

GAME DESIGN DOCUMENT

INVOKERS

Game description

Invokers is an upcoming MMORPG with a focus on NFT Blockchain.

Look and Feel

The game will look and feel similar to World of Warcraft with an established NFT system.

What makes the game different from WoW?

World of Warcraft is an MMORPG that has a story set in fantasy, while Invokers has a story somewhat grounded in reality. It combines elements of Sci-Fi, Fantasy, and RPG instead of heavily leaning on pure Fiction. Invokers also has a stronger focus on an immersive story instead of multiplayer that enriches the gameplay experience.

Theme

"A nation that invokes the powers of its leader will falter against one that invokes the powers of its people."

The theme of the game is to understand what it means to be a leader. To be someone that invokes upon their comrades, colleagues, and people. In essence, it focuses on working together with others.

Instead of molding yourself to fit the model of the throne, you should bring out the best in your people by becoming the best version of yourself. Both the main characters are assigned roles based on their cultures and families, yet both have a journey that allows them to transcend these roles.

For Princess Athera, she becomes the Queen of Neemar, a title which she readily accepts because of her heritage. Later on, the events of the story teach her that it is not her heritage that makes her worthy of the crown but rather her innate qualities that make it so. She becomes the Queen not because of her heritage but despite it.

For Prince Brovos, he does not want to become the King of Landore, but he reaffirms the faith he has in his ideologies and takes up the mantle, despite his mother's death.

Setting

The game has three main settings. Three fictional locations, to be precise. These are:

- The Island of Landore
- The Seas of Neemar
- The Underground City

The islands have a dusty, hot climate, with the civilization having a strong emphasis on ancient warfare.

The seas have a high-tech underwater setting, with the civilization having a strong emphasis on Science and Technology rather than the military.

The Underground City is a mixture of both settings.

Target Audience

The target audience of the game will be teens and young adults. Players that are interested in an easy-to-access Sci-Fi MMORPG.

Genre

Massive Multiplayer Online Role-Playing Game with Sci-Fi and Fantasy elements.

Character Creation

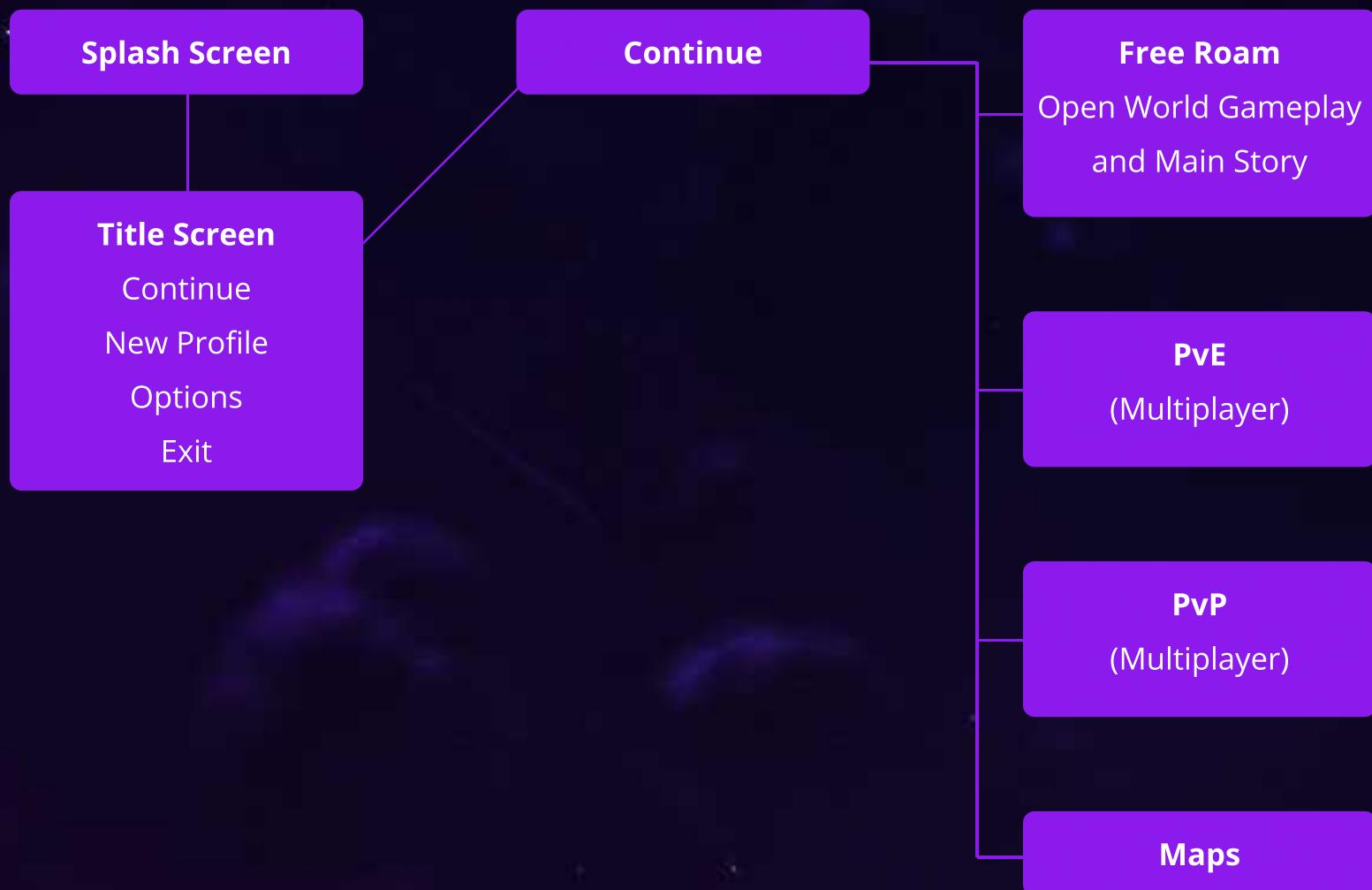
Massive Multiplayer Online Role-Playing Game with Sci-Fi and Fantasy elements.

Similar to World of Warcraft, when the player first starts the game, they would be told to connect their character. When creating a character, the player can choose their own name, nation, and unit.

There are three separate nations the player can choose from. These are:

- Landorians (Offensive Stats and Abilities)
- Neemrans (Defensive Stats and Abilities)
- Komans (Stealth Stats and Abilities)

User Interface



CHARACTERS

Prince Bravos

Brovos is the prince of the majestic islands of Landore. He is the son of Queen Lora. He is a skilled army commander and is proficient in all forms of hand-to-hand combat.

Brovos is kind and gentle but decisive in battle. He values diplomacy over victory. He seldom resorts to violence, but when the need arises, his skill is unparalleled.



Want

Prince Brovos has a peaceful nature. He wants the leader of the Landorian Islands to rule with a similar perspective. Growing up, he has seen his mother treat her subordinates and people with fear and intimidation. He wishes to change that pattern. However, his mother has ruled for decades, and her disbelief in his ideals makes him question himself.

Need

Prince Brovos needs to understand that his ideals are perfect as they are. Despite her mother's feedback, they need not be altered. The Landorian Island needs a just and peaceful leader. He is the best person for that job.

Internal Conflict

The nature of warfare is violent, and his mother has always preached that. Brovos seldom sees his ideals bear fruit in matters of consequence. For this reason, he starts to doubt his diplomatic and peaceful approach to issues.

External Conflict

The Army of the Seas of Neemar and Komi's unit.

Change in Character

By the end of the story, Brovos learns to have faith in his beliefs. A diplomatic and peaceful solution to one's nation and his neighbors is the right way to go. It takes time, but it works out in the long run.

Impact

Brovos becomes the King of Landore, and his diplomatic approach leaves a lasting impact. An era of peace and tranquility is achieved.

Princess Athera

Athera is the Princess of the mythical seas of Neemar and heir to the throne. Her mother is the Queen, and because of her family, she is next in line to be the ruler of the seas. She has little combat experience, but she can talk to wild creatures and animals. Spending most of her life with her mother, she wants to live up to her expectations as a strong and powerful leader for her nation.



Want

Princess Athera wants to explore the outside world, but she also wants to make her mother proud. She becomes the Queen because it is her birthright.

Need

Princess Athera needs to understand that she must become the Queen, not for her mother or to live up to the family name, but to help the kingdom. The outdated ideologies of her family have secluded the Seas of Neemar for far too long. She needs to outgrow her family status and become recognizable on her own.

Internal Conflict

Should she obey what her mother and council have said or follow her instincts?

External Conflict

The Landorians and Komi's unit.

Change in Character

Princess Athera becomes the Queen not because of her family name but because of her approach to venture outside the seas. In order for Neemar to defend themselves against external threats, they must first keep up with the outside world. She understands that she must take action on her own. Success or failure, she must be willing to bear the consequences or reap the rewards.

Impact

Her impact changes the beliefs of the people of Neemar. They were people advanced in Science and Technology that had lost their sense of innovation because they remained secluded in the sea.

The Poetic Irony between Prince Brovos and Princess Athera

Landore elects a King/Queen after every two years. The strongest warrior becomes the rightful leader. Contrary to this, the power of the ruler of the Seas of Neemar remains within the royal family. While the Landorian Islands leadership system emphasizes physical prowess, it undermines the value of visionary leadership. Something that was apparent when Queen Lora held onto the throne far beyond her reign. The Seas of Neemar restricts power only to the royal family, thus enforcing one and only one ideology for the kingdom. There is little space for innovation in the matter.

Prince Brovos does not have any right to the throne, yet he is the ideal candidate. He believes himself unworthy to take over because of his conflicting ideals.

Princess Athera is the rightful heir to the throne, yet she is too immature and young to be a leader. She believes that her family's bloodline can open any doors for her. She has not yet fully understood that her actions can have consequences.

In time, Prince Brovos understands that as a responsible Landorian, he must ensure that the best leader takes over the throne, even if that is himself. He should be willing to step aside if a better candidate presents themselves.

In time, Princess Athera understands that to be the Queen, she must be decisive. Her actions can bear consequences, and she cannot rely on her family name to rectify those losses. She must own up to her mistakes. If she is to be the Queen, it should not be because of her heritage but because of her actions. She must be willing to guide her nation through dark times, owning up to all the potential hardships that may come.

In short, Prince Brovos does not want to become King because of his family, yet he realizes he must become the King because of his ideals. Princess Athera wants to become Queen because of her family, yet she realizes she must become the Queen because of her ideals and not her heritage.

Queen Thea

She is the Queen of the mythical seas of Neemar. A just but stubborn ruler, Thea's reign as Queen was known for her lax and carefree approach to the Landorians. She chose not to interfere with the matters of the land and also strictly forbade anyone to venture outside. The seas of Neemar were thus secluded from the advancements of the land.

Queen Lora

She is the Queen of the Landorian Islands. She was a strong and steadfast ruler in her time. However, she has grown old and cowardly as time progresses. Her lust for power has increased with age, and she is hellbent on keeping her throne at all costs, even from her own son. Her council consists of strong and powerful men, so to stay on top and keep her dominance, she often resorts to underhanded tactics and cowardly maneuvers.

Komi

He is the main antagonist of the story. He was a man of unknown origin whose ship drowned in a storm. He reached the bottom of the ocean, where he was saved by Queen Thea (who was the Princess at the time). The two fell in love with each other. However, when she found out that he was from the surface, she knew their love would be forbidden. Fearing the consequences, she banished him from the seas of Neemar.

Komi then escaped to the islands of Landore, where he met Queen Lora. He warned her of the people under the seas and how their civilization was far more advanced than the island. Queen Lora took offense to the matter. Fearing the foreigner, she attempted to have him executed.

Barely escaping Queen Lora's wrath, Komi, with a group of followers from the island and the seas, built his base underground. He has been active since then.

Komi's goal is to unite the two nations. But to do that, he needs to rid both nations of their respective rulers. He sees the flaws of both ideologies and takes down both of their rulers. As time progresses, he tests the mantle of the next generation (Athera and Brovos).

Markus

Markus is the leader of the rebellion in Reblen. He has suffered under the rule of Queen Lora for a long time and does not trust her at all.

LORE

Areas

Landorian Islands

The Landorian Islands or the Islands of Landore are large islands surrounded by the Neemran Seas. They have a desert look with an ancient setting.

It consists of the following regions:

- Coldon

It is the heart of the city. Queen Lora established this as her base of operations and home in her reign. It is located in the center of the islands. The Coldon Tower is where the Queen lives.

- Concept Art for Coldon with the Coldon Tower at the Centre



- Witrис

It is the exterior region of the Landorian Islands. The major population consists of poor people that are ruled by rich landlords. The landlords operate under the influence of the throne. Hence they enforce the throne's will on the borders. The borders are made up of large sand hills that keep the seas at bay.

- Concept Art for Coldon with the Coldon Tower at the Centre



- Reblen

A small city in Landore. They rebelled against Queen Lora's rule.

- Top View of Landore (The shaded region are the walls of Witrис)



The Seas of Neemar

The Neemran Sea or the Seas of Neemar are large bodies of water that surround the Landorian Islands. Deep in the heart of the sea is the Neemran civilization. They have various structures underwater, such as:

- The Mern Palace

This is the palace where the Queen of Neemar resides and operates from. The esteemed council members also operate from this palace.



- *Concept Art for the Neemran Seas with the Mern Palace in the Centre*

Credits: Nikita Bliznyuk

- The Nistan Chambers

These are the chambers of the Princess and Prince of Neemar. The highborn residents of Neemar are generally protected and separated from everyone else. The entrance of the chambers is secluded, so only the royal family has access to it.



- The Ren Labs

These labs are responsible for most of the equipment and technology for Neemar. They are located near the outskirts of the civilization because their experiments are frowned upon by the council. The council sees no use in creating weapons. Hence the labs are situated away from the city. The labs also have plenty of sea creatures that are being experimented on.

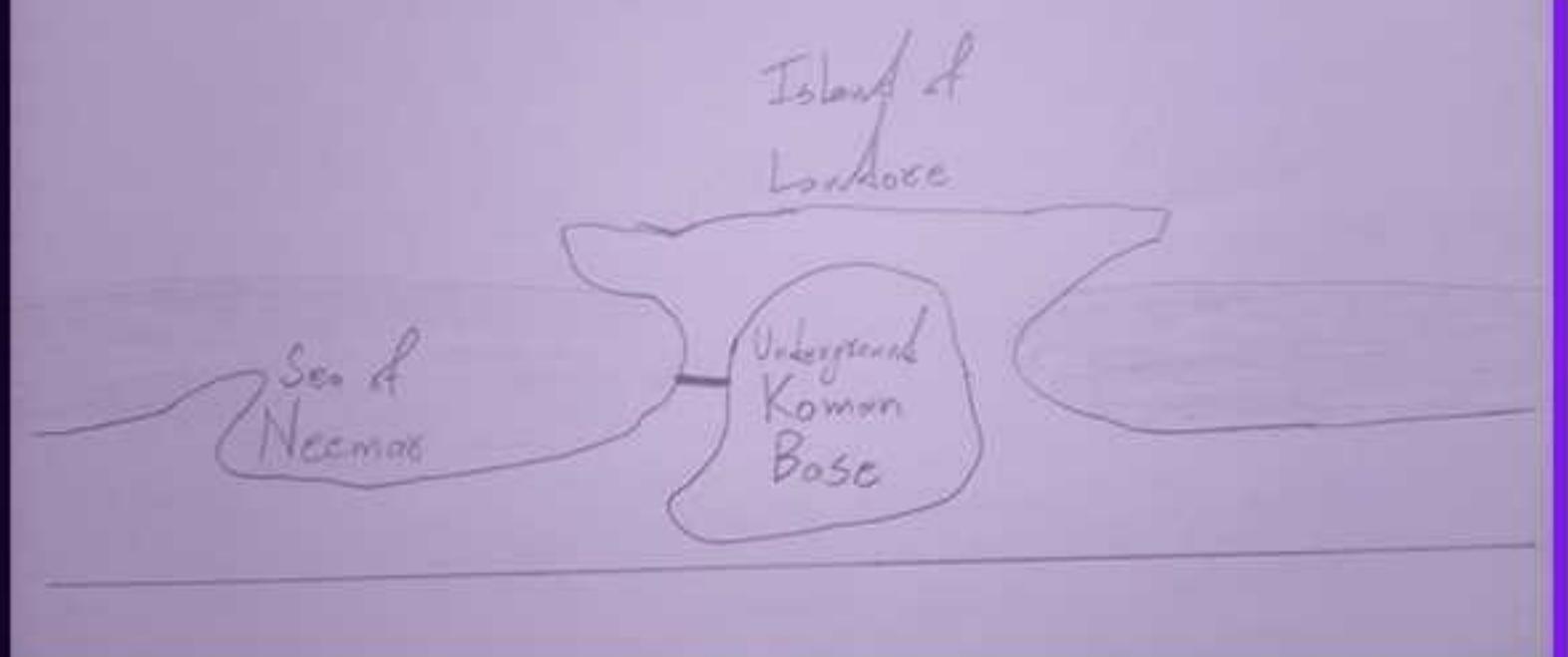
- The Ren Labs

This is where most of the residents of Neemar live.

- The Ren Labs

This is the underground base beneath Landore from which Komi operates. It has pathways that lead straight into Landore and Neemar, allowing easy infiltration.

- *Side View of Underground Koman Base beneath Landore and next to Neemar*



MISCELLANEOUS

Musion Machine

It is a machine that allows new recruits to experience the memories of Komi.

The Royal Guard

These are the most elite soldiers in charge of protecting the King/Queen of Landore. Queen Lora kept herself surrounded by the Royal Guard at all times.

The Council of Neemar

These are a group of individuals that represent the government of Neemar. They execute the Queen's orders and protect Neemar.

The Ministers of Landore

These are the governing people of Landore that serve under the King/Queen.

ENEMY TYPES AND THEIR AI LEVELS

There are two basic types of enemies. Sea Creatures and Humans.

Humans are dangerous enemies but are somewhat predictable. Sea Creatures are less dangerous but unpredictable. Neemrans and Landorians have trouble dealing with the other enemy types.

Piranhas

These are the weakest enemies in Neemar. They do minimal short-range damage and can be taken down with one hit.

Jellyfish

Jellyfish do minimal medium-range damage and can be taken down with one hit.

Eels

Eels do minimal long-range damage and can be taken down with one hit.

Mech Piranhas

After the attack on the Ren Labs, a lot of mechanically enhanced Piranhas are released into the Neemran Sea. These can deal short-range damage and need more than one hit to take down.

Mech Jellyfish

After the attack on the Ren Labs, a lot of mechanically enhanced Jellyfish are released into the Neemran Sea. These can deal medium-range damage and need more than one hit to take down.

Reblen Fighter

These are fighters from the rebellion led by Markus. They are fast and stealthy but not so efficient in combat.

Koman Fighter

These are soldiers from Komi's unit. They are fast, stealthy, and somewhat decent fighters. Balanced overall, they are dangerous to deal with.

Landorian Soldier

They are soldiers from the Landorian Army. They have the highest skill ceiling in physical combat. However, they are slow and stick out like a sore thumb.

Neemran Soldier

They are soldiers from the newly formed Neemran Army. The weakest in physical combat, they do have access to the most advanced projectile weapons. They are unparalleled in long-range combat. They are also somewhat decent in stealth.

Weapons

Weapons are divided into two categories.

Offensive and Defensive. The offensive weapons are as follows.

- Melee: Sword (Landorians)
- Projectile: Bow and Arrow (Landorians)
- Melee: Plasma Saber (Neemrans)
- Projectile: Blaster (Neemrans)
- Melee: Knife (Koman)
- Projectile: Guns (Koman)

The defensive weapons are used to withstand heavy attacks. They are as follows.

- Shield (Landorian)
- Forcefield (Neemran)
- Energy Shield (Koman)



- Concept Art of Landorian Sword and Shield

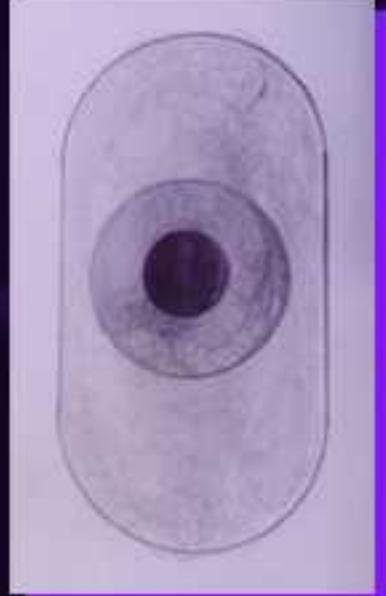


- Concept Art for Koman Energy Shield.

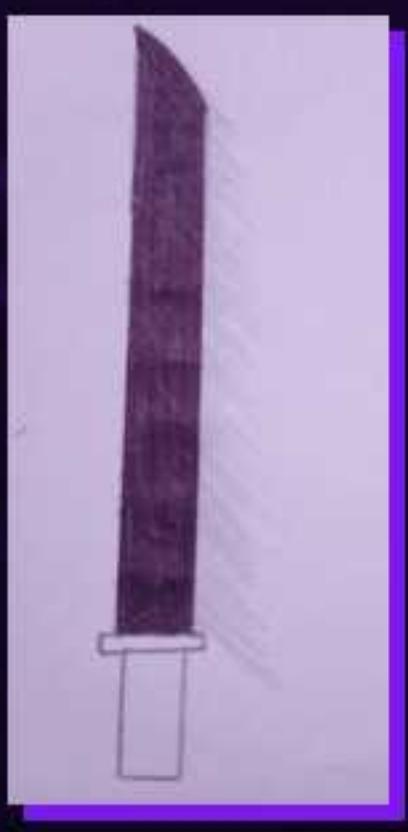
The Centre is made of Material while the upper and lower jaws are made of Energy



- Concept Art for Koman Melee Knife



- Concept Art for Neemran Forcefield. The small centre is made of material while the rest is made of Energy



- Concept Art for Neemran Plasma Saber



- Landorian Bow and Arrow



- The Aesthetics of the Plasma Saber would be similar to the Dark Saber from Star Wars



- Concept Art for Koman Guns

Switching Character

The player is allowed to create multiple profiles in different nations. This would allow the player to experience the story from multiple perspectives. Each character would have to be leveled up separately and from scratch (similar to WoW).

PvE

PvE or Player vs. Environment will be multiplayer quests where different players from the same nation work together to complete quests and missions.

Fortify Defenses/Gather Food and Healing Herbs

This will be a quest available only to Neemrans, who can join together to complete objectives. These would include

- Reinforcing the strategic base (Tower Defense)
- Gather food, resources, and healing herbs

Launch an Attack on Enemy Territory

This quest will only be available to Landorians. The objectives would be to launch a coordinated attack on an enemy base (Neemar or Koman).

Sabotage Enemy Bases/Gather Intel

This quest will mostly be available to Komans. The objectives would be to sneak into enemy territory undetected and sabotage their equipment or retrieve valuable intel.

Eliminate Incoming Threats

This quest will be available for all nations. The objectives would be to protect the base from incoming threats.

PvP

PvP or Player vs. Player will be similar to the War Mode in WoW.

Players can go one on one against each other or be queued up to nearby random players. The idea would be to go to an enemy base and fight dangerous players or stay in your base and fend off enemies.

As the player wins PvPs, they earn respect among their peers and become notorious among enemy nations. This is similar to the Assassin Buff in WoW. When the player reaches a high level of respect/notoriety, they are placed on the map as a dangerous intruder (in enemy base) or a legendary soldier (in personal base).

PLOT

The story starts depending on which nation the player has chosen at the start of the game.
They are as follows

Landorians	Neemrans	Komans
Mix of Stealth and Offense	Mix of Stealth and Defense	Balanced Stealth, Offense, and Defense

For thousands of years, the people on the land and the creatures under the sea have lived together in harmony. A sudden turn of events upsets the balance. The Landorians and Neemrans never got along, but both nations understood the value of peace. They never crossed the line. Until now...

NEEMRAN

Princess Athera lives in the seas of Neemar with her mother, Queen Thea. She is the Princess of Neemar and heir to the throne.

Mission 1

Objectives

- Escort Princess Athera and Queen Thea through the Seas of Neemar.

What Happens

The player is welcomed as a new member of Queen Thea's personal unit. A small group consisting of Queen Thea, Princess Athera, and the council of Neemar has to be escorted through the Seas of Neemar. Queen Thea provides exposition about the different regions and places of the Seas of Neemar.

The player is in the inner circle of the escort formation. They develop a personal relationship with the Princess. A small horde of piranhas would attack Princess Athera, and the player would save her from them.

The player explores the various places in the Neemran Sea and learns about basic defensive game mechanics. (Serves as a tutorial level)

Mission 2

Objectives

- Sneak Princess Athera out of her Chambers and explore the Seas of Neemar
- Deal with the mysterious stranger when you return.

What Happens

Princess Athera barely knows any of her people. She does not understand how a kingdom is ruled. Yet, she has been taught by her mother that she is the rightful heir to the throne, the mantle of Queen is her birthright, and she will inherit it in due time.

Most of what she knows about the world has been described to her by her mother, that too in an exaggerated manner.

Princess Athera asks the player to ensure her chambers are clear. When they are, she wishes to escape. The player shows her around the seas. They have a good time.

When the two return, the Princess realizes someone has snuck into her chambers. Fearing her mother's wrath, she sends the player to find out who it is.

The player sneaks around the chambers and finds a mysterious stranger. The stranger asks the player where the Princess is. The player refuses to answer, and the stranger flees. The player has to chase them down and prevent them from reaching the Princess.

The stranger inevitably does reach the Princess, but the player manages to pin them down before he makes contact. The player discovers he has no weapons.

The stranger only wants to talk. He tells her that he ventured out of the sea and went to the Islands of Landore. Having caught wind of their plans, he explains that they intend to expand their civilization and take over the seas.

Mission 3

Objectives

- Find the Queen
- Take the foreigner to her without being seen
- Bring the Princess to the Mern Palace

What Happens

The next morning, Princess Athera asks the player to find the Queen and return to her. The player has to go to the Mern Palace and locate the Queen. He then returns to the Princess.

The Princess instructs the player to sneak the man to the Queen without being seen by anyone. He must tell her that this man was trying to find the Princess and he stopped him. It is forbidden for any foreigner to come to Neemar or any resident to venture out of the sea. So he must tell the Queen that the man didn't make contact with the Princess. Considering the nature of the task, she doesn't want anyone else to know but her mother, hoping the matter to be properly addressed.

Queen Thea is infuriated that a foreigner dared to come to Neemar. She denounced him and had him executed before even listening to what he had to say. She tasks the player to bring the Princess to her. When she arrives, the Queen sternly asks Princess Athera if the man talked to her, to which she lied that she hadn't. She feared her mother's wrath.

Mission 4

Objectives

- Locate the source of the commotion
- Capture the murderer

What Happens

Princess Athera is upset that the foreigner is executed without a moment's thought. However, the Queen is quite impressed and pleased with the player. She commends his ability to handle the situation perfectly (not let the stranger contact the Princess) and assigns him to Athera's personal guard.

The player is tasked to keep watch outside the Nistan Chambers. In the middle of the night, he hears some commotion. Some explosions take place in the distance. The player is hesitant to leave his post since his job is to guard the Princess.

Suddenly a swarm of sea creatures is seen heading towards the Mern Palace. The player hears a loud scream. It unmistakably belongs to the Queen. Abandoning his position, he rushes to the Mern Palace to find out what's going on.

The swarm consists of Mechanically enhanced sea creatures. The player kills the creatures as he makes his way inside. There are incapacitated guards in the corridor outside the Queen's room. In the distance, he can see the silhouette of a shadowy figure. The two make eye contact, and the figure pauses in hesitation.

The player ignores him and runs into her room to find the Queen dead in her bed. The player instinctively runs back to the corridor to see the figure running. The player chases after him. The figure is elusive. He leads the player out of the Neemran Sea, stopping his pursuit.

Mission 5

Objectives

- Take Princess Athera to the Council Meeting
- Prepare for a full-scale attack on Landore

What Happens

After her mother's death, the logical successor to the throne is Princess Athera. She has to take over and become the new Queen of Neemar. She is young, beautiful, and intelligent. However, she has been overprotected and misinformed most of her life. The council of leaders naturally resent her ascension to the throne. They would hate anyone taking over the throne since that is a right accessible only to the royal family.

The council holds a meeting with Princess Athera. She asks the player to accompany her to the meeting.

In the meeting, everyone agrees that what happened was unforeseen, and they should be vigilant from now on. Something exploded in the Ren Labs which caused a distraction. The explosion released a swarm of Mechanically Enhanced sea creatures everywhere on Neemar.

The council suggests that Queen Thea's wishes should be honored, and she should be buried with respect. The nation of Neemar should continue to exist as they have for centuries and not venture outside.

The council unanimously assumes that the Queen died in the swarm attack yesterday. The player had only told Princess Athera about the shadow, and she does not speak up. The idea of a dangerous assassin or an external threat would scare the people.

Queen Athera knows that this is the doing of the surface dwellers, the people that the wanderer warned her about. Someone must've attacked Ren Labs, and someone killed the Queen. This doesn't seem like the work of sea creatures. Yet, she can't tell anyone about it since no one knows she talked to the stranger. It's just her instincts that tell her that he was right. She wants to avenge her mother's death. She goes against all of the council's advice and decides to retaliate against the people of Landore.

The council advises against it, but they understand that she is the new Queen, so her orders are absolute. The Queen tasks the player to prepare an army for a full-scale attack on the surface.

Mission 6

Objectives

- Conquer Witrис
- Surround Coldon

What Happens

Queen Athera knowing very little about warfare, commands Neemar to conquer the outskirts of Witrис and move inward from all sides. The player leads the army alongside her. They take over Witrис and start to surround Coldon. However, the Landorian army retaliates and decimates the attack. Queen Athera is adamant about moving forward, but the player convinces her to retreat.

Mission 7

Objectives

- Meet with Brovos and bring him to the Queen
- Interrogate Brovos and his men

What Happens

When the army returns to Neemar, Queen Athera is heavily criticized for leading an attack on land. The Neemran army was insufficient since it had never fought in a battle before. They couldn't deal with the Landorian soldiers and got decimated. Queen Athera is desperate to get her respect back.

When she hears that Brovos has come to Neemar, she commands the player to bring him to her. She takes Brovos into custody. Expecting this to be an attack or scheme of some sort, Queen Athera tortures him for days, hoping that he would confess to the murder of her mother, but he doesn't. Desperate to prove her competence in front of her council, she continues her efforts even though they want nothing to do with the surface dwellers.

Brovos finally becomes incapacitated, and the player stops the interrogation. He urges the Queen to reconsider, and she feels ashamed for her wrong assessment.

Decades of pent-up frustration against the royal family finally make the council decide to oppose the Queen. They suggest that the new Queen is too young and immature to lead Neemar. In her short reign, she has caused more damage than any Queen before her. They ignore her orders. Until they fully understand Brovos' intentions and the Queen's loyalty, they can't let her rule Neemar. They imprison Brovos and send Athera to her chambers.

Mission 8

Objectives

- Free Princess Athera from her chambers
- Help her escape Neemar with Brovos

What Happens

Later that day, the player helps Princess Athera escape her chambers. She frees Brovos and they flee Neemar. Knowing nowhere else to go, she decides to take him back to the island and apologize to the Landorians for keeping him.

As she is on her way, she is attacked by a group of enemies and captured. Brovos and the player find themselves chained together with their fates intertwined in a dangerous dungeon. They meet a man who introduces himself as Komi.

He tells the two that he has brought them here to destroy the two nations. Since both of the nations were in a vulnerable state, he captured their leaders. He mockingly encourages the two to try their best to escape since their nations will be depending on them. He says he will be launching an attack on both of their homes.

When the two ask Komi what he wants, he tells them that he wants to fix their ancestor's mistakes. He then abruptly leaves.

Mission 9

Objectives

- Find a way to escape the cell with Brovos
- Break out of the reinforced cell and find Princess Athera
- Free Princess Athera from her imprisonment
- Confront Komi

What Happens

The player and Brovos spend time with each other. They both blame the other for starting the war. The player helps them escape from their cell, and the two begin to make their way out of the dungeon. However, neither of them wants to work with each other, and they get caught. They end up in a reinforced prison with tighter security.

The two realize that to escape and save either of their people, they need to work together. They both understand that they want peace for their respective nations.

Athera wants her nation to break out of its bubble and venture outside. The player needs to show her that life out of the seas is peaceful. There is much to learn from the surface dwellers.

The player protects the weakened Brovos from enemy attacks and all kinds of perils. Meanwhile, Brovos guides her as he lacks combat skills. The two figure out that the attacks on both of their nations had been orchestrated by an external force, Komi.

The two help break out Princess Athera, and then they confront Komi. He reveals his backstory that he was a man exiled and executed from both of their nations. He sought to unite them by eliminating the ignorant leaders.

Mission 10

Objectives

- Defeat Komi and his unit

What Happens

The final boss fight takes place. All three of them are surrounded by Komi's men. Brovos and Athera are occupied by the men. The player takes on Komi. It is a grueling fight, but the player perseveres and defeats Komi.

Everyone retreats to their respective homelands. They realize that neither had been attacked. Komi was bluffing. He had taken down the predecessors of Brovos and Athera. This was merely a test to see if they were worthy King and Queen of their respective nations. His ideology was never to destroy the two nations but to unite them and create an era of peace.

Princess Athera tells the council of everything and how the two helped defeat Komi. The council is impressed with the player's valor and the Princess' loyalty. She is once again crowned as the Queen and the player her rightful advisor.

LANDORIAN

Mission 1

Objectives

- Keep up with Brovos

What Happens

The player is greeted by Brovos. He is a new recruit in Brovos' unit, and Brovos wants to train with him personally. The two walk over to a fight pit where the player has to spar with Brovos.

Brovos develops a personal relationship with the player and grows to like his fighting style. He starts to pick up the pace, and the player struggles to keep up. Brovos easily outclasses the player. After the fight is over, Brovos picks up the player and gives him a few pointers to improve his fighting style.

Mission 2

Objectives

- Defeat the first warrior
- Defeat the second warrior

What Happens

The two are interrupted by the Royal Guard. Queen Lora herself comes to greet her son. She is disappointed that he is training with his soldiers. Brovos answers that he trains his soldiers himself.

Queen Lora is disgusted by them. She commands Brovos to step aside and let the Royal Guard spar with the player.

One member of the Royal Guard steps forward, and the rest form a circle around the two. The fight starts, and the player takes down a member of the Royal Guard. Queen Lora is infuriated and immediately relieves the soldier of his status. She commands another to take his place and defeat the player.

Another fighter of the Royal Guard steps forward. The two are somewhat evenly matched. However, the fighter gets the upper hand by hurling sand in the player's face. Brovos asks to stop the fight, but the Queen does not listen. The player is defeated, and the Royal Guard fighter stands victorious.

The Queen is proud of the soldier and congratulates him on his victory. Brovos disapproves. The Queen tells him that honor does not matter on the battlefield.

She believes that he is not worthy of her throne unless he changes his ways, much to the disagreement of her ministers. However, none of them bother to speak up. Queen Lora knows the world is cruel and unrelenting. Hence, every advantage must be taken to gain the upper hand in battle. Brovos has a softer approach to combat and believes diplomacy triumphs victory in a battle. He believes that if you treat your enemies with honor and respect, in time, they will redeem themselves and become allies. He is adamant about showing his mother that his approach is applicable.

She leaves with her head held high as the Royal Guard escorts her to the Coldon Tower. Brovos tells the player that he did the right thing and is proud of him nonetheless.

Mission 3

Objectives

- Accompany Brovos to Reblen
- Gather intel from the locals
- Defeat the merchants
- Retrieve supplies from Coldon

What Happens

Reports come in that the city of Reblen is retaliating against the throne. Queen Lora's appointed minister has been assassinated. She is livid and wants to take drastic actions. Queen Lora ruled the Landorian Islands through fear. A tactic that her son believed would not be long-lasting or reliable. He believes that a leader should rule by having trust and compassion for his people.

She disapproves of Brovos' tactics. Desperate to prove his point, Brovos suggests to handle the situation and embark on a mission for Reblen.

When deciding to undertake the mission, her mother suggests displaying relentless brutality as a testament to their dominance. She wants to make an example of the small nation that stood against them. She believes that if they show their raw strength, the rest of the regions would never stand up against them. Brovos has a different idea.

Brovos embarks on the journey and decides to seek out diplomatic solutions. Instead of taking an entire battalion with him, he asks the player to accompany him. The two head for Reblen.

The two reach the city and are met with a lot of protocol. Brovos is taken to Markus, the leader of the rebellion. The player is told to wait outside.

Brovos attempts to negotiate with Markus, saying he would accept their rightful demands and sign a treaty to ensure peace. Markus is enraged and immediately rejects this diplomatic approach. He doesn't believe that a representative of the ruthless Queen Lora is willing to negotiate peacefully.

Meanwhile, the player wanders around Reblen to gather intel. He goes to a bar and tries to overhear conversations but nothing fruitful comes up. Outside the bar, a group of merchants ambush the player. They want to steal his equipment and weaponry.

The player fights the merchants and defeats them. The player then asks them why they attempted to rob a warrior even though none of them knew how to fight. They explain that they are poor. They intended to sell his equipment to buy food. The entire city of Reblen is in a terrible state financially.

The rich get richer, and the poor are taken advantage of. The government of Queen Lora is full of corrupt people that plague the city. Markus gathered all of the people that wanted equality and justice for everyone. Hence they took over the establishment. The appointed minister had a lot of Markus' men executed, after which they assassinated him.

The player helps out the men and marches back to Markus. He wants to relay this information to Brovos.

Brovos, after learning about the state of the city, orders the player to head back to Coldon. The player is to bring back supplies and rations without telling the Queen.

The player sets for Coldon and soon returns with the supplies. Markus appreciates the gesture of goodwill. Brovos assures them that there are no strings attached, and they really do want peaceful relations. Markus agrees.

Mission 4

Objectives

- Battle your way towards the Coldon Tower
- Find the Queen

What Happens

The Reblen Negotiation mission extends a lot longer than initially expected, but the outcome yields no casualties whatsoever. Brovos happily returns to Coldon only to find out that it is being attacked.

The player suggests to help out in the battle, but Brovos wants him to find the Queen instead. Brovos deploys his unit and takes over command. They fend off the invaders and give them a taste of defeat.

The player has to make his way to the Coldon Tower in all of the chaos. He rushes into the Queen's room but it's too late. She's already dead.

Brovos blames himself for his mother's death. If he had done as her mother suggested, he would've returned home earlier and prevented her death.

After the battle is over, it is revealed that the attack was from the Neemran Army. Their formation and battle tactics were pitiful. However, Queen Lora summoned all of the warriors to Coldon to protect her. The Neemran Army met little to no resistance on the outskirts of the city, which allowed them to surround Coldon, but they could not penetrate the city's defense.

Even though they barely made it past the first defense, Queen Lora was still assassinated. Brovos' mission took longer than intended, and he could not make it in time to save his mother. He starts to doubt his diplomatic beliefs and vows to avenge his mother's killer.

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Mission 5

Objectives

- Fight the Messenger
- Deliver the letter to Brovos
- Reinforce the Coldon Defenses

What Happens

The nation of Landore is devastated by the loss of Queen Lora. The Landorian military is mourning her loss, Reblen is celebrating the end of her tyrannical reign.

Brovos sends the player to investigate the outskirts of Landore, Witris. The player locates the place where the Neemran Army rose from the sea.

Near that location, the player notices dead bodies. Fresh dead bodies. The player follows the trail and finds an intruder. A man dressed in unique military clothing. The player engages the man and fights him.

The man has unique weapons and equipment that catches the player off guard. He flees from the player leaving behind a small letter. The player takes the letter to Brovos.

The ministers of Landore hold a meeting with Brovos to appoint the next ruler. It is unanimously agreed that Brovos, the Queen's only son, should take over the mantle. However, Brovos believes that he is not ready for the throne. His mother never believed in him, and the ideals he clung to cost him her life.

The player interrupts the meeting and shows Brovos the letter. It claims that the Neemran Army will return with tenfold soldiers. The player also describes the man as having equipment and weapons he had never seen before.

Everyone learns that the attack was from the Seas of Neemar. Very little is known about the nation, except that whenever someone has ventured into Neemar, they never came back. They have still not appointed a new King. The ministers decide that Landore should retaliate and attack Neemar. Brovos says that it is unwise to attack the sea since they will venture into uncharted territory. The Neemran Army has equipment that they can not anticipate or deal with. They need to gather intel and be prepared for the attack.

Everyone is forbidden to go to the sea. They can't afford to make any mistakes. Landore chooses to reinforce their defenses.

Mission 6

Objectives

- Pursue the spy
- Accompany Brovos to Neemar

What Happens

Days pass by, but nothing happens. Brovos and the ministers hold a meeting in the Coldon Tower to discuss the matter. The player is outside and notices a spy lurking around the windows of the tower. He sees the player and flees from the scene. The player pursues the spy all across Coldon.

The spy heads into the sea where the player can't follow. He reports the events back to Brovos. Brovos is frustrated with the hit-and-run games. He decides to lead a covert stealth mission into the sea.

Mission 7

Objectives

- Brovos and the player infiltrate Neemar
- Fend off the Neemran Ambush

What Happens

Brovos, along with the player, enters Neemar. However, he is met with an ambush from the Neemran Army. It seems surface dwellers are very easy to spot in the sea. Brovos and the player try to fend off the Neemran soldiers. Even though the two have far more combat experience than Neemrans, they are easily defeated since they are in enemy territory. Not to mention spears and shields are practically useless underwater.

The two are taken to Princess Athera, who is infuriated by them. She takes Brovos away and tortures him for days.

Mission 8

Objectives

- Brovos and the player escape Neemar with the Princess
- They fend off the Koman Ambush

What Happens

Princess Athera frees Brovos and the player. They flee Neemar. Knowing nowhere else to go, she decides to take him back to Landore.

On their way, they are attacked by a group of enemies and captured. The player finds himself chained together with the Princess, their fates intertwined in a dangerous dungeon. They meet a man who introduces himself as Komi.

He tells the two that he has brought them here to destroy the two nations. Since both nations were in a vulnerable state, he captured their leaders. He mockingly encourages the two to try their best to escape since their nations will be depending on them. He says he will be launching an attack on both of their homes.

When the two ask Komi what he wants, he tells them that he wants to fix their ancestor's mistakes. He then abruptly leaves.

Mission 9

Objectives

- Find a way to escape the cell with Princess Athera
- Break out of the reinforced cell and find Brovos
- Free Brovos from his imprisonment
- Confront Komi

What Happens

The player and Princess Athera spend time with each other. They both blame the other for starting the war. The player helps them escape from their cell, and the two begin to make their way out of the dungeon. However, neither of them wants to work with each other, and they get caught. They end up in a reinforced prison with tighter security.

The two realize that to escape and save either of their people, they need to work together. They both understand that they want peace for their respective nations.

Athera wants her nation to break out of its bubble and venture outside. The player protects Princess Athera from enemy attacks and all kinds of perils. He realizes that the Princess is willing to fight beside him and Brovos. His diplomatic approach actually worked, and the nation of Neemar would be willing to call a truce if she were the ruler. Rightfully so, she believes that the nation of Neemar would accept the outside world if a peaceful leader like Brovos were to lead the Landorian Islands.

The two figure out that the attacks on both of their nations had been orchestrated by an external force, Komi.

The two help break out Brovos, and then they confront Komi. He reveals his backstory that he was a man exiled and executed from both of their nations. He sought to unite them by eliminating the ignorant leaders.

Mission 10

Objectives

- Defeat Komi and his unit

What Happens

The final boss fight takes place. All three of them are surrounded by Komi's men. Brovos and Athera are occupied by the men. The player takes on Komi. It is a grueling fight, but the player perseveres and defeats Komi.

Everyone retreats to their respective homelands. They realize that neither had been attacked. Komi was bluffing. He had taken down the predecessors of Brovos and Athera. This was merely a test to see if they were worthy King and Queen of their respective nations. His ideology was never to destroy the two nations but to unite them and create an era of peace.

Brovos returns to Landore and tells the ministers of all the events. They are proud of him and the player but still mistrustful of the Neemrans. When offered the mantle once again, Brovos decides to become the King to establish an era of peace between the Neemrans and Landorians. The player is appointed as the head of the Royal Guard, direct advisor to Brovos.

KOMAN

Mission 1

Objectives

- Survive the storm
- Escape Neemar
- Find the Landorian Islands

What Happens

The player is a new recruit in Komi's military unit. Komi personally inspects and assigns missions to his people. In order to become a part of Komi's unit, you have to first experience his story.

The player is taken to the Musion Machine. A flashback sequence takes place detailing Komi's story. The player is now in Komi's shoes. Komi was a young sailor with a strong sense of adventure. He was determined to sail to every corner of the world and explore uncharted areas. One night, a powerful storm causes his ship to crash on some islands. Komi starts to drown underwater but is saved by a beautiful young woman, Thea. Thea doesn't know much about her kingdom, let alone the outside world. Her mother has fed her with lies, making it easier for her to stay away from people.

Thea desperately seeks companionship, and Komi becomes her friend after she saves his life. She keeps him in her chambers, secret from her mother. She fears she would take him away. The two fall in love. However, she later finds out that Komi has never visited the Seas of Neemar. In fact, he was born on the surface.

Thea realizes that all of the previous disobediences pale in comparison to this one. No resident of Neemar is allowed to interact with an outsider, and it is forbidden to go outside as well, let alone bring an intruder. Fearing the consequences, she banishes Komi from the Seas of Neemar. Komi escapes custody. He needs to find his ship, so he traces it back to the Landorian Islands.

Mission 2

Objectives

- Escape Landore
- Locate Underground region beneath Landore

What Happens

On the Landorian Islands, a young woman, Lora, is ascending the contenders for the throne. In a contest of men, she overpowers all of them with her firm resolve and unparalleled technique in battle. The men underestimate her because of her gender and frail appearance, and she uses this to her advantage. Notorious for her ruthless style, she takes down her opponents by any means necessary, reaching the top with ease. She is crowned as the very first queen of the Landorian Islands.

Before long, Komi reaches the island and interacts with the Landorian people. Astounded by their prowess in warfare, he is equally fascinated by how archaic their advancements in science and technology are. He requests to speak to their leader, Queen Lora.

He tells her of his adventures in the sea and how their society is far more advanced than the Landorian Islands. Queen Lora is both offended and afraid of his claims. Fearing the foreigner and wanting to establish her dominance as the new Queen, she commands to have him executed.

Komi anticipates this outcome and escapes beforehand. He takes a few men and women from both civilizations and goes underground, establishing his own base.

Mission 3

Objectives

- Infiltrate the Seas of Neemar
- Locate the Queen and the Princess
- Stage an attack on the escort unit
- Retrieve intel about the Queen and the Princess

What Happens

After learning Komi's origin, the player is confident in his new leader. Komi sends the player with a trusted soldier to the Seas of Neemar.

The soldier guides the player about the stealth mechanics. He teaches the player the purpose of the Komi Unit, to create peace among the two nations.

The player and the soldier make their way to Neemar. The two locate the Queen and the Princess who are exploring Neemar guarded by a strong formation.

The soldier takes the player to a nest of Piranhas. The player has to disrupt the creatures and lure them towards Neemar. However, he cannot afford to be seen.

The player does so and directs the horde towards the royal escort unit. Meanwhile, the soldier infiltrates the Nistan Chambers in the chaos. The player waits for the soldier to return but he does not. He later learns of his execution. He then has to return to the Koman base and report the progress.

Mission 4

Objectives

- Infiltrate Neemar
- Find the Ren Labs
- Plant Explosives

What Happens

Komi is enraged that the Queen had his man executed. He is utterly disappointed at the Queen and her actions. He assigns the player to a dangerous mission. The player has to infiltrate the Seas of Neemar, and locate the Ren Labs.

Inside the Ren Labs, the player must covertly plant explosives away from the experiment pods without being seen. Once done, the player needs to distance himself away from the labs and detonate the explosives.

Mission 5

Objectives

- Navigate towards the Mern Palace
- Neutralize the security outside her room
- Kill the Queen
- Return to Base

What Happens

The player needs to find the Mern Palace and sneak inside. He has to neutralize any guards he runs into and assassinate the Queen. All of this has to be done without being seen.

The player carries out the mission, but in the end, his cover is blown. He makes an escape and swims out of Neemar where he can't be pursued. The player then reports back to Komi.

Mission 6

Objectives

- Infiltrate Neemran Army
- Reach the Coldon Tower
- Kill the Queen

What Happens

Komi learns that Neemar intends to strike on Landore. He realizes how good of an opportunity this is. Komi instructs the player to sneak into Neemar and dress up as a Neemran soldier. Then he is to invade Witris with the army. According to the situation, he is to infiltrate Coldon and kill Queen Lora.

Mission 7

Objectives

- Overhear the meeting at Coldon Tower
- Escape the pursuers

What Happens

Komi waits for Landore to strike back, but it doesn't. He sends the player to infiltrate Witris and kill a few soldiers. His job is to cause chaos and get attention. When the Landorian Army locates him, he is to return back to base, leaving a peculiar message behind.

Mission 8

Objectives

- Escape the pursuers

What Happens

Komi grows impatient as the Landorians, a nation infamously known for their violent nature, still refuse to retaliate against Neemar. He made sure to warn them and paint a target on Neemar as well. Komi sends the player to the meeting held at Coldon Tower. He is to gather intel and figure out what the new establishment of Landore is up to.

The player does so. He is caught by the Landorian Army. He flees the scene and reports back to Komi. Komi is intrigued by the peaceful nature of the Queen's son, Brovos.

Mission 9

Objectives

- Kidnap Brovos and Athera
- Bring them to the Underground Koman Base

What Happens

With enough bait planted on either side, Komi waits for them to make a move. Brovos ventures into Neemar. The player is told to find any opportunity to bring Brovos and Athera back to base. The player waits and a few days later, the two are seen trying to escape Neemar. The player ambushes the duo and brings them back to base.

Mission 10

Objectives

- Loosen Brovos and Athera's prison cell
- Fend off all of Brovos and Athera's reinforcements

What Happens

Komi imprisons and interrogates Brovos and Athera. He threatens them that if they don't coexist, he would destroy both of their homes. Komi then takes the player aside and tells him all about his plan.

He intends to face Brovos and Athera head-on. The premise would be for them to work together. The player has to prevent anyone else from interfering.

Brovos and Athera soon break out of their imprisonment and confront Komi. The player takes on all the soldiers that both of them brought as a final boss battle. After the battle is over, the player learns that Komi was defeated. His true purpose till the end was to ensure the next generation of leaders were worthy.