

1. Custom Trade Routes
2. Lie and Trust in RPG
3. Special Siege Abilities for Each Class
4. Guild-City Dynamics
5. Cover-Up Mechanics
6. Various White/Black List
7. Guide Book
8. Inspector Mechanics
9. Items
 - a. Equipment and Loot Detailly
10. Details of Trees
11. Story and Game Integration
12. City Management
13. Defence and Siege Units
14. Spell Book
15. Language Translate Script (Chat Language)
16. Crime Mechanics
17. Travel Dynamics
18. Hidden Structures

They are going to be prepared after confirmation of other made topics.

They were not written as priority ordered.