

Dark Frog Outline

Act 1

Main Character

Randi is the main character in the story.

Dramatic Premise

The ultimate goal for the side of darkness, as foretold by Luka during the visit to Mirage Palace, is to obtain all of the mana crystals to open a pathway to the Mana Holyland, where items of great power can be found. The crystals can also energize the Sword of Mana, Randi's primary weapon. The side of the light is there to prevent the crystals from being taken, and will ultimately either destroy or secure them.

Dramatic Situation

Randi takes the Sword of Mana from Moonlight City Mintos, which inadvertently unleashes several common monsters. Once this happens, the side of darkness is strengthened and more able to accomplish their goal of finding the mana crystals.

Exposition

Scenes from the Cave of Darkness open. Randi obtains the Sword of Mana from Moonlight City Mintos, inadvertently unleashing common monsters including goblins and orcs. Elpuri senses an increase in power and guides Xinroch to successfully attack Rolante and obtain a mana crystal. Reisz flees.

Inciting Incident

Once Randi is banished from Moonlight City Mintos after using the Sword of Mana to defeat the Mantis Ant, Randi's feels responsible for unleashing the monsters and is lost without a home. Nowhere else to go, his journey begins.

Randi is advised to see Luka, and while on his way to the Mirage Temple, Randi is attacked by goblins in Moonlight Forest. Marle saves him here, and joins his quest. Reisz is advised to seek guidance at Holy City Wendel by an associate. Marle recommends they see her friend Charlotte in Dwarf Village, and Charlotte joins them there in hopes of recovering her memory. The party also meets Watts the blacksmith in Dwarf Village who joins them. Elpuri attacks Altena, obtaining the mana crystal but failing in destroying the city, leaving her mother Valda's magic weaker. Angela is advised to seek counsel at Holy City Wendel and vows to avenge the attack.

Plot Point #1

The party arrives back in Moonlight Forest. Marle and Randi separate from Charlotte, who goes exploring. Marle and Randi are attacked by ogres in what results as moderate injuries to Marle. Charlotte arrives just in time to apply minor healing magics and suggest the party goes back to the Holy City Wendel for supplies and to regroup. This attack creates a resolve for the entire party to destroy the side of darkness.

Act 2

The party journeys to the Mirage palace to see Luka, who foretells the goals of the side of darkness.

After leaving the Mirage Palace and entering the Moonlight Forest, the party travels to the Holy City Wendel to gather supplies. Reisz and Angela are already here, and the entire party meets together, discussing the common goal of defeating the side of darkness.

First Culmination

Once the party gathers and meets in Wendel, they feel stronger together and ready to face the side of darkness.

The party journeys north through Castle City Jad and west to Flowergarden Land Diorre. They encounter several wraiths while crossing the seas. Once in Diorre, the party attempts to help King Truffle. The party journeys to Lampflower forest where they face brambles, vipers, and mommo slimes upon eventually finding and killing Lobh-se the giant spider after a difficult battle, obtaining a mana crystal. Upon Lobh-se's death, the carnivorous plants in the Forest of Wonder become enraged and overwhelm the party. While fleeing, some of the party members are moderately injured, but not seriously. King Truffle recommends they go to the Glass Desert to train.

The party then travels south of Altena through the Subzero Snowfield and the Labyrinth of Ice Walls, where they face a yeti. The party then journeys to Altena to rest and recover supplies, and acquire a boat for the trip to the Glass Desert. Once they reach the Glass Desert, they face drakes and goat men / archers. Here they meet a desert sage who tells them they may benefit from the strength of Ayla in Oasis Village Deen for support. They eventually face the Dragon, and although stronger, cannot defeat it and flee. The Dragon also takes their mana crystal in the battle. Angela casts reflective magic spells to absorb the Dragon's attacks during the escape, and Marle suffers serious injuries but is healed by Charlotte.

Midpoint

After defeats in Diorre and the Glass Desert, the resolve of the party diminishes. Ischaldir's magic grows strong while Elpuri continues to rally forces. Scenes of many workers and massive hordes of armies being assembled (similar to the LOTR scenes) are shown.

The party journeys for Oasis Village Deen. They first go south stopping at Byzel. The party meets Neko here, and befriends the cat merchant. They then travel south past Bucca, to stop in Ancient City Pedan. Here they encounter a powerful Black Rabite in the Jungle of Illusion and narrowly destroy it after a difficult battle, obtaining a mana crystal.

The party travels east to Sand City Sultan, and face goat men / familiar bats until they approach Ayla, who eventually joins them. The party travels south to the Valley of Flames and befriends a flying dragon who takes them northwest to Flowergarden Land Diorre.

Strengthened by Ayla, the party attacks the carnivorous plants in Lampflower Forest and the Forest of Wonder where they eventually find and kill Genetrix Vesana, obtaining a mana crystal. Elpuri senses the defeat of Genetrix Vesana and does not pursue the party with the rationale that the neutral enemies death will save Elpuri time.

Aided by new equipment, the party travels west through Elrand and north of Altena. Then, the party reaches the Dragon's Hole after crossing the seas. After a difficult battle, the Dragon is defeated, obtaining both Lobh-se's mana crystal and the Dragon's mana crystal.

Plot Point 2

Upon being defeated, the Dragon utters, "Elpuri...The Dark Castle" and falls. The party then knows the true location of the source of the side of the darkness.

Act 3

Elpuri senses the death of the Dragon and his revealing of the Dark Castle, and launches an attack on Jad using apprentice necromancers and wraiths. Luka foresees this and sends an owl with a letter on its foot concerning the attack to the party in the Glass Desert. The party receives the message, and again summons the flying dragon to take them to Jad just in time to quell the attack and prepare for battle against the side of the darkness.

The party first attacks the Dark Castle in search of Xinroch. The many forces Elpuri rallied since the attack on Altena are fought here, and the battle leading to Xinroch is difficult. Powerful magics are used to slay the many warriors. Xinroch is eventually defeated, and the party obtains another mana crystal.

Climax

The party searches for but cannot find Elpuri. While leaving the castle, they notice common monsters guarding the Cave of Darkness. The party travels into the Cave of Darkness to slay Ischaldirh and Elupri after a difficult battle, obtaining their mana crystals, and Altena's / Rolante's mana crystals.

Denouement

The entire party is seen in Flowergarden Land Diorre celebrating with moogles. After the celebration, the party creates a locked chamber with all 9 mana crystals to prevent them from falling into the wrong hands.

Dark Frog World Map



Dark Frog Character Development

Randi - protagonist swordsman

Randi is the main protagonist in Dark Frog. He was adopted by the Elder of Moonlight City Mintos after his mother had disappeared.

Randi is an orphan raised by the Elder of Moonlight City Mintos. One day he and his friends Elliot and Timothy look for treasure at the waterfall near the village when he suddenly slips and falls into the river below. Randi journeys out towards the Forest but realizes he needs something to cut through. Randi hears is beckoned by a mysterious voice and soon finds a rusty sword embedded in a rock on a shallow stream. As he pulls it out, the sword flashes brightly and he's thrown back with its energy.

On his way back to the village, Randi is surprised to find the path full of Rabites. Upon arriving home, he finds out the village has come under attack from a wave of monsters while he has been gone. In the cafe, he meets Jema, a stranger who gives a discerning look at Randi, before he goes to see the Elder of Moonlight City Mintos. The Elder learns at once that Randi had pulled out the Sword of Mana, which had been protecting the village from danger for years, resulting in the recent monster activity. Elliot angrily lashes out at Randi, shoving him out to the center of the village and blaming him for the village's misfortune, but the fight is interrupted by a sudden earthquake and a fissure opens up beneath both boys. They land underground where Randi uses the Sword of Mana to defeat a large Mantis Ant. As Elliot cowers and hides, Jema coaches Randi from above. After the battle, Jema pulls Randi and Elliot out of the fissure. Jema tells Randi that the sword is meant to be pulled by a knight in times of great trouble, but that Randi is too young, so something must have happened to the Sword of Mana. Not ready to take on this burden, Randi offers the sword to Jema. Jema says that the sword is losing its power, and must be re-energized, and that only the person that pulled the sword free can do that. Randi asks what he should do, and Jema advises Randi to go to the Mirage Temple to talk to the sage Luka, whom he mentions has been protecting the lands for over 200 years.

Randi is then summoned by the Elder to a village meeting where they unanimously vote that he be banished from Moonlight City Mintos as the nearby monsters will be attracted to his sword. They use harsh words such as, "Go! Get out of here! Yeah, on your way now!" Before leaving the village, the Elder tells Randi that his mother died shortly after leaving him there as a baby and regrets seeing him go this way. At the gate of the city, a villager asks Randi if he has everything he needs. Randi nods, and the villager says, "You are hereby banished from Moonlight City Mintos. Now, get out of here!" With nowhere else to go, Randi makes his way to the Mirage Temple.

On his journey Randi is joined by Marle and Charlotte.

Once the party reaches the Mirage Temple, where Luka reveals that the Sword of Mana has retained only a fraction of its former power and Randi must renew it in order to restore peace to his world.

Randi's default weapon is the sword. He is the most physically proficient member of the group, having the highest attack, defense and HP.

Marle - archer

Marle comes from the Holy City Wendel.

Marle meets Randi briefly when he is ambushed by Goblins (while on his way to the Mirage Palace) and saves him from being eaten. After they escape, she admits that she mistook him for someone else and disappears, only to appear again soon afterward. She joins the party in Moonlight Forest.

Marle has an unhappy life in the Holy City Wendel. Angry with her father, the Priest of Light for a singular devotion to pious life with no other interests, she rebels, leaves the city, and joins Randi in his quest.

Marle's default weapon is the crossbow, but she also uses bows and arrows.

Charlotte - healer

Charlotte is first encountered by the party in the underground Dwarf Village below the Cleft of the Earth south of Forcena.

Daughter of Master Leroy, a human cleric who fell in love with and married the elven girl Shayla, her half-elf heritage may account for her very young looks in spite being 15 years old. Her parents left her an orphan after succumbing to illnesses themselves at a very young age, and, after living for some time in the Flowerland of Diorre, she was taken in by the Priest of Light of Wendel as his adoptive granddaughter.

Waking one morning from a dream of her parents, she overhears a conversation between the Priest of Light and another regarding items of high value in the Dwarf Village below the Cleft of the Earth. Curious, Charlotte ventures to the Cleft of the Earth only to be washed away by a flood directly into the Dwarf Village, upon which the Dwarf Elder took her in. Because of the flood, Charlotte lost her memory and doesn't remember anything about her past.

Randi first meets Charlotte here (upon Marle's recommendation) where it makes a living by scamming people at the Elder's freak show. At the Dwarf Elder's suggestion, she joins Randi in hopes of recovering her memory. Eventually she reunites with her adoptive grandfather, the Priest of Light, in the Holy City Wendel but decides to continue aiding Randi in his quest. Charlotte is the most mischievous member of the group and often plays the role of comic relief. Charlotte is an orphan. In addition, Charlotte is quite short at around 3 feet, and weighs only about 71 lbs.

Charlotte's default weapon is the boomerang. Her specialty is healing magic, whilst suffering from low to moderate levels of physical attack damage.

Riesz - amazon polearm

Princess of Rolante, the Wind Kingdom, and commander of its amazon army, Riesz is highly looked upon by all the subjects of King Joster, her father, an experienced leader and diplomat. Like her mother before her, she leads the patrols round the castle, dealing with monsters and making sure the kingdom continues to live up to the name of The Castle That Never Fell. Her mother, Minerva, passed away while giving birth to her brother, Eliott, after which Riesz took it upon herself to serve as a mother to Eliott, and also to train him in martial arts. Although he doesn't always show it, Alma, Riesz and Eliott's guardian and former amazon warrior under Minerva's mother Galura, reminds her that he does look up to her.

Navarre attacks Rolante and takes the castle, while Riesz barely manages to escape. The attack is carried out mostly by mercenaries and thieves.

Devastated by the loss of everything she holds dear, Riesz makes her escape and travels to the Holy City Wendel to seek counsel from the Priest of Light.

Riesz's primary weapon is a polearm.

Ayla - blunt melee

Ayla is a recluse living in Oasis Village Deen, only discovered later by the party once has Riesz during a quest to discover the state of Navarre.

Upon learning from Riesz what Navarre did to Rolante, Ayla's strong morals convince her to join the party permanently after this.

Ayla cannot use magic. Highly dexterous, Ayla travels and attacks with her hands and feet, reminiscent of felines.

She relies on unarmed combat and physical prowess in battle. Unlike the other characters, Ayla doesn't equip a weapon and instead fights with her hands and feet. All of her techs focus on dealing physical damage, except her Charm tech, which is used to steal items, and Kiss which heals one character. This also makes Ayla the film's "thief" character, because her charm ability is the only way to obtain items from enemies.

Angela - wizard

Angela, only daughter to Valda, the Queen of Reason of the Magic Kingdom of Altena, a cold land that is kept temperate thanks to Valda's magic. As Valda's strength fades, the spell begins to fade, and the harsh cold begins to invade the Kingdom. To avoid this, Koren, the Queen's high magician, puts in place a plan to obtain the powerful items from Mana Holyland, by invading the lands of the world to obtain their mana crystals by force.

In spite her heritage, Angela does not possess great magical skills. As a child, never scolded nor shown affection by her mother, she has become selfish, lonely, and disinterested in her magical studies under

her teacher Jose. She also grew up not knowing her father, King Richard of Forcena, as their relationship formed for political reasons. Richard didn't even know about her for many years.

To make matter worse, to fulfill Koren's plan to release the power of the mana crystals, the Queen proposes using a forbidden Sealed Ancient Magic which takes the life of the person casting the spell, and to avoid her or Koren sacrificing their lives, they intend to use Angela as a catalyst (which they consider the perfect demise for someone who brings shame to the royal family by not being skilled in magic). Upon revealing their plan to her, she disappears from the Queen's chambers in a brilliant light, escaping to the Subzero Snowfields... where she passes out.

She is found by citizens from the nearby town of Elrand and nursed back to health. Here, after after discovering a 10,000 Luc bounty on her head and speaking to a Fortune Teller, she takes the last boat to Jadd, where she hopes to travel to the Holy City Wendel to meet the Priest of Light for guidance, in a similar way to Riesz's journey. She aims to win her mother's respect by journeying to the Mana Holyland herself.

Angela is a somewhat stereotypical "mage" character, having weak physical abilities but access to a variety of powerful magic.

Elpuri - master dark frog

Elpuri dwells at the deepest level of the Gloomy Caves in the Cave of Darkness south of the Dark Castle.

Elpuri is the primary antagonist in Dark Frog. It is a massive black frog who can break down walls as he moves.

Although Elpuri does not live in the Dark Castle, it is responsible for the side of darkness and is the true operational figure behind the Dark Castle sanctum that offers sanctuary to: Xinroch, Bone Ash, Leoric, Bonebreaker, Sherarax, the summoner, council members, priests/sextons/cantors/hierophants, Gorva, Zable Fahr and the Dark Lich.

Ischaldirh - dark archmage

Ischaldirh inhabits the deepest level of the Underwater Tunnels in the Cave of Darkness.

Although Ischaldirh seems to have quite low stats, he is still the most dangerous foe in the game. He can summon golems made of really really mean materials, such as octiron. He can create evil clones of you. But those are nothing compared to the fact that he can pound you with spells mighty enough to kill nearly anything. He can cast massive explosions on you and summon bursts of electricity at you. He can teleport you, your limbs or your equipment away. He can disenchant your gear. And when you finally get close to him so you can end chop his head off, he'll teleport away and begins pounding you again. I seriously hope I will never have to face him. And so should you.

Due to Ischaldirh's incredible 'mind vision' with ESP & an intelligence of 60, even trying to fight him at a distance with wands is a losing proposition unless you're sure he's at the end of a long dead-end corridor and you've got a *lot* of spare wands.

Black Rabite - powerful nomad rabite

The Black Rabite is an incredibly powerful monster rabite inhabiting the Jungle of Illusion. Generally living a solitary and isolated existence, the Black Rabite lacks will and does not attack unless provoked. It is hard to find and has powers well beyond those of a normal Rabite although it does not look as menacing as it really is.

The Black Rabite can cast powerful spells of magic and summon at high levels. It usually only jumps, bites, or casts. The Black Rabite has powerful counter magic abilities such as reflection, etc.

Dragon - powerful isolated dragon

The Dragon lives in the Dragon's Hole north of the Glass Desert.

Little is known about the Dragon's past. All that's mentioned about him is that he led a large clan of Dragons that King Richard fought a war against. At some point he also met a young man named Koren. Koren was a native to Altena trying to learn magic, but was never able to, and was abused by his teacher for it. Taking advantage of Koren's weakness, the Dragon Emperor promised to make him the most powerful wizard in Altena in exchange for piece of his soul (why the Dragon Emperor wanted a piece of Koren's soul isn't stated). Koren accepted the offer, and became another servant to the Dragon Emperor in his plan to become a god.

Angela learns of Koren's involvement with the Dragon, and the party eventually becomes involved in defeating the Dragon after a long battle because of the threat it poses.

The Dragon has powerful magic and physical abilities, possesses a lot of health, but is slow to move.

Luka - sage

Luka resides in the Mirage Palace.

She is a 200 year old sage, but looks no older than 18. She guards the Mirage Palace and receives news from around the world through the flow of water. She helps Randi to understand his mission and reveals to him the dangers that the dark empire is trying to bring upon the world. She also introduces the group to the elemental spirits, before being imprisoned in her own palace by the dark empire's henchmen.

Neko - merchant

Neko is a traveling merchant of the Nikita tribe with an established base near Merchant City Byzel.

Neko is a talking cat and peddler of wares that travels all around the world. The party first encounters it after discovering Charlotte in the Dwarf Village when going to look for wares in Byzel. Neko then travels

with the party and continues the profession as a merchant. Although Neko charges twice the price of any other merchant in the land and is exceedingly stingy, the party comes to develop a bond with the travelling cat.

He likes to make cat-related puns, such as "Purr-fect weather" and "I love meow-tain climbing", and is one of the only comedic figures in Dark Frog.

King Truffle - moogle leader

King Truffle is the ruler of the Moogles, and operates from a defensive outpost in Flowergarden Land Diorre. Once in charge of Diorre, Lampflower Forest and the Forest of Wonder, the decision was made to scale back to Diorre after attacks from the carnivorous plant Genetrix Vesana.

Later in the story he partners with Randi and his team to successfully reclaim the territory.

Moogle - citizens

Moogles are small, furry winged creatures inhabiting the Flowergarden Land Diorre. They are intelligent and industrious.

Their language comprises of several permutations of the word "kupo". A peaceful race, their village was attacked by carnivorous plants spawned by Genetrix Vesana. Because of this, they were forced to flee to Flowergarden Land Diorre and set up a defensive position at the edge of Lampflower Forest.

When Charlotte goes to search for her parents later on, the party discovers this and successfully attacks and eventually destroys Genetrix Vesana and the carnivorous spawns completely, expanding their land once more.

It is also known that certain poisons and artifacts have been known to turn humans into Moogles for short periods of time.

Jema - knight

Jema is first encountered in Moonlight City Mintos.

He came to Moonlight City Mintos with the intent to recover the Sword of Mana and use it in the fight against the dark empire. While resting at Moonlight City Mintos, an earthquake hits, and he helps Randi to defeat the Mantis Ant attacking the village, and then guides him to visit Luka in the Mirage Palace to continue the journey.