

Feature Description Document

This document provides details on the new features being implemented at EA Steam release. Please use it to better test the features during the general testing period. It is strictly under NDA, so please do NOT distribute the link to this document or the information contained in it. This is very important because some features are likely to change, and we do not want any misinformation to be spread. ***If you have been identified as sharing this information, your account, and any account linked to your account, will likely be terminated.***

Achievement System

The old title system has been removed, and players can now earn a large variety of achievements for their actions! Complete achievements to earn titles and renown.



Mission System

Players can now receive repeatable missions that require them to travel to a location in the wilderness and vanquish an enemy encampment. To receive one of these missions a player must talk to the a npc in town called the Mission Dispatcher. The Mission Dispatcher will provide three potential missions depending on your current skill level. The five missions that players can receive are as follows from easiest to hardest:

1. Wolves Den
2. Bandit Bounty
3. Spider Infestation
4. Living Dead
5. Giants

Players can take up to three missions at one time and the description on the Mission Dispatcher always includes what kind of mob camp which subregion the camp is in so choose wisely! Once you have chosen your missions, their locations will show up on your world map as a small banner. To prevent other players from killing your foes before you arrive, the mob camp will not

spawn until you get close to the location marked on your map. To complete the mission, the player must kill the mobs then destroy their lair, but take care because as a player attacks the lair more enemies will spawn. Finally once the player has obliterated their foes, he/she will receive a sum of coins that is directly deposited into the bank.

New Crafting Resource Drops

Alchemy

Potions now require resources that are either gathered from the world or farmed from mobs. Here is a list of the current potions and the resource that they cost.

Potion	Ingredient
Gmana	Ethereal Bones
Rmana	Cursed Bones
Lmana	Bones
Gstam	Decrepit Eye
Rstam	Sickly Eye
Lstam	Eye
Gheal	Vile Blood
Rheal	Beast Blood
Lheal	Blood
Cure	Giant Mushroom
salve	Cactus

Inscription

Crafting a spell scroll now requires that the player have a circle specific scroll. These scrolls are dropped in the world off of magical monsters like liches.

Spell Circle	Scroll
7 - 8	Ancient Scrolls
3 - 6	Fine Scroll
1 - 3	Frayed Scroll

Other

Several other mobs drop items this includes:

- Humanoid mobs now drop gems that can be sold for coins.
- Harpies drop feathers that are used to craft modified arrows.
- Lizardmen and giants drop beast leather.

Jewelry

Rings and necklaces are new equipable items. Currently they give the bonuses detailed in the chart below based on their quality and gem type. These items are currently only implemented as a mob drop, so they are not craftable.

Bonus Types	Flawed	Imperfect	Perfect	Gem
Wisdom	1	3	5	Sapphire
Will	1	3	5	Topaz
Constitution	1	3	5	Ruby

Many mobs drop jewelry, so go fight! Explore!

Harvesting

Harvesting has been simplified. Now when a player harvests they only have to go through the action one time, and instead of going directly into the players pack all of the items are placed in the animals pack! Less clicky!!

Enhanced Arrows

Enhanced arrows are now craftable with the carpentry skill. You must have boards (plain, ash, or blightwood) and feathers (these can be looted off harpies) to craft them. **For Jeffery ((all the new drops, new things the players should expect to find in the system, where to find, etcetc))**

Points of Interest

Many points of interest have received a polish pass. Mobs spawn more naturally and dynamically instead of being randomly placed.

Dynamic Monster Spawning

Monster camps now have rare spawns. As a player kills the mobs in a camp there is the opportunity to encounter heroic and champion monsters with rare and exciting loot. One thing included in this loot is the possibility of an item chest to drop that contains rare furniture. **For Jeffery ((all the new drops, new things the players should expect to find in the system, etc))**

Lock Picking

We have added a new skill called lockpicking. There are now chests around town and inside of dungeons that can have their locks picked. To begin lock picking create a set of lock picks with blacksmithing in the tools tab. Then look around town for a locked chest. Once you find a chest, use your lock pick on the chest and once you have successfully unlocked a chest the items will spawn inside. There are currently 5 tiers of chests to unlock in town that should only provide

skill gains up to around 50 skill. After 50 skill you will need to head to any one of the dungeons to lock pick chests there. The dungeon chests drop significantly better loot.

Animal Taming/Beast Mastery

Beast Mastery is now gained by having your pets attack things. You must stay near your pet to gain BM. BM now also determines your pet's damage. With 0 BM pets do 50% of an untamed version's damage, and with 100 BM pets do 150% of an untamed version's damage.

Prestige Abilities

Tier 1 and 2 of prestige abilities have been removed, and prestige books now drop from the awakening spawns or from the new heroic and champion mobs. In addition to this, skill requirements have been adjusted on several abilities, and dart can no longer be used while wearing heavy armor.

New Prestige Abilities

Two new prestige abilities have been added. The first is called Adrenaline Rush, and allows the player to quickly regenerate a large portion of their stamina. The second is called Meditate, and allows the player to quickly regenerate a large portion of their mana.

New Spells

So far three new spells have been added, but there is the potential for several more before release. The new spells are as follows:

- Mana Missile: this is a third circle spell that a player can cast to shoot an arcane missile that damages the target on impact.
- Refresh: this is a third circle spell that when casted sacrifices up to 20% of the casters max mana in exchange for 25%-75% of the sacrificed amount in stamina.
- Infuse: this is third circle spell that when casted sacrifices up to 20% of a casters max stamina in exchange for 25%-75% of the sacrificed amount in mana.

New Spell Effects

Several spells have been given new spell effects. Make sure to check these spells out:

- Poison
- Wall of Fire
- Energy Bolt
- Lightning
- Summon Portal

In addition to new spell effects, all spell casting animation effects have been revamped. With the new animations the color of the effect indicates what type of spell it is. Green is for healing, blue for travel, yellow for buffing, and red for damage. Also, when a player has a spell pre-casted there are colored orbs upon their hands indicating this.

Spellcasting movement fixes

Previously when a player casted while moving it would cause them to rubberband because casting a spell freezes the player for the duration of the cast. Our Supreme leader cleaned up our server side movement code a little bit, and this no longer happens! As a nice plus, movement in general is smoother.

Food/Vitality

Food is now consumed over time and restores both stamina and health. The amount restored is determined by the quality of food. For example, bread or terro fish will give a lot less health and stamina than the golden aether fish. Also, you can now find your current vitality by opening the left tab on your paperdoll, and food is no longer required to maintain your vitality. Last, a significant amount of vitality is lost upon death.

Carpentry Crafting Orders

Just like all the other crafting orders, but for carpentry.

Karma System <https://www.legendsofaria.com/feature-highlight-karma-system/>

The karma system has been revamped! To begin with, there are now only three possible karma levels, innocent(0 or greater), chaotic(-1 to -9999), and outcast(-10000 or less). As before certain actions will lower your karma, but now the only way to raise karma is to kill heroic/champion mobs, dungeon/awakening bosses, and to do missions via the new mission system.

Karma Level Flag

Instead of just having a karma flag that either prevents the player from committing karma reducing actions, players can now indicate their desired karma restriction through the new karma window. You can choose to be innocent, chaotic, or outcast. Choosing innocent will prevent you from committing any actions that would cause you to lose karma, choosing chaotic will prevent you from committing any actions that would cause you to become an outcast, and choosing outcast restricts none of your actions.

For Order!

A major change made to the karma system is now orange players can be attacked and killed while in guarded areas (outside of town, but not in the wilderness) by blue players without any karma loss. To attack the chaotic player an innocent player must choose to fight for order by confirming it on a prompt that pops up. This prompt can be auto-ignored by checking the box on your karma window. Choosing to fight for order causes an innocent player to receive a 10 minute debuff that allows them to attack any chaotic players, but it also allows all chaotic player to attack them (not just the chaotic players they attack).

Guard Zone Wall

A large wall has been erected upon each border between the guarded area and the wilderness. These have been placed here to make it more obvious that a player is leaving or entering a guarded area. There are several entrance and exists in each wall including gates and breaks in the wall to avoid the exits being camped.

OutcastResurrect Shrines

Outcasts may no longer revive at blue shrines. They must now specifically revive at red shrines that are few and far between or at the shrines in the Outpost or Oasis.

Guild Formation

Guilds are now created through a guild charter. Guild charters can be purchased at the general store in valus. To create a guild using the charter you must get 4 signatures from other players wishing to join your guild, then all meet in the same location for the guild leader to ratify the charter and create the guild.

Housing

Plot Based Housing

Land deeds can now be purchased from the carpenter shop in each major city. Land deeds are now used in place of blueprints to claim land. This means plots are now independent from specific houses, so plots are all placed at the same size, but they can be resized(for a fee). Number of lockdowns available is determined by plot size.

Housing Construction

Houses are now built by placing crafting resources into a house foundation created by a blueprint.

Taxes and Auctions

Owning a house plot now requires that you pay a weekly property tax. Your property tax is determined by the dimensions of your plot. Property tax can be paid by adding coins to your tax account. This can be done by interacting with the banker in any major city, or by interacting with the housing UI via the mailbox on your plot. Up to 1 month of taxes can be stored in this account, and money can not ever be withdrawn. Taxes are always collected on fridays. If you fail to pay your property taxes, your plot will be foreclosed on, and will be put up for auction on the following monday. Between the foreclosure and the auction, houses will be flagged as going up on auction, and players will be able to tour the home.

Binding and Hearthstones

A house bind stone can now be purchased at the carpenter shop. This bind stone is a placeable furniture item that players can place in a plot they own (not inside of a house). Double-click the bind stone to bind yourself to that location then use your hearthstone to return to that location.

Hearthstones are now a blessed stone that all players receive when they are created. These can use every 30 minutes to return to their bound location.

Security

Houses now allow a limited number of secure containers to be placed within them. Any container placed within a house will be automatically secured as long as there are secure slots open in that house.

House keys have been removed, and players can now add co-owners to specific houses within a housing plot through the housing sign UI. House co-owners can open the door, access items within secure containers, lock/unlock the door, lock items down, and pick items up.

Housing Region Adjustments

Celador is huge and unrestricted has the potential to house 10,000 players many times over. In creating greater demand for housing, the locations in which houses can be placed have been changed. Overall housing space has been significantly restricted through terraforming, but if housing regions have been restricted too much additional housing space can easily be opened. The new rules are:

1. Houses can no longer be placed over trees.
2. Houses can no longer be placed on sand. There is a baked stone texture in the barrens in which houses can be placed upon.

As a result of this many “no housing” regions have been removed, so plots can be placed anywhere that they will fit.

World Map

Players can once again open their map using the “m” key. The world map now shows your current location as a small red arrow. You still have to add each region map to your world map. These subregion maps can be purchased in the city within the region. Also, when you enter a point of interest you will “discover” the location and it will not show up on your world map. Custom waypoints can not be added to this map, but you can purchase an atlas and add waypoints to that map.

Minimap

While in town, icons are now present on the minimap showing the locations of the various shops and other locations in town.

Keybinding Modifiers

Keybinds can now be modified with the Ctrl, Alt, and Shift keys. To do this go to settings and then keyboard. Select a keybind you’d like to change, and hold down the modifier then chose the key you would like to bind it to.

Help Queue

In the past we have received a high number of pleas for help via the bug report system, so we have added a help report form in game. Open up the settings context menu by clicking the gear symbol on the bottom right of your minimap. You can also appeal to Customer Support from the same mini-map menu.

Sound Improvements

- New ambiances
- UI Sound
- 3D Sound

UI Improvements



Two new UI elements were added! Check out the button bar on the bottom right hand corner of this screenshot. From left to right the icons are to open your paperdoll, backpack, the achievement window, map, skill book, prestige ability book, karma window(also shown in the middle left of the screen), guild window, and faction window. No more hidden UI elements!

The second new UI element is on the top right corner of your mini map. There is a small symbol that indicates your current karma alignment. This can be clicked to open the karma window as well.

That brings us to, we have added a karma window explaining the aggressor system, and each level of karma.

Last but not least, the paperdoll scroll windows have been edited. Previously the left hand scroll had two pages. This information has been condensed into one page, and now displays your current vitality level. Also, the right scroll now displays your current karma instead of your faction.

