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Mini Escalario Art Book



The Wizard's Libram of Escalarío

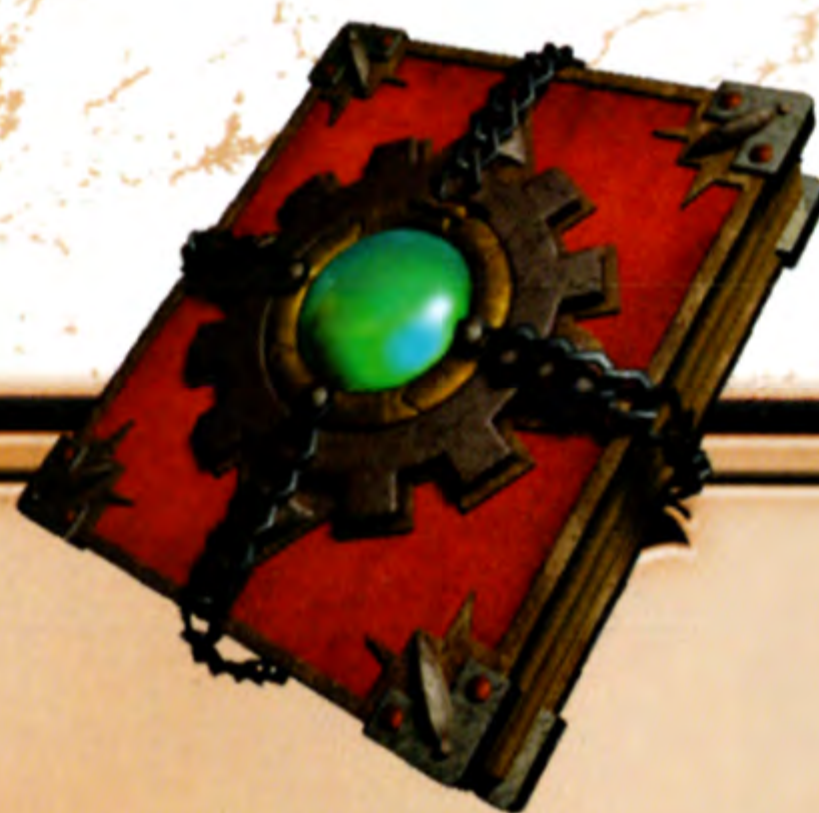
This valuable scripture has been split into 8 fragments, and has been scattered through the worlds. By collecting all of them, it is said that any wish can come true.

This is a legend that everyone has known since ancient times...

Everyone has tried to search for this unseen book at least once in their life, and has wandered the world. But no one was able to prove it exists, and many adventurers' dreams have since been lost.

Time went by, and the scripture was turned into legend. Stories that had surrounded it have also become mere fairy tales.

But...



The World of Abenvard

In the mist covered ruins of the Balvitos
region of Abenvard,
a world surrounded by deep forests,
the adventures of Raiders begin...



The waterfront city of the Balvitos region

Long ago, in the ancient Melkia civilization, the most prosperous city was afloat on water in the center of the Balvitos region.

This is the current waterfront city of Zey Meruze.

With the end of the civilization, the city fell apart, and the lands surrounded by mist and seas of forests had been a long forgotten land.

But just a few decades ago, the gates to the Alterworlds were discovered, and with it, the city came back to life as the frontier to these other worlds.



A world different from Abenvard

When a resident of Abenvard goes to an Alterworld, they are surrounded by a mysterious mist and returned to their own world after some time. Because of this, communication had been long delayed. Now, the adventurers' guild helps to make intercommunication less of a problem. There are five worlds that have been discovered: the Ancient Forest of Valtessa, the Ancient Castle of Grimoire, the Posporia Battlegrounds, the Crystal Valley of Dakascus, and the Grand Gardens of Ishtar. Each of these worlds are inhabited by different races of people (mostly beast-men).



Raider Adventurers

The Raiders' Guild is located in the center of Zey Meruze. Their main objective is to deepen relations with other worlds. Therefore, the current Raiders' Guild also acts as the city's government.

Information, including that about the Alterworlds, are all gathered at the Guild. The registered Raiders will investigate or solve problems that may arise. Raiders have a set rank depending on their skills and abilities. The higher rank, the more difficult the quests become. Currently, there are about 300 Raiders who are registered with the Guild.



The Decline of Alchemy

Alchemy had been passed down through tradition within the people of Paradios who once lived in Balvitos. But in actuality, all they did was simple fortune telling and mixing medicines. Currently, there are very few who carry on the traditional skills.

The people of Paradios had always lived with some distance from the people of the former Zey Meruze, but currently, there is but a handful of descendants who live in the rebuilt city. In the ancient Melkia Era, it was said that the skill was as widely prosperous as the city itself.



Waterfront City of Zey Meruze



A city located in the center of the Balvitos region atop the Meruze Lake, with a population of about 5000 people. The city is completely afloat on the lake, and is connected to the shores with the eastern and western bridges. There is a library (Scripture Library) to the north. There are also a few entrances to the Alterworlds, and to the eastern shore of the lake is the Beastmen Quarters, where residents of the Alterworlds who cannot go back home are gathered. The Fairy Taxi (ferry) is widely used as transportation throughout the large city.

1 Into the Ancient Forest of Valtessa



2 To the Ancient Castle of Grimoire



3 To the Posporia Battlegrounds



4 To the Crystal Valley of Dakascus



5 To the Grand Gardens of Ishtar



6 Near the Guild Entrance



7 In front of the Workshop



8 The Beastmen Quarters



9 The Western Forest



10 Near the Library Entrance



1 ~ 5 Entrance to the Alterworld

6 ~ 10 Fairy Taxi stops





Ancient Forest of Valtessa



The first Alterworld that a beginner Raider receives permission to investigate. One day, a lumberjack who lived near Zey Meruze had set out as usual to cut down some trees in the forest and he accidentally found this entrance. The news of the discovery of an Alterworld quickly spread to the nearby lands, and with the help of many curious people, a few more entrances were soon discovered. Possibly because it was the first Alterworld to be found, it is used to practice for Raider exams.





Because it is a world surrounded by trees, there are places that do not receive any sunlight. One particular place has since been called the Altar of Poison. There are various places like this that exist in this world.



This world is very green and natural. You can even fish in the lake. But there are monsters in the lakes too, so be careful not to fish those up.



Rufina

A girl who lost her memory and wanders the Ancient Forest. For some reason, normal people can't see her.





Ancient Castle of Grimoire



A world that consists of many castles afloat in the sky. It is surrounded in mystery, and no one knows when it was built, or by who, and for what purpose. The ruler of this castle has long been gone, and many things have decided to make it their home. With each desire of those who live there comes another wing, or another floor, and has currently become the complicated form it is in right now.



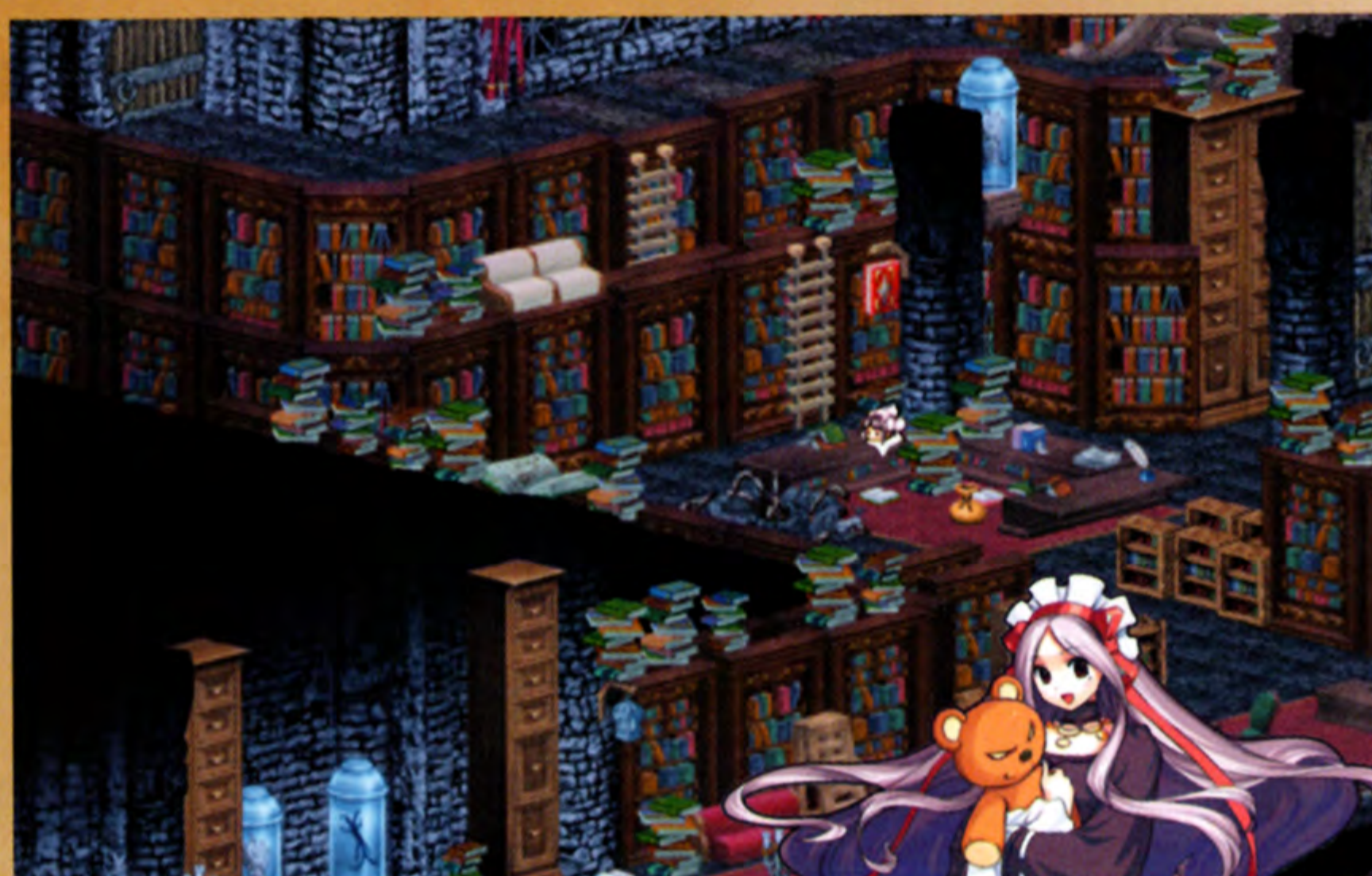
Underneath the castle, there is a pathway inside a cave where you can find a fresh water spring. Supposedly, there is a huge secret hidden on this path.



You can also get to the roof of the castle. You will need to use these hallways to get across to certain towers of the castle.



There is a huge clock-tower in this world, and inside are rooms filled with mechanical tricks.



Pamela

A ghost who works as the librarian for the castle's library. She is playful, unlike regular, scary ghosts, and attracts many humans and beastmen alike. Actually, it doesn't really seem like she does any librarian work at all.

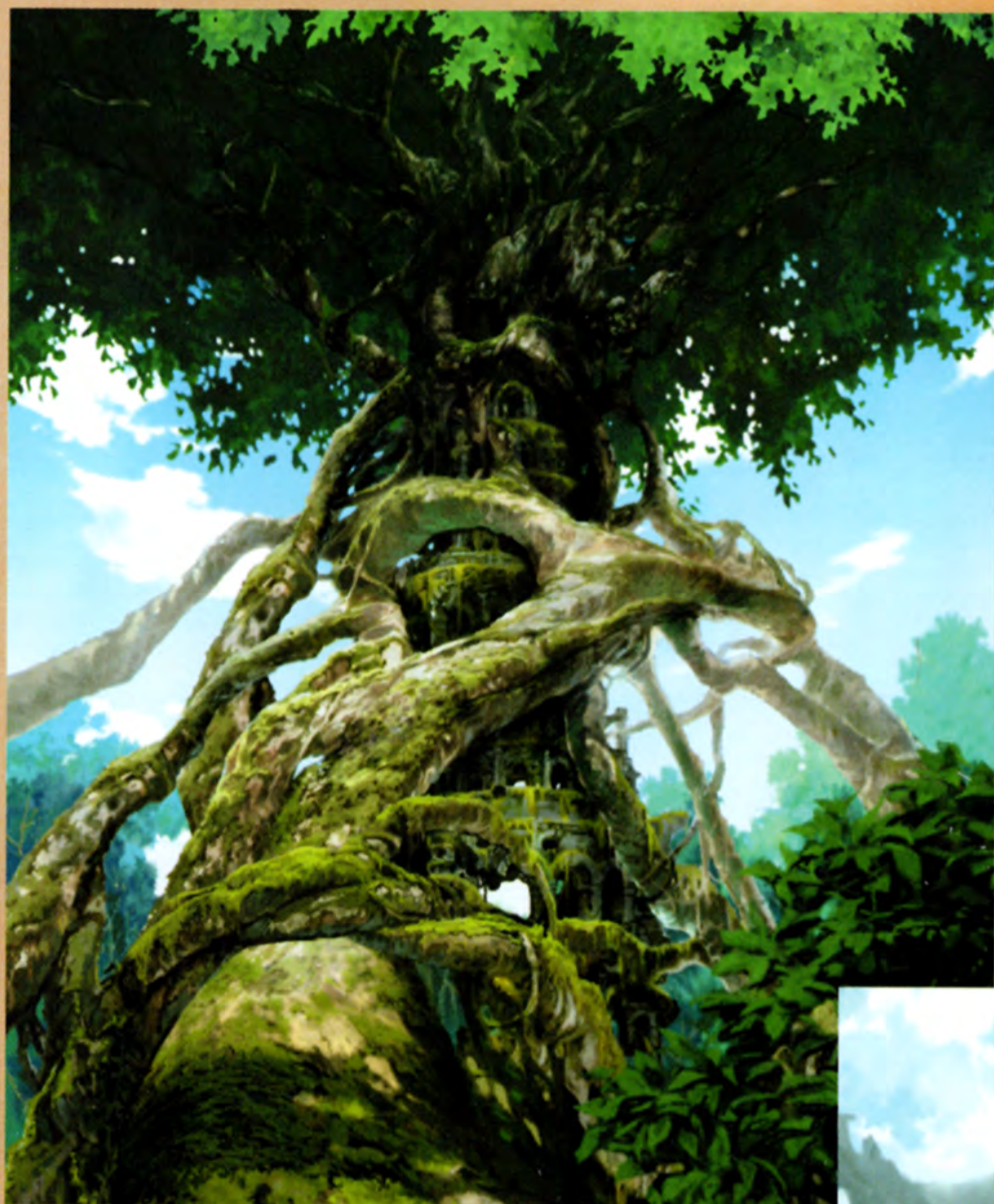
Residents of the Alterworld ——— (Grimoire)



The race of beastmen that mostly occupy the Ancient Castle. They believe their ancestors were birds, and therefore dress with wing-like costumes. Because of their accented speech, which sounds like a bird's squawk, humans have since began to call them Squawks. They love the darkness, and few will come out of the castle. Whenever they meet a human, their curiosity drives them to play tricks on people. The lantern they hold is passed down from parent to child, and it seems holding a lantern is a determinant of high social status.



Posporia Battlegrounds



A world of continuous war between the Fairies and the Kuma. The battle always goes from advance to retreat on both sides, which makes up the perpetual war. Those who are tired of fighting have made the Neutral Region. It is green and rich in nature, and the Tiger Blowfish that can be caught here is supposedly the greatest taste ever. Humans who have visited this world question whether this war is seriously being fought or not.



Residents of the Alterworld ——— (Posporia)



A kind of people who do not stay in one place, but wander as travellers. Very adaptable to human society as well. Their personality is closer to a child's, and though they have various emotions, they tend to turn out selfish and narcissistic. Though usually, they do not prefer to fight, they find joy in the Kuma's stubborn nature, and therefore have been fighting in the eternal battlegrounds for a long long time. Their name comes from the way they look.



They mostly live in the eternal battleground. Though it may look like they are wearing teddy bear costumes, these are actually the Kuma's battle outfit. One day, the Fairies played a trick on the Kuma, which then lead to the misunderstanding that the Fairies were going to take over the Kuma's hunting grounds, and ended up as war. Usually, they are quiet like old grandpas, but it seems like they have an aggressive nature.



Cannons, the transportation method used to get to and from the Fairy territory to the Kuma territory. Supposedly, it's possible in theory, but no one has actually tried it out.



In the central region of the battlegrounds, there is a neutral area where fighting is prohibited. As long as you stay here, you can forget about the long-lasting war.



Repre

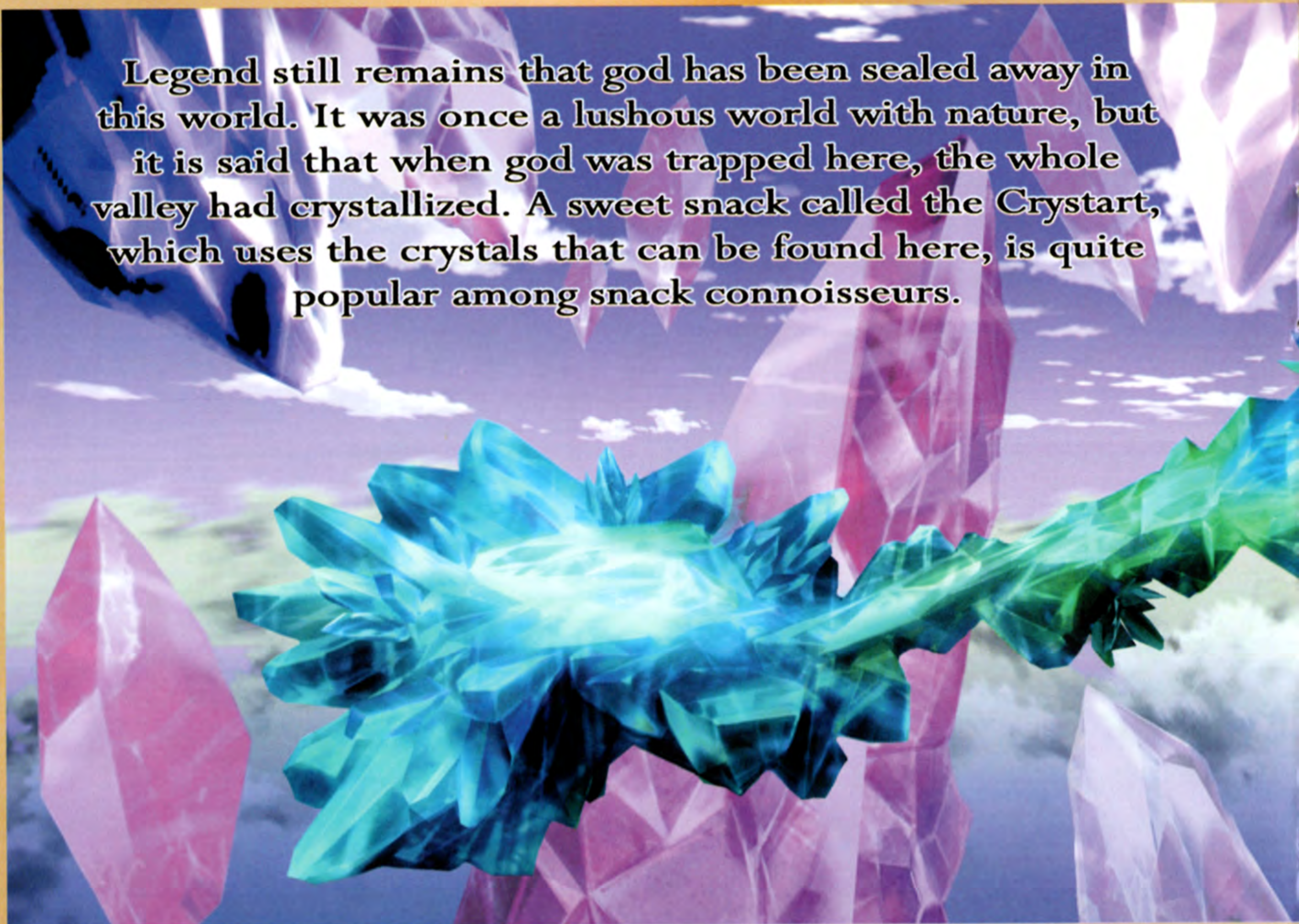
A girl who sincerely loves singing. But for some reason, her voice attracts monsters, and is troubling the people around her.



The Crystal Valley of Dakascus



Legend still remains that god has been sealed away in this world. It was once a lushous world with nature, but it is said that when god was trapped here, the whole valley had crystallized. A sweet snack called the Crystart, which uses the crystals that can be found here, is quite popular among snack connoisseurs.



Since the world was once lushous, the remnant oasis remains in place. There are various kinds of fish that live in this oasis.



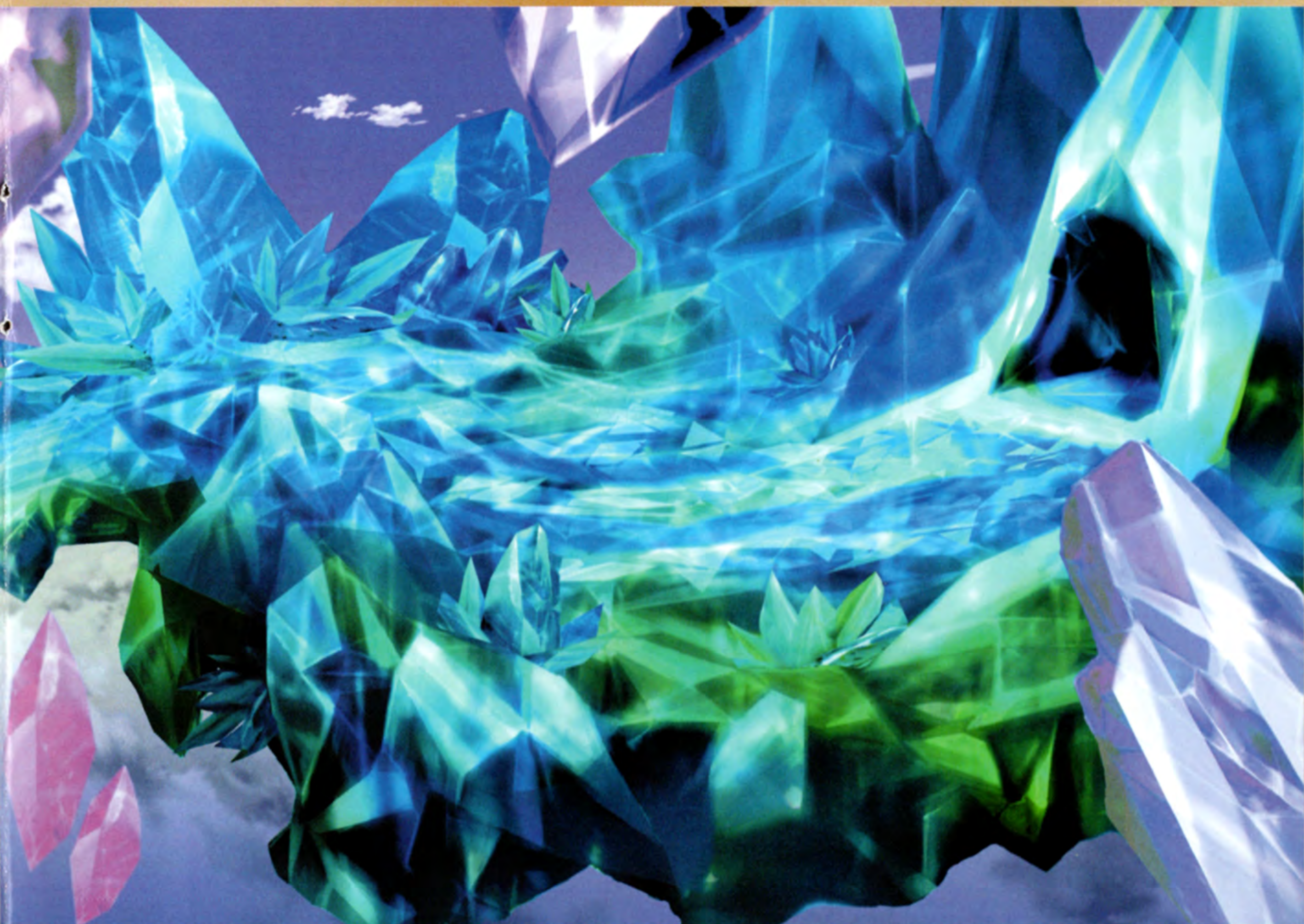
A settlement of the Pengies, who live in this world. The chief governs this bustling town.



Most of this world is covered in crystals. It is hard to imagine that this place was once filled with nature.



A legendary sweet in the gourmet world. It was once a very popular dish, but there is no one who can make it nowadays.



Residents of the Alterworld ——— (Dakascus)



Most of these people live in the Crystal Valley, and of the Alterworld races, they have the greatest differences between each individual. One has created a town in the corner of the human city to live with other races, and another gained interest in being a merchant and has since been in an intense sales battle with each other. Pengies as a whole have a challenging spirit, and have a leader type of position within the beastmen from other worlds.



The Grand Gardens of Ishtar



A world controlled by its own four dimensions.
Therefore, only high ranked Raiders can receive permission
to enter this world. There are mechanisms in the world that
can control time, and legend has it that there is one clock
that governs all time.



Mechanisms in this world allow for teleportation through time and space adjustment. The investigations of the Ishtar gardens will rely on this type of travel.



A grand clock that supports this world in the center of it all. When this clock breaks, it is said that all the mechanisms that control time in this world will be lost. This clock is taken care of by the "K33p3r".

Since this world's theme is time, there are some places that are altered by time. This huge sword moves up and down at a very slow pace.



A mechanism that is said to control time, that exists in this world since ancient days. Its functions and use is wrapped in mystery, but one theory has it that it can allow for time travel through the past, present and future.

Residents of the Alterworld ——— (Ishtar)



Woofers mostly live in the Grand Gardens. Their adaptable nature and their lack of desire gave them a perfect role as the messengers and deliverers through the Alterworlds. They have delegated merchants and messengers through different regions. Their leader has quite an important role in relation to all other beastmen. Though they look like dogs, they have a weakness against cats, which is said to be the reason why their village is to the side of Zey Meruze.

The Wizard's Libram of Escalario

Edge Vanhite

Edge Vanhite

Age: 19 (Male)

Birthday: November 22

Height: 176 cm

Weight: 67kg

Likes: Messing around with mechs

Dislikes: Rowdy stuff

Dream: None



Iris Fortner

Age: 16 (Female)

Birthday: April 28

Height: 158 cm

Weight: 41kg

Likes: Alchemy, animals

Dislikes: People who say bad things
about alchemy

Dream: To become the best alchemist

Iris Fortner

Characters

Ash F. Abenstein



Ash F. Abenstein

Age: 21 (Male)

Birthday: July 29

Height: 185 cm

Weight: 74kg

Likes: Strong people

Dislikes: Boring world

Dream: To meet anything of interest

Nell Ellis

Age: 15 (Female)

Birthday: June 8

Height: 148 cm

Weight: 38kg

Likes: Stuffed animals, sweets

Dislikes: Scary stories

Dream: Rebuilding the Ellis Family wealth!



Nell Ellis



Characters

Ewan Kleines

Ewan Kleines

Age: ?? (Male)

Birthday: January 31

Height: 173 cm

Weight: 61kg

Likes: Beautiful ladies, research

Dislikes: Men

Dream: A life surrounded by beautiful ladies and books



Alvero Kronie

Age: 17 (Male)

Birthday: November 13

Height: 175 cm

Weight: 69 kg

Likes: Winning

Dislikes: Losing

Dream: To become the strongest in the world!

Alvero Kronie

Characters

Crowley



Crowley

Age: 24 (Male)

Birthday: July 9

Height: 182 cm

Weight: 68 kg

Likes: ???

Dislikes: ???

Dream: ???



Yula Ellis

Age: 18 (Female)

Birthday: May 25

Height: 159 cm

Weight: 52 kg

Likes: Her family and her family name

Dislikes: Useless things

Dream: Re-establishing her family's wealth



Yula Ellis



For All Raiders...





NIS
America

GUST
Incorporated

Character design by Gust / Illustration: Jun Futaba

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