

OVERVIEW:

Open world high fantasy setting. After 1000 years of peace, monsters and gods have grown aggressive, driving many adventurers to fight them off to regain peace once more despite the political turmoil that grows throughout the lands.

LOCATIONS:

- Art Map - <https://irowiki.org/w/images/e/e1/Worldmap12.jpg>
- Interactive Map - <https://db.irowiki.org/db/world-map/>
- World Video - https://www.youtube.com/watch?v=22iFLTbd_Fs

The interactive map is useful for location names as well as seeing examples of monsters that dwell in certain areas!

This is the world of **Midgard**. In it are three main countries: Rune-Midgard, Schwartzvald, and Arunafeltz. The realms of Asgard, Yggdrasil, and Niflheim also exist, but are generally only available in special cases.

KINGDOM OF RUNE-MIDGARD:

This is the largest country in Midgard with a vast variety of weather and geography. It's a place full of ancient magic, ruled by a king.

Prontera: The country's capital, with both a church and a castle. It's a large and busy city with a great deal of commerce.

Izlude: The satellite town of Prontera, with an airship that can help adventurers travel more easily to other towns.

Geffen: The city of magic, west of Prontera. It holds many ancient secrets in its grand tower and fountain.

- **Glast Heim:** Once the country's capital, this is nothing more than abandoned ruins now. A haunted and dangerous forbidden city.

Payon: A forest town with a rather spooky cave to the north. They support Taekwon and Archer class training well here.

Alberta: A bustling little port town with many connections to far off dungeons and cities.

Morroc: The desert town, with pyramids and secrets all around. It suffered greatly when Satan Morroc erupted from the earth.

Al De Baran: The bordertown of R-M and Schwartzvald. It has a suspicious clocktower standing high at the center.

Comodo: A beach town in the shadow of a mountain. It's home to a popular casino and known as a party town.

Jawaii: The vacation destination, this island has been made out to be a resort for couples.

Lutie: The city of snow and Christmas all year long. Chilly but merry.

Umbala: A town deep in the jungle among the trees. Many tribes live here, and know the secrets to the underworld.

REPUBLIC OF SCHWARTZVALD:

The country north of Rune-Midgard. It's run by a president, though Rekenber has heavy influence on the government and economy. They are smaller but more technologically advanced than the other countries.

Yuno: An island that floats among the clouds thanks to Ymir crystals. It's the country's capital. Home to many snobbish scholars.

- **Juperos:** An ancient and highly advanced city that is now in complete ruin and buried under the sand.

Lighthalzen: A city separated by the very rich and very poor. The Rekenber Corporation resides here and rules the town.

- **Rekenber:** An extremely powerful and large corporation that spearheaded many technological advancements.
- **Somatology Labs:** A highly secret biology lab funded by Rekenber that does human experimentation.

Einbroch: A smoggy city full of pollution and production. Airships and all sorts of tech are manufactured here.

- **Kiel Hyre Factory:** The only rival of Rekenber, this factory researches robotics and guardians.

Einbech: A small mining town near Einbroch where weary souls collect materials for industry.

Hugel: A small and quiet farming town far on the coast of Schwartzvald. It holds many secrets.

- **Odin Temple:** An ancient and large temple, built and abandoned after civil war to win Odin's favor.
- **Thanatos Tower:** A tower built in honor of the legendary swordsman Thanatos. Rekenber has since taken it over...

ARUNAFELTZ STATES:

The country west of Schwartzvald, built in the deserts of Midgard. It's ruled by the Pope. The population is highly religious, worshiping the goddess Freya instead of Odin, and thus hostile towards their neighbors.

Rachel: The capital, and home of the Sanctuary, also known as Cheshrumnir. Visitors have only recently been allowed here.

- **Holy Grounds:** A highly secret temple below Rachel Sanctuary, off limits to even priests that reside there...

Veins: A small town built in the valley of Thor's Volcano. It's a rather poor city, though they make great soap.

- **Thor's Volcano:** A mining site for the powerful Hetarium ore. Scientists have been seen in and out of here...

Nameless Island: A once peaceful and religious island town, it's now been abandoned after a terrible tragedy.

- **Cursed Abbey:** The church of Nameless Island, it's now full of the ghosts of those who were murdered here long ago.

UNAFFILIATED:

There are a handful of cities based off of real-world countries that have no official alliance, though fans often lump them in with Rune-Midgard.

- **Amatsu:** Japan
- **Ayothaya:** Thailand
- **Brasilis:** Brasil
- **Dewata:** Indonesia
- **Kunlun:** Taiwan
- **Louyang:** China
- **Moscovia:** Russia

- **Port Malaya:** Philippines
- **Rock Ridge:** America

The Doram race also has a few cities of their own in the country of Pasta!

Lasagna: The Doram hometown, it's a port town with the lush Ravioli Forest and Plains to the east and the south.

Malangdo: A group of seafaring Doram occupied these islands after seeking shelter from a storm. They call themselves the Cat Hand Group.

THE NEW WORLD:

When Satan Morroc erupted from under the palace of Morroc, he created a Dimensional Gorge into another realm. A truce between the three countries was made, and all sent explorers and scientists to investigate the area. Exploration is still currently ongoing!

Allied Force Post: A small village where those investigating the New World have settled. Many adventurers live here.

Manuk: A mining village full of tree giants called Sapha. The Sapha are plagued with disease and hunting gems for medicine.

Splendide: A small post where Laphines, fairy-like entities, currently stay. They're in conflict with the Sapha.

El Dicastes: The main city of the Sapha. It's a snowy city of giants.

Eclage: The main city of the Laphines. It's a nature-rich city of fairies.

CLASSES:

<https://irowiki.org/wiki/Classes>

Classes are extremely varied and can be read about in greater detail in the link above or in the resources below. Here we'll cover only the most basic first classes and their main starting branches to help you decide which route might suit your character.

Swordman:

Weapons - Swords, Spears
Main Stat - STR

Job Change: Izlude

- **Knight:** This class generally hits hard and fast, using heavy physical STR to their advantage.
- **Crusader:** A more well-rounded branch, with supportive magic skills and higher VIT for defense.

Mage:

Weapons - Rods

Main Stat - INT

Job Change: Geffen.

- **Wizard:** The ultimate magic AOE class. Their skills take a while to cast, but are powerful.
- **Sage:** The ultimate anti-wizard class, with skills made to break casting and 1-on-1 with enemies.

Archer:

Weapons - Bows

Main Stat - DEX

Job Change: Payon

- **Hunter:** Uses traps, ranged attacks, and falcons to deal high damage to single targets.
- **Bard/Dancer:** Trade their bows for instruments or whips, and use their songs to buff and support parties.

Merchant:

Weapons - Axes, Maces

Main Stat - VIT

Job Change: Alberta

- **Blacksmith:** This class can forge and upgrade weapons, and deal slow but heavy damage.
- **Alchemist:** Can summon a homunculus to aid in their attacks, as well as create potions as support.

Thief:

Weapons - Daggers, Bows

Main Stat - AGI

Job Change: Morroc

- **Assassin:** They hit fast with high CRIT when using katars, and have the ability to poison enemies.

- **Rogue:** Jack-of-all trades and great at gathering extra loot and stripping enemies of their gear.

Acolyte:

Weapons - Rods, Maces

Main Stat - INT

Job Change: Prontera

- **Priest:** This class is your classic INT-based healer and buffer, the ultimate support to any party.

- **Monk:** Fighting with their fists, monks have a body of steel and high damage output at a high cost.

GLOSSARY:

Kafra - NPCs who provide services, such as storing items or teleports to other towns within R-M

Cool Event Corps - NPCs who provide the same services in Arunafeltz and Schwartzvald

Freya - The Goddess worshiped by much of Arunafeltz

Odin - The God worshiped by much of Rune-Midgard and Schwartzvald

Biolabs/Regenschirm/Somatology Labs - A highly secret organization conducting human experimentation for Rek

Rek/RKB - Abbreviation of Rekenber Corporation

RM/R-M - Abbreviation of Rune-Midgard

Secret Wing/SW - A highly secret organization looking to take down Regenschirm and Rekenber's evils

KH - Kiel Hyre Corporation

Yggdrasil Leaf/Ygg - A leaf from the Yggdrasil tree with the power to revive

Zeny - Global currency in the form of coins

War of Emperium - An ongoing war for control over castles within R-M

WEBSITE RESOURCES:

Classes - <https://irowiki.org/~himeyasha/skill7/>

Class Art -

<https://drive.google.com/drive/folders/1IZkrSZMCZs89LXnPOCVPy-pNYik0GMYv?usp=sharing>

Items - https://ratemyserver.net/index.php?page=item_db

Location Lore - <https://ragnarok.fandom.com/wiki/Category:Locations>

Map - <https://db.irowiki.org/db/world-map/>

Monsters - https://ratemyserver.net/index.php?page=mob_db

Pets - https://hazyforest.com/pets_evolution