

# CHRONICLES OF ARCADIA

**Guild Quest Rework by Espartano**





### **Goals:**

- \_ Motivate new and old players to make the custom instances
- \_ Increase the guild activity
- \_ Increase the pvp activity
- \_ Increase activity on the server

### **How do we do it?**

- \_ **We do it by modifying the guild quest that i will explain bellow**

# These are weekly quest that will appear on the guild board

- \_ Players can take all quests but only **once a week**, on Mondays all quests will be reset
- \_ The quests have the goal of players complete these instances/pvp challenges many times during the week
- \_ The rewards will be 200 diamonds per quest **(it can be more or less, but the reward must be good to motivate)**



# Guild Reputation System

- \_ Guild Reputation system consists of a level system that increases with the completed quests on the guild board.
- \_ When players complete quests the progression bar will be fill up until they reach the next guild reputation level.
- \_ Every time a level is reached, all guild players will get a chest with rewards that will be sent to the mail.



\_ Also these levels will grant passive buffs like:

## Guild Reputation buff

- Lvl 1: 1% gold increase in daily quest
- Lvl 2: 5% gold increase in daily quest
- Lvl 3: 10% gold increase in daily quest
- Lvl 4: 15% gold increase in daily quest
- Lvl 5: 20% gold increase in daily quest
- Lvl 6: 1% all atributes
- Lvl 7: 2% all atributes
- Lvl 8: 3% all atributes
- Lvl 9: 4% all atributes
- Lvl10: 5% all atributes

Fast progression

Low progression

## Lvl 1 Rewards



Arcane transmutor Charges  
Phirius Shell  
Transport Runes



**THANK YOU FOR YOUR TIME**

