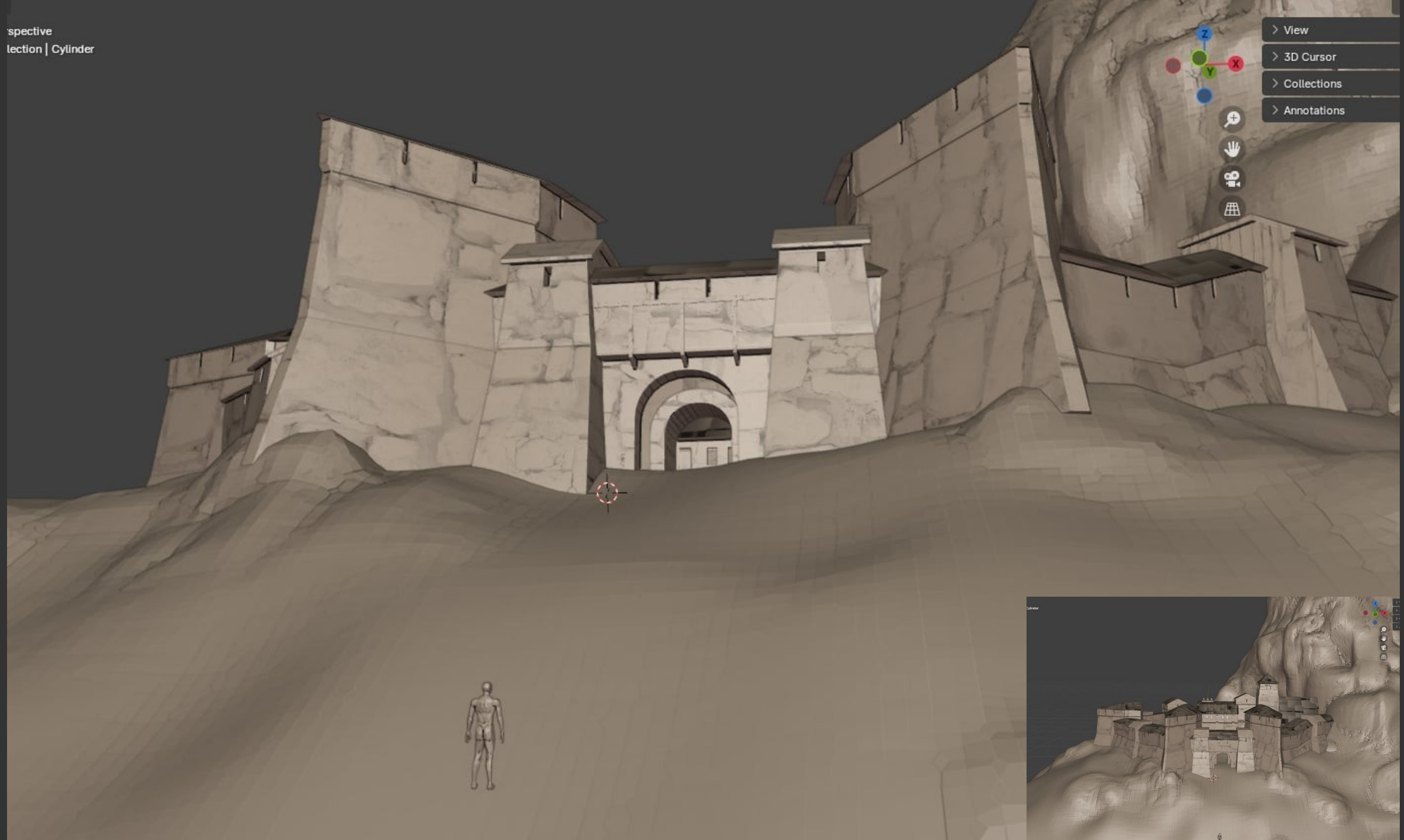










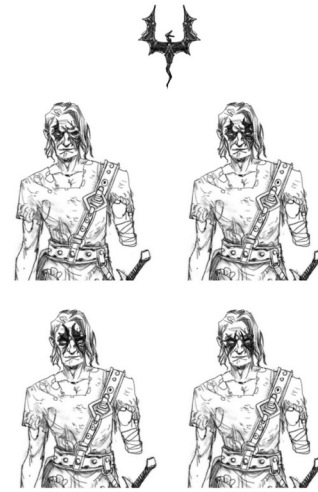




✦ You Gained
5 spirit



Green Knights of Sigord

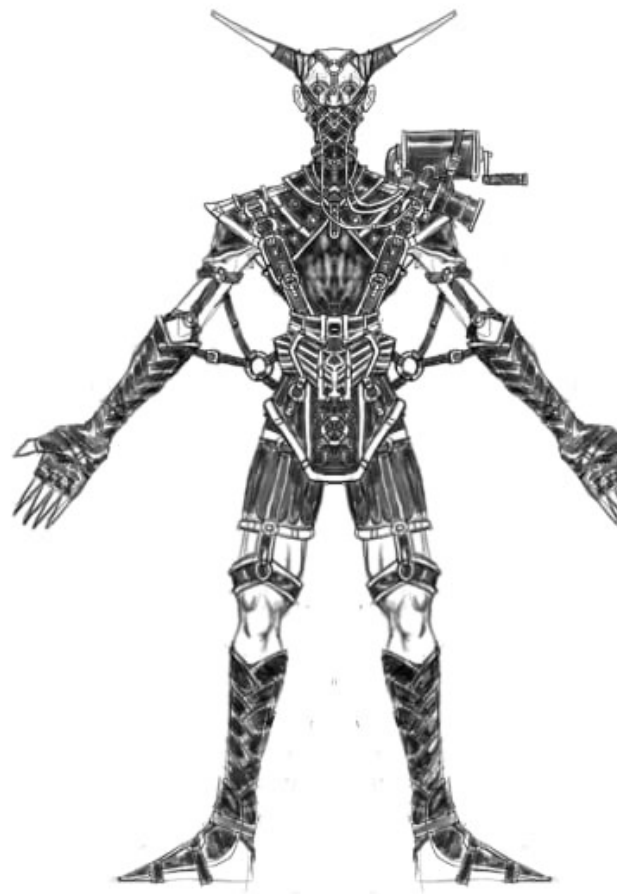
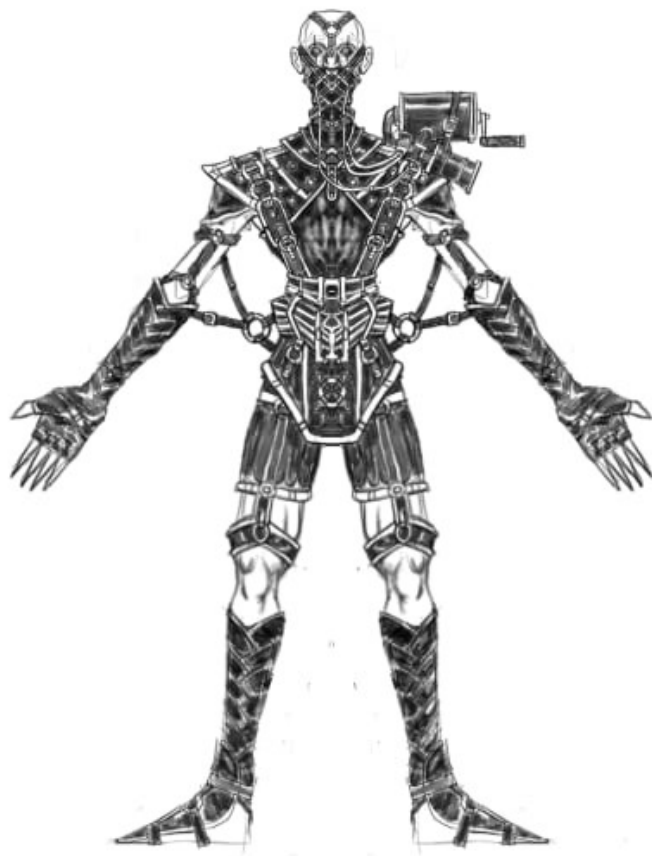


Church of Dragon

face paint in various
shapes of dragon wings
to ward off Demons



- Weakening of Dragon weakens the knights
- Dragon Sickness visual - Knights are wrapped in bandages and bleed from eyes and mouth





STORYLINE

Spawn

City of Sigord

Magic plague

Black Monastery

Capturing of Demons

Traitor in Cabal of Wizards

In to the Arche Demon layer

Fragment of old battle wizard

Siege of Black Monastery

Archdemon battle







