

Factions and Reputation

Concept:

The premise of the idea is to add more depth, decision making and interactivity to the game through the addition of factions and reputation. Each major “group” or “civilization” will be associated with each other as a “faction”.

i.e. the City of Mareldja or the Elves of Isvaelin would be a faction.

And decisions that you make; through quests you choose to do (both major and minor) and mobs you choose to kill with affect your reputation with that faction.

Think of reputation as a sort of mix between alignment and karma. Similar to alignment, it will be on a sliding scale of negative max to positive max. Where alignment is broken up as Very Evil, Evil, Neutral, Good and Very Good - reputation will be broken up as Hated, Unfriendly, Neutral, Friendly, Honored.

Similar to karma, having a negative reputation with a faction will come with a variety of negatives, such as city guards for that faction warning you off at unfriendly and outright attacking you at hated.

On the flip side, being in good standing with a faction will come with a myriad of bonuses; such as access to new shops, innkeepers, class trainers, and quests.

Additionally - for each “honored” reputation you collect, you will be rewarded with a 2% xp bonus. I.e. if you are Honored with Mareldja and Cadain, you will receive a 4% xp bonus.

Factions:

The following are a list of factions with a list of required changes to the “normal” gameplay of the zone, associated quests that will award +reputation, associated mobs that are in that faction (thus give -reputation for killing), associated mobs that are “against” that faction (thus give +reputation for killing), align and race bonuses, and a rough outline of benefits / negatives for reputation with them.

Killing mobs will give varying amounts of reputation (i.e. killing an old lady in the park will give minimal -reputation whereas killing Telelthailar or shopkeepers will give a lot more).

Additionally, some “enemy” mobs will only give reputation up to a certain point. For example - killing the mobs in the sewers of Mareldja will give +reputation up until friendly, but if you want to reach Honored you will have to do quests or kill more “major” enemies, such as Captain Flynn.

CITY OF MARLEDJA

Races:

- Humans get a bonus
- Half-elves may choose to get a bonus

Alignment:

- Good aligns get a bonus
- Evil aligns get a penalty

Associated Quests:

- Red Fungus (repeatable)
- Warrior Guild (giant rat)
- Cleric Guild (moldy robe)
- Necro guild (mourner / spritewight)
- Rogue guild (serpent fang and thieves tongue)
- Mage Guild (Cloanthus)
- Panath quest
- Faliah quest
- Shinerock quest (repeatable)
- City guard supplies quest (repeatable)
- Flynn Quest

Faction mobs

- Anyone in the city of Mareldja.
- Villa
- Farmstead south of Mareldja

Enemy Mobs:

- Pretty much anyone in the sewers
- Arzad / Partas
- Flynn's pirates
- Darklings

Example Bonuses / Penalties

- Honored
 - Greater discounts at shops
 - Free access to Kyrac's vault?
- Friendly
 - Access to Flynn Quest
 - Slight discount at shops
- Unfriendly
 - Guards warn you against stepping out of line
 - Shops give you a penalty
- Hated
 - Guards attack on sight and kill instead of jail
 - No longer able to use inn or shops

CITY OF CADAIN**CITY OF HEDROS****Races:**

- Dwarves, humans and elves all get penalties

Alignment:

- Good aligns get a penalty
- Evil aligns get a bonus

Associated Quests:

- Zekle's quest
- Room for expansion. Maybe Portis, Helrod and Garanahil can send on quests.

Faction mobs

- Anyone in the city of Hedros
- Darklings
- Anyone evil aligned?

Enemy Mobs:

- Dwarves of Cadain
- Mareldja
- Anyone good aligned?

Example Bonuses / Penalties

- Honored
 - Greater discounts at shops
 - Open access to Portis' manor (in the future more quests here too)
- Friendly
 - Access to Zekle's quest?
 - Darklings no longer attack you
- Unfriendly
 - Guards attack on sight
 - Shops give you a penalty
- Hated
 - Everyone attacks on sight
 - No longer able to use inn or shops

CITY OF NAPENTHE

CITY OF J'REL

ISLAND OF KULANI

ISLAND OF PALEKENA

- Kulani and Palekena will work very similarly as they do now, except instead of warpaint / headband it will work with reputation. Doing either side's quest will give massive bonuses and penalties.

CITY OF TYNUM

Required Changes

- Add warrior guild
- Add shops (armor / weapons, general goods, magic?)
- Add inn

Quests

- Bil'hroth

Faction Mobs

- Tynum Bar

Enemy Mobs

- Northern Barbarians
- White Forest
- Keep of Bil'Hroth

Example Bonuses / Penalties

- Honored
 - Greater discounts at shops
 - Access to Bil'Hroth quest (*note* you will always be able to access the keep the normal way - Kill Rumpkin for key and get staff - this will simply let you get the staff for free, give you a quest entry and give you renown / xp)
- Friendly
 - Discount at shops
 - Mobs no longer aggro
- Neutral
 - Guards warn about stepping out of line
- Unfriendly
 - Guards attack on sight
 - No longer able to use inn or shops
- Hated
 - Everyone attacks on sight

NORTHERN BARBARIANS

Required Changes

- Add around 10-20 rooms to make it a more full-sized camp
- Make armorer and weapon smith actual shop keeps with unique items
- Make barbarian shaman and mage guild
- Add a warrior guild

Quests:

Couple of quests planned for here - including one for Dragon Solo.

Faction Mobs:

- Barbarians

Enemy Mobs:

- Tynum Bar
- Dragons of Dragon Solo
- Tundra animals

Example Bonuses / Penalties

- Honored
 - Greater discounts at shops
 - Access to Bil'Hroth quest (*note* you will always be able to access the keep the normal way - Kill Rumpkin for key and get staff - this will simply let you get the staff for free, give you a quest entry and give you renown / xp)
- Friendly
 - Discount at shops
- Neutral
 - Mobs no longer aggro
- Unfriendly
 - Everyone attacks on sight
 - No longer able to use inn or shops

- Hated

ELVES OF ISVAELIN

ELVES OF TALINESIA

ELVES OF ERINESIA

****POSSIBILITY FOR FUTURE EXPANSION AS MORE THINGS ARE FLESHED OUT - I.e the “Underbelly of Mareldja” at odds with the City of Mareldja. Same with Oldgate, etc.

Other Ideas

- Greater separation of what skills are available at what guilds. I.e. Enrage requires access to either the barbarian warrior trainer or the Hedros warrior trainer.
 - This would also allow for more skills in general, since it would be naturally balanced by requiring to get reputation
- More quests in general