The Knoble Knights of Rag-Du



Companion Guide

Vol. 1

THE KNOBLE KNIGHTS OF RAG-DU

COMPANION GUIDE

VOL. 1

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The Knoble Knights of Rag-Du

Companion Guide

Volume 1

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This companion guide is a supplemental work to *The Knoble Knights of Rag-Du: Wandering Tutorial Forest* and is intended to enhance the reader's experience of the novel.

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I. INTRODUCTION



Greetings, newly summoned knights. I am Dom-Wis, your guide and aid in this realm. You have been brought to aid the land of Rag-Du. Think of this as your training grounds—'The Tutorial Forest.' Once your training is complete and the land of Rag-Du is successfully defended during your time here, you shall return to your world.

I. INTRODUCTION



Greetings,
I am
Demo
Knight.

I am a
Legendary
Knight of
Rag-Du,
here to
demonstrate
every spell
and attack
to you all.

DEMO-KNIGHT

II. General Arts & Class Skills

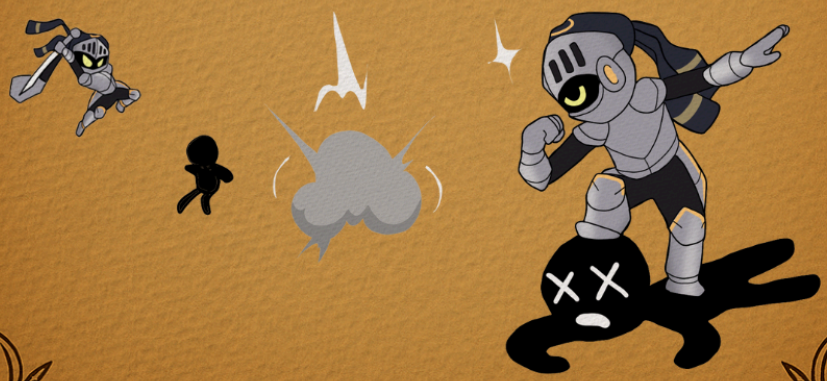


These are Core combat fundamentals, and innate abilities of each warrior.

Art Skills are moves and abilities based on your weapon, while Class Skills are moves and abilities based on your knight class.

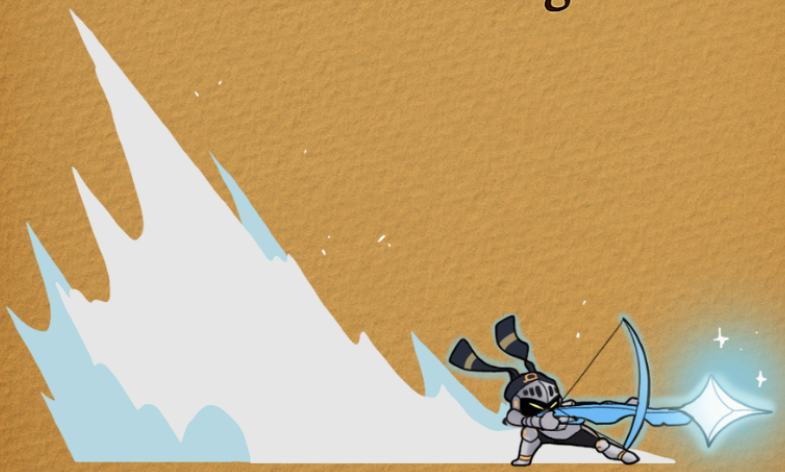
SUPER COMBO

A Super Combo is an advanced chained attack sequence performed by all Knights of Rag-Du. When activated, it allows the knight to unleash a rapid series of empowered strikes. Each follow-up in the sequence grows stronger, blending physical technique with flashes of the knight's Elemental Magic.



OVERLOAD BURST

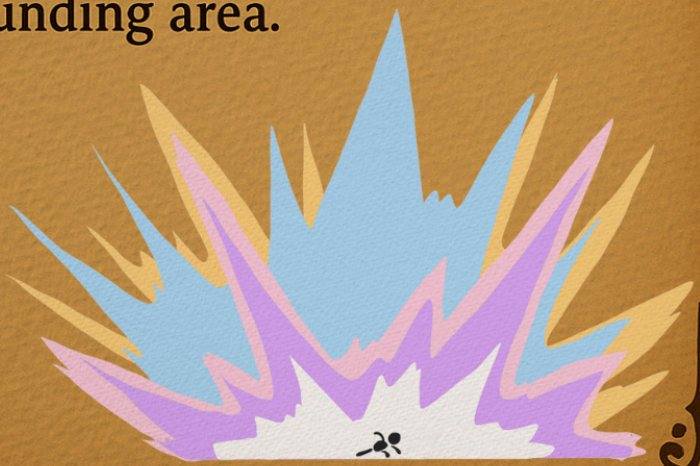
Overload Burst is a high-impact elemental discharge technique used by Knights of Rag-Du. The move will use a concentrated burst of the knight's Elemental Magic.



IMPACT CRASH

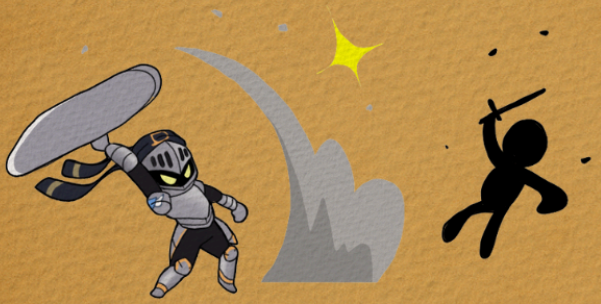
This is your Impact Crash skill, it is a powerful mid-air attack. You will leap into the air, stop as your weapon charges and glows, and then come crashing down like a meteor, creating an elemental blast that damages not only your target but any enemies in the surrounding area.





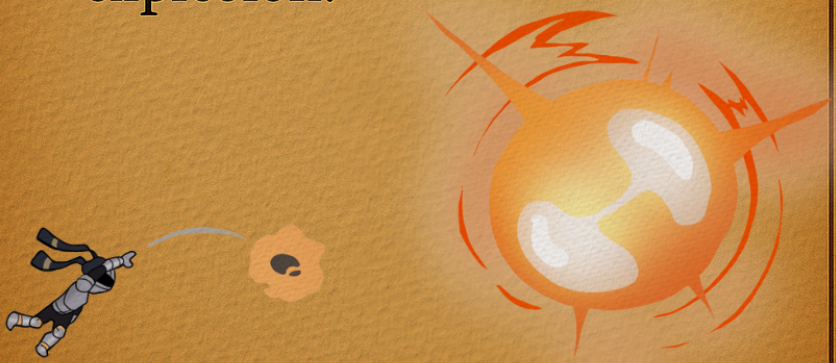
PARRY

Parry art skills allows you to cancel enemy attacks and make them vulnerable to critical hits.



Bomb Bowl

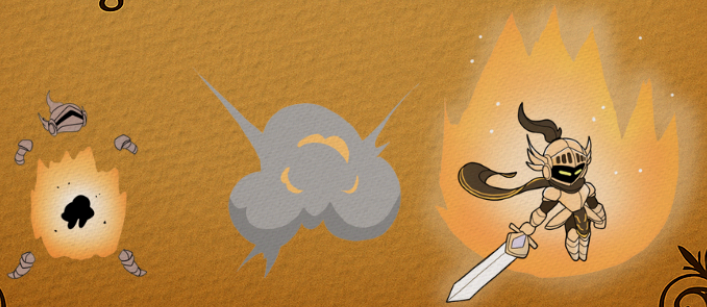
This is a newly invented technique, where the knight throws the bomb cricket-style. With a high-speed spin, it massively increases the impact and power of the explosion.



HYPER MODE

Hyper Mode is a temporar state in which a Knight's physical and elemental attributes are dramatically heightened, allowing faster movement, stronger strikes, enhanced magic output, and limited access to unique Hyper Arts.

Once the state wears the the Knight becomes momentarily drained (of both magic and stamina reserves.



III. OFFENSE MAGIC



Offense Magic encompasses spells and abilities meant for offensive combat scenarios.

FIREBALL

Fireball is a basic elemental attack in which the knight gathers fire magic into a concentrated sphere and launches it forward, dealing explosive damage on impact.



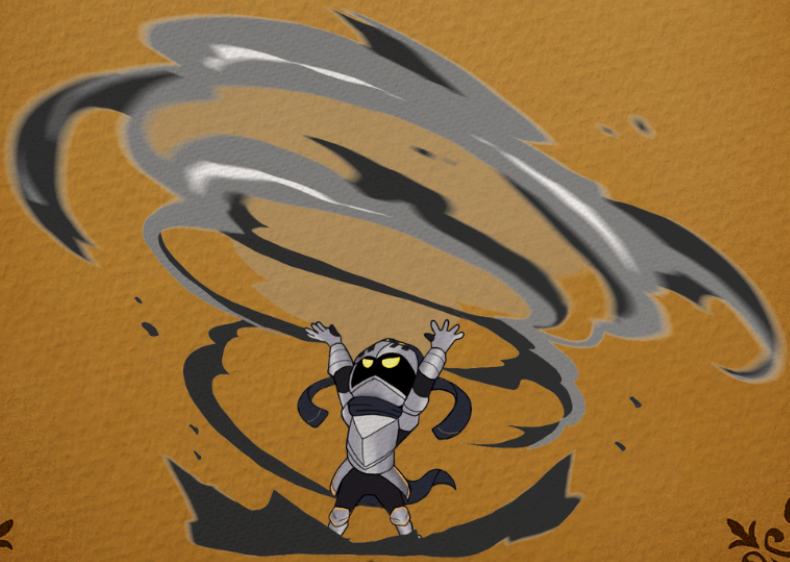
ICY BRINICLE

The ability to create giant icicles and launch them at enemies.



TWISTER TRAP

The ability to generate twirling gusts of wind and launch them at enemies, leaving them prone for attack by having them spin in a miniature tornado.



ROCK PUT

The ability to create and throw boulders.



IV. DEFENSIVE MAGIC



Defensive Magic focuses on protection, mitigation, and counter-balance techniques. These spells allow a Knight to shield themselves, guard allies, reduce incoming damage, or momentarily neutralize enemy attacks. While not as flashy as offensive techniques, Defensive Magic is essential for survival and strategic control in battle.

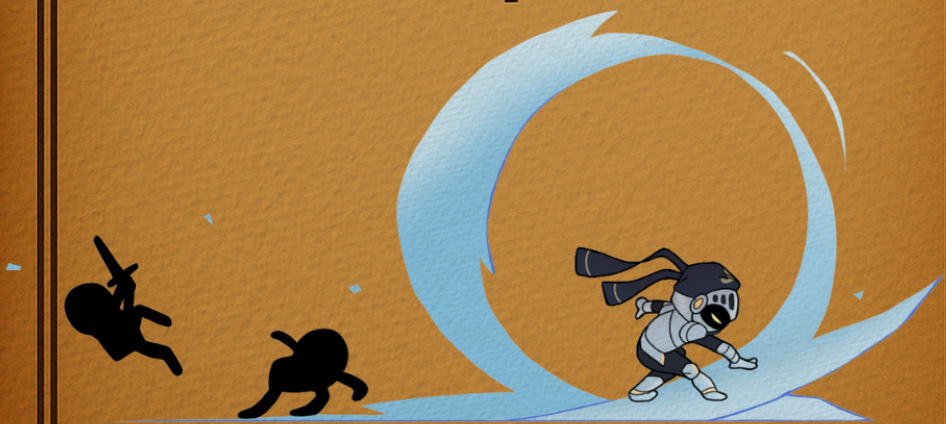
FIRE SPREAD

is when a pillar of fire surrou-
unds the Knight and then spre-
eads across the battlefield,
burning enemies.



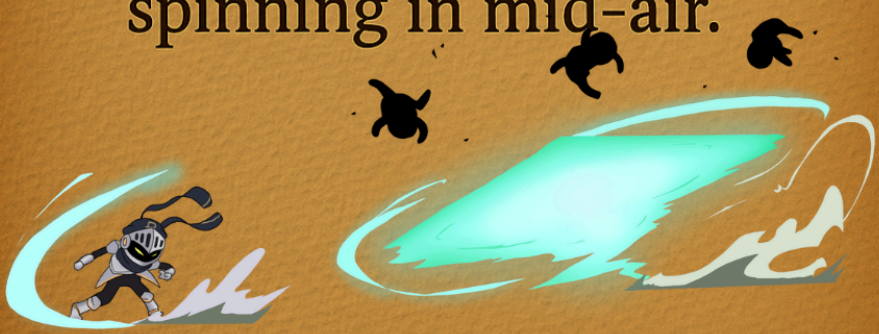
FIGURE SKATE

The ability to create a sheet of ice encircling one's body, causing nearby and approaching enemies to slip and slide, leaving them prone.



SPIN CYCLE

A tornado forms around the knight and spreads across the battlefield, leaving enemies spinning in mid-air.



EARTHSHAKE

The ability to cause an earthquake, leaving enemies off balance.



V. MID-RANGE MAGIC



A knight's innate ability to cast offensive spells that are effective at a medium distance.

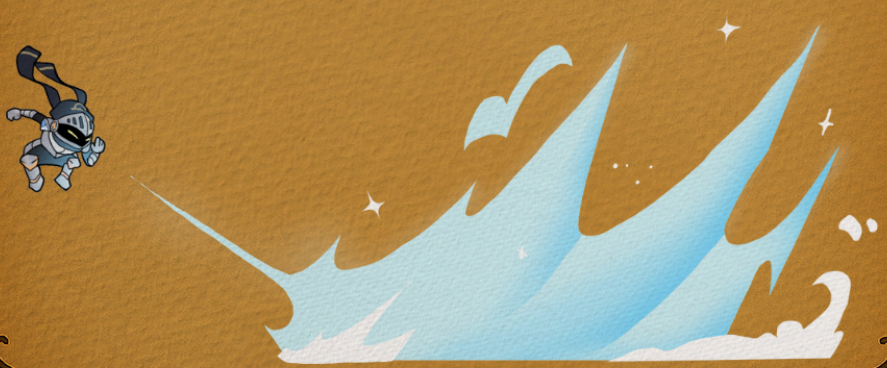
FLAME THROWER

Allows the knight to unleash a sustained stream of fire at an enemy.



FREEZE THROWER

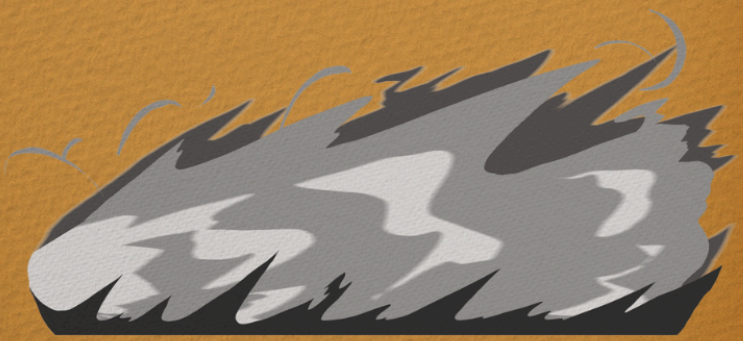
A mid-range stream of snow that freezes enemies.



AIR THROWER

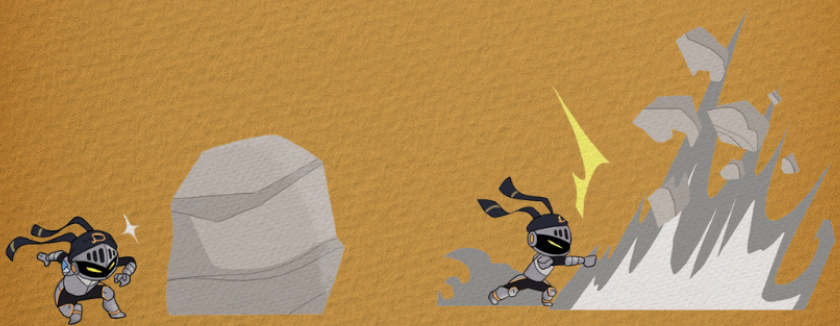
A mid-range stream of strong wind that blows enemies away.





BUCK ROCKS

A boulder appears in front of you, which you shatter with a punch, sending debris and rock fragments flying at enemies.



VI. SECONDARY WEAPON ATTACKS

Secondary Weapons are specialized tools granted to each Knight to expand their combat versatility, allowing them to adapt to different situations more effectively.



SECONDARY WEAPONS



Draco's Fang



Ice Rhino's Horn



Hammer of Jack



Wind Cutters

SECONDARY WEAPON



DRACO'S FANG

a katana with a fire augment.

DRACO'S BITE

a flaming curved projectile
that set enemies ablaze
and burned them on contact.



SECONDARY WEAPON



ICE RHINO HORN

a spear macle out of an
“ice rhino’s” horn,
with ice augmentation.

ICE RHINO'S GORE

enables the Knight to do a charging attack, freezing targeted enemies and surrounding enemies during the attack, and freezing enemies on contact.



SECONDARY WEAPON



Wind Cutters

two butterfly knives
with wind augmentation.

WIND SLICES

An attack where slashing projectiles of air shoot forth, cutting and pushing enemies with a strong gust of wind on contact.



SECONDARY WEAPON

HAMMER OF JACK



A huge sledgehammer
with earth augmentation.
It also has a passive effect, making
every strike that lands on enemies
hit multiple times, as if they were
being pummeled by a jackhammer.

RICHTER SHOCK

a massive shockwave
aimed at enemies.



VII.
CROWD CLEAR

They will allow you to take out groups of enemies more efficiently with your elemental magic.



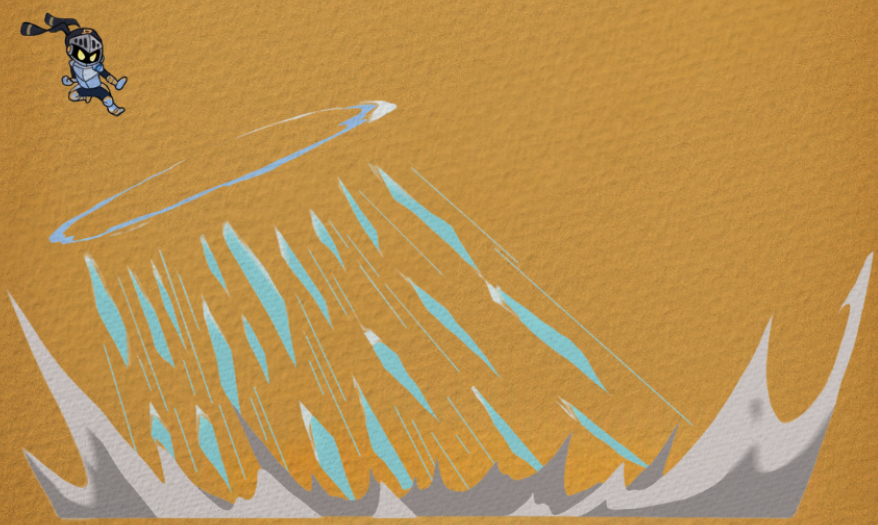
OVEN BAKE

Flames flow and spread from the knight's feet to every inch of the battlefield, burning the feet of enemies in the process. Once the flame fills the battlefield, it will ignite, setting the battlefield ablaze with flame as high as the knight.



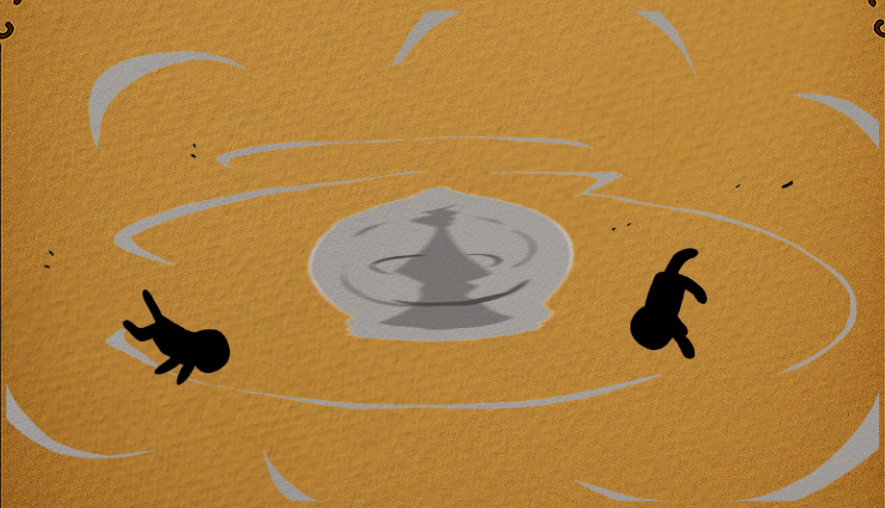
OH HAIL STORM

The knight summons a hail storm with giant hail falling all over the battlefield.



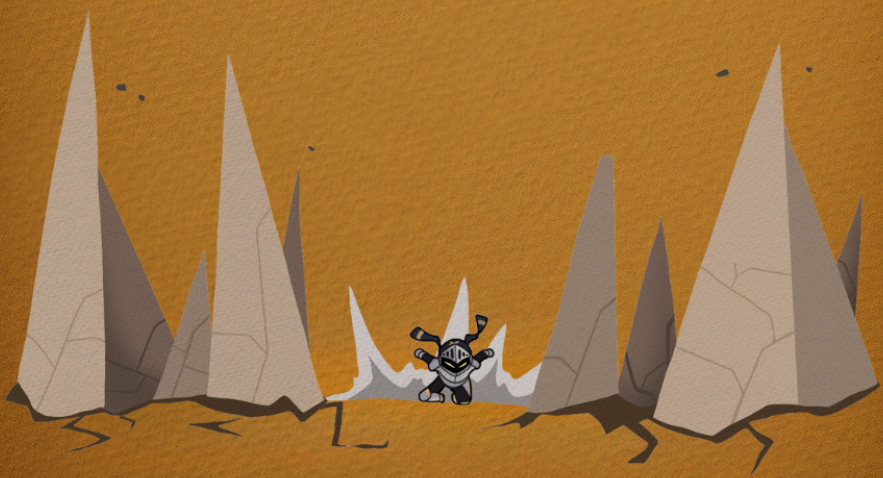
TORNADO TOP TWISTER

The knight spins like a top throwing air slashes in every direction. The faster he spins, the more hits the air slashes land on the enemies.



LANDSCAPE

Rock spikes shoot from the ground, impaling enemies. Then disappearing as the earth opens up to swallow the enemies.



VIII. CHARGED ATTACKS



These charge attacks will allow you to deliver more powerful strikes with your primary weapon.

RED SLASH

Holding his sword overhead with both hands, the knight charges it with energy and performs a massive vertical slash.



BLUE THRUST

The knight points his spear forward and charges it with energy and deals a devastating thrust.



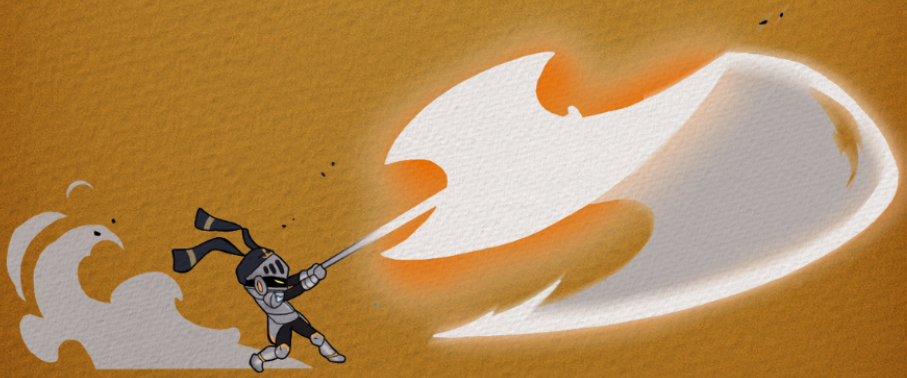
GREEN CHOP

Having both daggers charged with energy in front of him forming a glowing ‘X’, the knight propels himself towards the enemies, slicing them.



ORANGE CHOP

The knight, holding his axe with both hands at his side, charges it with energy and performs a huge destructive horizontal swing with his axe.



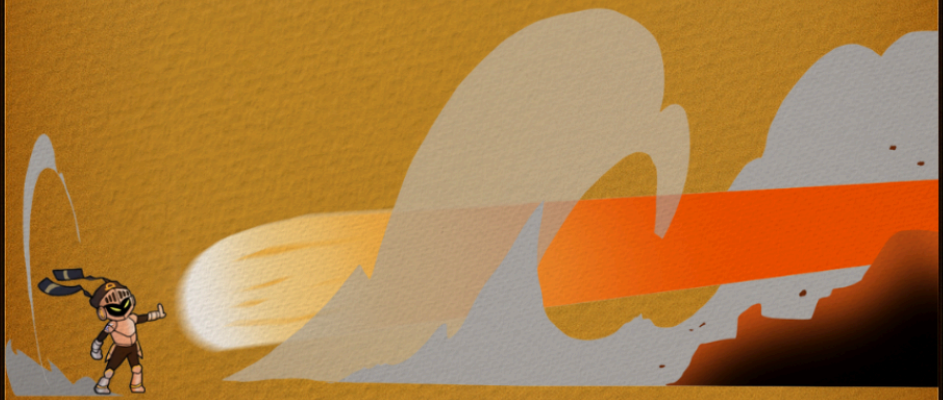
IX. SUPER SLAY (S.S.) ATTACKS

These are your Super Slay Skills — extremely powerful spells that will help turn the tide of battle in your favor.



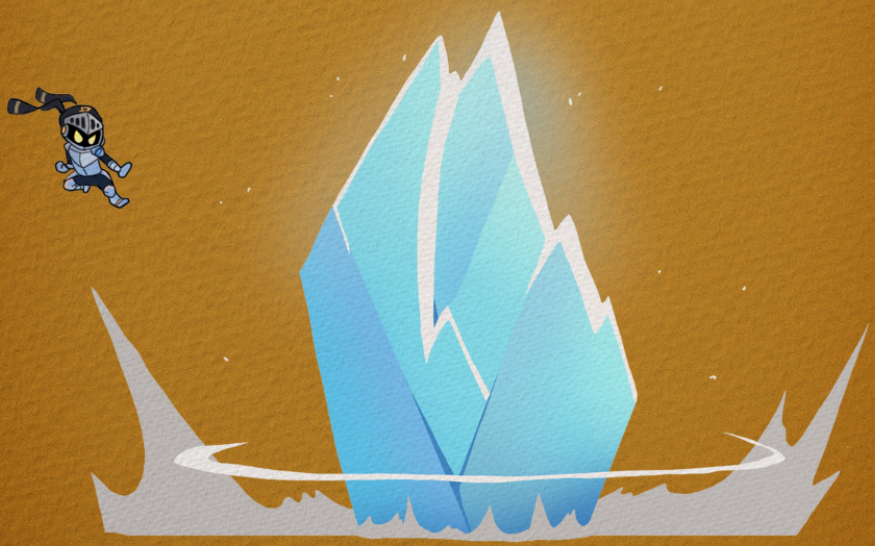
SUPER FIREBALL

The knight creates a large fireball and shoots it at a enemy, creating a huge fire beam.



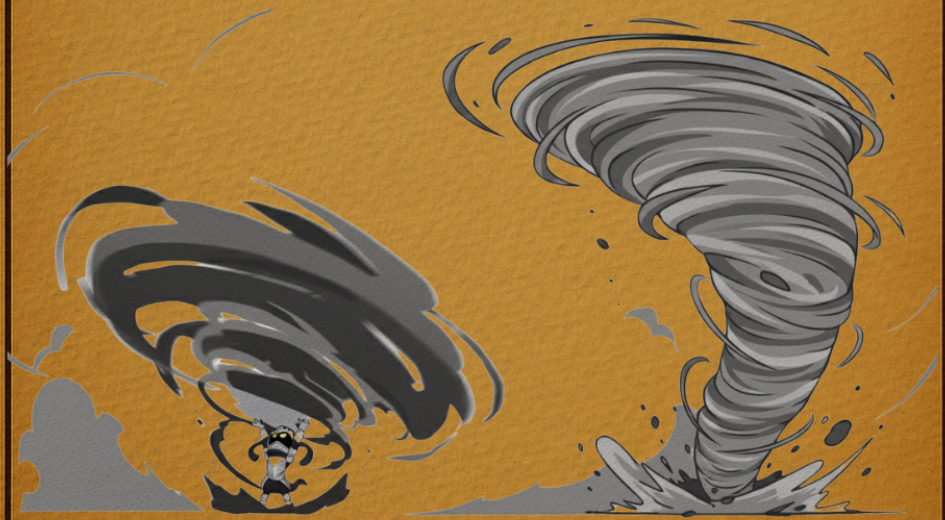
SUPER BRINICLE

The knight creates
a gigantic icicle in the sky
and drops it on the enemy.



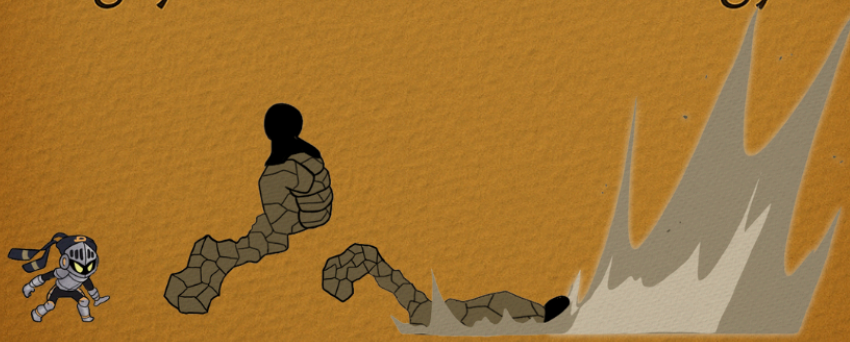
PAIN-ADO

The knight creates a tornado out of wind slashes, shredding his enemies.



MEGA GEYSER

The knight creates a giant rocky hand from the ground grabbing the enemy, then squeezing the enemy and dragging them under-ground and shooting them out of the ground through a geyser made out of energy.



X. DASH ATTACK

They will allow the knight to perform quick, po-pewrful dashes that can be used to evade attacks and/or strike with incredible speed.



HALO SLICE

Speed blitzing the enemies, the knight appears in front the enemy. Then in one motion, he spins around in a circle, as he is spinning his sword appears, cuts the enemy and then disappear. Giving the appearance of a red halo.



VAULT KICK

After a running start, the knight will use their spear to pole vault across the battlefield with charged feet of blue energy and launch themself into a jump kick, smashing into their foe with devastating force.



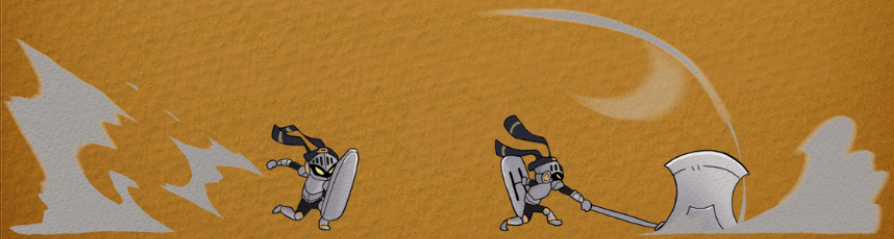
DRILL KICK

The knight will speed blitz towards the enemy, and immediately perform a spinning dropkick. Their body will whirl like a power drill as you slam into the enemy, sending them flying.



TACKLE SWIPE

The knight will rush forward in a running tackle, with their shield braced in front of them. When they land their blow and continue to press forward with their charge, each step forward deals additional damage. They will then finish the attack with a powerful swing from their axe, knocking the enemies back.



XI. AIR MAGIC ATTACK

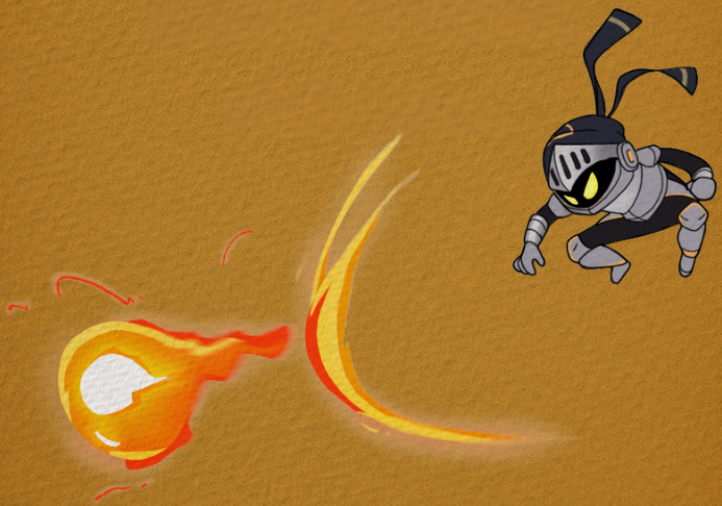


the knights are able to harness the power of the air, allowing them to attack while airborne.

AIR FIREBALL

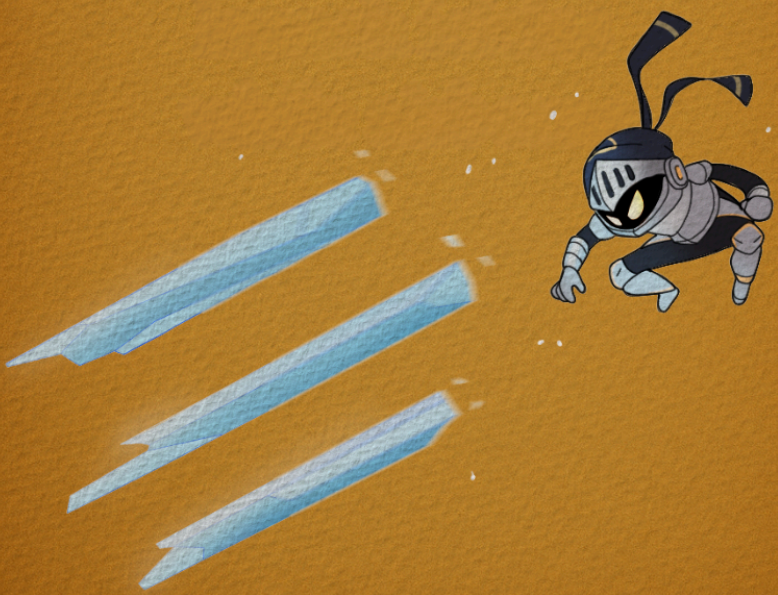
The knight is able to summon and launch fireballs while

airborne.



AIR ICE BRINICLE

The knight is able to summon and launch icicles while airborne.



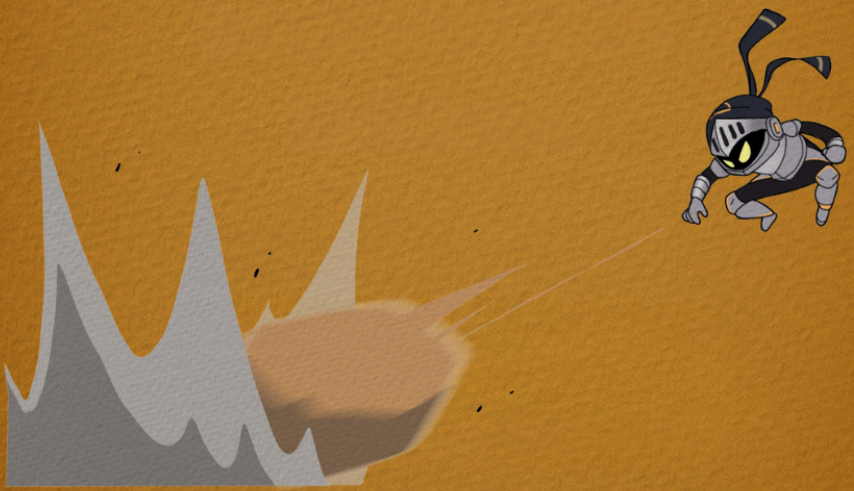
SKY PULL

While the knight is airborne, using wind magic, he pulls the enemy towards him in the sky, leaving them prone for attack.



AIR ROCK PUT

The knight is able to summon and hurl boulders while airborne.

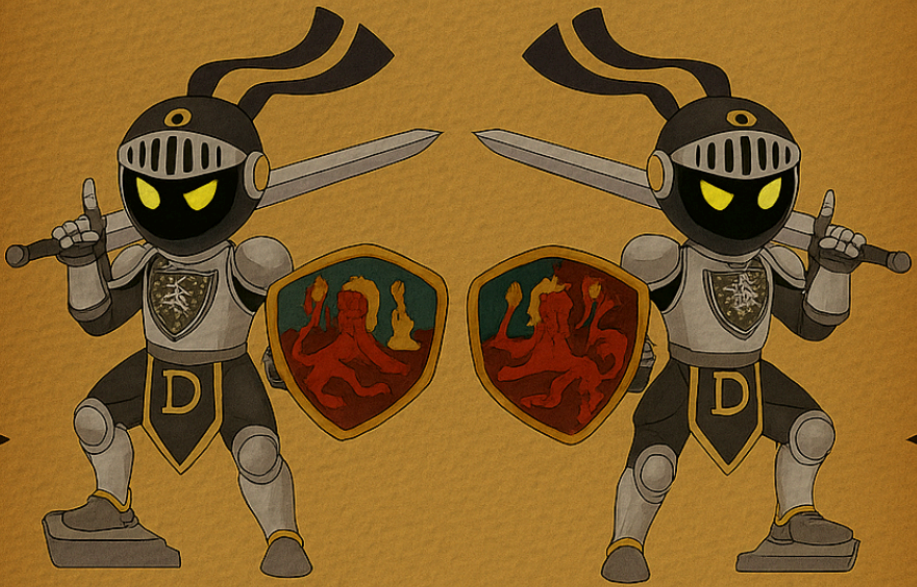


XII. TAG TEAM ATTACKS
(TAG ARTS)



Hi, this is my squire, Example and he is here to help me demonstrate Tag Team Attacks, just newly named Tag Arts. Tag Arts are when two or more knights combine their attacks to form a completely new attack.

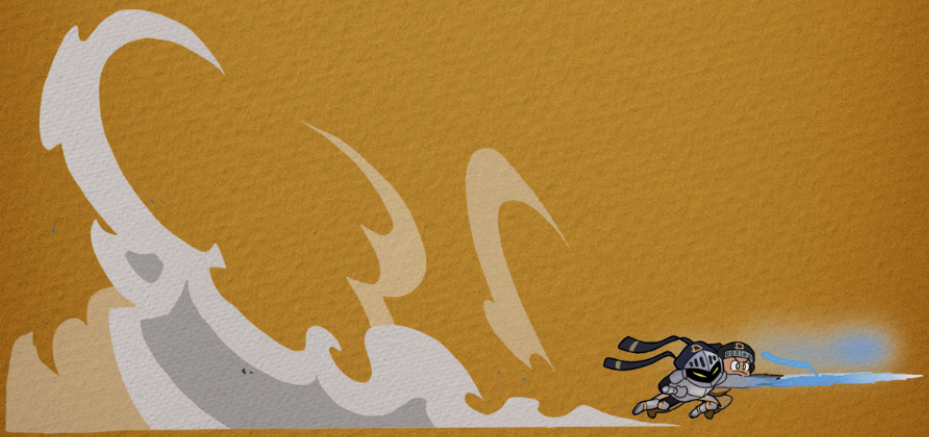
THE SHADOWING



it allows a balance knight to mirror a knight's class skill and perform it along said knight to land a tag team attack on the enemy.

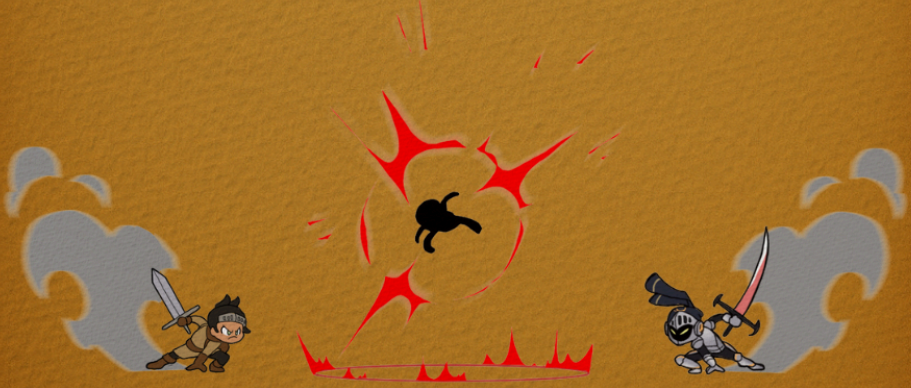
THE SHADOWING: RANGE

the balance knight does a simultaneous thrust alongside the range knight.



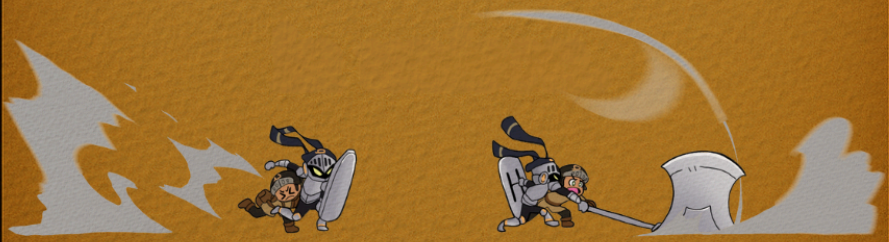
THE SHADOWING: SPEED

the balance knight along side the speed knight, surrounds the enemy and delivered strikes from all sides



THE SHADOWING: TANK

The balance knight,
along side the
tank knight,
charges their shields
and tackles foes
in unison.



ONCE UPON A TIME IN RAG-DU

It involves the knight lunging forward with his spear and allowing his partner to leap of his back to deliver a powerful jumping attack or Impact Crash.



TWIN BLITZ

the knight and his partner
speed blitz past enemies,
revealing devastating
invisible slashes
moments later.



FAST BALL SPECIAL

The knight tosses his partner into the air, allowing them to perform a high-flying, devastating attack.



XIII. SECONDARY WEAPON CHARGED ATTACK



These charge attacks will allow you to deliver more powerful strikes with your secondary weapon.

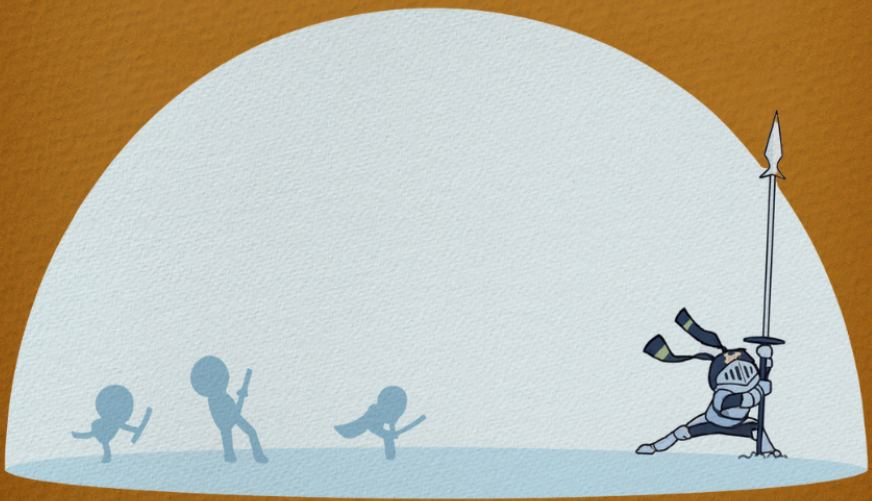
DRACO'S SCRATCH

The knight has Draco's blade covered in fire; it extends, making the flaming blade longer to deliver a massive slash.



ICE RHINO'S HIDE

The knight creates an icy energy field surrounding his body, freezing and shattering nearby enemies.



X CHOP

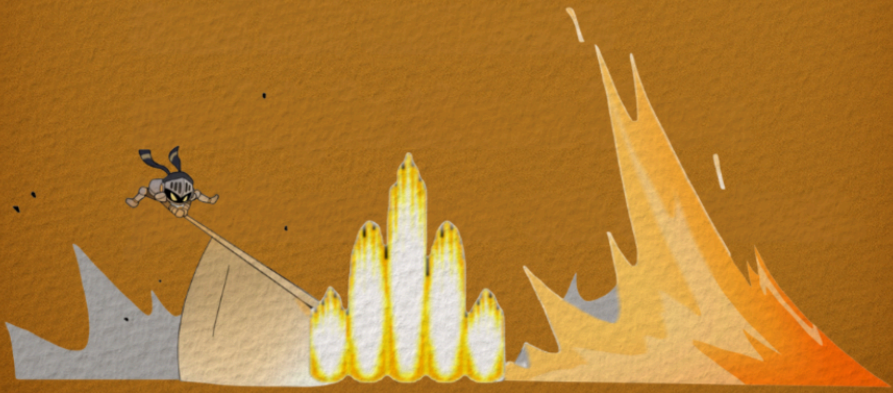
Having both wind cutters charged with energetic wind in front of the knight, he starts to form a glowing 'X', to shoot out a huge 'X' shape wind slash.





NEW JACK SWING

The knight slams the Hammer of Jack upon the ground, shooting out a ground-based projectile at enemies and hit enemies multiple times like a jackhammer on contact.



XIV. FINAL VANQUISH ATTACKS



Ultimate finishing moves that manifest the knight’s full power.

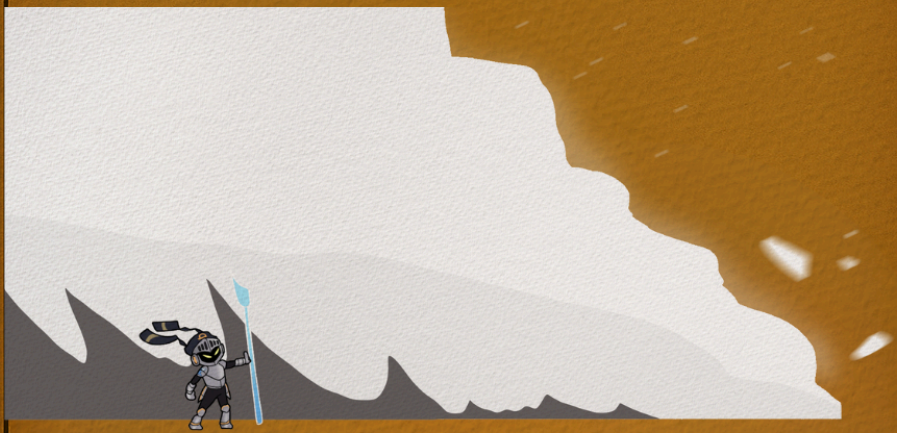
FLAMING TRI-SLASH

The knight raises his sword overhead with both hands as fire forms from the base to tip, creating a blazing blade. He unleashes a downward diagonal slash, a horizontal slash, and an upward diagonal slash—each burning every enemy on the battlefield.



ARCTIC AVALANCHE

The knight taps the ground with his spear and an avalanche magically appears, crushing every enemy on the battlefield.



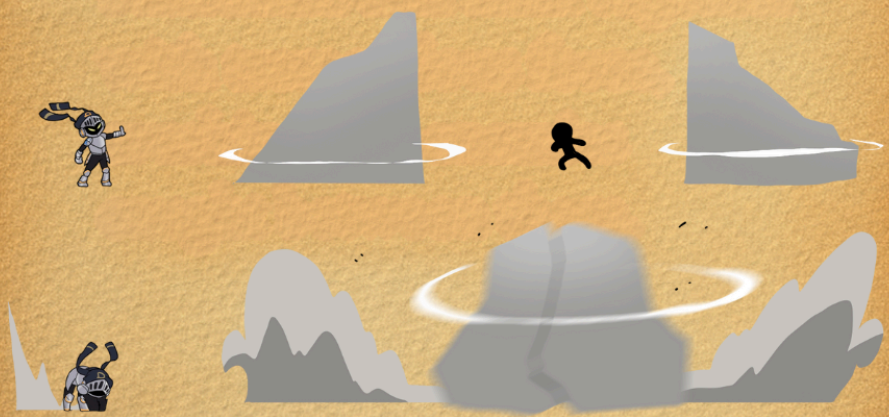
GALE BURST

The knight gathers an immense amount of air between his hands, compressing it tighter and tighter until his palms touch. Upon contact, a catastrophic burst of wind erupts-unleashing a Category 6 hurricane that tears across the battlefield, blowing every enemy away with unstoppable force.



SLAB SLAP

Two massive slabs of enchanted rock materialize on opposite ends of the battlefield and slam together with tremendous force, crushing any enemies caught between them.



XV. CLOSING WORDS



Your journey through the Knoble Knights' Comprehension **Guide** has now come to an end. You have learned the fundamentals, mastered your weapons, unlocked devastating arts, and witnessed the true potential of teamwork and magic.

But remember—these pages are only the beginning. Your skill, your strategy, and your courage will shape the battles yet to come.

CONTACT INFO:

Maurice Alexander

https://www.enismediacompany.com/

https://www.instagram.com/enismediagroup/

Bryton Hudnell

https://www.youtube.com/@BDraws107/

https://www.instagram.com/_bryton_draws/

https://www.x.com/bryton_draws/