

DEFENDERS OF LAIA

THE VIDEO GAME



1 PLAYER
OVER 100+ HOURS OF GAMEPLAY
A TACTICAL ADVENTURE GAME

IN A LAND RULED & DIVIDED BY DEMON OVERLORDS,
RISE UP AND TAKE THE WORLD BY THE REINS.

Enter Ryoku Dragontalen, a villager from the sleepy town of Norok. After the loss of his mother, he's taken to isolation in the vast Norok Forest and knew little of the world's savage ways – until now. Ronan Burrblade, a Glaciem knight, comes to Norok seeking the help of Oronest Masterblade, a retired legendary knight. But when he seeks Ryoku's help for the task, a force untold awakens in the deep woods – darkness is closer than anyone knew. Soon Ryoku finds himself forced from his sleepy village out into the world, joining the Glaciem Resistance to free his homeland.

Laia is split into five regions, each now controlled by powerful demons. Stepping into the Resistance, recruit new allies, explore the world, and grow stronger to free your home once and for all!

- A tactical adventure! Battles take place tactically but vary on scale depending on your mission! Explore dungeons with a handful of allies to spread your influence, or wage huge wars against the demons and their vassals!
- Muster your units! Recruit new warriors personally or in battle, change their class, and teach them new and devastating skills with their experience!
- Complete missions in each region upon freeing your own. Increase your standing with the other kingdoms and develop your image as a force to be reckoned with.
- The Great Demons aren't the only ones standing in your way! Fight waves of monsters, quell supporters, take on hunts, and revolutionize your lands!
- Build Glaciem and forts from within! In addition to your kingdom, you can build bases in each part of the continent to increase your standing. Build your bases from the ground up and invite villagers to populate your lands and further your cause!

Revolutionary of and inspired by the Fire Emblem series, Final Fantasy, and Tactics Ogre, prepare for a brand new tale!

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Game Summary

Defenders of Laia

Platform: PS/PC/Switch

Market: T for Teen (13) or YA

Story:

After a Glaciem warrior comes seeking aid, Ryoku finds himself rushing to join arms with the Glaciem Resistance and turn the tides in their favor. Laia is divided by the demons into five nations, each controlled by a Greater Demon. Katiel, a scholar from Selenzora, and Kimo, a warrior from Ellitheia, stumble upon the locked secret of magic with Ryoku, all while saving and protecting the last surviving dragon. Joining forces with Glaciem, perhaps their team can defeat Zuroon, the demon controlling Central Laia – and perhaps all of them in turn.

A few things about Defenders of Laia:

Laia is a lost continent once located on the Pacific Ocean. Many races and differing folk live in these lands, but the Greater Demons have corralled them into almost separate nations governed by the demons' own fear. In Central Laia, magic is banished; in Western Laia, religion is feared; in Eastern Laia, nature is abolished; in Southern Laia, warriors are slaves; in Northern Laia, the world is bound by illusion. Each is controlled by a demon and their minions of choice, and at the head of it all awaits a powerful demon, Zagrof, overseeing all the lands. His minions, Shadowhearts, walk the lands in service of constant fear.

Gameplay:

Defenders of Laia has a wide cast of characters recruitable into the Glaciem Resistance. To start, you won't be the commander of your own troops, but in service of more experienced warriors with veteran units as guest characters. Once you join Glaciem, you'll begin to build your own army, recruit unique units, build a base for yourself, and be able to explore almost freely. You'll have to provide for your troops on your own and slowly gain access to better warriors and higher rankings.

Your base, or camps, will be the center of your quest status, unit progression, and a place to prepare for battles. Each character can change class freely and learn from a skill tree, with unique branches for each one. Some adventuring/exploration can be done by visiting friendly locations or delving into dungeons, for which you bring a smaller group of soldiers to help explore and plunder a new place. Wider-scale battles can utilize more of your units by allowing pairing and teams. Relationships and supports between your allies are important and can affect their battle performance and skills, as well as their endings.

Defenders of Laia breathes traditional energy in its music, utilizing mysterious or tense music for exploration, or stoic themes for the tensivity of battle.



Mechanics:

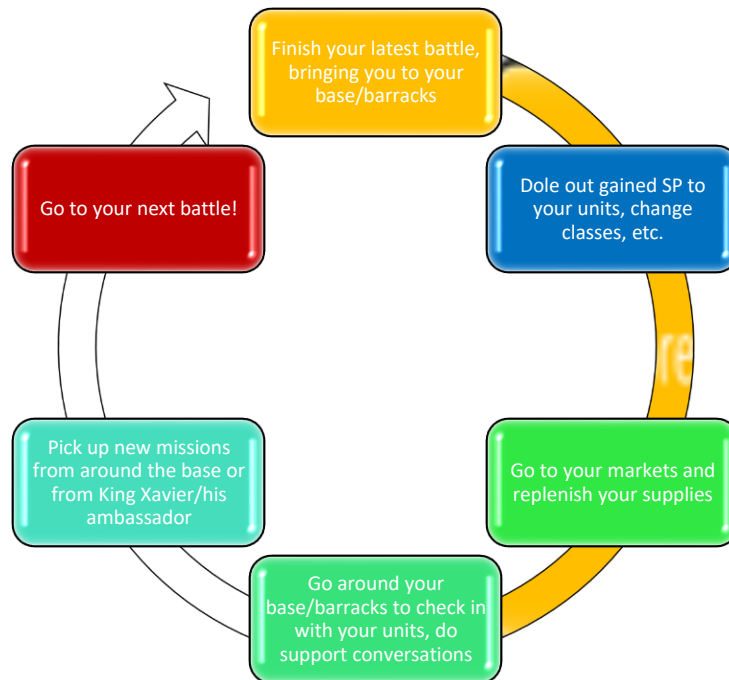
The Hub world



Defenders of Laia's main hub will be your barracks in Glaciem Kingdom, though your exploration has you building new bases in each region where you can take the time between battles to build your city up, including buildings and villager recruitments that will increase your standing.

As Glaciem Kingdom has standing of its own, Ryoku's first upgrades will be toward his own barracks and elite team. This hub of yours is a freeroam location and can be handled in two ways: the menu and the location itself. From your menu you can see to your units, doling out SP they may have gained in recent fights, checking their classes and equipment, noting their needed achievements and morale.

The rest can be done by roaming your camp, going to your markets or royal supplier, talking to your units or important NPCs around, and picking up new missions.



Combat:

Combat in Defenders of Laia is tactic-based. You have room to improve your units and check everything before then, but tactic combat will always open into a Preparation screen before you begin combat. Usually it'll be preceded by a cutscene and followed by one, both of varying lengths. The first scene may just tell where you're going or show it on a map, and the next one unfolds the battle before you. Some will show what the battle may be like beforehand, but you can always view the units on the map anyway.

Dungeons can also be explored, and combat proceeds more rapidly in a dungeon with a smaller group. You'll select your formation upon entering the dungeon, so you'll only get a quick window to check status and heal before battle begins. Moving your units around is disabled.

Preparation screen:

- X – Confirm
- O – Cancel/Return
- △ - View Status
- □ - View the map/placement
- R1 – Right cycle between units/pages
- R2 – Right cycle between sections (units, items, support, etc)
- R3 – Grab (for moving characters/items in formation, skips the short window)
- L1 – Left cycle between units/pages
- L2 – Left cycle between sections
- L3 – Grab (for moving characters/items in formation)

- Directional Arrows – Move up/down in inventory or skill windows in a character page
- Center bar – Start battle?
- Options – Save menu
- Right Stick – Navigate the menu
- Left Stick – In status, rotate character model

Battle:

- X – Confirm
- O – Cancel
-  - See selected status (ally or enemy, or use to return to the controlled ally)
-  - See danger area
- R1 – Cycle units right, based on turn order
- R2 – See quick battle info (turn #, weather, objective)
- R3 – Hotkey (can be set in options to hotkey an option, cancel a turn, redo a move, etc)
- L1 – Cycle units left, based on turn order
- L2 – Hold down on a unit for a quick status window
- L3 – Hotkey
- Directional Arrows – Navigate
- Center bar – Battle menu
- Options – Save menu (only quick save/load enabled in combat)
- Right Stick – Navigate
- Left Stick – Rotate camera

Battle proceeds in turn order based on unit speed, so faster units (enemy or ally) will move first. You'll see enemies move and place actions. On your turn, you'll have a small window to choose Move, Attack, Skill, Item, or end turn (some characters have other options). Generally you can move and use an attack, skill, or item in a turn before it ends – there are some exceptions. Movement squares is based on unit speed and class.



Small-scale dungeon battles occur with usually a max of 10 units, and formation is set before entering the dungeon. Only healing and equipment are quick options before a lighter battle ensues in close quarters. Large-scale battles occur with up to 30 and allows for unit pairing.

Battle Tactics

You get to control what direction your allies face at the end of a turn. This introduces an FFT-style system of using Rear Attacks to do extra damage. If you attack from the front or the enemy's weapon side, you'll have a reduced chance of landing your attack. Enemies with a shield get tougher shield-side defense, too, and have a higher chance to outright guard your attack.

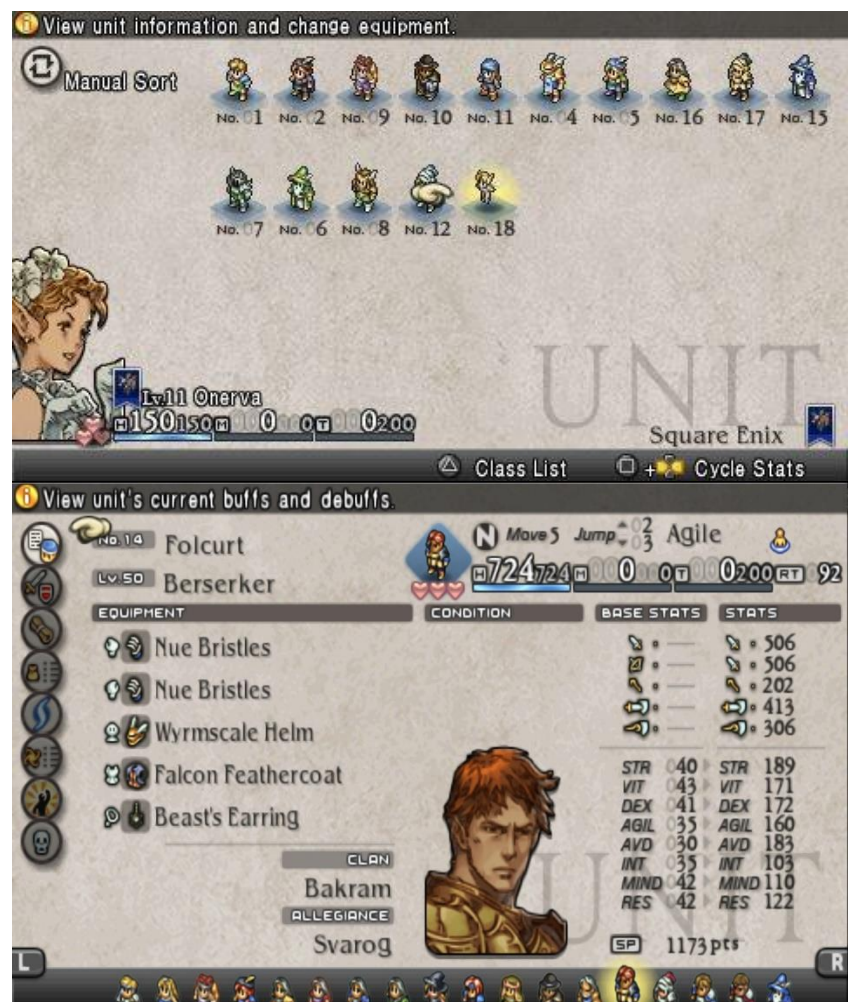
Surrounding an enemy also inhibits their defense. Not only can they not move, but their whole defense will suffer a penalty. Keep in mind this includes your units, too. Some special classes gain advantage if they get surrounded – watch out for these.

Menu:

There are two different menus in Defenders of Laia: the Hub menu and the Battle menu.

The Hub menu is the one you'll see in your home base, and is similar to the Preparation screen before battle, but more detailed and with new options.

1. Units Menu: View your units, their status, change equipment, learn skills & change classes.
 - a. Unit overview: Character status, name, class, equipment, stats, etc)



- b. Change equipment: Most characters have 7 equipment slots (right hand, left hand, head, arms, body, legs, accessory) but others can be utilized by Class or by learned skills. For example, some characters may have an Offhand weapon, shield, or spellbook that they can swap to. Some classes can load a second set of equipment to swap to in battle. Some skills can be learned to equip more than one Accessory.
- c. Equip Skills: Each unit has a certain amount of AP that affects what/how many skills can be equipped at once. These only apply to Passive/Reaction skills and not skills of a certain type (sword arts, magic, etc.)
- d. Items: Each unit can hold 5 item types, and up to 5 of each. You can also use stat-boosting items through here.
- e. Learn skills: Using AP, you can view each characters' skill trees and class skill trees and learn new skills. Class skill trees only appear when the character has accessed this class. When a character has mastered a class (Job Level 10), skill prices drop by 10%. Mastering a secondary class (ex. Knight as a promotion of Squire) and learning all skills makes the lower-tertiary class cost 25% less to learn skills in. This can stack only up to 35%.
- f. Change class: Class change can be done as many times as needed. A cycle of unlocked classes is shown in a graphic of how the character will look in this class. Some characters don't change their attire by class. Classes that can almost be unlocked by the character are shown in shadow. Usually classes are unlocked either by story progression or job level.
- g. Support: Shows which characters this character can develop support with, the level of current support relationships, and whether or not a conversation/event can be had. If this occurs between two other characters, you can trigger the scene by going to talk to one of them as long as both are in camp. Between Ryoku and another character, you can trigger it by talking to that character. Supports increase unit parameters when they're in close coordinates to one another and influences character endings. SS means vowing to marry the unit, but a few SS choices can occur between close friends to become Best Friends. Either an obvious choice is given or the previous dialogue choices affect the outcome. With other characters, you can influence this by giving them advice.
- h. Achievements & Morale: Each character has certain achievements they can fulfil to increase their morale (which not only increases their stats but reduces their ability to be swayed by enemies) and earn SP in batches. For example, an achievement from Nova might be to behead 5 Orcs, which is a chance Finisher that happens on a critical hit kill.



- i. Deployment: Shows Deployment status or experience. If a unit is out on a Deployment Mission, you can view their progress here, or you can view what they've collectively done on Deployment Missions.
 - j. Dismiss: Dismiss a unit from your barracks. This is more frequent with non-special units (mercenaries or soldiers) and sometimes downright disabled for special characters. Dismissed special units may appear later with a last chance to re-recruit them, often with improved stats and skills, but non-special units are permanently gone.
- 2. Journal Menu: View current missions, sidequests, game stats, and more.
 - a. Story Mission: Ryoku's journal will be updated with details of his mission history and upcoming objectives, including deadlines and possible hints. Useful if picking up the game after some time.
 - b. Sidequests: View progress and information on the sidequests. Notifications will appear if new sidequests are available in the barracks/base. You can also view locations of current objectives on the map system. While all quests show on the map, you can set it to track one at a time in town as well.
 - c. Support: View an overall support of your team and whether or not any new support conversations are available.
 - d. Statistics: View bonus stats like amount of kills by race, by character, number of spells cast, and more. Useful for building toward Achievements or other content.

Other Mechanics:

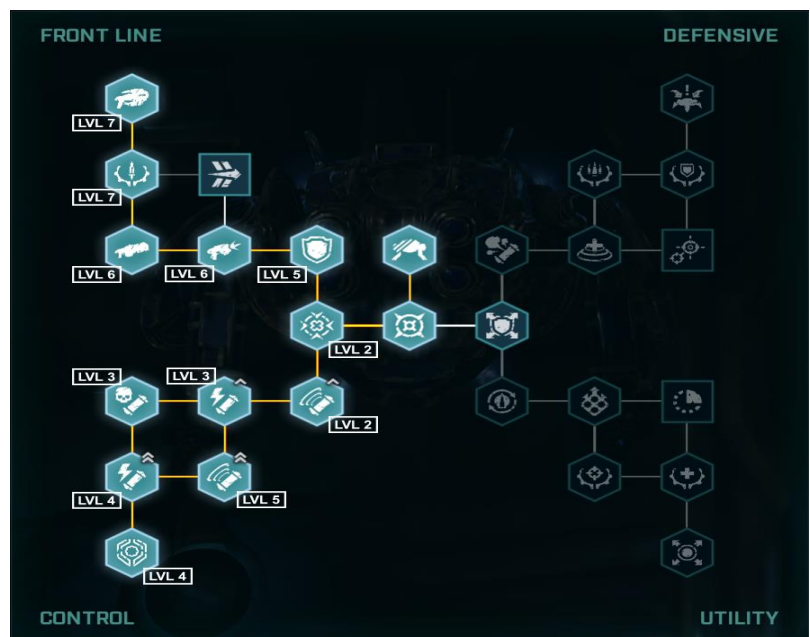
Skill Trees:

Each unique character and each class has a skill tree. While each class has a skill tree, often unique characters may have unique branching skills off of normal skill trees as well. Other skills can also be learned by story progression, support, or achievements.

Each skill can be learned with a certain amount of SP. An early skill might cost 5 SP, and a later one could cost 200 or 500.

Mastering the current class at Job Level 10 decreases the skill cost by 10%, so a 5 SP skill would round down to 4, while a 200 SP skill would cost 180. Mastering the next tier of class, including learning all skills, reduces the previous tier cost by 25%, which would reduce a 200 SP skill to cost 175.

Action Skills are skills that don't need to be equipped. Sword Arts and Magicks, among other types, fall under this category. If Ryoku learns Burn (Fire Magic lv 1), the skill immediately appears usable in battle. A few skill categories only appear when the unit is of that certain class, but skills can usually be learned later to be able to use them at all times.



Passive Skills are skills that do not need to be equipped with AP – each character has a certain amount that slowly increases with level and class mastery. Once equipped, these automatically take effect in such ways as increasing health or strength, adding new equipment slots, adding skill types, or increasing stats to certain characters around them.

Reaction Skills do not need to be equipped, and are skills such as Counter or Auto-Potion that take effect as a response to the actions of other units. While mostly reactive in nature, some skills can be learned to cause an ally to react and Joint Attack with another, to auto-buff them before they cast a spell, and more.

Tactical Skills do not need to be equipped, and they usually affect the AI or strategy of an ally. These unlock new AI modes to set a character to that you leave out of your control. You can do this regularly, but with some lacking precision. Tactical skills can be learned to add new modes such as Protect __, Heal/Buff __, or Recruit. Some of the former are unlocked via Support Skill Paths.

Class Skill Trees appear only when a character has unlocked a certain class. They cover active and passive skills that a unit can learn while in the respective class. Unique units might have a few added bonus skills they can learn here. Active skills that fall under a learned category, once learned, can be used right away in battle. Passive and Reaction skills must be equipped with AP. Some Tactical skills can be learned as well.

Personal Skill Trees are something that exist for every character, including mercenaries and other soldiers, and are separate from class. They can learn these at any time and often gain serious boosts in stats. Unique units have greater options than mercenaries, but mercenary and hired units can still gain support levels with allies that unlock Support Skill Paths.

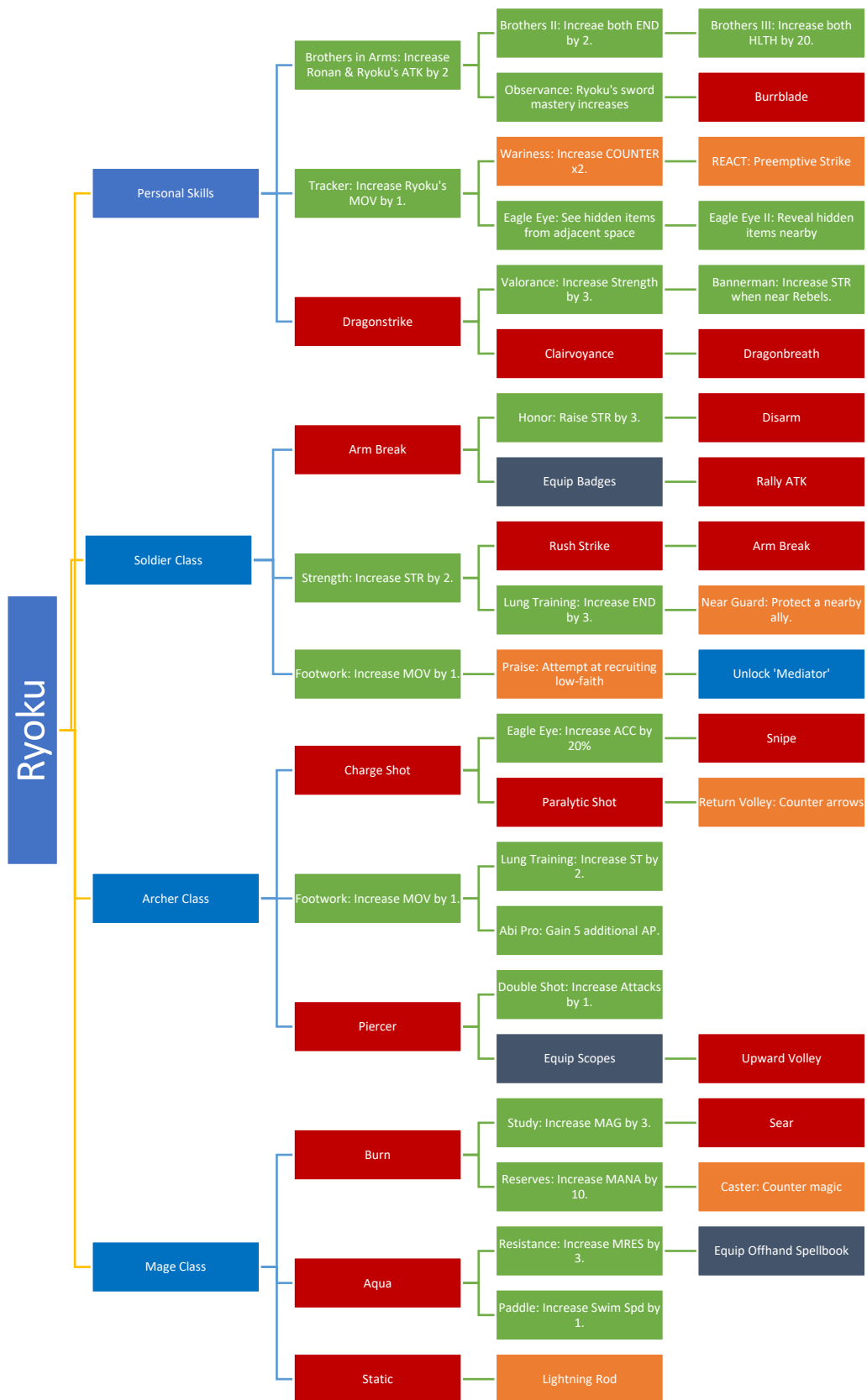
Some skills or skill paths may be uncovered by story progression. Landmarks like defeating Zuroon or one of the other Greater Demons, maxing out a Support level, or completing a certain Achievement will likely unlock a skill path for quite a few characters. A skill path is a small, unique Skill Tree with 2-10 skills separated from class and located in unique characters' personal skill trees.

Landmark Skill Paths usually involve a set of skills many unique characters can level up and master that don't have any starting requirements other than a certain story progression. Think of it as an inspiration that character received upon victory. They have no starting requirements and they can start learning right away. These can happen after defeating a Greater Demon or important enemy, meeting a certain character for the first time, or a storyline training session with a more experienced soldier. The skills will be high-cost and can change deeper aspects of a characters' abilities. For example, Ryoku might gain a Landmark Skill Path upon defeating Zuroon, which gives him a small path of about 8 skills he can learn based on what he witnessed in battle – spear skills, finishers, or realizations that increase his stats mightily.

Support Skill Paths unlock when certain characters gain support levels. Usually the skills are pairing skills, whether an increase on their passive abilities when they're close or new abilities that join together. All units can gain support levels and become best friends, but only unique units can eventually marry, earning differing degrees of support skills. Usually about 5-10 skills can be learned focusing on pairing the characters together in battle. For example, Kimo and Lisa maxing out their support could lead to a

new skill tree for them both; for Kimo, it increases his magic when Lisa's near; for Lisa, it increases her strength and defense when Kimo's near. For both, it unlocks a combined set of sword-magic skills they can use when in close proximity, such as Frost Scar Slash. It uses both characters' upcoming turn to dole out an intense amount of damage.

Achievement Skill Paths unlock when a character completes a certain achievement. This doesn't always happen, and usually it's a smaller amount of skills, from 1-5, that focus on the completed achievement. For example, Nova earning an achievement for beheading 5 Orcs can open a skill path of 2 skills: one increases his damage against Orcs, the other increases his chance at scoring a Beheaded finisher.



Passive Skill

- Increase either a stat, a percentage, or a ratio. Can be a direct, visible stat or increase/decrease chances, effectivenesses, or gains.

Reaction Skill

- Learn a direct ability, whether usable or passive. Passive skills are always active or can be enabled, where usable skills are directly usable in battle or the field.

Class

- denoting a class or unlocking a class.

Action Skill

- A skill immediately usable in battle, usually an attack or spell.

Equipment Skill

- An equippable skill allowing a new type of equipment.

Support & Alignment

Support is the relationship between characters. It's important for a few unique characters heavily involved with the story and affects the main ending (and Alignment), but for everyone else, it only affects personal endings. The classes of support are **E, D, C, B, A, S, and SS**, which leads to either marriage or lifelong comradery, as well as **C-, B-, and A-**, which usually ends with one or more characters leaving the party. Not every character can support with one another, but Ryoku can support with all characters (he cannot SS rank with all, though).

Support points accumulate either by choices made in dialogue, or on actions taken in close proximity in battle. Usually small dialogue choices can add or subtract a point or two from many characters, while more heavily moral choices can add or subtract multiples of five. Battling in close proximity raises a small amount of points. Actions such as healing, supportive magic, or defeating an enemy endangering a character raise them in greater increments.

Each grade has a rising requirement of points until they reach the next tier. To attain D rank requires 100 support points, C after 250, B after 300, A after 400, S after 500 and SS after 600. The points amount resets after each one. Likewise, C- is -100 points, B- is -250, and A- is -500.

D and C- can start mid-battle with a small popup that it has occurred, but the rest must be done through the Support menu after the points have accumulated. Points will lock when a new ranking is achieved that hasn't happened yet, giving the time for it to unfold in the Support menu.

E is the passive state that most of your allies exist in. There's no friendliness or hatred, just neutrality. **D** occurs quietly and is just a mutual understanding between two units. At this point, it can still be decreased to an E (nothing) or go into the negative.

C and C-: Reaching C rank triggers a social event between two characters; between a few characters, it'll involve some dialogue choices. Answering wrong can decrease it back to D. Two units with a C-rank support gain some bonuses when near or paired. C- is when two characters come to a small disagreement. Their stats decrease when near one another. This can happen passively if two characters of differing alignments are paired together.

B and B-: Reaching B rank triggers another social event involving dialogue. Again, answering wrong can decrease rank back to C. The stat improvements between two units is increased. If trying to pair two units together, this will be the start of the important choices. B- is the next step for a disagreement and means two units are quite at odds, growing in danger of disbanding if paired together. It is rare but can happen at B-.

A and A-: Reaching A rank requires a bit more effort and actually causes social events to trigger mid-battle, meaning some choices must be made on the fly. Once complete, one character (not including Ryoku) will ask for an item, and you must give it to them to increase to A. A- is a huge disagreement between two units and usually precedes asking them to leave. It's hard to return from this point and usually your units will suffer greatly if in battle together. One of two events will occur: they will ask you which should stay, or the one with lower faith will automatically leave with a small cutscene.

S: These two will be considered best friends. A cutscene occurs when this happens usually involving them becoming quite close. If a relationship can be formed, it becomes evident. If all dialogue choices are made right and the relationship isn't decreased, you can surely ascend to SS.

SS: The characters either vow to marry or become best friends. To complete this, a special dungeon quest must be undertaken with both units present. It'll be relatively short but difficult. Completion of SS rank unlocks new Support Skill Paths, increases their parameters greatly when both present, and opens the path to finding special equipment for both.

Alignment is a stat that goes up or down depending on the choices you make and how you do things. Beginning as Neutral, Ryoku will go up or down depending on the choices he makes. Bigger choices will



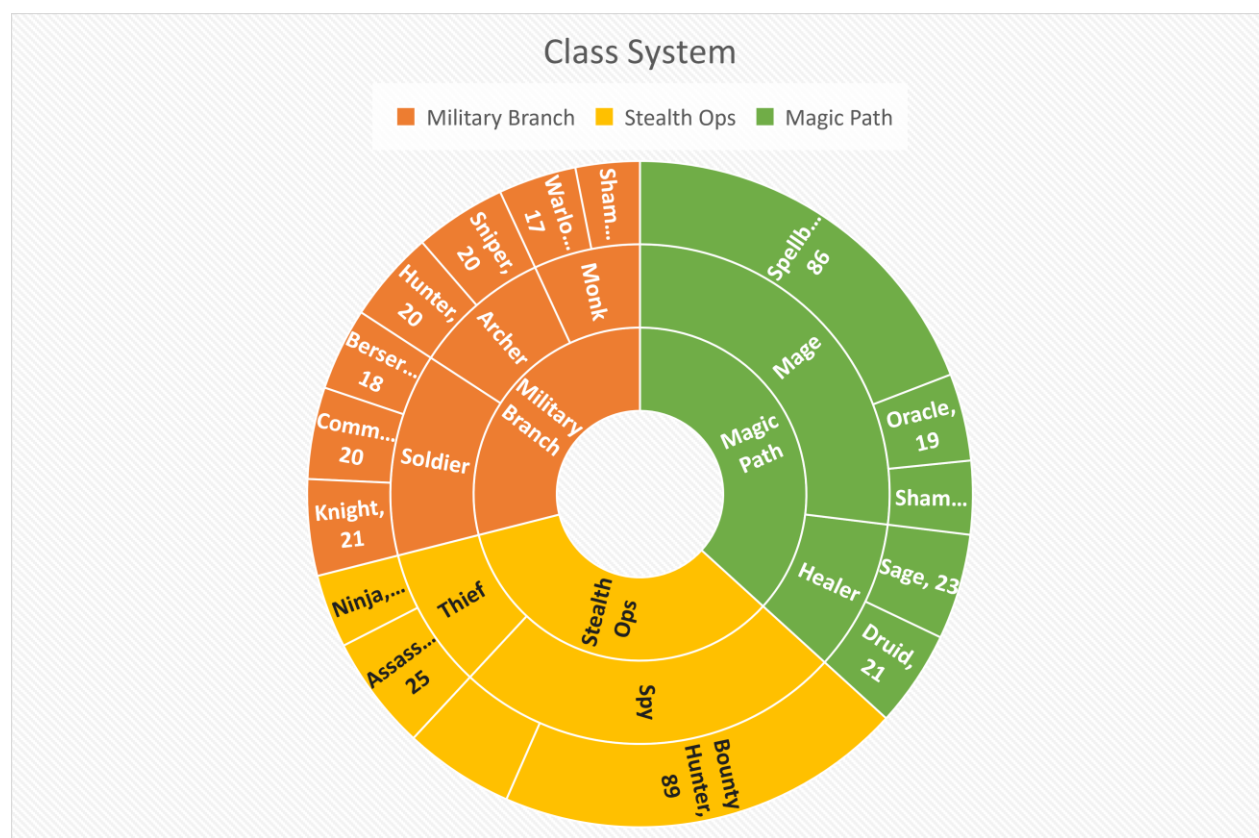
directly shift his alignment, but smaller ones can add up and sway them anyway. Neutral is an even zero, so even making your first choice starts your path toward the extremes of Lawful Good or Chaotic Evil.

Each character has an alignment as well. As long as you remain in their circle (Good or Evil, Neutral is acceptable to all), they can be recruitable and stay in your party. If you change from Good to Evil with many good members in your party, their moods can swing drastically and lead to them eventually leaving. Some key characters will remain but very unhappily, constantly asking you to change. Good and Evil both carry events that, if answered in a certain way, can swing you all the way to the other alignment.

That's not all about alignment; many units swear allegiance to a certain faction. This can be any of the Kingdoms, the Greater Demons, one of the enemy factions, to Manaism, or even, eventually, to you. Depending on what story choices you make, you'll likely see more of any certain faction than another.

Class System:

All characters can change class. Some unique units have access to new classes, and some can gain access to unique classes later on, but all have the same basis. Most characters immediately have the choice between Militaristic, Stealth, or Magic. Levelling up a class unlocks classes at a higher level. Some classes are unlocked on a mix of, say, Military and Magic, or Military and Stealth. A Spellsword would need both Magic and Military to become who they are.



Each class has a unique Skill Tree. Some skills fall into Active and can be used right away with the right skill type, but others require AP to equip and have usable at all times, no matter the class. Mastering a class prior to another class gives the unit a better boost at that class, skill-wise. Mastering a class above

a more basic one gives a SP boost to the class prior, making it easier to learn all skills and master the class.

Classes can be switched at any time through the Class menu and their previous progress in other jobs is retained. There is no subclassing, but

Deployment

You can deploy your units on separate missions to keep unused units from getting rusty, to earn new treasures, open paths in the story, and more. From your base or Glaciem Kingdom, you can use the ambassador or an innkeeper to check available deployment missions.

They'll be ranked based on difficulty, and you can unlock higher ranks by proceeding in the story and continually using Deployment Missions. A mission will have a success rate and basic requirements. For example, one mission could ask specifically that three Soldiers be deployed. Another might require a base strength of 120, and with a cap of three Soldiers (for example), might indicate that they should be a high level.



There are categories of missions:

1. **Exploration (Gold):** A new location must be reached and explored. These are moderately dangerous as nobody can properly predict the level of danger. However, the reward usually includes a new location you can go and further explore.
 2. **Attack (Red):** A target must be defeated. These have higher level caps and requirements, but they reward a lot more experience and items.
 3. **Gathering (Green):** You can send units to go and explore, finding treasure and gathering resources. These are usually able to be done at any time, but difficulty varies.
-

Book of Shadowhearts

Shadowhearts run rampant in Laia. Luckily, as you go through the game, you can uncover pages of the Book of Shadowhearts. Alan can decipher them and give you more knowledge on how Shadowhearts work. The book is readable by either going through the menu or interacting with Alan in your base.

Red the Blacksmith

Red is a character who joins you early after the Norok Siege. He's practically worthless in battle, but get him to Glaciem safely and he'll become your personal Blacksmith. Through forging new weapons and armor, you can level up his skill as you would any other character. He sometimes joins you on quests where he asks for specific resources, usually unlocking new Landmark skill trees for him or other options in the Smithy.

Inventory

While your basic convoy is unlimited, each character has a certain amount they can carry on their person. The array of items you can find in the game is wide.

Medicinal items usually have a cap on how many a character can hold, shown in Fire Emblem style by the amount of uses it has. A bottle of Healing Potion might have 5 uses, restoring 20 HP each use. Antidotes can be used 3 times to recover from poison. A Revival Herb can be used once to revive one ally before death, but a Revival Potion can do it three times.

Unlike Fire Emblem and more like Final Fantasy Tactics and Tactics Ogre, Equipment isn't counted in a character's inventory – though their thrown items or ammo upgrade items can be. You can also carry a weapon to switch to in battle for certain units.

Enemies



Enemies appear only in tactic-style battle and can vary greatly in size, strategy, and threat. Each enemy also has a faction and alignment, similar to your heroes – this directly influences how easily you may be able to recruit some units.

Each Greater Demon has a type of grunt they favor. Zuroon has orcs; Bysoar has bull demons; Zgyruath has dark druids; Lionel has beasts; Arramos has magical units; and above all, Zagrof has Shadowhearts. The Triad, Grim XIII, Bone Raiders, and the Six Devils also have usually human or humanoid units they

send into battle, and humans can be swayed to any side. Each Greater Demon also has a reserve of allied human units.

In early game, you might most frequently encounter Orcs, Bone Raiders, Shadowhearts, and human units as you struggle to unite Central Laia under one banner. To recruit any race of unit, you must first have a unit of that race and learn how to recruit them. Almost every race is introduced via story. Alignments are a bit different in that they rely on your choices in the story or the skills you've assigned. Enemies can have an alignment based on any of the kingdoms, Manaism or other religions, a Greater Demon, an evil faction, or even just to Chaos – this affects how easily you can recruit them.

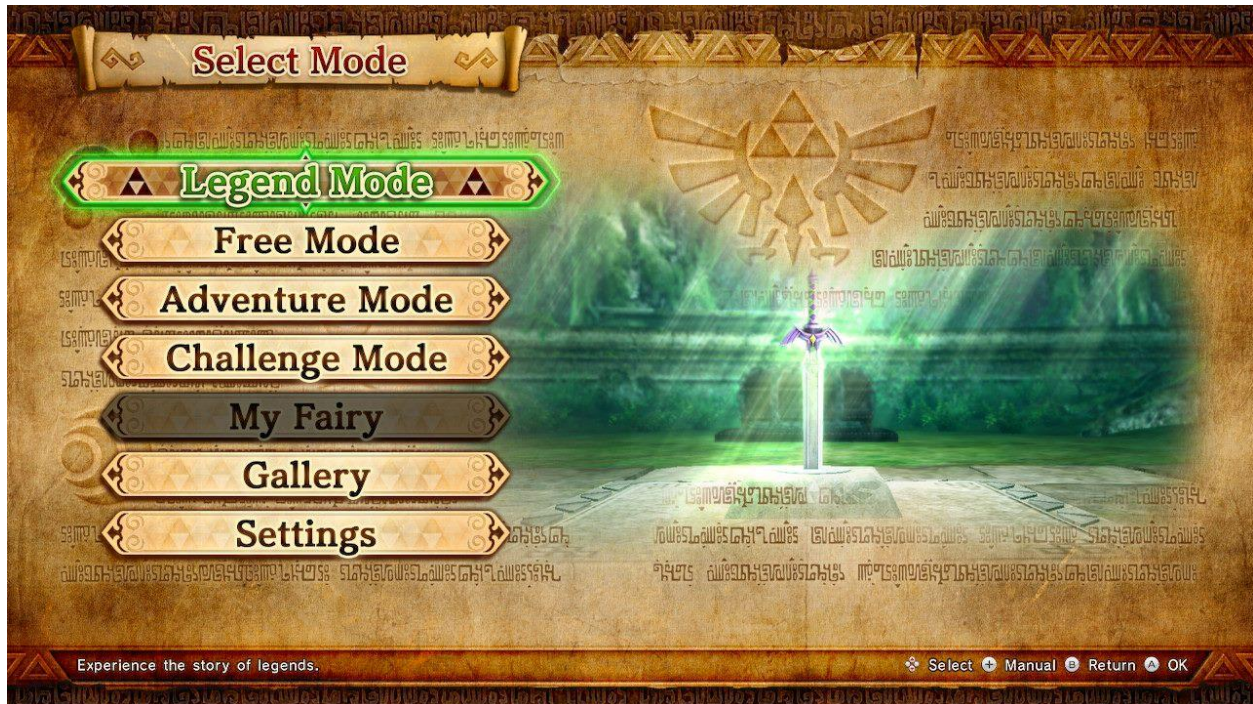
Stronger enemies and boss fights can usually be foretold by size. Zuroon takes up multiple squares when you fight him, and many Great Shadowhearts take up multiple squares. This means it takes more units to surround an enemy.

Quests

The story quest of Defenders of Laia moves in a somewhat linear fashion, though you do get to make choices in certain quests or the order of how you do things. The story is meant to drive forward your conquest, though, and things can be missed.

- **Allegiance Missions** can be undertaken to either improve your relationship with other kingdoms or ally with them, increasing your overall strength and the units available to you.
- **Character Missions** are requests given by your own units or units that have expressed an interest in joining you. You can usually either recruit a new character or improve your relationship with another, or several others.
- **Bounty Missions** involve taking down a certain enemy or enemies. They are high-risk, high-reward missions, usually involving a choice that can affect your alignments.
- **Requests** are quite simpler missions given out that you can accomplish passively, usually by gathering some items or finding something for a given character.

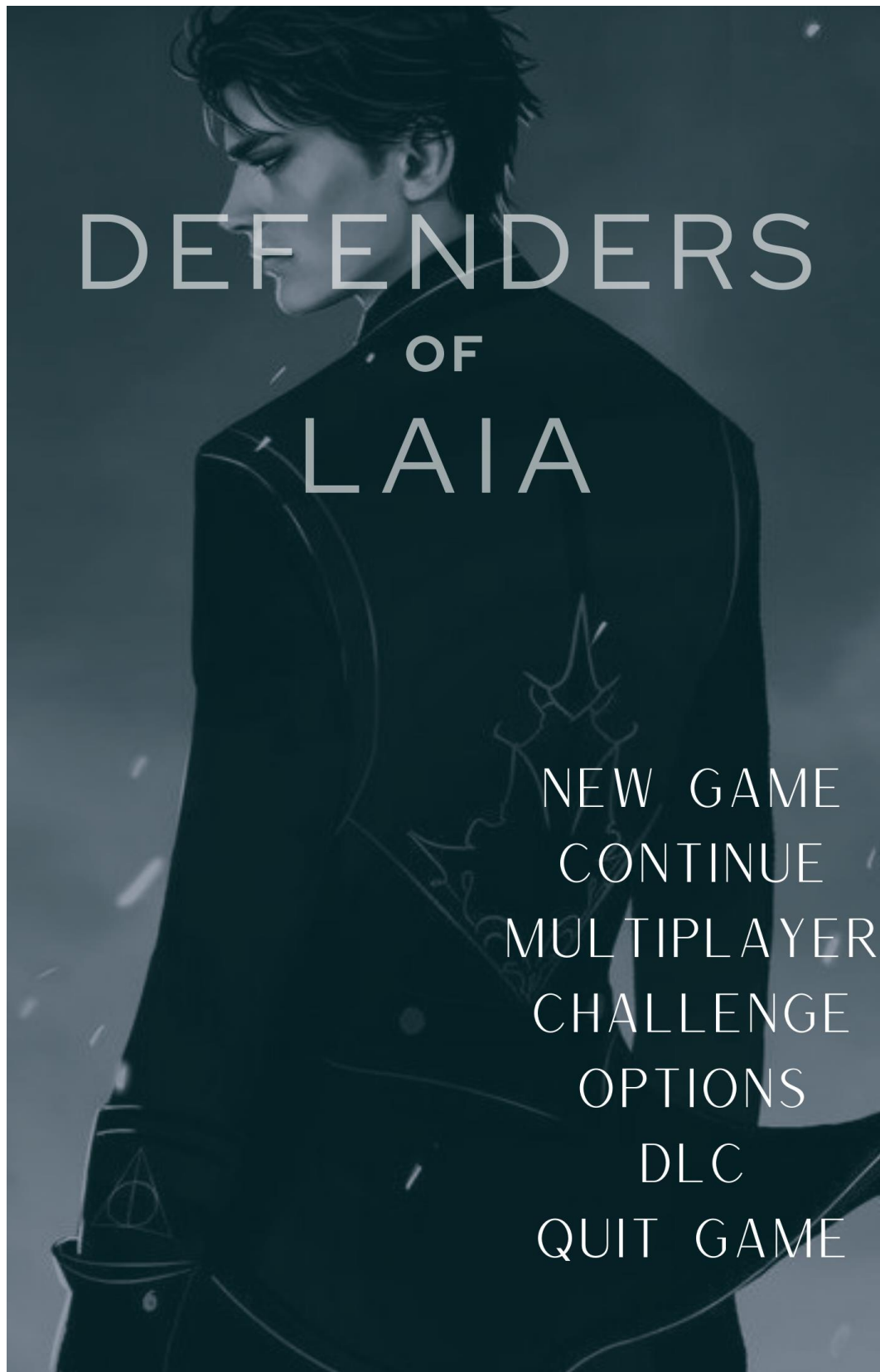
Modes



Defenders of Laia might have a few modes, each other than the main story unlockable. A multiplayer system could be implemented, allowing 2 players to battle each other or each control a smaller faction in a certain mode. Each Story stage might have a challenge mode as well.

Stages

The Synopsis



In the beginning, Ryoku is alone and deliberating over his life in the Norok Forest. That is, until Ronan Burrblade arrives, seeking out a legendary swordsman by the name of Oronest Masterblade. He shows interest over Ryoku's alien surname and asks him to guide him into town in search of Oronest, who Ryoku knows. They can hardly get there before a cry disrupts their journey, and the truth lies within an entity Zuroon has already discovered hiding in Norok Forest: the last dragon.

Dragons have been all but hunted out in Laia for the threat they pose to Zagrof, the ruler of Laia. Enlisting Oronest's help, Ryoku and Ronan must go save the dragon. They find that the dragon is unwell, but Zuroon's orcs have captured her little one. They must go save the dragon and obtain the only fighting chance at saving Laia. However, after Ronan pushes Ryoku through a passage to protect him from Orcs, Ryoku happens upon Kimo Goldenhart, a soldier of Ellitheia, and Katiel Fereyen, a scholar of Selenzora – and the three discover the ancient secret of Magic hidden under Norok Forest, making them the only entities in Central Laia to own it.

After successfully saving the baby dragon, Ryoku and his new friends return home to find his village razed to the ground. Shaken, Ryoku joins Ronan, Kimo, and Katiel to join the Glaciem Resistance – Laia's last hope, now with the addition of a baby dragon. But Daeadis cannot hope to fight the demons herself, and Laia is divided. Kimo and Katiel's home kingdoms aren't on board yet. Zuroon's pike has been stolen, and he's rampaging across Central Laia to find it. To stand a chance, you must gather Central Laia under one banner to defeat Zuroon – and from there, to liberate all of Laia from the clutches of the Greater Demons.

Point-by-Point Plot

Prologue

- Cutscene 1: Ryoku meets Ronan. Ronan leaves, but Ryoku follows.
- Cutscene 2: Disturbance in the forest.
 - Tutorial Battle 1: Ryoku & Ronan vs Ragul.
 - The battle introduces basic movement and fighting a fairly strong foe. Ronan is a bit higher levelled than Ryoku.
- Cutscene 3: Arriving at Norok, they go to Oronest's home.
- Cutscene 4: Oronest explains the history of Laia & Ryoku's possible role.
 - Tutorial Battle 2: Ryoku & Ronan vs Oronest.
 - Oronest introduces skills.
- Free Travel:
 - You can visit Norok's shops and buy some equipment.
 - Cutscene 5: At weapon shop, Ryoku is offered the Selenzorian Sword.
 - You can interact with Red, Milo, Alan, Kimo, and Katiel in town. None are recruitable yet but you can make small impacts on their relationships already.
 - When ready, leave the village.
- Exploration Level 1: Ryoku, Oronest, & Ronan enter Norok Forest.
 - 2-4 battles laid out ahead, small battles with beasts.
 - Loot mixed in depending on route choices.
 - Cutscene 5: Dragon Scale.
 - **Story Mission 1: Ensanguined Forest**

- Ryoku, Oronest, Ronan vs Orcs.
 - Test of skills but also fail-proof. Ronan tanks while Oronest ensures Ryoku's healed.
 - Oronest leaves party after.
- Cutscene 6: Scale cliff; Sapphense. Asks Ryoku to save her daughter.
- **Story Mission 2: Pike of Souls**
 - Cutscene 7: The Plan; watch behemoth distract the orcs.
 - On a multi-layer map, controlling the Gustav Clan. Cyric, Brekhal, and Charissa are under your control; Celic, Malak, Darun and the behemoth are guests.
 - Step 1: Direct Cyric & Brekhal to the castle quickly. Behemoth can damage units but will be overwhelmed shortly. Charissa can follow Darun inside.
 - Step 2: Sneak past orcs utilizing Cyric's thief skills & Brekhal's magic. Orcs are too strong for them. Darun, Malak, and Celic will fight; Charissa can support. Muster at the targeted location; guests will arrive when all characters go. Ensure you're not followed.
 - Step 3: Celic leaves the party. Search the armory. Darun & Malak will attack any incoming orcs. Find the pike.
 - Cutscene 8: Escape
 - Celic is killed. The others escape.
- Exploration Level 2: Ryoku & Ronan enter Norok Caves.
 - 1 battle against orcs.
 - Some scattered loot.
 - Cutscene 8: Grubbyclaws.
 - **Story Mission 3: Grubbyclaws**
 - Ryoku & Ronan vs Grubbyclaws & Orcs.
 - Test of skills but Ronan handles Grubbyclaws, Ryoku fights orcs.
 - After set amount of turns, Ronan shoves Ryoku through a hole in the wall.
 - Ronan leaves the party.
 - Cutscene 9: Kimo & Katiel.
 - Both join the party as guests.
 - Exploration level continues, 2 more fights & loot
 - Cutscene 10: Gift from the Light
 - Ryoku, Katiel, & Kimo gain a Landmark skill tree: **First Steps**. The three can now learn magic.
 - Cutscene 11: Grubbyclaws, part 2.
 - **Story Mission 4: Grubbyclaws, Part Two.**
 - Ryoku, Kimo, Katiel, & Ronan vs Orcs & Grubbyclaws.
 - Ryoku autolearns the skill **Burn**.
 - Test of skills but Ronan handles Grubbyclaws, who flees at low health.
 - Finish up the orcs and declare victory.
 - Daeadis joins the party.
- Cutscene 12: Fire on the skyline; Norok is under attack.
 - **Story Mission 5: Escape Norok**
 - Ryoku, Kimo, Katiel, Daeadis, & Ronan vs Orcs, Grubbyclaws, Zuroon

- Oronest and Sapphense are guests and attack Zuroon & Grubbyclaws. Ronan will focus on defending Ryoku. After Oronest & Sapphense fall, Zuroon & Grubbyclaws escape.
 - Milo, Alan, and Red can be recruited here after Ryoku talks to them.
 - Milo can fight orcs with Ryoku.
 - Alan can take on a healing/status role.
 - Protect Red for the duration of the escape.
- Cutscene 13: Flight from Norok. Oronest and Sapphense are presumed dead; the others leave.
 - Choice: Go North or East.
 - North: Replenish stock at Haku Village. Listen to gossip at the Inn and learn of the Gustav Clan, Selenzora, and Ellitheas states.
 - **Request 1: A Mother's Plight**
 - Bring 2 Healing Potions to a mother. Reward: 200g, +Alignment
 - East: Discover the Abandoned Cathedral & the Sanaskit Desert.
 - **Character Quest 1: Abandoned Cathedral**
 - This shouldn't be attempted until much later. Increases relationships with many characters that are necessary to continue. Reward: **Arondight**, +Relationships, and other items.
 - **Story Mission 6: Befouled Plains**
 - Ryoku, Milo, Alan, Red, Daeadis vs Orcs
 - Ronan, Kimo & Katiel are guests.
 - Turn 4: Reinforcements arrive.
 - Gustav Clan arrives. Each member joins after being spoken to. Dialogue differs depending who speaks to them.
 - Cyric, Brekhall, Charissa, Malak & Darun join. Malak & Darun are guests.
 - Cutscene 14: The Gustav Clan & The Pike of Souls
 - **Story Mission 7: The Bone Raiders**
 - Ryoku, Milo, Alan, Daeadis, Cyric, Brekhall & Charissa vs Raiders
 - Ronan, Kimo, Katiel, Malak & Darun are guests.
 - If someone talks to Bodros, he can be recruited.
 - Turn 5: Reinforcements arrive.
 - Nikki & Lombris arrive. Ronan recognizes Lombris. Both can join after being spoken to.
 - Cutscene 15: The Desert Storm.
 - Cutscene 16: Glaciem Kingdom & King Xavier.
 - Ronan, Kimo, Katiel, Malak & Darun leave the party.
 - **Story Mission 8: Scouting the Field**
 - Ryoku, Milo, Alan, Daeadis, Cyric, Brekhall, Charissa, Bodros, Nikki, Lombris
 - Vs Orcs

Characters

Ryoku Dragontalen

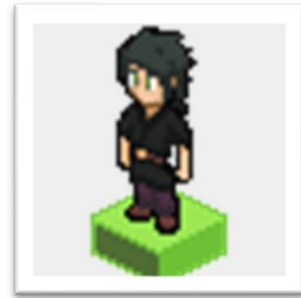
Villager of Norok

Age: 22

Element: Fire

Alignment: None; Chaotic Good.

Starting Class: **Novice**



A jack of all trades, master of none. A Novice learns rudimentary combat & support skills.

The main protagonist of Defenders of Laia. Ryoku's mother recently passed of illness and he never met his father. When Ronan Burrblade arrives in search of Oronest, Ryoku is intrigued and follows him to the village, but doesn't predict the chaos that ensues after. He is largely sheltered from outside the forest, knowing little but what other travelers tell him. He is curious and tenacious, sarcastic and witty, but cares deeply for his friends.

Ryoku learns unique skills based on his partnership with Daeadis, offering him the unique classes of Dragonrider, Dragoner, and Dragon Knight later. His speed and defense are his best attributes, and he can access the Magic branch before many other characters, giving him early advantage of elemental magic. His own magic grows out over the story in his Personal skill tree and in Landmark skill trees.

Ronan Burrblade

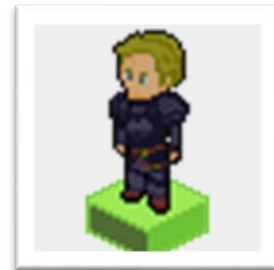
Knight of Glaciem

Age: 42

Element: Earth

Alignment: Glaciem; Neutral Good

Starting Class: **Knight**



A heavy sword-using class, utilizing army disciplines and sword mastery to unleash devastation.

Ronan is a knight of high standing in the Glaciem Resistance, having earned his way through tough battles against Zuroon and his orcs. He has been a close friend of Xavier's since childhood and done battle under command of Oronest. After the death of Xorn and the nightmare at the council, Ronan departed to try and return Oronest to Glaciem and rekindle their hopes; instead, he found Ryoku and Sapphense. In nature, Ronan is a kind and knowing man, well-learned and eager to teach.

Ronan isn't immediately recruitable and acts as a guest character for many battles. He is a guest until they reach Glaciem, and then for a battle or two before being sent on his own mission. Ronan is recruitable after completing **Mission 31: Backs to the Wall**. He acts just as a slightly overleveled soldier early on with a few unique skills, but his later full joining of the party reveals he's on par with many late-Central Laia knights.

Oronest Masterblade

The Old Hero

Age: 67

Element: Light

Alignment: Glaciem; Lawful Good.

Starting Class: **Knight Savant**

An unmatched classification of knight, one awarded only to the strongest.

Oronest is a retired hero of Glaciem and once a knight of Demerite Kingdom. He is a longtime friend of Xorn, the old king of Glaciem, and an elite knight among many legends of the King's Own. His wife, Mavis, was also a general in battle, but he lost her in a grand battle decades ago. Now, Oronest wished to live out his retirement in the elusive Norok Village, until Ronan tracked him down – it seems Oronest will return to battle. He's rough around the edges and notoriously mean to some, but loves children and cares deeply for his small village.

Oronest is similarly not a real member of the party for a long time. He partakes in one battle as a guest before being presumed dead, only to be found much later on after **Character Mission 42: Wayward Knight**. At that point, Oronest's skills as an exclusive class of Knight are still a notch above the party, and his reforged Mavis is legendary.

[Kimo Goldenhart](#)

Knight of Ellitheia

Age: 23

Element: Light

Alignment: Ellitheia; Lawful Good

Starting Class: **Knight**

A heavy sword-using class, utilizing army disciplines and sword mastery to unleash devastation.

Kimo Goldenhart is a faithful knight from Ellitheia, having served closely to the Light. He was present at the last council meeting where Zuroon captured the Light and dueled against Grubbyclaws, but lost. Similarly to Ronan, he goes to Norok in search of answers, but stays out of the spotlight after meeting Katiel Fereyen. After learning of the presence of Orcs, he and Katiel attempt to infiltrate the dungeons. Kimo is a bright and optimistic youth, more full of adventure than the studious Katiel.

Kimo stays as a guest character until Glaciem, where he joins Ryoku for a few missions before offering to join himself. He's an excellent combat unit to start, especially with the addition of his support magic. He can be leveled up to attain the class of **Paladin** quite early.

[Katiel Fereyen](#)

Scholar of Selenzora

Age: 24

Element: Fire

Alignment: Selenzora; Chaotic Good

Starting Class: **Fencer**

Light on their feet and like a cutting wind, Fencers utilize quick and damaging techniques.

Katiel Fereyen is a learned scholar and talented combatant from Selenzora. Once serving as the Archives Director, Katiel took to the fight after his younger brother, Teal, was separated from him after the events of the council. He tracked the orcs from the fight all the way to Norok, but his younger brother was not found. Instead, he came across Kimo and informed him of the orc presence, and the two plotted to infiltrate. Katiel appears somewhat serious, but he's highly intelligent and callous with his friends. His direct focus is unmatched.

Katiel joins the party at the same time as Kimo, acting as a guest until then. He can utilize elemental magic better than Ryoku, though his growth of it is slower and more drawn out. He makes for a great mage as well.

Sapphense

The Diamond Dragon

Age: Unknown

Element: Ice

Alignment: Manaion; Neutral Good.

Starting Class: **Diamond Dragon**

The unmatched beauty of a grown dragon.

Sapphense is the first dragon Ryoku meets. Her lair is situated on the cliffs high above Ryoku's favorite spot, where she presumably has been for some time. She picked Ryoku out as one who had the affinity with dragons and kept watch over him for years, raising her daughter on the mountain. When her daughter Daeadis is captured by orcs, Sapphense pleads for Ryoku to save her.

Sapphense is only present for one battle in the game, and it ends with her being slain by orcs, allowing for Ryoku's escape.

Daeadis

The Green Dragon

Age: Unknown

Element: Ice

Alignment: Manaion; Neutral Good.

Starting Class: **Young Dragon**

Barely a hatchling, but still a powerful and majestic creature.

Daeadis is the daughter of Sapphense, a sleek green dragon whose father is unknown for some time. She grew up in the Norok Forest, much like Ryoku with whom she bonds. She is more stubborn than her mother and more prone to temper.

Daeadis is present in the party from the beginning, though she must sit out many battles in order to keep her a secret from others. For those she is in, she is terribly strong and quickly grows stronger. Her class proceeds through time, and she learns some skills without needing to expend SP.

Cyric Gustav

The pike thief

Age: 22

Element: Wind

Alignment: Gustav; Lawful Neutral.

Starting Class: **Thief**

Talented thieves and little else. Thieves specialize in ranged attacks and stealing.

Cyric is a young but talented member of the Gustav clan. He's in good favor with many of the higher members, namely Darun and Malak, which led to his place in the mission to steal Zuroon's Pike. Celic is his blood brother, and the two were orphans in Meribelle when Darun took pity on them and allowed them into the clan. After successfully stealing the pike, Cyric fled with the clan as far south as they could go – to Norok. Cyric is a bit more serious than his brother and fiercely loyal.

Cyric is an early party member, the first and likely best thief. His attack stat isn't terrible and he isn't very limited in weaponry.

Celic Gustav

The Plotter

Age: 24

Element: Wind

Alignment: Gustav; Lawful Neutral.

Starting Class: **Rogue**

Thieves with a penchant for ranged combat. Excels with thrown weapons and speedy attacks.

Cyric's older brother and the only one actually related to him in the clan. Cyric and Celic grew up orphans in the slums of Meribelle, where Celic usually stole to provide for them. After being spotted by Darun, Celic is offered a job in the Gustav Clan, which he negotiates to include his younger brother – a choice that ended up being a good one. He's usually a jokester, but when he's serious, he usually wins the argument.

Celic is only present for the first battle with the Gustavs. He's stronger than Cyric by far, though even he isn't a match for the orcs. After causing a distraction, he's tortured by Grubbyclaws and killed.

Brekhall Gustav

The Study

Age: 20

Element: Fire

Alignment: Gustav; Lawful Neutral.

Starting Class: **Caster**

Journeyman in the magical field. Dabblers in all fields of magic, and never masters.

One of the Gustav Clan's youngest, and almost more of a brother to Cyric than Celic is. Brekhall came from Selenzora and is descended from elves, which gave him the capacity to learn magic. The Gustav

clan sought out Nocrier, who taught Brekhal for a price. His bloodline is limited, giving him only a certain capacity in his youth. He joined at a similar time to Cyric, and the two became notoriously close. Brekhal is as much a joker as Celic, if not more, and has a near insatiable curiosity.

Brekhal is the only other mage to the main three who joins for quite some time. Whereas Ryoku, Kimo, and Katiel have specialties in their personal branch, Brekhal clammers his way up on his own and can learn from Gustav members. Where Ryoku, Kimo, and Katiel specialize in combat as well, Brekhal is exclusively magic with a slight penchant for thievery.

Malak Gustav

The Wild Warrior

Age: 32

Element: Fire

Alignment: Gustav; Chaotic Neutral.

Starting Class: **Sworddancer**

Agile masters of the sword, specialized in elaborate dances of the blade.

An exotic warrior from the south. Malak is one of the Gustav Clan's most accomplished swordsmen next to Darun, though their styles differ greatly. Malak hails from Southpost, though he fled across the border when he was quite young. He trained with a southern master of the blade, Marxist, so his style differs greatly from most in his area. He's somewhat more serious than Cyric and protective of the clan.

Malak appears as a guest character in some early fights, but doesn't properly join the party until after the Glacem Resistance is joined in **Mission 45: The Exotic Warrior**. He's a unique unit and unparalleled for quite some time.

Darun Gustav

The Noble Knight

Age: 47

Element: Earth

Alignment: Gustav; Lawful Neutral.

Starting Class: **Sellsword**

A hired master of weaponry, unmatched in many weapon fields.

One of the most senior members of the Gustav Clan, a man who once had great honor. He hails from the southern kingdom of Demerite and was once a knight of high esteem, but left after he was dishonored in combat against Lionel. Many of the clan look up to him, and his knowledge of the sword is virtually unmatched. Some see him as mean, but he's soft behind a rough exterior and lives behind a code of honor.

Darun appears as a guest in a few fights, but only properly joins the team in **Mission 46: Tarnished Knight**. He has a unique set of skills and is a high-damaging unit capable of great things.

Charissa Gustav

The Lovely Thief

Age: 22

Element: Wind

Alignment: Gustav; Lawful Neutral.

Starting Class: **Archer**

Focused on piercing the enemies from afar, attuned to their archery.

One of the younger members of the clan, Charissa is a talented thief in her own right. She joined the Gustav Clan at a young age, once just an orphaned pickpocket hailing from a family that met the gallows. She joined at a younger age than Cyric and they became fast friends, which was later confused as Charissa began dating within the clan. She's adventurous, quick-witted, and a skilled strategist.

Charissa joins at the same time as Cyric and Brekhal, the first proper archer of the team. She can grow far in the Stealth Ops path with her high accuracy and crit rate.

Milo Essos

Spiteful Rival

Age: 22

Element: Lightning

Alignment: Glaciem; Chaotic Neutral.

Starting Class: **Soldier**

The most basic military unit. Learns combat & teamwork-based skills.

Milo grew up in the village with Ryoku and they've never seen eye to eye, but a common cause quickly unites them – more or less. Milo is the chieftain's son and a far descendant of elves. He joined the city guard in his teens and trained with his father and the guards, but Oronest never liked him enough to train him. He's arrogant and smug, but fiercely loyal to his nation.

Milo joins after the siege on Norok, though a bit spiteful to be going with Ryoku. He starts as a Soldier class but also works well in Archer or Hunter classes. In time, he can later access the Magic Path as well.

Alan Gallagher

Stodious Chemist

Age: 24

Element: Lightning

Alignment: Glaciem; Neutral Good.

Starting Class: **Chemist**

A mixologist & utilizer of items in many ways.

Alan is a curious scholar from Norok and studier of all things, though not so inclined to hard work. He prefers to study specimens from the forest and add to his own growing repertoire of knowledge. He also works with early technology and designs Mech, as well as beginning to study the anomaly of

Shadowhearts. Ryoku and Milo have known him for a time, but not well. He is eager, a bit lazy, but driven wholly by curiosity and a thirst for knowledge.

Alan joins after the siege on Norok and remains an important character throughout the series for his continued absorption of knowledge. He quickly learns a skill to passively observe enemies and note their behaviors, and helps formulate and make sense of the Book of Shadowhearts. Even if he is not kept in battle, his worth is boundless.

“Red” the Blacksmith

Promising Smithy

Age: 26

Element: Fire

Alignment: Glaciem; Neutral.

Starting Class: **Blacksmith**

A manipulator of metals and a designer of arms & armor.

Red is a promising blacksmith who migrated to Norok from Northern Laia when he was young, and doesn't recall his own past or his name – he's only come to call himself Red for what people quickly came to refer to him as. He began smithing almost by second nature, quickly picking up the hammer and making works of art at his first job in Meribelle. He quickly caught Zuroon's eye, but evaded capture by fleeing south.

Red is the first character you get who doesn't serve a purpose in battle. During the journey to Glaciem, he joins but is very weak in combat. Get him there safely, and only when you begin your first Barracks does his true worth shine, and he serves as your personal blacksmith for the rest of the game. With each item you forge, you can advance his skills and increase his worth to you. He sometimes joins in battles for quests where you accompany him to gather resources.

Nikki Zeles

Desert Mercenary

Age: 24

Element: Fire

Alignment: Glaciem; Neutral.

Starting Class: **Dancer**

Usually not expert in combat, but uses dances to provide an edge in battle.

Nikki is a dancer hailing from the Sanaskit Desert to the east of Norok Forest, nestled near the mountains. She left her town with Lombris after a harrowing encounter with orcs, intending to pledge themselves to Glaciem. Ryoku and his group find her and Lombris being attacked by bandits on their way to Glaciem, and so they partner up. Though appearing as a dancer, it becomes clear that Nikki might be just as good a swordsman as Ronan.

Nikki's dancing can have many effects in battle, ranging from granting a unit another turn to inflicting damage herself. She also has a few attacks and a startlingly high attack to match her speed. She can advance as a dancer which will help the party majorly, or do well as a combat unit too.

Lombris Glaive

Desert Hero

Age: 34

Element: Fire

Alignment: Glaciem; Lawful Good.

Starting Class: **Warrior**

A nontraditional fighter using an array of weapons.

Lombris is a somewhat renowned hero and 'man of the people' in the Sanaskit Desert, but is known across the land for his fighting prowess. Some call him 'the Desert Storm' for his wild combat that stirs up the desert sands like a cyclone. Lombris has humble beginnings and was once a bandit, but eventually found his way into fighting for what's right. He's a lighthearted and brave man, selfless, and direct when he needs to be.

Lombris is one of the heavier-hitting units in the beginning of the game who joins you during your first meeting. Through completing personal quests of his, he can unlock a personal class simply called **Glaive** that evolves his intense strength into a whole new class.

Bodros Gorsyth

Wayward Bandit

Age: 40

Element: Earth

Alignment: Glaciem; Chaotic Neutral.

Starting Class: **Bandit**

Cheating warriors generally of a chaotic element. Strong, but carries thieving skills.

Bodros was once a family man, now turned bandit to get by after losing his family to a Zuroon siege. His wife and daughter were the most important things to him, but that and his home were destroyed, and he fell in among bandits to keep on living. Bodros lost his code of honor, but he's serious and deeply cares for younger members of the party.

Bodros is the first you'll get in offensive Stealth Ops classes. He hits hard and tanks well, but he can also use deceptive tricks to gain the upper hand. Stick with him, and he'll transfer well into the Military Branch as a hard-hitting warrior, or max out his chaos in the Stealth Ops tree.

Class List

0. Novice: [Req: Lv 1] **A jack of all trades, master of none. A Novice learns rudimentary combat & support skills.**

- **Study:** [30 SP] Analyze an enemy to add their entry to the Bestiary and become aware of weaknesses.
- **Throw Stone:** [20 SP] Throw a stone at an enemy for minimal damage.
- **Tackle:** [30 SP] Try to knock an enemy a space back for unarmed damage.
- **Footwork:** [40 SP] Increase AGI by 10% when equipped.

Military Branch

A1-1. Soldier: [Req: Novice Job Lv 3] **The most basic military unit. Learns combat & teamwork-based skills.**

A1-2. Knight: [Req: Soldier Job Lv 4] **A heavy sword-using class, utilizing army disciplines and sword mastery to unleash devastation.**

A1-2. Warrior: [Req: Soldier Job Lv 4] **A nontraditional fighter using an array of weapons.**

A1-3. Officer: [Req: Knight Job Lv 4] **Products of a rigid system, soldiers who excel at field commands.**

A1-3. Deserter: [Req: Knight Job Lv 3] **A dark-aligned knight who abandons their faith.**

A1-3. Barbarian: [Req: Warrior Job Lv 4] **Hardy warriors using a mix of weapons and dirty tricks.**

A1-3. Knight Savant: [Req: Knight Job Mastery] **An unmatched classification of knight, one awarded only to the strongest.**

A1-3. Berserker: [Req: Warrior Job Lv 8] **Savage warriors using anger and instinct to fight.**

A2-1. Archer: [Req: Novice Job Lv 3] **Focused on piercing the enemies from afar, attuned to their archery.**

A2-2. Sniper: [Req: Archer Job Lv 4] **Precision archers excellent at hitting distant targets.**

A3-1. Chemist: [Req: Novice Job Lv 3] **A mixologist & utilizer of items in many ways.**

A3-2. Alchemist: [Req: Chemist Job Lv 4] **Intuitive mixologist capable of making their own utilities.**

A4-1. Brawler: [Req: Novice Job Lv 3] **A dabbler in unarmed combat & enlightened teachings.**

A4-2. Monk: [Req: Brawler Job Lv 4] **Fiercely religious combatant and unarmed fighter.**

A12-2. Fencer: [Req: Soldier Job Lv 4, Archer Job Lv 4] **Light on their feet and like a cutting wind, Fencers utilize quick and damaging techniques.**

A12-3. Sworddancer: [Req: Fencer Job Lv 5] **Agile masters of the sword, specialized in elaborate dances of the blade.**

A14-3. Warlord: [Req: Knight Job Lv 4, Monk Job Lv 4] **Savage combat units meant to pave a path of religion.**

Stealth Ops

B1-1. Thief: [Req: Novice Job Lv 3] **Talented thieves and little else. Thieves specialize in ranged attacks and stealing.**

B1-2. Rogue: [Req: Thief Job Lv 4] **Thieves with a penchant for ranged combat. Excels with thrown weapons and speedy attacks.**

B2-1. Dancer/Bard: [Req: Novice Job Lv 3] **Interchangeable based on character. Usually not expert in combat, but uses dances or songs to provide an edge in battle.**

B3-1. Spy: [Req: Novice Job Lv 3] **Less combative unit meant to gain intel on the enemies and utilize special tactics.**

B4-1. Bandit: [Req: Novice Job Lv 3] **Cheating warriors generally of a chaotic element. Strong, but carries thieving skills.**

Magic Path

C1-1. Caster: [Req: Novice Job Lv 3] **Journeyman in the magical field. Dabblers in all fields of magic, and never masters.**

C1-2. Elementalist: [Req: Caster Job Lv 4] **Magic-user based on the elements. Specializes in elemental damage.**

C1-2. Healer: [Req: Caster Job Lv 4] **Magic-user based on recovery. Specializes in all methods of healing.**

Civil Path

D1-1. Blacksmith: [Req: Lv 1] **A manipulator of metals and a designer of arms & armor.**

Mixed Paths

AC1-3. Paladin: [Req: Knight Job Mastery, Healer Job Lv 4] **A holy knight in service of the Light. Wields unmatched holy magic combined with sword arts.**

AB1-2. Mercenary: [Req: Soldier Job Lv 4, Thief Job Lv 4] **A hired master of weaponry, unmatched in many weapon fields.**

AB2-2. Hunter: [Req: Archer Job Lv 3, Thief Job Lv 3] **Skilled at archery or close combat, Hunters can produce skins from their enemies.**

AC2-3. Shaman: [Req: Monk Job Lv 3, Healer Job Lv 3] **A powerful religious healer who uses spirits to their advantage.**

Maps



- **Norok Village**, secluded village nestled in Norok Forest. Many don't know it exists.

- **Norok Forest**, beautiful southern forest in the southwest corner of Central. Few have mapped its entirety.
- **Norok Peak & Mt.**, a tall mountain branching from the Ruby Heights. A river flows from its heights, difficult to scale.
 - **Sapphense's Lair**, atop Norok Peak. Few know of its existence.
- **Olestine Farms**, a prosperous set of ranches & farms at the south end.
- **River's Ford**, small southern village built across the river.
- **Sanaskit Desert**, arid drylands filling the southeastern corner of Central.
- **Dustlands Traders**, unified trading company based in the desert.
- **Cathedral of Spines**, a rumored cathedral hiding deep in the desert that is rumored to reach the sky.
- **Sanaskit Village**, poor village of mainly Typhoonexians in the desert.
- **Golden Mountains**, the set of mountains bordering the south.
 - **Golden Pass**, hidden pass leading to South.
- **Haku Village**, a fairly prosperous village tucked behind Haku Mountain.
- **Haku Mountain**, a tall mountain shielding Haku from view. Very green and a religious icon.
- **The Great Laian River**, the main river dividing Laia in two. Branches heavily in Central.
- **Crossingsfield**, a waypoint village between Haku and Glaciem for travelers. Notorious for banditry.
- **Glaciem Kingdom**, one of Central's four kingdoms. Infamous for being crafted entirely of nevermelting ice. Xavier rules here.
- **Soulaegis Bog**, a haunted swamp in the east largely blocking the Ruby Pass. Rumored to be the site of an ancient battle.
- **Tiral Forest**, Laia's oldest forest. Many find religious faith in its old trees, and its rumored to be the site of Feldaga's first sealing.
- **Westerook**, westernmost city in Laia. Relies heavily on support from Selenzora.
- **Ruby Heights**, towering mountain range separating Central from Western.
- **Ruby Pass**, a heavily guarded pass leading to Western.
- **Selenzora Kingdom**, one of Central's four kingdoms. Known for its reliance on fire and its carefully guarded libraries.
- **Northern Tiral**, north part of Tiral Forest across the river. Heavily worshipped by the people of Elitheia.
- **Emerald Hills**, barrier mountains to Eastern. Considerably tamer mountains than others, but heavily patrolled.
- **Emerald Mines**, something of a pass between Central and Eastern, mined heavily by Glaciem.
- **Arozian Lake**, Central's Arozian domain where they have built a city in the lake. Humans aren't allowed passage.
- **Elitheia**, one of Central's four kingdoms and recognized as its Capital aside from Zuroon's rule. Most famous for its monarchy of female rulers, elves, of whom are Central's only allowed magic practioners – known as The Light.
- **Meribelle**, prosperous village in the shadow of the Silver Mountains. A focal point of trade between settlements, but the most watched by Zuroon.

- **Meribelle Jungle**, a wild jungle bordering Meribelle along the west. Rumored to house behemoths, enormous monsters.
- **Silver Mountains**, an impressive and vast mountain range acting as Zuroon's barrier. Heavily guarded and patrolled, passage is almost impossible.
 - **Silver Pass**, the only maintained passage through the Silver Mountains. Only certified personnel are granted access.
- **Citadel of Dragons**, a lost dragon settlement in the mountains. Those surviving fear Zuroon and hide from him.
- **Zuroon's Keep (Kingdom of Drom)**, the lair of Zuroon and once the fourth Central kingdom, occupied by dwarves. Now orcs and Zuroon roam its halls. All but the castle itself have been razed or occupied by orcs.
- **Zath'yrii**, Laia's largest plotted orc village. Heavily guarded and a major hurdle for any who manage to cross the Silver Mountains.
- **Northfort**, surviving dwarven settlement once prosperous for its closeness to Drom. They are now Zuroon's slaves.

Music/Soundtrack

Many tactic-style games include a soundtrack of a medieval style, and in many ways Defenders of Laia will be no exception. I plan to have a bit more fast-paced battle music that can amp up what I hope are fast-paced tactic battles, and music with moods to match the scene. Here are some examples of ideas:

[Pokémon Sword and Shield- Marnie Battle Theme Remix \(feat. Scottay\) - YouTube](#)

(1 Boss theme/Story battles) Keeping intense battles with fast-paced music to match the battle and animations, I believe, will improve the overall effect

[Monsters' Dance ~Rondo~ extended - YouTube](#)

(Orc battles/2 boss theme) Orc fights would include some kind of tribal, heavy beat to emphasize their monstrosity & make their hard hitting attacks more devastating.