

GAME CONCEPT

General Ideas

- Have markets where you can buy stuff from NPC's or real players.
- Hunger system and food system where you can either hunt animals/monsters and gather their food or buy food from the market.
- You should start with twenty silver or something like that.
- The game should be designed to look and feel very immersive and grand with huge mountains and big castles. (it's possible)
- It should have various, small zones with different themes such as icy and snowy mountains and then deserts, jungles and forests.
- You can have horns and when you blow in them it makes a noise not too loud but if several people do it, it shall be very loud and be heard from a far distance. Perhaps even add war drums with the same principle.
- Have a reputation system where you can give RP points which will favor the players whenever there is an election to be the king, etc.
- Acquire the possibility to create a family and it will automatically add everyone in the family to your characters "friend tree", younger brothers can overtake the king's throne and younger sisters can overtake the queen's throne.
- Whatever kingdom wins; all of the players in that kingdom will be rewarded OOC currency that they can buy aesthetic items for, such as armor and sword decorations/ornaments.
- You get more if you turned out as a knight and less if you still were a farmer by the end of it.

Races & Classes

The League

Humans

- **Priests**

Priests have churches that they go to in order to gain ability points. There they can pray, ring the bell if they wish to have a role play session of sorts or heal players. (Players that are healed inside a church will receive a massive health bonus which brings their health back up to %100 and the priest will gain an additional point for healing someone in the church.) The reason for the additional points is because we want to encourage priests to role play inside or around the actual church.

- **Knights**

Knights have the ability to wear heavy armor and long swords, which grants them extra protection and makes them more powerful. They serve as the enforcement of the system. If knights behave badly they can be voted off for mutiny, which will result in a public execution. The execution can of course only occur after the Knight has been captured. The moment the Knight is voted off, his name is damned by the City's Warlock (King's Servant) and will grow infamy. (Their name's will permanently turn to red or have a badge next to their name of some sort). The Knight will receive an automatic bounty (generated by how many offences he has performed).

Whoever captures the knight; ties him up and brings him to the Kingdom (jail cell or the King if he's online) will receive the reward. If the Knight decides to log off, he will be automatically teleported to the jail cell (character killed, but the player in question will be displayed with a small story as "Your character was jailed and later executed for the crimes he did against his Kingdom".) The one that captured him will receive the reward if the Knight logs off.

However, if the Knight does not log off and on the road to the castle he is saved by his companions (if he has any), the reward will of course not be given out, but the bounty will stay. Still, no one will obey him as he has been banned from the Kingdom.

The Knights have the law on their side, knights will co-operate with each other to jail criminals, see through the King's orders, etc.

- **Farmers**

All human players will start off as a farmer. Farmers acquire the ability to gather crops which they can sell to the market NPC's or real players. The Farmer class will possess an advantage in earning gold. Players will most likely earn enough gold to buy themselves a horse and heavy armor for their transcendence to becoming a knight or perhaps they will gather enough money for a decent staff before becoming a mage or keep the money; save it for miscellaneous items and go the route as a priest.

Elves

- **Archers**
- **Healers**
- **Assassins**
- **Mage**

Death System

Players shall have 3 lives for each character. When a player dies and he still has lives left, the Goddess of life's spirit helpers will descend from the heavens, pick your body up into the heavens and resurrect you.

You will spawn at one of the local graveyards, in the graveyard's cave of resurrection.

Killing on sight will not be tolerated.

If people decide to role play being merciless then they have to face the reality of growing a reputation of being an asshole and will likely be killed faster than most others.

An issue like revenge killing will not exist as your character will remember everything from their death and may come back to revenge their death, or perhaps; a truce will take place.

Lore

Human Mythology

Gods

- **Altas**

Creator of the world and ruler of all Gods. Altas emerged from darkness and created light, thereafter he sculpted the lands of the world and gave birth to a billion stars. Under Altas there are four Gods which he created to help him keep the world in balance while he spends his time in heaven organizing stuff.

- **Mikahail**

Mikahail is the god of blessings and healings. He's known to be a bit feminine.

- **Valancia**

Valancia is the god of tactics.

- **Seratos**

Seratos is the god of strength.

- **Dannis**

Dannis is the god of entertainment. He keeps the world happy, entertained and in good spirits with his stories.