

Guilds

Players can gather in a guild to easily play with their friends and discuss. A guild is limited to a minimum of 4 players to a maximum of 40 players.

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Foundation

A player can found a guild by talking with a guild clerk.

He can then choose his guild's name and guild's heraldry.

The player must be in a group with four players and pay an amount of gold to complete the foundation. Every player in the group when the action is performed is automatically added into the guild and the player who decided every parameter of the guild becomes the guild master.

If one player is already in a guild, the action is cancelled and a message pops up and tells why.

Guild's features

Hierarchy

Multiple titles can be assigned inside a guild. Each title gives rights and gives a bonus to every guild member.

Guild Master: Owns every rights of the guild and can cancel any decision made by any member of the triumvirate. He can do every action of the triumvirate until a title is taken by another player. He is the only one who can nominate a new guild master. Must nominate players for titles.

When someone has this role, every guild player earns 5% more draconic dust and echoes of legend.

Triumvirate

Treasurer: Can put commissions on a board to gather materials or gold. When someone has this role, every guild player loots 5% more gold.

Rights: invite players, participate to commissions, take into the guild treasure, launch missions, access to missions, player banishment, launch expeditions

General: Can choose the 3 missions of the guild each week. When someone has this role, every guild player earn each week a second endless dungeon key.

Rights: invite players, participate to commissions, take into the guild treasure, launch missions, access to missions, player banishment, launch expeditions

Craftsman: Can choose the next building or project the guild will build and invest resources in. When someone has this role, every guild player loots 5% more crafting materials.

Rights: invite players, participate to commissions, take into the guild treasure, launch missions, access to missions, player banishment, launch expeditions

Titles

Legend: A veteran member of the guild.

rights: invite players, participate to commissions, launch missions, access to missions

Hero: A standard member of the guild.

rights: participate to commissions, access to missions

Invitation

To invite a player in your guild you must talk to the guild clerk.

A list of every player in the player's group or in his friend's list and not in his guild will be displayed.

After choosing who he wants to invite, the player can click on "send invite". The chosen players will receive an invite and if they accept they join the guild. If they refuse the invite is cancelled.

Guild warehouse

The guild warehouse is filled by the treasurer commissions. It can contain construction materials, gold, gear, crafting materials, consumables, etc... All the items it contains are only usable for guild's project or guild's building completion.

Missions

The general or guild master can choose each week 3 missions to do in a panel of 8. Those missions, when completed, reward the guild with gold, construction materials or crafting materials.

Mission name - Difficulty		Activate mission
Logo	Mission description: Mission type, dungeon, dungeon difficulty, objective, number of guild member needed	Reward
Progress / Total progress		

There are 4 types of mission:

- Victory: achieve a dungeon.
- Time Attack: Achieve a dungeon in a limited time.
- Gathering: Recover an amount of gold in a dungeon in a limited time.
- The bigger they are...: Defeat a designated boss.

Those missions can take place in any dungeons with any level of difficulty. The closer the dungeon is from the end of the game and the higher it's difficulty, the higher the mission difficulty.

After unlocking the Guild expeditions, 4 new missions will become available each week, these missions will be focused on the guild expedition feature.

Those four missions are always the same, only the required level of stages (difficulty) change.

- Victory: achieve 2 stages in one expedition of at least level X.
- Time Attack: achieve a stage of an expedition, at least level X, in a limited time.

- Event mastery: achieve 3 events during an expedition of at least level X.
- The bigger they are...: defeat 1 boss during an expedition of at least level X.

Guild Expeditions

Guild expeditions are some specific dungeons only achievable by a guild. To launch an expedition at least 8 players must be present in the guild hall and accept the expedition notification.

Guild Expeditions are unlocked when at least 8 guild members have achieved the instance “Gates of the gods” and built the explorer camp in the guild hall. It can accept from 8 to 40 players. The player who launched the expedition is automatically named Pathfinder.

Guild expeditions allow the guild to gather gold and unique construction materials. It is an inevitable activity to develop the guild hall.

Guild Hall

When the Guild is created players only gain access to the guild clerk and a billboard on which they can interact to manage the guild and its activities.

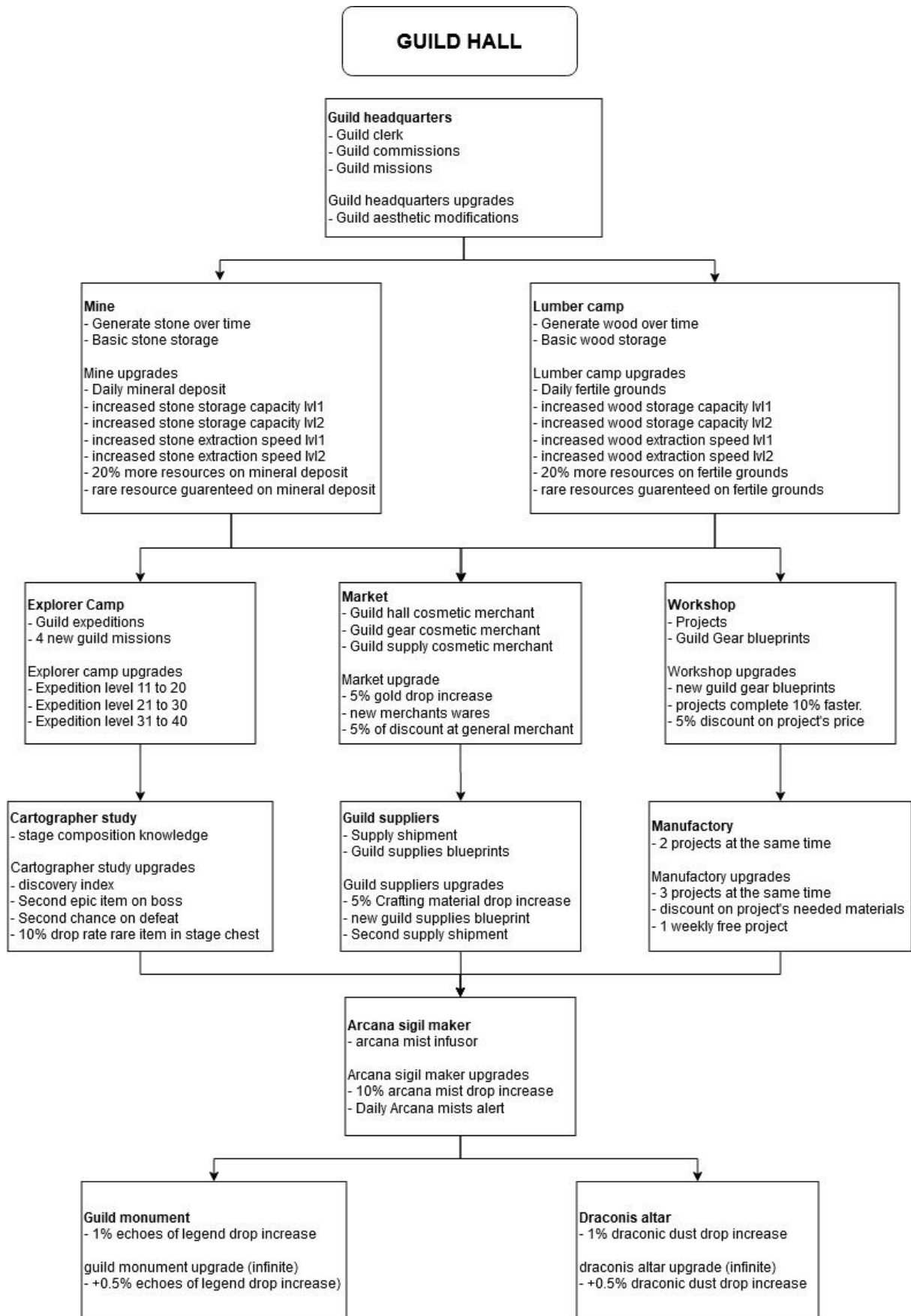
The guild must gather in their treasure a certain quantity of the best crafting materials and gold to buy access to the Guild Hall.

Buildings

The Guild hall is a district of Domeria that is totally locked until the guild unlocks the Guild hall. Once unlocked the guild can talk to an NPC to enter the Guild hall instance.

In that district most of the buildings are abandoned or in ruin. Only the biggest building is in a good enough shape, so the guild transforms it into its HQ.

By gathering various resources the guild will be able to restore buildings, unlocking new features in the process. Buildings must be built in a certain order and sometime multiple buildings will be available at the same time.



Resources

Gold: needed for the construction of every building. Reward earn through every game activities.

Crafting materials: needed for the construction of every building. Reward earn through dungeon chests.

Construction materials: needed for the construction of every building. Reward earn through expedition stage chests. Construction materials have different rarity, common, rare and epic. Each epic construction material can only be dropped by a unique boss.

Stone: Resource gathered by the Mine. With a basic mine 1 stone is extracted every five minutes.

Wood: Resource gathered by the Lumber camp. With a basic lumber camp 1 wood is extracted every five minutes.

Arcana mist: needed to build and upgrade the Guild Monument and the Draconis Altar. Resource gathered through every game activity once the arcana infusor is unlocked.

Projects

Projects are unlocked once the workshop is constructed. Only the craftsman of a guild can choose which project to produce.

A wide variety of projects are available, going from building parts, to guild gear, guild supplies and cosmetics.

To start a project the craftsman must speak to the workshop NPC and choose a project. Then, if all the required components are available in the guild treasure, the project is launched.

Once the project is finished the craftsman needs to click on it in the project UI to add it to the guild treasure.

Supply Shipment

By completing the Guild Suppliers building, the guild will access to supply shipments every week.

At the start of every in-game week, the guild will receive a shipment in the Guild Suppliers building. This shipment is composed of a variety of construction materials, stone and wood. The quantity of those resources quantity is generated randomly in a range.

This mechanic allows a guild to still progress even if the majority of its members are not playing.

Guild cosmetic

A wide range of cosmetics are available at the market.

First, guild hall cosmetics allows to customize your guild hall. The corresponding merchant offers a variety of cosmetic blueprints, the craftsman can buy them and put them in a project to build them. Once built, cosmetics are automatically applied to the guild hall.

For example, once the Hestian pillars project is achieved every standard pillars in the guild hall are replaced with Hestian pillars.

Finally, supply and gear cosmetics allows to customize the aesthetic of every item. This cosmetics work in the same way then guild hall cosmetics.

All those possibilities allow players to give a unique and strong identity to there guild.