

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

