Chapter Breakdowns

Spirit Relics

General Overview Game Design and Mechanics Document Version 1.0

By: Jimmy Slaughter

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Preface

Growing up, I fell in love with the MMORPG genre. When friends would introduce me to the next newest MMORPG, they would often send me a cinematic cutscene, and hype would ensue. However, it didn't take long for me, as a player, to understand that there are differences between cinematic cutscenes, and gameplay footage. To this day, as hype around a new MMORPG builds, my skepticism increases.

In my adulthood, I've come to view many forms of fantasy media in general. Even if a game has solid mechanics, I feel a disconnect from what the player can do, versus how everything from NPCs to monsters function in the world. When I watch a cutscene or a movie about a game, I want to be able to feel their interactions between each other are possible in-game. While that was also an issue during my childhood, the immersion issue gets worse, as adulthood and life experiences added more complexities to the world as I know it. Thus the demand for more immersive experiences increases to meet the difference between childhood perspective and adulthood perspective. However, MMORPG creators are stuck in a loop of chasing that feeling, using the same mechanics as they experienced in childhood. But I believe the result will always be the same. An MMORPG that doesn't quite hit what they, and their players, are looking for.

For many MMORPG players today, theI can't seem to hit the full escapism I need in my adulthood, and I wait for trailer after trailer, every year, hoping that the game will have what I am looking for. But I've finally come to believe, this is not possible unless I try to do something about this.

For everyone, what an MMORPG needs is different, and the core of mine is the following. Allow players to actually perform actions that can affect the world in a way that is fair, but can lead to challenges from monsters, NPC, and players with opposing dynamics. Many considerations must be considered for this to be a success, such as a full escapism from real world dynamics. Players also need to be able to experience a full immersive experience with different classes within and outside of combat, such as crafting, and other roles. Combat has been the sole focus of social dynamics in MMORPGs, but crafting, fantasy-faith, and nature or

monster based cultures need to be included in the full social experience to create true depth and escapism for a full solo and community immersive experience. Allow players the system to strategize and communicate, that allows espionage and crimes to not be head-canons, and actual events that can change experiences. Have monsters and creatures feel alive and dynamic without feeling like moving target practices. Impossible, some will say, but with the right goals in mind, focus, and ability, this can be possible.

However, I understand the efforts to create such a game would be more than unlikely for any studio or company to pick up. Thus starts my lifelong adventure to fantasize the possibilities. Starting with my website, www.SpiritRelics-MMORPG.com, and this PDF/printed book/digital book that you are reading.

This document outlines the mechanics designed to support that vision, with clear systems for those who want to shape the world, and leave a history that has the potential to truly affect NPC, players, and the world, depending on the mark they leave behind. This website is a living document and will update over time. *(For as long as I am able.)*

Mechanics and Design

The following is the content overview that makes up the mechanics and design of Spirit Relics.

Chapter 1 - Basic Concepts

Included are concepts on creating a character, different options to join a game, and logging in and out mechanics.

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Chapter 1.1 Spirit Relics Overview

Character Creation
Create your character and select a limited amount of traits that permanently give you buffs. These traits help support your target goals and character archetype. Save templates to reuse, share, or for fun.

Remain Immersed
Logging off leaves a firefly. This firefly leaves presence of player activity and inactivity in a way that also utilizes unique crafting and offline interactions. Every interaction is canon in the world, with AFK crafting mechanics.

Unlock Skills With Context and Gain Legacy Through EXP
Players unlock skills through context based actions, which gets boosted based on their selected skills at character creation. Combinations of skills add proficiency, speed, and additional buffs. Exp gains contribute to player legacy that affects your NPC interactions, world events, and your player's history.

Flexible Skill Changes
Skill slotting has limited slots, but players can create written crafts to hold, trade, and place in the world for you, and others to use. Combine with workstations to increase availability to friends or a community. Teach others your skills, or share your written crafts. Change your skills from written crafts when resting.

Scaling Monster Threats
Monsters are attracted in scale, based on areas of player activity, and workstations, buildings, towns, and trade routes need to be protected. But also appear and disappear in the wild based on wildlife, NPC, players, other monsters and world events.

Monster Engagement Options
Players can tackle monsters through classic combat, through appeasement through crafting mechanics. Appease monsters enough to be left alone, or focus on appeasement and worship to change your alignment with specific monsters.

Ecosystems and Rarity Changes
The longer monsters persist in the world, the more they alter the environment. This changes the availability of raw resources for crafting, hunting, and harvesting. Resources become more abundant or threatened.

Live your Fantasy Life as a Soloist, or Community Creator in Different Flavors
Players can traditionally pursue a solo adventure, or claim land and create an outpost. Travel or live in a wagon or ship, or build an outpost upon large vehicles. Players can also align with animals, like deers and wolves to pursue more druitic fantasy.

Outposts Vary in Visual and Mechanical Design
In maintained outposts, players can set laws and culture. Which allows crime and faith mechanics to alter differently from outpost to outpost. Outposts also change based on player claim choices, build large fortresses and castles or small villages.

Offerings and Prayers Can Alter the World
Optionally use faith mechanics to create sanctuaries from monsters, pirates, and wartorn areas. Use offerings and prayers to affect the ecosystem in areas of influence. Create graveyards and monuments to remember players, NPC, and monsters after they have fallen.

Utilize NPC in Place of Players
Optionally use faith mechanics to create sanctuaries from monsters, pirates, and wartorn areas. Use offerings and prayers to affect the ecosystem in areas of influence. Create graveyards and monuments to remember players, NPC, and monsters after they have fallen.

Bring Back GM Interactions
Give GMs the tools to add content into the world by playing as NPC, or Spirits. Allow GMs to roleplay roles, stories, and place assets like dungeons, constructions, and quests points to add flavor to the world and interact with players. But in a way that doesn't break immersion. GMs appear as spirits when they want to be recognized as GMs, or NPC inspired by spirits, but may be hidden as players as well.

Chapter 1.2 Character Creation and World Start

Creating a Character
Players can choose from premade character templates to get started quickly, or create their own. There are no classes, players can mix and match any traits, and can edit after starting from a template. Players can filter classic categories by using the search filter. (Examples: Combat Skills, Crafting Skills, Healing Skills, etc.) Players will see all starting skills, and can see all starter breakdown skills from there. (Examples: Crafting -> Smithing/Carpentry/Masonry/etc.) Players can also save their own templates to reuse in the future or share with other players.

These are some premade template examples, and some ideas for character creation. Actual character trait options will be uploaded in the future, and the following is a general reference. [Images coming soon.]

- **Combat Templates**
    - Balanced Adventurer
        - Traits have a balance of combat between defensive, short-ranged, long-ranged weapons, survival and general crafting traits
    - Close-Range Adventurer
        - Increased attack and speed with short-ranged weapons, recovery, and increased crafting proficiency related to armor and short-ranged weapons
    - Long-Range Adventurer
        - Increased accuracy, speed, and attack with long-ranged weapons, increased speed with lighter armor, recovery, and increased crafting proficiency towards bow-and-arrow crafts
    - Defensive Adventurer
        - Mainly focuses on stamina for defense, speedier builds using shields, fast recovery, and crafting related to heavy armor and shields
- **Wilderness Templates**
    - Nomad
        - Has a focus on survival traits and lightly spread traits between combat and crafting
    - Druid
        - Focuses on lessening reactivity with animals to draw closer, increases buffs for effects to nature and bond with nature companion

- **Crafting Templates**
    - Balanced Crafter
        - Slight proficiency skills towards all crafts
    - Balanced Smith
        - Increased proficiency towards smithing and mining, durability loss for mining and smithing tools is negated, increased stat boosts to smithing crafts
    - Cook
        - Increased proficiency to all cooking crafts, unlock restaurant service abilities sooner, increased bonuses to quest rewards for player relating to menu items, cooking buffs last longer for yourself and other players
    - Peasant
        - Increased offering worth of sacrifices towards monsters, additional bonuses to quest rewards for other players, unlock service abilities sooner, increased proficiency to farming and cooking
- **Other Templates**
    - Faith-Based
        - Prayers have increased effective rates, sacrifices for rituals and offerings are worth more, unlock new altars quicker, decreased ethereal damage, see all ghosts, spirits, and hidden cosmic entities
    - Merchant
        - Can carry XL backpacks with no speed penalties, increased worth of items when selling (but players pay the same price), unlocks store-based service counters sooner, unlocks merchant stalls and merchant wagons sooner

Character Traits vs Skill Slots and Skills
Character traits are permanent character buffs (or challenges) that cannot be altered. In-game, players gain empty skill slots over time. You will unlock skills that fill the slots. These can be flexibly learned, forgotten, or archived for later use if done strategically. In-game, strategically stack traits with buffs for maximum effects, or balance different traits with unrelated skills to maximize flexibility. You can modify unlocked skills outside of combat, but character traits are unchanging.

Leftover Character Traits
Leftover character trait points can be used to either spend on starter items, equipment, pets, or livestock, or, if enough is saved up, used to spend on more max skill slots. If a player doesn't want to spend any points on permanent character traits, they can spend all of the points on more max skill slots.

Challenging Characters - Increase Skill Slots
Every player has the same amount of points to select character traits. However, players can select trait challenges to either unlock more character traits, or increase their max skill slots in game.

Examples of Trait Challenges:

- **Permanent Alcoholic**
  - Character needs ale or other brewery item every so often, failing to do so results in a debuff
  - The debuff increases the longer the character goes without it, and cannot recover
- **Never Log Off**
  - Doesn't turn into a firefly when logged off, character will pass out upon disconnecting and fall asleep when logged off
  - Will gain a debuff upon return if not logged off at a bed
  - Player can be moved by other players when logged off if the area/context allows it
- **Survival**
  - Needs to eat and drink periodically to stay alive
  - Failing to do so will result in slow HP drain (pauses when logged off, unless has "Never Log Off" trait)
- **Survival Hard Core**
  - Needs to eat and drink periodically to stay alive
  - Failing to do so will result in slow HP drain (pauses when logged off, unless has "Never Log Off" trait)
  - Player's core and consumable buffs are not enough to warm the player, player needs to wear warm or light gear in cold and hot areas
- **Geographically Challenged**
  - Minimap is permanently disabled
- **Cosmically Damaged**
  - This character always speaks in a garbled filter and their written texts comes out as scribbles
    - Trained scholars can decipher written texts and translate
    - Cannot also take on cosmic translation traits or skills
  - Cannot take on any skills or traits that negate or aid cosmic horror and cosmic bliss damage
  - Cosmic horror and cosmic bliss damage is increased
  - Attracts cosmic entities when entering their reactivity radius
- **PVP Always**
  - Can attack and be attacked by another PVP Always trait character
  - Normal PVP rules still apply (covered in a future chapter)

Loadouts - Options
Loadouts are full or partial gear changes that have cooldown timers. This gives players the option to focus on a single equipment loadout, or quick changes between equipment sets.

- Loadout Examples - Switch Between:
    - Swordsman-themed loadout and an archer loadout for combat
    - A combat loadout and crafting loadout
    - Multiple crafting loadout sets
    - Or more...

At character creation, you can toggle to start with an extra loadout. Loadouts cost 3 skill slots, but players can convert them back and forth any time in-game, when outside of combat. You will need to have room in your inventory to unequip a loadout, or be near an accessible loadout storage that has enough space.

Character's True Name
By inputting a character's true name, players can make up identities as aliases in various parts of the game, but deities (and GMs) will know your true name.

Game Start
Players can start a game by selecting where in the world they want to start. Each grid space selected will show if there are any land claims and their player count. It will also show the dominant ecology/biome and what types of resources are typically available in the area, and a general indicator of how much.

Starter Items Based on Location
Players can select starter items after choosing an area to spawn. The area's ecosystem grid type will determine the theme of items that can be chosen. Players can choose to start at a friend's land claim, or an allowed settlement (password-protected or public). Land claims can attach storages to player spawn points, which become a library of starter items that players can select. These will need to be replenished as players claim them.

Change Mind on Starter Items
If you decide you don't want to spend remaining character points on starter items, you can convert your remaining points towards a skill slot (any remainder less than 1, will always give at least one skill slot), or return to reselect character traits.

Game Start with Meteors
Depending on the context of the location, players might be asked which meteor to start with. Meteors are resource-based landings that add more material to the terrain. These are often limited to the dominant ecology in the selected grid. Wildlife-based constructions and world events can affect meteor selection. Land claims may also create constructions that don't allow meteors in their area.

Different Types of Templates
There are 3 different types of character templates a player can save and share.

- Character Design Template
    - Contains character's visual features like hair, eyes, starting clothes and so forth
- Character Traits Template
    - Contains only the traits to apply to a character
    - Can be uploaded after creating the character's visual features
- Full Character Template
    - Combination of above
    - Players can still edit after uploading

(There are no templates that include items, livestock, pets, or meteors since this depends on the ecology and player activity of a selected grid.)

Chapter 1.3 Fireflies - Logging In and Out

Always In-Game
When players log off, the character will remain in the world as a firefly. In a firefly state, a character is non-interactable by default. While offline, everything in your inventory and on your character will be safe and not subject to any timers.

Re-Entering The Game
When players re-enter and exit the game they will be taken to the logged off screen. This screen shows a small area around the firefly, the rest of the world is hazy and blurry. From there, players will automatically log in a random safe area from the logged off state. Pressing and holding an interactivity button, will allow players to set a magic circle to determine where they want to specifically summon to. This magic circle is seen by other players. After logging on, players get return to regular vision.

Special Log-Off Zones
Players will gain temporary buffs upon return for logging off at firefly specific locations. For example, crafters can craft a mantle themed towards their crafting category, returning at this location will give that crafting category's buff. This allows players to create barracks, smithing, and other mantles for players to seek out.

Buff Increases Over Time
These buffs increase in time length the longer a player is logged off, allowing less active players a more welcoming experience due to their limited time, and encouraging a natural healthy time off of the game. More complex crafts, and claimed land controls can increase the strength of these buffs.

Overcrowded Visuals
In areas where there are a ton of fireflies, there will be a max visual in each tile space. Also, the firefly lights will fade in and out.

Logging Out Vulnerability
Attempting to log out will show a 10 second timer. This is visually seen to other players and NPC with a magic circle appearing around/under the character attempting to log out (visuals TBD). In the case of sudden disconnection, a player will pass out, and the magic circle will appear for 10 seconds, then will be logged out if not re-connected in time. During the 10 second timer players are vulnerable to attacks if in combat, and are otherwise intractable based on context.

No Logout Cancellation
Log out attempts will not be automatically cancelled if the player is being attacked or interacted with, but the player will remain vulnerable for the full duration. This is a valid form of keeping yourself alive, especially if you forgot to set a resurrection point, or otherwise.

Logging Out Debuff
Players will have a temporary debuff if logged out while being damaged during the 10 second timer to encourage players to seek safety before logging off.

Moving Logged Out Zones
Logging out at a moving location (vehicle or otherwise,) will show a moving inner magic circle, to indicate active movement. Players selecting a location off of a moving location will show an animated arrow to indicate you are jumping off. This allows players to log off at ships at sea, and moving wagons, but gives players more indications of the potential risks.

Firefly Catching
In the logged off screen, you can set who can catch you if you would like to be moved when logged off. It could be that you logged off in a risky area, and don't have a resurrection point nearby. You can set friends, guilds, specific players, or only your own alternate characters. These fireflies will follow a character. A player can only catch one at a time, unless they craft lanterns to keep them in. More complex lanterns can hold more players, as well as give players buffs when they return back. Many of these lanterns will aid with recovery. Players in a firefly state can turn off firefly catching at anytime, leaving them at their current location. Players can also turn on quest notifications for guild members who are requesting rescue.

Firefly Pulling Constructions
Players and NPC can construct firefly pulling constructions, such as lighthouses and searchlights that draw fireflies in. Just like resurrection points, a player needs to set this before entering a firefly state. (This is so that players are not randomly pulled.)

Logged Out Considerations
If the area a player logged out in becomes a non-spawning location, the game will search for the nearest public unenclosed location. Once validated, the firefly placed in a random place in that radius. This could happen when a player is logged out, and a player built a private house at that location. Or if a player drops someone off at a non-public or otherwise invalid spawning location. Even though a player can jump and climb, the game will not consider these valid locations on their own, and will only consider floor layout, obstacles, and status validity to minimize the need to escape a location.

Firefly Logged Off Screen Options
In this screen, players can log back in as mentioned before, but players can also return to the character/world selection screens, exit the game, and toggle your options for firefly catching, and to ping separate guilds, friends, or alternate character to post a rescue quest.

Logging Off Is Canon

NPC understand that players logging off is a regular occurrence in their universe. Canonically, the character's soul is the player in real life. NPC understand that player bodies are half tethered to the world and half to their soul. Many NPC have similar lore, with their spirit coming from a different level of world, but have stronger tethers to the world. They also believe they are merely animating a body to traverse the world, either as banishment from their original world (criminals), or sent by their deity for a purpose. Most NPC will not mention their origins, however, with the understanding that this is the norm and unremarkable. All NPC will also lose their memory each recycle, which does cause them pain when their companions die and their spirit exits the world.

Chapter 2 - Building Mechanics

These chapters focus on construction skills used to create roleplaying visuals, how to build, and about claims. These functions are used as a foundation for monster threats, guilds, wildlife claims, and culture that we will explore in future chapters.

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Chapter 2.1 Building Themes and Locality

Building Resources
Players collect building resources by slaying monsters, foraging, chopping wood, harvesting plants, mining ores, and hunting animals.

Theme of Resources
All the resources sources listed above, affect the player's crafting options based on their construction experience. During world creation, resources are generated in specific regions at first. However, monsters, animals, NPC and players can change ecologies over time. In this chapter, we will discuss how construction themes can change, and will cover ecologies in the next chapter.

Building is Optional
Later chapters will uncover many features players can do without construction. Making building an optional portion of the game allows players to be wandering adventurers or explorers if they want to. NPC will also construct villages and cities, with some isolated hermits. Players can also support NPC and be apart of, or utilize NPC land claims if they prefer not to be involved with construction. The building features here and in the following sections is an introduction to those who want to have their own land claim, which leads to settlement, community, and control mechanics in future chapters that would support wandering characters and NPC.

First Construction Style Skill
After players collect a few resources, they will unlock the ability to construct a survival style building. The first set is survival based, and continuing to construct will unlock more constructions styles that is optional for a player to learn. Construction style skills determine which building themes, visuals, and utility functions continues in a player's progression.

Building Progression
Players gain more legacy as they construct or assist with construction. More construction experience unlocks larger and more complex blueprints. Unlocking more complex buildings encourages a character to continue using local resources they are familiar with, with challenges to seek out, or cultivate evolved versions.

Construction Goals
The demands of construction encourages players to cultivate or find and harvest materials needed to progress their main-line style.

Unlocking New Themes
Eventually, discovering new materials from a different biome/ecology can unlock a new style, but will still require materials the character is already familiar with. These are hybrid constructions. Hybrid construction styles visually hint towards a player's original construction style.

Culture Perspective
Hybrid constructions will be different from a main-line construction style. This simple addition creates 4 perspectives on construction cultures, which varies depending on the perspective.

- **Local**
    - A player or group of players who share a similar main-line construction themes
- **Foreigner**
    - A player or group of players who have a different main-line theme to another group
- **Outsider**
    - A player or group of players who have moved into a new location, bringing resources from their origin land, since hybrid constructions require a mix of previously familiar resources to complete.
- **Assimilated**
    - A player who was originally an outsider, but learned how to utilize a main-line construction theme from another player, or NPC

Having distinct local and foreign constructions ensures that players will maintain unique historical constructions. Players can learn new construction styles from other players and NPC through teaching and learning mechanics (Explored in later chapters.)

Player Role Opportunities
As constructions and communities start to take hold in each world, players can determine insiders and outsiders, their own rules determining who is, and isn't, apart of their group, and how they want to share their resources and skills. Or perhaps, they don't. This makes outsiders, and possible invaders, or peaceful traders and explorers, stand out clearly. This simple concept is an integral part of natural tension or offer opportunities to express goodwill. Cultures can naturally build upon this, as a core backbone needed for lore, and world building, in a fantasy setting.

Chapter 2.2 Core Construction Mechanics

Building Basics
All building occurs in the open world. Players can build resurrection points, homes, stores, and other buildings. NPC can create these too, with the amount they can build based on the limits of their ecological deity's strength.
Every construction and blueprint unlocked adds a new journal entry, with combined unlocks sharing a page.

Construction Legacy
The umbrella of your character's construction legacy is broken down to carpentry, masonry, and foundry. Given the fantasy aspects of Spirit Relics, the terms are used more loosely to fit the world.

- Carpentry
    - Wood, fungal, and other plant material used in its raw state
- Masonry
    - Stone, ores, and other mineral materials used in its raw state

Legacy Progression Visuals
If the resources are available, players will often unlock building styles for both carpentry and masonry. This gives players options for building. If a player starts showing focus in a style, they will unlock unique crafts in their progression, which can eventually lead to carpentry foundry or masonry foundry

- Carpentry Foundry / Masonry Foundry
    - Taking raw materials and mixing them into a viscous state, then shaping, and hardening
    - Often poured into a mould
    - Often takes a few construction steps to complete
    - Is the advanced versions of the prior listed
    - Maximum durability

Starting a Small Construction or Item Placement
Players can see the placement tiles it requires, showing red if it cannot be built there, and the reason why. (For example, not enough space.) Players will place this "planned zone" of placement. Small items and constructions will immediately be placed using resources from the player's inventory. A progression bar will load while the player animates the construction. Players need the right tool to do so.

Starting a Larger Construction
Larger constructions require a player to set stakes down to indicate the construction zone. Construction will not continue until all corners (typically 4) have stakes. From there, players will be able to construct in progression with the needed resources. Players can use resources from their inventory, or items left in a pile around the construction zone. A progression bar will load while the player animates the construction, with resources slowly being depleted from the players inventory, or a pile. The building will partially construct at some intervals of progression. Players need the right tool to do so.

Visuals of Construction
A player can only see their own construction placements. Everyone can see everyone's construction stakes and onward.

Repairing
Over time, buildings will need repairs if threats break through players defenses. Players will place resources near the repair zone, and a progression bar will load while the player animates the repair.

Players in Construction Zones
Players in a construction zone during the time an asset appears, will turn them into a firefly and be placed out of the building, then return to normal size. Between construction intervals, players can still re-enter, climb, or otherwise be in the area if they have access to it.

How to Replace and Remove Accents and Details
Players can change some sections with different unlocked accents and details by putting the needed resources near the allowed area, and then using the right tools (often a hammer or saw.) Players can replace and remove walls, doors, details, and accents, in custom blueprints with this method.

Builder Traits
Optionally, players can choose traits at character creation to help speed up proficiencies, increase unlock times, construct more complex constructions without a workstation, use less resources, and more.

Construction Failure
There is no construction failure. (Not even a challenge character trait for it.) The construction option just isn't available if they can't, and players can support or not support construction.

Advanced Building - Planning Workstation
Players can eventually use a planning workstation to create more custom blueprints of buildings. These buildings have more wall and accent control. Players can create written crafts of these blueprints to show, use, trade, sell or teach.

Building Accent Sets, Furniture Sets, and More
Players can use skill sets to learn more constructions. Each advancement needing a new slot, same as building advancements. There are other building sets, such as mounted weapons, and other utilities.

Chapter 2.3 Construction Skills and Community Building

Skilled Construction and Written Blueprints
Blueprints are the specific constructions players can choose from to build. Players who have active skills in construction can create written crafts that contain some or a full set of a player's available blueprints. *(These can be slotted or merely unlocked and active, more about skills in future sections.)* Written crafts are books, scrolls, tablets, etc. Players can craft written crafts at a desk with the right resources.

Skilled Construction and Proficiency
Players who have the skills to construct can place a building and stakes down for it, without a construction workstation, and without written crafts. Using a skill will slowly increase the proficiency of it. Total proficiencies in a category will allow players to build and repair quicker than an unskilled player.

Unskilled Construction
All players can build basic survival structures from memory. However, without active construction skills, players will require both a workstation and linked resources to create anything beyond the basics.

Community Building - Construction and Repairs
After stakes are placed, players can assist other players with construction or repairs whether they are skilled or not. But their proficiency of assisting will vary. Each player will animate but they will see the results of a shared construction progression bar.

Community Construction - Workstations
Players can craft a workstation, which allows other players who are unskilled with workstations to have access to other player's blueprints. To link a player's constructions, they can add their written craft to the workstation. From there on, all players who have access to that workstation can use the linked blueprints. They will construct slower on their own, due to having less skill proficiency, but they will not fail a construction. (More on skill proficiency in future chapters.) More complex constructions will take more time.

Unlocking Hints
At a workstation, each player's current skill slots determine what buildings can be constructed. However, if players are struggling or want more direction, players can "study construction" with a short progression bar. Completing it will add a quest at the workstation, which helps direct a player to a nearby resource. Studying is shown as a player working at the desk, designing a blueprint. The time it takes to study more complex designs will increase as a player progresses.

You Won't Lose Your Study Construction Quests
If someone disassembles or a monster destroys a construction workstation, whatever study quests you have access to will be available at any other workstation you have access to.

Unlocking Hint Limitations

Hints will be to progress a player's current construction skill. To skip natural construction progression, a player can learn the skill from another player. (Teaching and learning is covered in a future chapter.)

Chapter 2.4 Types of Claims - Land, Vehicle, Wildlife Self

Types of Claim
Players can make four types of claims, but only one claim at a time. A claim spell casted on either of these options claims you as the main owner. Each claim unlocks skills and constructions specific to that system. An active claim's fire is blue, unlike other regular fire sources.

- **Land Claim**
    - Players utilize owned land to construct protected buildings and other structures
    - Players start with the skills to create small camp/survival constructions at first, based on their first discovered resources
        - As players progress, they can optionally build larger constructions and architecture like bridges
    - Players unlock land culture skills and controls, based on their choices of item hoards, construction, NPC hired or linked to, and solo or community actions, and services (if stores or other services are created)
- **Vehicle Claim**
    - Players utilize a protected owned wagon, ship, or airship, as home, for storage, or both, trading stability for mobility
    - After creating a camp, players will unlock the skill to create a small cart, and progress to small fast vehicles
        - As players progress, they can optionally build larger, slower, constructions, or continue small speedy builds
    - Players unlock vehicle culture skills and controls, based on their choices of item hoards, construction and utilities, NPC hired or linked to, and solo or community actions, and services (if stores or other services are created)
- **Wildlife Claim**
    - Players utilize wild creatures that gives them access to influence wildlife and resources, to alter ecosystems
    - After creating a camp, players start with the ability to craft a themed ecological shrine to send prayers and offerings
        - Players progress to unlock means to interact with wildlife, affecting their reactivity
        - After successfully bonding with a normal creature they can start utilizing their ecological spells and unlock nature based skills
            - Players can use creatures to pull carts or can optionally progress their creature to evolve larger but slower, that can build and put constructions upon them
    - Players unlock nature culture skills and controls, based on their choice of creature bond, construction and utilities, and solo or community actions, and nature interactions

- **Self Claim**
    - A self reliant method to stay alive, facing challenges through exploration on foot or mount
    - Players unlock skills that increases buffs based on their choice of community/group support/visits or self reliability for lone wolf mechanics, and faith based mechanic interactions
    - These players progress to being able to set more resurrection points with larger resurrection radiuses as they visit new locations and set them
        - They can also resurrect at more types of constructed utilities (spawners, searchlights, churches, and more)
    - Immune to being over encumbered to balance having no protected land or vehicle claims
- **No Claim**
    - No claim players will not attract monsters or world event to them as they progress
        - However, larger buildings and vehicles will still separately attract monsters, as they would in every other instance, but warding charms can be used to keep them away

Player Recommendations and Considerations

- **Land Claim**
    - Good for players who
        - Want to establish a solo-home base or community with a classic feel
        - Want to provide services like inns, crafting, stores, cooking, ranching, farming, and more
    - All non-land Claim players can still construct and progress their building construction skills, but won't unlock culture skills
- **Vehicle Claim**
    - Good for players who
        - Want to establish a mobile solo-home base or community with a feeling towards challenging convention, or experience a unique system, while still holding on to some familiarity
        - Want to provide mobile services like stores, resurrection points, transport
    - All non-vehicle claim players can still construct and progress their vehicle construction skills, but won't unlock culture skills
- **Wildlife Claim**
    - Good for players who want to feel more integrated with nature, or experience a unique system in uncharted design territory
    - All non-wildlife claim players can still tame, capture, mount, and ranch creatures, and cultivate and support resources like plants and ore material, but without nature culture skills, and with no ability to magically affect the wildlife stats, growth, and recovery
- **Self Claim**
    - Good for players who seek classic untethered adventuring, exploring, or want to be foot merchants due to no encumbering mechanics

- **No Claim**
    - Good for players who want to fly under the radar of monsters and don't want to participate in world events

Each Claim Attracts Challenges

Monsters are attracted to spirit. Every item and construction is an accumulation of time and resources. Time is the value of the spirit, and resources determine the type. As players build upon their claims, monsters will encounter players based on what attracted them. Players will also encounter monsters in the wild. Some from appeased monsters, or monsters that were not fully defeated, or fled from mobile claims, as well as monsters that were attracted to nature overgrowth areas. More about this in the Monster Mechanics Chapter.

Starting a Claim - Basic Overview

- **Land Claim**
    - All players can construct buildings and other assets, as well as place campfires or other grounded lights depending on traits, skills, and available resources
        - However, using your claim spell on an unclaimed campfire or other grounded fire source creates the basis for your land claim
    - The claim spell radiates outwards from the campfire, marking your owned property and allowing you to set limits on who can edit your constructions and place items, and enter enclosed areas (friends, guilds, and specific players)
    - Players can still enter publicly accessible spaces, as enclosed areas that are not locked
- **Vehicle Claim**
    - All players can construct a wagon, sea or air ship, or other vehicle depending on traits, skills, and available resources.
        - However, using your claim spell on an unclaimed vehicle with a mobile fire source (lantern, torch, etc.) creates the basis for your vehicle claim
    - The claim spell radiates outwards from the mobile fire source, marking your owned vehicle, and allowing you to set limits on who can drive, and edit your constructions and place items, and enter enclosed areas
    - Players can still enter publicly accessible spaces
- **Wildlife Claim**
    - All players can tame and mount creatures depending on traits, skills, and context
        - However, using your claim spell on an unclaimed wild creature, that accepted gifted fire source (lantern, torch, etc.) creates the basis for your wildlife claim
    - The claim spell radiates outwards from the fire mobile source, marking your owned creature, and allowing you to set limits on who can ride, and edit your constructions and place items, and enter enclosed areas
    - Players can still enter publicly accessible spaces

- **Self**
    - All players can create and set 3 resurrection points, this allows them to revive from a normal radius if the resurrection point is active
    - All Players can also carry protective and resurrection charms to modify normal resurrection values, and increase this limit
        - However, using your claim spell on your core, which is a shard (hidden in your chest) containing fire, creates the basis for your self claim.
    - The claim spell allows you to
        - Increase the resurrection radius over time, and allow you to resurrect at any active fire source you have encountered and set
        - Never be encumbered by weight or equipment loads (dexterity is determined purely by traits and active skills)
    - All players have a core inventory, and can further can equip any size of inventories, but self claim players can equip large inventories systems without being over encumbered

Growing Your Claim
You can complete claim tasks from your claimed fire source, your player core menu, workstations, or explore and perform actions with no direction. Each method will use the same triggers for the same skill slot and skill unlocks. A self claimed player will be able to access their claim tasks from specific player and NPC created constructions, as well as their typical core menu. The player's core menu is an orange core in each player, and opening this menu is shown in game through player animation of their chest glowing. Leaving the menu open will remain the glow, but players can toggle this off. *(Player cores are utilized again in chapter 12.)*

Lessen Your Claim
Each type of claim that has growth progressions, allows options to stop growing or shrink the claim size. This mainly applies to property sizes, building and vehicle construction, and wildlife related claims.

Spawning Other Players to Your Claim
Every claim allows spawn points for other players, as long as they have the right construct and resources for it. You can set this as a password, friends only, by specific invite, or public. Spawning will not work if the spawning location is not safe. Both players will be notified of this to fix it. Each spawning point has cooldowns per construction. Players who have control over a claim can also toggle these on and off.

Chapter 2.5 Inactivity, Destruction, and Decay

Decay
Claims slow down decay compared to constructing on unclaimed land. Buildings in incomplete status will decay at a normal rate until completed, and will gain a decay slowdown on claimed land and wildlife. Each claim has a light source that serves as the claim's hub, this is usually a campfire, torch, lantern, or something else fire based. Players will need to feed the fire to maintain an active status. Players can burn tinder to do this, or burn resources (all resources will have a tinder worth indicated,) or feed their wildlife claim. (Wildlife claims can still accept tinder and burned resources.)

Claim Maintenance
When a claim hub's light goes out, it will decay at a normal rate. The claim will remain until some time, to allow the player one last chance to return to the game. Players can build up resources and allow a long time (months or more based on planning) to pass without needing to maintain resources easily. Construction and tasks will guide the player to unlocking these methods naturally.

Why Decaying Constructions?
Decay is a necessary feature for two purposes. One is to open up world/land/resources for active players, the other is to maintain a visual historical context between active and inactive areas. This allows for ghost towns, decayed constructions, and ruins to form naturally. Which will give awe and respect to larger constructs, towns, and cities that remain standing.

Community, Friends, and Strangers can Assist
Players who can access your claim's hub can help stoke the fire. This mechanic is important because as players become inactive, it should be up to the active players if property starts being in the way or not. This allows for an indefinite amount of claim time if the community or strangers value it and want to provide that service. Players can also repair buildings and constructions/feed your wildlife claim freely if they have access to reach it. You can turn this option off at the claim's hub.

Visual Decay Control
Players will also be able to change the visual themes from their hub intentionally, if they prefer cobwebs and more abandoned/creepy visuals while remaining active.

Interrupted Construction
As long as the workstation, or construction site is still there, you will not lose your building progress unless it gets damaged, for example, by monsters. If it gets damaged, the progress will lessen by the amount it has been damaged. If it gets too damaged, it might turn into ruins, or rubble, which will need some supplies to rebuild, to retry construction.

What is Tinder

Tinder is logs, coal, and other burnable resources that are typically used to keep a fire stoked. However, all resources have a tinder worth, which is an accumulation of their stats, traits, rarity, age. It considers time it took to learn the craft, and time it took to make the craft. Players can burn any resources they don't want, or crafted intentionally to use as tinder.

Tinder allows player's in-game time, whether it is loot from combat, or crafts from crafting, to be used as a currency in the game for several applications, instead of using gold.

Spirit Relics will only ever use in-game items as a currency, and will never ask players for real life currency, (or any kind of purchase) in-game. In other words, players cannot purchase activity. Only time and experiences in-game can, but in-game supports like character skills, traits, community, and other means can assist players who are more casual.

Chapter 2.6 Construction Limitations

Construction Limitations
There are some places players can't build. Some of these include monster nests and event locations. Building stakes, and construction animations will show the player's tools as burning. The progress bar appears red, not progressing. Lastly, the character will say to themselves, "Something is keeping me from building here."

Public Construction
Players will still be able to build outside/off of a claim, but these constructions decay quicker than ones that are on claims. These constructions are public use, where anyone can interact with it, they can add and remove furniture, steal from it, or destroy it. Claims allow a player to magically lock areas out from access. Unclaimed, public constructions require players to create locks if they want to stop access. But these can be lock-picked, or broken with the right context and abilities.

NPC Public Construction Interactions
NPC will interact with public construction that have service counters, (covered in a future section,) or constructions that hurt them, such as traps or mounted weapons that attack them. You won't have to worry about an NPC claiming an public construction. However, there may also be NPC criminals looking to pick locks or take accessible items when they have needs or wants. Attacking a criminal NPC will result in no ramifications. However, innocent NPC with witnesses that escape will harbor distrust. Repeat offenses may have have you hunted down.

Connected Building Designs
Buildings can lead into other buildings, even if they are claimed by different ownership. Connect an open portion of a building, like a hallway, room, or archway. Both parties can also use a mallet to open their side of the wall. This will open a pathway between them. If a wall is on both This way, connected areas are mutual. If a player changes their mind, players can also reconstruct walls as usual using resources and a hammer, or replace it with another barrier.

Connected Building Limits
You will only be able to construct connected buildings at a limited length, to avoid players having to go so far around the building like an obstacle. Large, enclosed settlements can break this rule with culture skills. This allows players to create large walled cities, with more densely packed construction. Mobile construction (ships, wagons, and wildlife claims) cannot have connected buildings.

Closed Off Rooms/Gates

Claimed buildings/construction can mark entrances as public or private. So you can have walled-in public areas to create a storefront, or a hang out room, and a private area for storage, or living, where you can keep people from entering. Containers and shelves will still not be interactable to other players unless given access. (Or in a world where crime is allowed, more on this in a future section.) We will cover how buying, selling, and trading can occur in your property in another chapter. To make a public (unclaimed) room private, you will need to create a lock, and have that lock in your inventory.

Large Item Mechanics

Large items cannot be put into an inventory bag, or your core inventory, and will need to be moved by cart, or other vehicles, or buildings like lifts. If not too heavy, and if the item has the right criteria, a character can push, pull, or carry them. Players can move multiple items if they cooperate successfully, or not move to relinquish control to someone else who is moving.

Chapter 3 - Wildlife Mechanics

This section discusses creature and plant mechanics that allow for more dynamic wildlife. These provide the basic mechanics that NPCs are built off of, and how player choice affects resources and crafts.

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Chapter 3.1 Wildlife Resources

Resource Clusters
Resource Clusters are tied to their ecological deity, placed by them from eco shards. Eco shards are largely unseen, and are typically hidden and buried. These form resource clusters which are plants (trees, shrubs, etc) or minerals (ore, crystals, etc.) When left alone, resources grow and regrow to full strength when harvested (even if their deity is inactive.) Leaving a stump/base allows the resource to reform faster. In the world of Spirit Relics, all living plants and minerals function like living veins that grow and shrink, based on the world around them. Eco shards ensure resources will always return somewhere nearby.

Ways to Gather Resources

- Harvest resources using tools like scythes, axes, and pickaxes
- Loot from monster or animal bodies and guts that they have eaten or placed on their bodies
- Gather from the ground as debris
- Open and pick from a resource Inventory (fruit off of a tree, berries on a shrub, crops on a crop stem)
- Cultivate by planting eco seeds, eco shards, or physically moving and replanting stumps/bases

Resource Behaviors
A single resource cluster is a group of plants in close enough proximity to each other. Clusters can be big or small. Edges of the cluster will expand overtime based on the ecology deity's base favor. Other factors can speed or slow resource spread. Cluster rot spreads in veining paths by default to cause natural empty paths, for players, vehicles, creatures, monsters, and NPC to traverse, in cases of overgrowth. Fully rotted resources can be destroyed by vehicles, and large creatures and monsters just by touching it. *(Note that resources will never grow into a "boxed in" shape, even if influenced by players, in these instances, the resource will shatter and leave no resources and hurting the character who tried.)*

Resource Spread Influencing Factors

- **Faster**
    - The tile the resource is on, matches their natural ecology
        - Ecology dominance allows matching resources to overtake others
    - Animal(s)/Creature(s) visited the cluster and adds spread value
    - A skill is in affect (wildlife claim)
    - World events that favor spread
    - Increased based on deity favor

- **Slower**
    - The tile the resource is on, doesn't match their natural ecology
    - Animal(s)/Creature(s) visited the cluster and adds negates spread value
    - A trait is in affect (monster claim)
    - World event doesn't favor spread
    - Decreased based on deity disfavor
- **No natural spread will occur if:**
    - Rot or Radial Dominance is in the way
        - Some monsters can give a their own ecosystem cluster a radial dominance (this changes the tile space they are on to a different ecosystem)
        - Radial dominance will allow overtaking in the dominating radius
    - Construction or other asset is in the way
    - Land claim is too close
    - Cluster is at maximum size for evolution level

During a deity's replenishment cycle, blocked growth will be determined first. The calculated final total determines how much spread is in affect, and if there isn't room, a deity will summon resource meteor(s) to crash land somewhere else, to create more cluster growth.

Meteor Landing Zone Visuals
It looks like a giant magic circle, known as an Impact Marker. The inner circle gets bigger, the closer the meteor gets. Once the inner circle meets the outer circle, impact will occur. These meteors vary in size, and will not occur on active land claims. If a deity cannot perform a meteor landing when the need is present, a quest marker will appear for aligned wildlife claim players through their animal companion, and faith claim players through their altars. Players cannot build on impact markers.

When in an Closely Impending Impact
If a player is on the impact marker, they will experience a persistent, increasing earthquake. The screen will slowly turn more red. Your character can be severely injured or killed from a meteor impact. (Players can still resurrect if a resurrection point was made.) If a player logs off and turns into a firefly when a resource appears on them, they will be moved to the closest radius.

Other Resource Abilities

- Evolve
    - After being left alone long enough, a resource will evolve
    - Leaving the stump will allow the resource to grow fully to its last evolved state
    - Each evolution phase gets slower
    - Players with wildlife claims can hasten the evolution speed of resources
    - Evolved resources will destroy resources that take up space too close to it

- Create Creature Shard
    - Generates a creature shard to add more wildlife to the world
    - If there is enough wildlife shards have a chance to generate and not shatter

Lands with Resource Wipeouts

In the case where resources get decimated by creatures, NPC, world events, monsters, and/or players, if the deity has enough favor, it will continue to send meteors to replenish the land. Overtime, if unsuccessful, a deity can lose favor. In response the meteors will slowly seise, until the deity recovers the land, or favor reaches 0 for too long and goes inactive. Another ecological being, monsters or deities will move in to try to claim the location's ecology. Eventually, a desolation deity will take over by default, with the ecology being desolation. Large expanses of desolation can cause deeply unsafe areas. (More about deep areas later.)

Chapter 3.2 Wildlife Creatures

Creatures
Creature is a term for all animals and material beings (golems) that have different behaviors than monsters. They spawn from resource clusters when a deity is active, and during timed replenishment cycle. Resource clusters will grow a shard that will fall and shatter. A magic burst will occur, and from it, will spawn an animal fully grown. *(There are no current plants to have young animals.)* Creatures move in patterns based on clusters, and different species will have different effects on clusters.

Ways to Hunt Creatures

- Use traps that ensnare, harm, or cage them
- Use weapons to attack and defeat them
- Loot a hunted or found corpse
- Lure using seemingly peaceful means
- Tame, ranch, and butcher animals as needed

Creature Behavior
Creatures will have action timers and cooldowns, that allow them to help spread resources, collect them, alter resources, They can also magically duplicate themselves, or magically multiply with other encountered animals. They will also wander and search for new areas, or rest at clusters depending on how their needs (based on timers). Most creatures will be able to assign a base cluster that they will return to and rest if not frequently disturbed or too close to land claims or monster nests. Base clusters in animal/creature groups are decided by the leader. Animals will persist until hunted, or they cannot find a cluster to meet their needs after a long time.

Creature Behavior - Duplication
Group creatures (herds/packs,) can duplicate in a cycle, with a low chance of gaining a new random pattern. Domestication allows for duplication, or breeding for specific patterns. (Patterns covered in detail in a future chapter.)

Creature Behavior - Same species encounters
If encountering the same type of creature, and room in the herd/pack is available, (and not older than the current leader,) they will be added to the group. Otherwise, the animals will either greet and continue walking, or flee, or attack each other. For some species, the creature with more stats will gain the other's followers after a victory.

Creature Behavior - Different species encounters
If creatures of different types encounter, groups, they respond to each other in various reactivity radius sizes. Predators have larger radiuses, that allow them to stalk, or chase after selecting a target animal from a distance. Prey will then respond with running, or defensive maneuvers once the predator reaches their reaction radius.

Creature Avoidance Behavior
Some creatures will avoid claimed land, and constructions in the wild that don't have camouflaging features. Others will be attracted to them, such as rats, raccoons, and bears. Creatures will not be able to select a base cluster near uncamouflaged player and NPC construction.

Creature Inventory
Creatures will not drop gold, but players can collect their resources, inside and out. When creatures eat resources or other animals/monsters/NPC, they will collect these resources in their inventory (ex: stomach). After a certain amount of time these resources will disappear, or change into another resource before starting the disappearing timer. Some items are uniquely connected to certain creatures, with some of them combining with their bodies. If creatures were to kill a player, they will not eat their items, but predators may consume their corpse.

Monster Persistence
Monster will be covered in their own section so briefly, monsters don't appear at world creation. But rather will start to appear depending on existing resources and player action or inaction over time. When monsters appear in the world, they will persist until players or NPC clear them, or they can no longer sustain their needs, and they will die on their own, leaving a corpse that can be harvested. But some may flee to a distant part of the world and persist.

Monster Avoidance Behavior
Wild animals will treat monster nests similarly to player construction, where they will try to avoid it. All animals will not be able to select a base cluster near a monster nest that they are not compatible with. Animals will also react to monsters based on their reactivity radius. Thus, some predator animals higher on the food chain, will attack and eat ads.

Monster Inventory
Will function the same as creature gut inventory, including consumed structures from attacking player properties, or offerings used to appease them to go away undefeated. They may also contain items found in the wild from NPC or player corpses.

Chapter 3.3 Wildlife Claims

Wildlife Claim Basics
All ecosystems have creatures and resources that grows and multiplies based on a deity's strength. In the open world and in claimed land, players and NPC can build farms, pastures, and ranches. But plants grow and evolve differently in the wild, producing starting stats based on the ecology's deity, but can be modified by wildlife claims. While NPC will often harvest resources from the ecology near their land claims, deities can also summon spirits who can help the local ecology, but with much less effectiveness than a typical wildlife player.

Every nature based skill and blueprint unlocked adds a new journal entry, with combined unlocks sharing a page.

Nature Legacy
The umbrella of your character's nature legacy is broken down to herbivore, carnivore, and omnivore. Your legacy progression is limited to the type of creature you bond with. For example, an elk claim will be a herbivore, a wolf claim will be a carnivore, and a brown bear claim will be an omnivore. Each of the below will be limited by the ecosystem they come from.

- **Nature Ecology Legacy**
    - The ecology your creature (or past creatures) you have bonded with is from
    - Will show a new icon for each ecology interacted with, nesting other sets of creature bonds within their respective categories
        - **Herbivore**
            - Can affect the stats and traits of wood, fungus, and other plant material used in its raw state
            - Can also affect the stats of animals in their herd, and other same species in the wild
            - Can have large herds
        - **Carnivore**
            - Can affect the stats and traits of prey and monsters
            - Can also affect the stats of animals in their pack
            - Are less common than herbivores
            - Can have small packs
        - **Omnivore**
            - Can affect the of either plants or prey animals
            - Cannot form a herd or pack
            - Has less of an affect on resources, but wider range of options
        - **Material Creature**
            - Can affect the materials the creature is made of, such as stone, ores, and crystals
            - Cannot form a herd or pack
            - Can only affect one type of material
            - Not very common
            - Is very slow

Tools for Starting an Wildlife Claim
Players can construct tools to aid them. Each of these affect the above legacy to make creatures less reactive to fleeing or attacking, which allows a player to claim them.

- **Wildlife Feeders**
    - Place food/drink that the target creature prefers to eat/drink
    - Players can stay near it for a chance to get close to the target creature
- **Instrument - [Rough Examples] Flutes (Herbivores) / drums (Carnivore) / Lute (Omnivores) / Dowsing Rods (material creature)**
    - Affects certain creatures in a radius to get used to your presence
    - Players can use it to attract target creatures close
    - Each of these tools will have a removable fire source that is used for claiming (lanterns, torches, etc.)
- **Shrine**
    - Can choose a target animal from an available deity in the ecosystem the shrine is placed in
        - A deity may have all 4 of the above options, or less
        - From there, players can pray, or burn tinder/resources to send a stronger prayer to their target animal
        - The value of the prayer/offering will lessen an animal's reactivity
        - Better shrines and more nature proficiency will increase this
    - Can obtain task quests to guide a player to learn what a creature wants to eat/drink/be offered (offering bonuses if specific to that species)
    - Player can summon the target creature if none can be found, with enough tinder/resources burned
        - Appears ghostly at first, then when given the fire source, become physical
        - Will fail if there is not enough room for the creature

Note: Having any other active claim will completely block wildlife approaches.)

Confirming the Wildlife Claim
Upon the approach, the player's character will reach out their hand. The player can select "claim creature" if they meet the needed criteria. When claiming, they will remove the removable fire source from the tool used to attract the animal, and the claim has been made. The player can now ride and control the creature. *(Other interaction options will appear for players as well, such as taming, faith-based mechanics, attack, and more. But attack will cause a debuff for future approaches for a time.)*

If a claim fails, a player will need to repair the tool to replenish the fire source. Tools will not work until repaired.

Caring for Wildlife Claim
An animal claim is protected from other players hunting your claim, and NPC. (More about PVE/PVP in future sections.) But a player still needs to feed and heal their animal claim from monster attacks and world events. Animals will also lose sanity near overly constructed areas. Wild animals naturally avoid busy land claims and noisy vehicles. Nature based player do best when avoiding these overly civilized constructions, but can balance visits strategically.

Resource and Herd/Pack Skills
You will unlock skills that you can use that will grow nature, and affect your animal's species if available. Each of these have cooldowns, but cooldowns can be sped up, or skipped, by burning other resources. Some examples are below.

- **Resource Mechanics**
    - Grow Resource
        - Skip the wait period for a resource to grow to the next phase
    - Evolve Resource
        - Evolve a resource to the next phase if fully grown and not recovering
    - Multiply Resource
        - The resource will sprout more copies in open tiles
        - Will not evolve unless "evolve" spell is used, but will eventually grow to maturity
    - Add Resource Trait
        - Add a trait to a resource that can be used for crafting and the resource's defense
    - Heal Resource
        - Resource will regain HP faster than normal
    - Remove Rot
        - Removes the rot trait from a resource
- **Herd/Pack Mechanics**
    - Recruit Animal
        - Recruit an animal to start or grow your herd/pack
        - Must be the same type as your claim
    - Evolve Animal
        - Evolve a herd/pack member to the next phase if fully grown and not recovering, fleeing, or in combat
        - Cannot evolve to same level as claim (will always be one evolution below, or less than claim)
        - Can also select wild animal of the same species as your claim
    - Multiply Animal
        - Your claim will generate a duplicate, if no herd/pack members
        - If herd/pack members exist, players can randomize or select specific members to create a new member from
        - Players can breed for patterns (covered in Hide Crafts.)

    - Add Resource Trait
        - Add or affect a trait on a herd/pack member, or wild animal of the same species as your claim
    - Heal Herd/Pack
        - Heal the pack
        - Can be group for less of an affect, or specific selection for more of an affect
    - Remove Disease
        - Removes the disease trait from a herd/pack member or wild animal of the same species as your claim
- **Trade Herd/Pack for Cart Pulling**
    - If players don't want to focus on herd/pack management, players can construct a cart to be pulled
    - Players will need to ensure the animal claim is not stressed by the construction by creating more nature based crafts and balancing the load
- **Wildlife Combat Skills**
    - Players will also unlock skills based on their progression with their wildlife claim

Harvest and Growth Cycle
Creatures serve the ecological deity that created them, the bond players create enable a the ability to support an ecosystem. Nature is about harvest as much as growth. While your wildlife claim is protected from players and NPC, your herd/pack, is not. Allowing your herd/pack to be consumed by monsters, NPC, and other players will increase your claim's deity favor. Which will increase their abilities. Opposing species can hunt each other's herds/packs. Players can place tribute spells to encourage harvest of specific resources and certain herd/pack members that they are ready to gain favor from. (Covered in the next section.)

Creature Claim Evolution
A creature has the option to grow larger with more nature favor, which needs to be maintained with tinder. If tinder is not maintained, it can de-evolve. When a creature grows smaller that had large structures, can break off and be destroyed. The larger your constructions, the more monster threats it will attract. This is the same with land, vehicle, or self claims. Large creature structures allow players to unlock wildlife culture skills and controls that further affect the environment in a radius affect, as long as they have the needed resources.

Lessen Wildlife Claim's Influence
You may want to fly more under the radar, or prefer speed over size and strength. You can halt, lessen, or grow a wildlife claim's growth by toggling their target size. By default, it will be set to growth.

Breaking your Wildlife Claim and Reclaiming
You can disengage from your wildlife claim from anywhere, by accessing the option in your core menu. Whether removing the claim, or trust/bond reaches 0, your creature will buck you and any construction/carts/equipment off, and will run away and return to a wild state. Players can try to reclaim them, after a long cooldown, or a player can try to re-claim something else. If a creature dies and the corpse starts rotting, the animal claim is also lost. They did not resurrect them in time. Players can use consumables like herbs, potions, charms, and quests at shrines and altars, to recover their creature before this point.

Herd/Packs of Multiple Players
Players can combine, trade, and gift herds/packs of the same species to another wildlife claim player, or bartering non-wildlife claim player in special cultured zones using rituals. Players can also create groups and parties combining a herd/pack together. Each member still owns their own herds or packs. Wildlife claims can still form guilds with wildlife claims of other species, but players should consider their herd/pack reactivity radiuses and strategize distance, or proximity when getting closer to incompatible species.

Logging Out at Your Claim
All players logged off turn into a firefly and can log off anywhere. When logged off your wildlife claim will persist in game with protections. If you log off near or while mounted on your wildlife claim, your firefly will travel with them. Combined herds/packs will follow the leader of the group when offline, but won't give them control of the herd/pack. A leader can disband a following herd/pack and the wildlife claim that controls it will pathfind on their own. Players will need to strategize group sizes so monster attraction increases or decreases as desired. Only the owner of the lost herd/pack member will gain the nature favor upon getting harvested.

Chapter 3.4 Wildlife Tributes

Wildlife Tributes
Wildlife claims will gain favor as they use spells to increase resource and creature stats in the ecosystem. A way to increase this, is to also gain favor by having resources harvested/hunted by others. To visually direct players, and monsters is with tributes, which also buffs the stats. Tribute spells make resources glow. A tribute will break if a wildlife claim player of the same species tries to collect it. Tributes that are not compatible with you will glow fainter. This shows it is tributed for context. Tributes can be set on resources and creatures of the same species as their claim.

Resource Tributes
Stats that increase favor are older resources, later evolutions, increased stats, and special traits. By tributing a resource it will give an increase to these buffs. Players will want to seek out tributed resources to increase their crafting and equipment bonuses.

Creature Tributes
Since there is a max herd and pack size, it is best practice to drop herd and pack members to make room. Stats that increase favor are older age, increased stats, and special traits. By tributing a creature, it will drop from your herd/pack and return to its natural state, and it will not be able to be added to another player's herd/pack. Players can pre-strategize this by dropping members as room is needed, or can target a member that is currently being attacked by a monster, player, or NPC, to guarantee favor collection.

Changing Tribute Limitations
Wildlife players are limited to only have a set amount of tributes active at a time, so they should strategize placing these where it will be collected. Players can remove these at any time, unless an interaction has occurred. In these cases, a player, NPC, or monster is collecting it. In cases of incomplete collections, the resource needs to heal fully first before the tribute can be removed or edited. This ensures that players that were merely interrupted by a monster, or other context, can continue harvesting after clearing it. Wildlife claims can also tribute resources that are in the process of being collected. *(NPC are not able to specifically see tributes, but can still collect them.)*

Monsters Consuming Tributes
Tributes can be consumed by monsters, and monsters that have taken on tributes will have a slight glow to them. For until the resource is in their stomachs or on their bodies, they will obtain the buffs to their body resources (loot). Once the tributed resource disappears, the tribute has worn off. Tributes can stack, and the glow can intensify for highly tributed monsters. Fighting will pause the countdown timer. These monsters will also be a little stronger than usual per tribute obtained. Nature based players will still obtain favor for these collections, whether intentional or not.

Chapter 3.5 Ecology Influence

Resource Stats
Deities determine the stats of items from resources in their ecosystem. Stats are used to create the base stats of resources and creatures in the wild. These uncollected, living, resources, adds favor to the deity's favor strength. The deity will spread the strength of their favor evenly throughout all the living resources, and base stats of creature shards in the wild. Rare resources will spread a deity's power less, increasing the crafting worth in a condensed manner. Players can further add stats using their traits, skills, and other claim strategies.

Player Influence on Deity Favor
Wildlife claims, faith based mechanics, and NPC can burn resources and crafts to add to a deity's favor, or express disfavor to combat a deity's influence. Players may want to strategize their methods based on which resources they seek and land types they want to preserve. Send favor to ecosystems that provide resources you need, and skills you desire, and disfavor towards encroaching influences like monsters or other deities.

Offering Favor/disfavor

- **Wildlife Claims**
    - Burn tinder at your creature's lightsource to send to its ecological deity
    - Feed/buff creatures
    - Spread/evolve/heal resources
- **Faith Based Players**
    - Say prayers or burn tinder at shrines, altars, and churches to send prayers/offerings to the deity type linked to it
    - Players can choose between deities, or micro managing by selecting specific creatures to apply prayer/offerings to
    - Can perform rituals for higher affects
        - Are only effective after cooldowns
- **NPC**
    - Can engage in either cultivating resources, feeding creatures, or send prayers/offerings/rituals to deities
    - The effectiveness depends on an NPC's stats, traits, and age
    - NPC can increase effectiveness if they have a land claim that has unlocked faith based culture skills/controls

Increasing Resource Stats in Land Claims
Players can also increase the stats of items through cultivation, by planting resources into their claimed land. They can use utilities, tools, and methods to increase the stats of the farmed resources.

Keystone Creatures
Within an ecology theme, there are creatures that are key to basic resources (lumber, materials) are tagged as keystone creatures (these tags are unseen by players). These beings also spread or alter other resources into non-matching ecologies. Creature shards that appear and drop from resources are important. They allow deities increased flexibility to restore populations. During a replenishment cycle, if there is a great need, shards with keystone animals will drop more frequently, and animals may duplicate more often. Wildlife claims, faith based mechanics, and NPC can also alter the their effectiveness.

Terrain Ecology and Visual and Stat Values
In a grid space, the terrain color will be based on the ecology that a majority of the ecology comes from. This is called a dominant radius. Resources that match the terrain will get stat boosts. Non-dominant resources will have weaker base stats and will color shift to the dominating grid's terrain color.

Cluster Dominant Radius
There are some instances, such as monster influence, or world events, that can trigger resources to retain their deity's base stats in a specific cluster of resources. In these instances, they will shift the tiles underneath them to their ecology despite the larger grid space's value. For example, a fire based tree will typically shift green on forest ecology terrain. But during a world fire event, or monster presence, it can retain the full red colors, full fire stats, and the tiles in around their cluster radius will now be fire based.

Domesticated and Affected Resources
Resources planted within claimed land is still subject to the total grid space's values. However, players can unlock controls later that allow more control, like allowing cluster dominant radiuses. This allows players to have fenced/walled areas, or specific resources to remain in a specific ecology, allowing more precise control.

Domesticated and Affected Creatures
By default, fenced areas will group creatures together (forcing them into a herd/pack.) Which can cause conflict if they are not compatible together. There is no control utility that can be unlocked to keep this from happening. Players will need to strategize their enclosures to avoid conflict, or intentionally group them together for sport. Players will also need to give the creatures access to their cluster needs, either by placing a cluster in their enclosure, or by offering crafted resources that are sufficient.

Outer Land, Vehicle, and Wildlife Claim Influence
Players can use their land, vehicle, and wildlife claim utilities to create a radial affect outwards projecting favor/disfavor, stat buffs/debuffs, traits, or other affects on resources and creatures. For mobile influences, players will need to be parked or at least move slow enough in the area for the affects to take hold.

Combine All Influence for Final Favor Values

Final values for resources are based on a final percent of a mix of all affected buffs and debuffs, using their base value as a starting point. Tinder burning, prayers, offerings, rituals, add to a piled value queue. During a replenishment cycle, the deity will take on their previous favor value as a base, and add the difference of increased stat buffed resources and creatures. The player adjusted favor is then counted and added to a deity's favor for that cycle. Lesser crafts, and lower skills will lessen the effective value of tinder given, but can increase with better construction and skills. Clusters of resources or resources with traits, and groups of creatures, or solo-creatures with traits, can function to multiply separate from a deity's influence for self-sustaining measures.

Chapter 3.6 Harvesting Basics

Harvesting Using Tools
Tools will lose durability over time, resulting in weaker item stats on gathered resources, but won't break if used on resources that match its strength or is weaker. Tools will break and lose durability quicker on resources that are stronger than it, and will always result in bad stats on the gathered resources. Character traits and skills can lessen or negate these.

Harvesting Using Hands
You can also use your bare hands, and use tools or context unlocks to strengthen your resource pulls. If you lack the strength to gather a resource, you will only pull off scraps, or fail and possibly hurt yourself.

Visual History of Tool or Hand Choice
Barehand harvesting will result in more primitive and rough crafts. Tools will gather cleaner cut items that will craft with refined aesthetics. This allows more primal aesthetics to some characters, and more polished aesthetics in others.

Item Aesthetics for Crafting
Items made from raw resources will reflect the resource, creature, or monster they come from, such as tools, furniture, armor, and weapons. Crafting with more refined resources like iron, may hide these features a bit. But retaining some visual history of the resource's origin will always be a visual goal. Some specially tools will result in other finds, like a butcher hunting knife will allow the player to take off large chunks of meat for larger cooking recipes.

Harvesting Creature Resources
When harvesting from a creature (animals and monsters), NPC or player character, you will see the items you can harvest. You can filter these quickly using hotkeys or clicking the filter tabs, or searching. Equipping different tools can result in different items to loot. Looting one type of item, will keep you from being able to collect an overlapping item. For example, you can't collect a skull, then fangs, since they overlap. But you could collect ribs then hind quarters.

If not interested in specific resources, players can click and hold to automatically collect random resources, or can preset this to specific types onto specific tools. Place icons like stars and other symbols for quick reads on which tools you want to use.

Putting a Creature Harvest Away
Your character will hold the item upon completion of a carve. If there is space in your inventory and if it will fit, it will automatically go into your inventory. If not, you will hold it, and your inventory will open to ask if you want to trade it for something else. You can interact and hold, to remain holding an item, even if there is space. This may be useful if you intend to place the items on a wagon, or to give to drop for someone else immediately.

Immediate Storage Putaway
If you are next to a storage item within its interactivity radius, like a crate, barrel, or basket, you can choose to place it in there from a hold. It will immediately place there, it will glow from the character's hand's magic circle. The storage you chose will glow for a moment to show its placement. Players will see these interactions.

Large Resource Collections
Large resources can be collected, but can fall and cause damage if the base is destroyed. Players can interact with the section of the resource within their immediate radius. They will need to move around if the resource is large enough to need to. Some rare resources will only grow on top of large ones, and only keep max stats if gathered in specific ways. Players may need to craft buildings, or vehicles, some with more complex recipes to take it down.

Large Creature and Monster Collections
Creatures and monsters will be divided into sections upon death. Players can interact with the section(s) of the resource within their immediate radius. They will need to move around to gather specific resources, if the resource is large enough to need to. (Looting mechanics are discussed in a future chapter.)

Chapter 3.7 Mounts

Domestication Through Shards
Players can domesticate animals through creature shards found in the wild. Some will remain on trees, others will fall at the base of the tree. Shards still on the tree will have weaker stats than ones on the ground, as they haven't fully developed yet. Domestically leaning animals may already be tamed when summoned through shards. Otherwise, taming is still needed.

Taming Methods - Breaking Mechanics
Players can mount a creature and attempt to stay on it long enough exhausted. Horses and oxen can be broken/mounted without specific skills, but other creatures will need the skill to be unlocked. Character traits and skills can make breaking a creature easier. In an exhausted state, a creature will not attack, and can be lead somewhere with a tether. Some creatures will require this to be done multiple times before they are domesticated. If a creature successfully forces a player to be bucked off, it will take longer for that player to tame them. A trait/skill can signal if they are losing their grip, and retreat early for to retain some success.

Leading with Tethers
Players can lead a tamed or untamed creature with a rope, chain, or other types of tether leads. However, if not fully domesticated, they may attack or flee when they exit exhaustion. When an animal attempts to flee, if strong enough, a player can reel them back in and re-enter the breaking mechanic.

Shepherd Staffs
Players can lead domesticated creatures, with shepherd staffs. Shepherd staffs work within a radius and allow multiple animals to move with a player as if they were tethered. Shepherd staffs are linked to a property claim's fenced area and/or creature shelter. Thus, they will only work on creatures that are your owned property. If an animal leaves the affected radius for too long, the tether will wear off, and they will start wandering on their own, and will need to be re-linked. A shepherd staff's radius is based on the crafting stats and complexity.

Resist Domestication Traits - Unpredictable Fleeing / Unpredictable Aggressiveness
Some creatures will have traits that are common for the creature to have, or may be rarely applied. Some traits will cause creatures to act as if they are not fully domesticated, often times fleeing as if startled, or attacking the owner as if untame. Some creatures and all monsters are not intended to be domesticated and can attack other players, livestock, and construction. Land claims will default these interactions as crimes. *(More about crimes in a future section.)*

Trust Levels
Mounts newly tamed will have a low trust level. Often moving erratically on their own, or act aggressively in certain contexts, or buck randomly. As players care for the creature, they will gain more trust, and will become more obedient. Overtime they can lose obedience if they are not a domestic leaning, like predators and monsters. Land claim controls can lessen or negate this (in some contexts, some monsters will always revert back to wild). Some resist domestication traits can be negated with high trust.

Communal Trust
Players and NPC with the right skills/traits and property controls can transfer trust to a new owner, allowing ranchers to tame and breed mounts to then sell to a player or NPC. NPC will more commonly ranch common creatures like horses and oxen, but may also sell more unique mounts based on world events and resource availability.

Contextual Trust
Creatures, monsters, and other entities will only trust players based on their current legacy and alignment. For example, a player will not be able to mount a creature they have killed a ton of, unless they have a skill/trait/blessing that overrides this.

Larger Taming Methods
Players have the ability to construct turrets that have harpoons with ropes or chains to hold down a large creature. These can be mounted on the ground, structures, and vehicles. The creature will be locked in place until the binds can break, or the machines themselves are broken. Monsters will use minions, long ranged attacks, or can walk up to poorly placed turrets if not restrained enough in the opposite direction. Players will need to strategize the turret locations. When a monster reaches exhaustion, they can be open to domestication, but will have special traits to make this difficult. Some traits will refuse domestication until certain contexts are met.

However, large creatures will not be directable like a normal mount, when riding. They will continue to move of their own accord, and players can remain on them without being forcefully thrown off. Large creatures will need to persistently be retamed. However, there are other usages:

Large Creature Taming Will Cause a Monster To:

- Not attempt escape when tethered, caged, harpooned, or throned
    - Can be used for directing large creatures into arenas
    - To be kept and killed later for specific offerings and rituals
    - Sent to other locations during wartime with enough war/faith culture
    - Lead players to other locations
        - Crafting optional constructions to carry more players
    - Kept a living trophy to flex a community's organization and strength
    - For nature base characters to build fortresses upon if fortress founder has enough favor and maintains favor
    - Unlock artificial nest construction as an throne for for worship
        - Monster demands is based on typing and size to stay tamed

Summoning a Mount
Players can construct a Shepherd Shard to retrieve a mount into a shard to keep in their inventory. However, depending on the stats and complexity of the craft, the radius to do this can be larger or smaller. Thus players and NPC can sell animals as is, or in their shard state. Monsters can only rarely, and under certain circumstances, be kept in shards for a limited amount of time.

Tethering Mounts
Players can tether mounts to public and private posts to keep them in place. Some creatures will wander less like horses and oxen, but other creatures may move around, graze, or hunt, if not tethered.

Purchased Mounts - Nope
Players will not be able to purchase mounts with real life money. All mounts must be discovered, tamed, and rode within the context of the player character's ability and the world's context to generate the creature.

Chapter 3.8 Breeding and Hide Crafts

Pattern and Trait Changes in Creature
Creatures are genderless and will generate horns, patterns, and other features based traits, or events that cause traits to appear. Creatures will have a range of designs. At world creation, a select amount of random traits from their design will be determined as the base norm. Base norm traits are what will appear in the wild. Creature shard creation will generate a random set of traits and patterns from the norm. These shards can hatch in the wild, or through player or NPC interaction.

Discovering Creature Colors and Patterns
After the world is generated and base norm traits are set, previously unseen colors and patterns will appear either in the wild or through ranching with a % chance. The chance is determined when a shard is created, or when a creature is duplicating, or replicating with another creature of the same species.

Age and Leadership Patterns and Traits
The older creature of a wild group will be the leader. The leader will mix traits with the 2nd oldest in the group. In some instances, such as traits, or having no herd/pack member, creatures can just duplicate themselves.

Mating/Breeding
Mating is when a creature mates on their own. Breeding is when a player selects a specific pair, or groups two together in an enclosure intentionally. When mating/breeding occurs, creatures will reproduce magically. They will glow, and a magic circle will appear if there is room in their radius. From the magic circle, another creature of the same species will appear. Some ranching buildings will include creature summoning circles, or players can build their own. If the creatures are linked in the right location, their offspring will appear in the summoning circle after mating/breeding.

If interrupted, they will try again after some time. But you can stop them from trying again, or immediately restart if desired. Ranchers and Wildlife claims can also construct controls, or set certain creatures to mate automatically with cooldowns, or to stop them.

Pattern Selection for Breeding Pairs
For both domestic and wild creatures, each species has a texture map for each pattern that can be applied. The center point of where the texture map is applied, is a saved valued on each creature. The offspring of the two will choose a random point from the radius around and between the two parent center points for each pattern. (Imagine a capsule shaped selection option on the texture map.) The replicant will have the same chance of a random pattern as in the wild, unless controls are in place.

Trait Selection for Breeding Pairs
The replicant will take on random trait combinations from both parents. But will not duplicate traits. Offspring will have the same chance of a random trait as in the wild.

Personalization of Patterns in Crafting
There are some crafting items that can use hides. Hides are harvested from creature corpses. Players can drag the texture to crop texture placement to a crafted item. Some crafts will automatically apply the hide, like if creating a stuffed trophy. You will lose pieces of the hide in tiles based on usage. (Not specific slices.) This gives players the opportunity to hunt and breed creatures with more connection between the items they make, and the creatures they hunt or raise.

Players can optionally dye crafts after creation, if they want certain solid colors and gradients instead.

Simple Graphics
Due to this, there will be some stretching deformations in some areas based on the model's UV meshing. For this, (and for other reasons,) Spirit Relics's game models will not be highly realistic, and will embrace simple stylization to help old and new patterns blend into the world and clothing. This will most likely showcase itself as cell shading and simple flat textures.

Other Pattern Notes with Domestication

- Solo domesticated creatures can duplicate themselves, same as in the wild
    - Has the same wild chance of random traits
    - This allows players can start ranching with just one creature
- Creatures created by remaining character points (after character creation) will only have a random basic solid color, no pattern, and limited random traits
    - Player created creatures cannot duplicate, or mate/breed

Chapter 4 - Monster Mechanics

Monsters will threaten players in scale based on both their land claim size and complexity, as well as nature's overgrowth. But for the first time ever, players can also pacify monsters or side with them. Explore how combat or pacifism allows for different gameplay experiences.

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Chapter 4.1 Monster summons and Nests

What Causes Monster Occurrences
Monsters are attracted to accumulation of spirit and value

Monster Attraction Term Definitions

- Spirit is a categorical type of an item
    - The basis of a spirit value is based off of their ecological type
    - Special traits like elements, status effects, rot, blight, diseases, are also traits of spirit
- Tinder is the burn value of an item
    - Spirit Relics focuses on tinder value as being a base worth of items *(think of this as what gold would typically be for an item)*

All resources, creatures, monsters, items, crafts, and construction have spirit and tinder value applied. Monsters crave and consume spirit that matches their type.

Examples of Monster Occurrences

- In each of these instances, monsters start off small, and increase in size and difficulty as a player progresses their claim progression
    - Land and vehicles claims large enough to attract monster threats
    - Overcrowding resources/Clusters of evolved resources
    - Rituals and tributes intending to attract monsters
    - Wild herds/packs and livestock groups
        - Monsters will go after the highest value of spirit that attracts them
        - Predators in the wild, typically aim for the lowest (if no other traits are involved)
    - Self claim player's items and equipment

All of these stated instances can either be created by players or NPC.

Monster Appearance - Monster Summoning Circle
If the criteria is met for a monster to appear, they will appear from a portal called a monster summoning circle. It looks a magic circle. The inner circle gets bigger, the closer the meteor gets. Once the inner circle meets the outer circle, impact will occur. Players cannot build on impact markers. These can appear on the ground, water/sand/lava, and sky.

Monster Summoning Circle - Proximity Warning
Players in the summoning circle will experience the screen shaking, and turn red, urging players to leave the area. The inner circle gets bigger, and once the inner circle meets the outer circle, the summon will occur. These summons vary in size, and will not occur on active player buildings. Players cannot build on these markers.

Monster Threat Scaling and Progression
Since monster threat level is determined by the spirit type and total values, monsters will scale based on how far in crafts, equipment, construction, skill and nature proficiency a players or group of players have progressed.

Defeated by Monster Threat
If players lose against the monster, the monster will damage land and vehicle claim constructions, and wildlife claims lose favor if injured, and self claim players can get resources and equipment damaged. This lessens the value of a claim, making the next threats weaker. This allows players to determine their skill levels, and figure out how to overcome challenges, or tailor their play style towards their a specific challenge scale and consistency. Communities and quest posting can help with coordination and support where needed, with players and/or NPC.

Undefeated and Unappeased
Monsters that are either undefeated, scared off, or given insufficient offerings to be appeased, they will flee to the wild and create a nest in an available space. Players can opt to fight these monsters again at the nest, or wait until the monster comes back. Monster nests will change the ecology around their nest to their own ecology, which will grow in favor the longer more resources they claim.

Spawning Limitations
Monster nests (covered in the next section,) are created by monsters that persist in the world if not defeated. Monsters are linked to the claim, or ecosystem (based on clusters/herds/packs) that summoned them. A new monster threat will not appear for that spirit category for that claim or ecosystem, unless the claim exceeds enough points to summon another. If other player(s), NPC, or other group successfully hunts the monster, the threat will be cleared. Claims can have more than one threats linked to them for different spirit values, but new threats have cool down timers.

Monster Nests - Shared Threats
Players who reach the same threat level of a close enough monster nest, will have the monster travel to them, instead of summoning via the summoning circle. The more times a monster brings collected spirit back to the nest, the more favor they will gain over time. There may be instances where monsters evolve.

Monster Nests - Evolved Monsters
Evolved monsters will stop visiting claims that don't match their threat level. Instead, they will send lesser monsters if they generated through their nest that matches the threat level. A monster may take time to build up enough spirit or favor to create a minion that matches a threat level, and may send more smaller minions to make up the difference if a threat is due. Monsters heal overtime at their nests.

Monster Nests - Traveling Monsters
A monster traveling to a threat will not engage with other spirit unless aggroed, or if resources/structures are in the way of their travels. Monster groups traveling in packs will leave enough minions to engage the threat. So self claim players (solo or groups) may attract a ton of monsters, or a few based on their spirit and value. This is determined based on the minion's reactivity radius, which links to other minions when close enough in a group. Stopping a monster on route to a threat is called threat disruption.

Traveling Monsters - Threat Disruption
To avoid aggroing too much, it is a good idea to use long ranged attacks to hold certain minions back. (If player is hidden, they will look around, confused, the group will leave them.) However, larger monsters will usually immediately engage a aggro, due to larger reactivity radiuses. Minions will follow their leader in these cases. If a player cannot defeat the group of monsters, they will start traveling to the threat location. If there are more than 2 disruptions, monsters will first wait to regroup, before proceeding to the threat together. They can sense if members are dead, and will not wait for dead monsters.

Monster Threat High Level Overview
Claim triggers monster threat -> Impending Monster Warning (summoning circle/travel from nest)-> Mechanics to slow down, halt, or start challenge early

Monster is summoned -> Player defeats/appeases monster -> Monster can be looted or corpse/items can be destroyed -> Cooldown until new threat cycle

Or

Monster is summoned -> Player cannot fully defeat/appease monster -> Monster (if not exhausted) consumes resources to fill need (if exhausted, skip) -> Flees to create nest in the wild -> Will re-engage the claim that summoned them when need matches monster again (restart loop)

(This is covered in detail in future sections.)

Chapter 4.2 Monster Threats and Management

- **Types of Impending Threats**
    - All impending threats will show en estimated time (approaching) or specific time left (summoned threat) of when a threat will appear
        - **Approaching Threat**
            - Approaching threats occur when a monster was undefeated has created a nest, and now will target a claim.
        - **Immediate Threat**
            - These threats will summon a monster directly to a claim
- **Threat Modifiers**
    - Constructions and altars can be created to modify monster threats
    - Uses resources to determine the needed amount of points for a modification to be successful
- **Threat Resources**
    - **Tinder**
        - Tinder is used to burn resources. These offerings create a point value that allows players to change the experience of monster attacks. Tinder as a baseline is wood, coal, and other burnable resources, but in Spirit Relics, all crafts, equipment, and livestock have a tinder value (think of this as what items sell value, like gold, in classic games)
    - **Spirit**
        - Spirit are the traits that certain monsters are attracted to
        - Burning items with a spirit value towards the monster's needs gives bonuses to modifying threats

Impending Threat - Appease
During an impending threat, players can use this time to do the following to manage their options.

- **Prepare**
    - Players can use this time to prepare for a fight, or set up offerings
- **Move Summoning Circle**
    - Players can move summoning circles manually, or create constructions that summon monsters in specific areas
    - This allows players with land claims to create arenas, or fields, to strategize the safety of structures within a community
- **Slow Summon - Offerings**
    - Burn enough tinder value to make the threat appear later
    - Constructions can allow players to slow down a threat based on how much tinder value is burned, or be told how much tinder is needed hit a time window
    - Constructions can allow players to queue up specific threats to be slowed down
- **Time Summons**
    - Constructions can make cycles appear at certain times each time

- **Start Threat Early - Activate**
    - Owners of a claim, and allowed players in group claims can, and start the threat early when they are ready
    - Players go to activate radius (around the perimeter of a summoning circle) and interact to activate
    - Animation shows as player lifting their weapon or tool, or hand to open the summoning circle

Before A Threat
When a threat is not impending, and is in a cooldown state. Players can burn tinder in constructions/altars to increase their time of peace. Some constructions will allow players to skip threat cycles if they meet a criteria to appease the monsters that are threatening them.

Where Summoning Circles Appear
Before a player or groups of players can build a monster summoning zone, monsters will summon naturally. They will select a random available area in the outer radius of a land claim. For mobile and self claim players, the summoning circle will move with them, with a summoning circle appearing below them.

Mobile Summoning
When a self-claim player or vehicle/wildlife claim is in a land claim, the threat will pause until they are far enough away, or can be cancelled if they unload what is attracting the monster somewhere else, or destroy them in time.

Fleeing a Threat
If the monster is already summoned, and the target flees somewhere like a land claim, the monster will not attack the land claim, and will wait some time for them to leave. Unclaimed land will be seen as obstacles. After some time the monster is blocked from engaging with the target, it will be considered undefeated, and will leave to create a nest. They are linked to that claim and will try again later, and that player/claim will not summon another one until the current one is defeated.

Building a Summoning Circle
Players will need to build a summoning circle of required size for the threat, or else the threat will revert to selecting a location based on regular logic.

Changing Your Threat
As players encounter monster threats, their current claim keeps a history of past monsters. Players can create written crafts to trade, gift, and sell monster threats to other claims, or to keep a collection to use for a future claim. They can also create constructions that allow them to burn tinder to attract a specific monster instead. However, threat cycles will continue naturally if threats they summon isn't worth enough for the threat cooldown to take place.

Expressing Disfavor Towards a Monster
Players can also create constructions to burn resources to express disfavor towards a monster. Disfavor will make these monsters appear less frequently. They may stop altogether if other threat cycles are strategically used to replace them in threat cycles.

Further Pacifism
Covers and talismans are extensions of protection that can hide the spirit of items from monsters. The game will not count adequately hidden tinder and spirit values. The craft of covers and talismans has to increase in complexity based on how much spirit worth needs to be hidden.

Chapter 4.3 Crafting for Monsters

Defenses
Monsters can take their spirit needs destroying defenses through destruction if consumed. Including covers created for battle. Protected property destruction always satisfies spirit need. They will walk around obstacles if they aren't blocked, but will destroy defenses and buildings if it is in the way. Defenses can give mounted weapons more time to take affects.

Traps
Traps alone won't stop a monster, but can help hold them for some time, or inflict some damage, or distract them.

Offerings and Live Offerings
Altars give players an option to use their crafts, harvest, and trades as a means to clear a monster threat. A smith could offer their crafts. A trader their goods, and so forth. Live offerings, like sheep or cattle, blood will stain the altar, but can be cleaned up if players don’t like that aesthetic. Keeping it will leave a violent and savage appearance. Assets used for offerings get bonus appeasement if it matches the spirit value of the monster.

Defeating a Monster through Offerings
When a summoned monster gets fully satisfied through offerings, they will not create a nest, they will exit the world the way they came, through a summoning circle. However, if a nest already exists, they will return to their nest until the next threat cycle.

Offering Incomplete - Unsatisfied
If it the spirit value is not met, it will continue to consume player resources and construction to meet the difference, often destroying shrines and altars in the process to show their discontentment. They will leave to create a nest when the rest of their needs are met. However, they won't destroy as much, since they will have partial spirit needs met.

Live Offerings
Players can opt to give live offerings for a significant spirit boost to all offerings, and to bypass specific spirit needs by a monster. They will need to feed live offerings to keep them alive, if the plan is to leave them there for long. This is easily done with a feeding trough or bowl. Captured NPC, can also be used as live offerings. Players that have the right context in hybrid and PVP worlds, like criminals can be used as live offerings.

Monster Inventory
Eaten items will function similarly as discussed before with wildlife, where other players can loot these when they are defeated. their digestion cycles are based on threats, and their inventory limit is based on their tinder needs. (Larger monsters have larger inventories.) Monsters will mainly add stats and traits, each cycle before fully digesting it. Players can use these raw resources to craft more efficient weapons and equipment, or stick to collecting weapons and equipment.

Cycle 1 – *Set A (Crafted Items), Set B (Empty)*

- The monster consumes **Set A** (offerings). Items receive **initial stat buffs**, especially in spirit categories aligned with the monster
- If the monster is defeated before returning to its nest, it drops Set A with these buffs
- If it returns to the nest, Set A receives **additional stat buffs**

Cycle 2 – *Set A (Raw Resources), Set B (Crafted Items)*

- The monster consumes **Set B** (new offerings), applying buffs as before
- **Set A** is now converted into raw resources, retaining previous buffs, **plus additional buffs**

Cycle 3 – *Set A (Empty → For Next Set C), Set B (Raw Resources)*

- The monster consumes **Set C** (new offerings), granting the usual spirit-aligned buffs
- **Set A** from two cycles ago is now **fully digested and gone**, freeing space
- **Set B** becomes the new batch of raw resources, retaining previous buffs, **plus additional buffs**

The cycle repeats.

Appeasing Monsters
After appeasing monsters a few times, players will unlock the ability to craft monster altars. If players start burning resources as a form to appease monsters, they can start to align with the monster. As a player progresses in this faith based mechanic, eventually the monsters within that affected ecosystem will not attack the player (unless aggroed). Players eventually can construct thrones. In some instances, monsters can recruit them to fight for them. This mechanic is disabled in PVE Casual and PVE normal, but is available in different scales in Hybrid [Spirit Relics Core,] PVP Normal, and PVP hardcore.

Chapter 4.4 Bulletin Boards

Bulletin Boards
Players can construct bulletin boards that can help guide players to threats. The soonest occurring appearing first by default. It will show location on the posting, and mark the location on the player's map if accepted. Active threats will have a icon indicator to show if players are already engaged in the fight, and if the monster is currently active.

Beacons
Land, vehicle, wildlife, and self claims can construct beacons. When players look at the sky, they will see the light to indicate in the distance which way to go, without having to look at the map.

Note: Player who accept quests at cannot move another claim's summoning circle, unless the player who owns the claim, or allowed players, moves it themselves.)

Bulletin Filters
Players can filter the threats between regular combat quests, or claims with with altars (to use crafts for appeasing). But players can still clear threats their own way. Crafting players can place their own temporary altars where altars are not available, (works if the monster has not already been aggroed). In places that already have altars, combat based players can just start combat whenever.

Accepting a Quest and Fleeing
If a player accepts a quest and flees, the monster will continue to attack the claim as they would normally. If a player is defeated, some spirit value taken will make the damage less.

NPC Hiring
NPC can be hired to participate in quests, or hired to complete quests, (but I assure you that they are likely not going to be as good as a player.) They may be good to hire for simple gathering quests, or for transport when linking to an NPC store. (NPC are covered more in depth in their own chapter.)

Chapter 4.5 Quest Rewards

Completing a Quest
When players accept a quest, a quest posting is put in their inventory. Completed quests give players community legacy, and the posting turns into a reward if set by player who posted the quest. When players loot monsters from quests, they can also use loot use as currency at stores and market stalls, or use for quests. Being apart of the quest (based on radius proximity to the claim) upon completion, will mark the poster as completed. All other players will see the poster marked as cleared by someone else, and will appear faded.

Shrine/Altar Player Rewards
If combat assistance shows up, and a group of characters help kill a monster, when an altar is placed, the owner can choose to allow the quest completer to take leftovers from the altar as a reward, or not, and how much. A default value will be initially set based on the threat level. If it is a reward, adventurers can take the crafts/resources as a first come first serve basis. The cleared poster is what allows interaction with the altar without it committing a crime. A claim gets a longer peace period the more spirit value of crafts are taken by players who cleared a quest.

Spitboxes
These boxes are built from skulls of fallen monsters, wildlife creatures, and perhaps, NPC. In the case of a poster getting lost/destroyed on accident, your reward is never lost. All spitboxes are connected and will spit out a selected, assigned reward. Players can only see and receive their own rewards. Unlike other containers, monsters don't obtain the rewards as spirit when consuming, just the value of the spitbox. If spitboxes are destroyed, just create a new one, or visit a different one. They all function the same.

Chapter 4.6 Monster Pacifism/Avoidance

Covers, Camouflage, and Charms
Players can strategize spirit and value stealth using repelling charms, or covers for storages. Incorrect camo for the terrain type may hide less or no values, so use a little common sense based on the area you are in. For example, a red (fire) cover will not work well in a green (forrest) ecosystem. This is the same for camouflage used in the middle of industrialized zones.

Visual Purpose of Spirit and Value Stealth
Repelling charms and camouflage in general, can create visuals for other players that help indicate desired monster activity, in two different ways. Players who utilize this can focus on other aspects of the game like crafting, engaging with the community, or traveling to far off lands with less worry about monster attacks, or for other strategies. You will see how much your efforts affect your spirit at your property hub.

Clothing vs Combative Loadouts
Each player will also be able to quickly swap and toggle between loadouts. These can be full equipment changes if you want them to be at a simple click of a button. The player's spirit will be the total equipment count, plus your inventory. This would include all sets on your character, not just the active one. Players can also equip passive, NPC-like clothing to negate some monster attention if they prefer to work on their farm, inn, fishing, or other crafts without much incident. As well as carrying or equipping repelling charms, equipment, and tools.

Chapter 4.7 Monster Grinders

Monster Grinders
Monster grinders are grinding tools that convert monster organs into pods. When used, players will throw them on the ground. If the location is valid, it will spread an affected radius to start the combat grinding mechanic. The affected radius will cause a rift in the world, allowing players to fight their own set of mobs linked to themselves and their party. If the location is invalid, it will fail and shatter (for example, trying to do it at a land claim you don't own.)

Monster Grinder Features

- Allows players to fight their own monsters
- Helps players avoid grinding in contested areas
- Players can continue grinding to increase base stats and value of harvested resources
- Using a grinder, players can create more base challenge rifts,
- Allows players to farm falsemana

Choosing a Base Challenge and Next Challenge
Players can stack more resources into one grinder pod to increase challenges and increase base stats of collected resources. However, there is a maximum mixture limit. Players can mix and match challenge increases, because the next challenge will raise slightly, or more, based on the pod mixture. Players can also create different loot or monster buffing pods. These change the type of challenge or rewards for the next challenge. At max challenges, players have a chance of gaining falsemana resources.

Grinder Visuals
Within the radius, players who are not affected can see a ghostly form of the affected player(s) and the monster(s). Players can opt to turn this view off in their core menu. Outside of the radius, affected players turn to normal, and the figure of the ghost is now shapeless instead of the shape of the monster, and unseen by other players. Players appear as if they walked through a burst of fire when they exit. When the activating player exists the radius, ghosts, and the radius, will fade over time. Players will still be able to see the open world while in the rift, but the open world cannot interact with them. *(Players cannot build structures in these temporary locations.)*

Clearing Monster Grinder Threats
After players kill a monster, or group of monsters in a threat, players can activate another pod in the same rift for a new set of stronger monsters, or activate one in a new location to reset the difficulty.

Looting Mechanics in Grinding Zones
Players can harvest materials from this zone, without worry of other players taking their loot. Often times, players may want to leave their wagon or cart nearby to collect large amounts of loot. Or do it close to home. If players activate a new pod in the same zone before collecting all the loot, they will burn away and a new challenge will begin. If players activate a new pod in a new area, the old zone disappears along with the loot. If players allow the rift to time out, the loot will disappears too.

Exiting the Rift with Aggro
Players can re-enter a rift as long as the rift is active. Players are challenged to clear all the monsters in a rift. By leaving a rift zone, if monsters are aggroed, they turn into ghosts, chase the player, and will continue to hit the player with damage. Ghosts can go through structures and furniture. After enough inactivity at the rift site, the rift site and the ghosts will disappear, or if the player is defeated.

Churches' Protection from Ghosts
Players can enter a church or sanctuary. These ghosts will not enter. A player that have faith based skills with the required proficiency, can dispel them. Or they can time out over time. If the ghosts time out, the radius and the challenge will reset.

Monsters Summoning through Grinder Pods
When activating grinder pods in allowed zones these monsters are tied to the player that summoned it. However, allowed players in properties and settlements can also summon monsters using grinder pods, allowing any member to participate. However, these monsters are able to attack the property and anyone residing in these locations. It would be a good idea to create specific arenas for grinding. These monster grinders don't reset normal threats cycles, so players should juggle open world threats and grinding strategically.

No Waste
Bones, meat, and hide can also go into a monster grinder, and will contribute a small amount of value to pod challenges. Or you can always give your meat to a cook, the bones to a church, and hide to a tailor or leather maker.

Other Limitations and Challenges

- A player or party can open one rift at a time
    - When a player joins a party existing rifts will persist, but the party cannot open a new rift until they clear
- Existing rifts will start to time out when a player leaves the radius
- Items can be crafted and zones can be constructed to allow rifts to last longer
- Only works away in unclaimed land, or in allowed arenas and districts on land claims
- Stronger challenge rifts will pursue fleeing player(s) longer

Chapter 4.8 Monster Dungeons

Dungeons
Dungeons are formed from different contexts, or through world events such as:

- Monster has nested undefeated for long enough, and their radius has met a certain size threshold
- A throned monster has summoned an ecosystem meteor, and the meteor's influence has met a certain size threshold
- Overgrowth has perpetuated without enough resource collection, and their radius has met a certain size threshold
- Warfare and/or cultish NPC settlements have gone unopposed or are supported for a long period of time, and their radius of influence has met a certain size threshold

Dungeon Creation
Dungeons will have a summoning circle similar to monster summoning circles, except they can't be moved. Players need to move out of the way before the timer runs out. Being within near and in proximity for the building to appear, will cause a red timer to appear on the player's screen to get out of the way, or receive damage upon the summon as it slowly rises out of the ground, or falls from the sky. Players will turn into fireflies and be set outside of the radius in a random location and receive severe damage, and can die and will need to be resurrected, or rescued.

Procedural Dungeon Design
Some dungeons will have preset layouts for procedural room sections. With other sections having specific designs unique to the monster's dungeon context (based on the 4 dungeon creation contexts.) Room sections may include the following, and generating rules will be designed to ensure some level of balance:

- **Looked Door Rooms**
    - Will generate secondary features to a different room, leaving puzzles and hints for doors to be unlocked
- **Platforming Rooms**
    - Rooms that require jumping, movement, or construction to clear gaps, or avoid traps
- **Puzzle Rooms**
    - Button placements, switch sequences, visible traps, hidden traps, unique dungeon features
- **Sacrificial Rooms**
    - Allows players to offer sacrifices to appease or oppose presence if influenceable by such means
- **Empty Rooms**
    - Allows players to set up camps and resurrection points
- **Resources Rooms**
    - Allows players to collect resources unique to the dungeon

Handcrafted Dungeon Design
In other instances, there are whole dungeons that are handcrafted. While this takes longer time to create, it is important to not rely solely on procedural and pattern based dungeons alone. Doing so would make dungeons feel shallow.

Allowing the Dungeon to Persist
Monsters will often exit the dungeon, and the dungeon itself will gain controls similar to a land claim based on how long it perpetuates. It will affect player's meteor choices upon creating a new character, weather controls, and more. Once it obtains enough culture points, it will send monsters to attack claims or to create new nests, in hopes of more dungeons of its type to sprout for world domination.

Clearing the Dungeon
After a monster is defeated, the dungeon will either slowly rot and fall into ruin, or players can hasten the destruction by now collecting the unprotected walls themselves as resources or merely destroying it. Players can also choose to maintain them by doing maintenance, or by setting up a land claim. However, players will need to make frequent sacrifices to the fallen monster, to keep the monster from returning, or else the spirit and value on the land can re-summon that monster to the location.

Chapter 5 - NPC Mechanics

NPCs will live and move on their own accord. Because players can construct bulletin boards, and threats arrive at claims, we're now able to move NPC more freely. See how NPC can support players, and become living citizens or wanderers in claims and in the wild.

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Chapter 5.1 NPC Species and Lore

NPC are beings who live in the world, and interact with their environment and the player. Some are able to take and give orders. NPC is an in-world acronym that they use to describe themselves, and they canonically understand they are different from PCs. There are 3 total NPC categories.

- **N - Nimhs**
    - A common creature based being that has higher Intelligence, with personality traits, and speech
        - They have evolved from fauna from the far past, they take on the visual traits of animals
    - Are capable of crafting, skill leveling, and reading blueprints attached to workstations if their skill proficiency is high enough
    - Are faster than Craxes, but not as strong, and are slower at smithing crafts

Species: Alari (birds fast flight), Vayns (dragons slow flight), Oculiths (speed boost and strength debuff, hellhounds), Ravarcos (goblins of Alari, Vayns, and Oculiths, intelligence and leveling debuff)

- **P - Phantoms**
    - Ethereal beings powered by favor/disfavor that do the bidding of deities, or prayers and crime by NPC or PCs
        - Can be spoken to, but has much less dialog options
    - They are common or rare depending on various factors, such as world events, crime rates, or deity favor/disfavor
    - Deity aligned imps can alter stats, traits, and evolutions of resources
    - Crime imps appear in areas of crime and will steal and will save a hoard of stolen items

Species: Imps (ecology or crime), wild fireflies (appear in places that lack frequent player activity), ethereal themed beings that balance game features

- **C - Craxs**
    - A common, material based beings that has higher intelligence, with personality traits, and speech
        - Appear as humanoid, but are animated statues and puppets, with visible cracks/openings in their forms (hence the name). They have orb cores in their chests, similar to players, but is hidden inside them
        - Most will appear humanoid
            - Some stonen will show more natural features like shades of gray skin
            - Some husks will show doll/puppet joints, on arms, legs, and faces
    - Are capable of crafting, skill leveling, and reading blueprints
    - Have higher defense and strength than Nimhs, but are slower

Species: Stonens (stone buff to smithing and mining), Husks (plant buff to farming and ranching),

NPC Lore Overview
Magic fire of dragons spread across the land, destroying humans, their items, constructions, and history. The dragons lost the fuel that once fed their hoards. Although humans continued to another life and another realm, time went on. The dragons split between the ones who would tend to an ecosystem, making these their new hoards, and the dragons that waited for these ecosystems to spawn new creative life, that they could steal from once again. And so, they slumbered, and waited.

Nimhs - Lore
The deities learned to create flora and fauna. The fauna eventually evolved to become Nimhs. The Nimhs evolved to be crafters, reshaping the lands. But their crafts attracted monsters, and their progress stifled persistently. Not knowing how to go against their creator, some researched the myths of the Dragon's Fire. These Grand Nimhs grow in power and influence, using other Nimhs as minions to craft and build. Forever unable to be content with their hoard. Nimhs are humbled by the power or creativity of the humans before them, so they rely on them in their new forms as leaders, or Grand NPC that have touched the dragon's fire.

Phantoms - Lore
After humans were destroyed, some dragons claimed the ecosystems as their hoard, eventually becoming deities. They created Phantoms to tend to the land. Fireflies were their first creation, and later created Imps that served them throughout history. Both of which retained ethereal forms that had no need to evolve like flora and fauna over time. Their intelligence stayed the same for all of history. Some Imps became influenced after touching remnants of the Dragon's Fire and started to hunger for items and hoarding. These imps will appear in areas with weak crime protections, using crime areas as their pseudo ecosystem. Other Phantoms turned into Monsters, a mix between servitude for a purpose, and unending hunger.

Craxs - Lore
When the dragons destroyed the lands over a millennia ago, their magic fire was left burning in hidden areas. Some fauna touched these, and the masterless magic attached to creatures to become monsters. Some Nimhs and Phantoms gained a need for power and hoards. Other Dragon Flame left burning for centuries. These remnants of magic, left alone for so long, slowly gained intelligence of its own. They possessed many objects crafted by Nimhs, before settling on statues and puppet husks of humans that survived the dragon's fire. They created a core to house their hidden fire body, and used the form of the statues to become crafters. They feed their fire with their own hoard, either as crafters, or Grand NPC.

NPC - Dragon Fire
Due to NPC's history with dragon fire, or deities controlling or manipulating them. NPC will not create their own fire, unless they are a Grand NPC, (Covered in a future section.) They will often rest in the dark, and prefer to travel by light. Due to their reverence, players can direct NPC with fire sources, and light campfires for favor. NPC can automatically use player made firesources to refill their torches, lanterns or fire sources if the need arises and they have access to it, they just won't create their own if they run out.

Player Characters (PCs) - Lore
In the Nimhs' desperation to keep up with the monsters, they researched human history. The Nimhs united the Phantoms and Craxs, orchestrating the methods to create a form for humans to return to the world. They unified together as "NPC".

With guidance from the Nimhs, the Phantoms worked together, the Imps opened a rift into the ethereal world the humans were trapped in, and the Fireflies became a vessel for their souls. The Craxs created a core to weigh them to the world. Nimhs called the new human forms Phantom Cores (PCs) in honor of the power held by Phantoms and Craxs that made it possible.

Nimhs and Craxs believe PCs to be their necessary leaders, regardless of where they are lead to. *(Whereas Phantoms already have deities/monsters as leaders.)*

The humans are back, although they live between two worlds, turning to a firefly state when their original world beckons them. Then returning to the world of Spirit Relics using their cores. Once their roles end, they leave their core behind, and the legacy they created. Their firefly, pulled by their soul, enters the sky, becoming a star.

Chapter 5.2 NPC Spawning and Movement

Free Roaming (unhired) NPC
Unhired NPC will perform actions at resource clusters/industrial clusters (service buildings) when outside of a settlement. Based on timers and cooldowns. This is the same as wild creatures, except buildings are also considered clusters. They will purchase goods at service counters, spending tinder they gain by persisting in the world and performing actions. NPC have the ability to turn items they collect and receive into raw tinder (points) to purchase services.

Hired NPC
NPC can be hired by a player to perform actions for claims, such as manning a workstation, opening a service (stores/restaurants/inns/ranches), and following a player to aid in combat. While players can also do these things, there may be some players who prefer hiring NPC, or would like to load off tasks they want access to, but don't want to do themselves. Hired NPC will also leave their work if they have unmet needs, but will return after some time, even if they were unsuccessful in completing their needs (they will work a little slower, and level up dedications slower.) Players can recall an NPC with constructions (bells at hub/workstations) or by talking to them at any time, despite their needs.

Assigning an NPC
To get NPC into a property or workstation, you will need to create an NPC visiting campsite.

- **NPC Campsites**
    - Small campsites will have one place for an NPC to camp, but further progressions have more zones, or players can construct more campsites.
        - Some constructions have specific themes to specifically draw certain NPC instead of random ones (combat training camp for combat NPC, contract post for crafters, etc.)
    - Each campsite slot has a firesource (lantern, torch, etc.)
        - Replenish a firesource for a new NPC to cycle through once one is hired
    - From an NPC campsite, players can talk to the NPC, see their stats, and hire them temporarily or permanently, or tell them to leave (no replenishment of fire source is needed if they leave)
- **NPC Buildings/Vehicles/Creature**
    - On a building, vehicle, or creature you want an NPC to access, you will need to build an NPC wreath on it
    - NPC wreaths are designed to have a firesource (lantern, torch, etc.)

Selecting an NPC to Hire
After the player finds the NPC they want to hire at the campsite, the NPC will say, "Guide me where you need me." The player's character takes the lantern/torch from that campsite slot, and lights the wreath at the asset the player wants the NPC to control. The NPC will then leave the camp, and go to it.

NPC Claims
Few NPC will exist in the world with an ability to make a claim, this depends on special traits (the quantity that exist in the world are limited by an ecology deity's favor).

- Grand Founder
    - If an NPC has a dedication called pioneering, they will build a land claim in unclaimed land
    - They will build summoning zones, and spawn other NPC that might stay or leave to travel the world
    - Pioneering NPC gain favor similar to monster nests, and ecology deities from NPC under their claim
    - Different from pioneer NPC who merely builds unprotected buildings in the wild
    - Grand Founders will not stop at one building, and will slowly grow their claim larger and larger, with culture and crime laws
- Grand Voyager
    - If an NPC has a dedication called pioneering, they will build a land claim in unclaimed land
    - They will build summoning zones, and spawn other NPC that might stay or leave to travel the world
    - Grand Voyager NPC gain favor similar to monster nests, and ecology deities from NPC under their claim
    - Different from hauler NPC who merely lives in their wagon and traverses the world
    - Grand Voyager will progress into larger vehicles, deconstructing the old one for scraps, and will slowly grow their claim larger and larger, with culture

There are other types of NPC, but only the two listed above will have claims. Wildlife themed NPC cannot have their own herds/packs for wildlife claims, but can aid in combat while mounting a creature, and can tend to resource clusters, (too much NPC support causes disfavor for a wildlife claim.)

NPC Spawning in the Wild
If the ecology or world event decides an NPC needs to be added to the world, they will appear via a magic circle.

Visitor NPC (Temporary NPC) and Permanent NPC
In developed towns and cities, NPC can spawn from a built NPC spawner. These NPC are from an ethereal realm. Players need to maintain enough tinder resources at the spawner to remain active. They are only visiting to buy, consume, beg, or pick fights, (depending on their random function) then will leave the settlement by returning to the spawner (does not require tinder to exit). If an ecology deity decides they needed persistent NPCs, they will continue to persist in the world, and work on leveling up their dedications when their needs are met like regular NPC.

NPC Density
An NPC deity will stop spawning NPC if they are too dense, or too populated, in a ratio for their species, even if more spawners are created. Player or NPC claim sizes need to grow, or more service buildings (stores, restaurants, breweries) need to be created to make room for more.

NPC Supported Economy
Some claims would like to grow their economy, and can do so with the support of NPC. NPC will burn resources they collect and spend it on tinder. Which can help support a claim. Land claims have the most room for NPC economic support, but service vehicles can use NPC for economic support as well.

Service Queues
In service buildings, players can construct an NPC queue. This helps the game register how much in a claim players are making room for NPC. Normal players can continue to walk up to service counters, but if an NPC queue is built, NPC will only queue up in the queue line.

Increasing or Decreasing NPC Visits
If players want more NPC to appear, burn incense, that attract them on a service counter. These essences have a chance to changes their needs to a service they are providing instead. For example, an NPC may have been headed to a restaurant to find food, but can change to need a drink if a brewery has incense. The stronger the item, the more frequent NPC will visit. There will also be essences, that deter NPC if you want less. You can also put a sign up that says, no NPCs, and no NPC will enter. This can help players save on resources or strategize community needs. Hired NPC will obey a no NPC sign.

NPC Wreath Furniture
Tables, chairs, benches, with NPC wreaths can be used by players and NPC alike, and extend the NPC queue mechanic, making more NPC ask for services.

NPC Estimates and Disfavor
You can see the game's intended NPC per hour rate at your service counter hub. But you will see "unknown" without an NPC spawner attached to a claim, since NPC have to travel to your location. Wars, crimes, cults, failed monster threats, infamy of the worker servicing the counter, and other factors may play into more or less NPC visits to settlements or service counters.

Chapter 5.3 Adventuring NPC

Hiring NPC to Join a Party
Players can invite NPC with an adventuring trait to a party. These NPC often linger longer at public pubs, inns, and restaurants, arenas, and training spots, or may be traveling or camping in the wild. Players can also build specific NPC adventurers for hire zones near bulletin boards, that function similar to camps, except they come and go if not hired in time.

Cycling Through Loitering NPC
Players can tell NPC to leave an area quicker, (for example, if you want a chance for a higher leveled NPC to be there instead, or a different combat dedication.) If the NPC resist, players can intimidate them or brawl (fist fight) them to leave. Brawling with NPC increases your infamy with them, and increases infamy for the claim. Often it will be scraps of the monster, or perhaps other resources, or raw spirit points. You can light certain incenses, candles and lanterns that help attract and deter certain levels of NPC. Paid NPC will keep item payments in their inventory until they eat it (if edible,) or convert it at a retail counter.

Cost of NPC to Adventure
NPC that follow a player need tinder to stay in the party (any item(s) of value that matches their need cost.) They can loot corpses, or pick up resources, or accept gifts to meet their tinder needs. The stronger they are, the more they need to stay active in the party. NPC will state their costs upfront when you open the dialog option to invite them to follow you. You can do this with adventure type free roaming NPC, (loitering, traveling, or otherwise) or your own hired NPC, even if they don't have an adventuring trait.

NPC Following Limitations
When hired for combat, NPC will try to follow you. To allow an NPC to mount, they need an NPC saddle wreath (these have fire sources), and you can assign them a mount,) in instances where there is no mount assigned to them, if they try to mount something not assigned to them, the creature will buck them off. A creature that will not accept an NPC will buck off and destroy an NPC saddle wreath.

NPC Leaving Party
NPC will leave the party automatically if you go too far from them for too long, and you will gain a little infamy as a result of the abandonment. It's better to tell them it's time to disband, and they will continue wandering as normal.

Remembering NPC
You can access NPC from your core menu or journal. (NPC interactions that have event triggers, like parties, quests, and rewards are saved in your journal, but copied in your core menu.) You can add icons to their images, so that you remember some context about them. From your core menu you can beacon and map mark them so you can find them again to talk to them later.

Logged Off
NPC will not count logged off players as abandonment, but depending on the context of the location they may rest nearby, create camp, or venture around in town like an unhired NPC, and will regroup with the player when they log back on if they haven't gotten into trouble. Players can give them tinder to keep them hired while they are logged off, but eventually, an NPC will disband with neutral fame results. (They will not be upset, but will return to an unhired state.)

High Fame NPC
If you adventure with an NPC for long enough, they will follow you even if they don't have resources to meet their needs. At this point, they are loyal. However, they do have limits, and their health can start failing. They will break off from the party, but will likely find you again, and ask if you want to party up again. If not, they will leave you alone, and you can ask them later via your core menu/journal.

Chapter 5.4 NPC Personalities and Quests

NPC Dialog - Dialog Tree Basics
Players can talk to NPC if they want. Some persistent NPC, and visitor NPC will not have much dialog, usually one-line sentences that indicate that they are not interested in talking, or don't have a quest to hand out. However, many NPC will have quests and tasks to offer. In these instances NPC have dialog trees. The process map examples for these will be released in the future. Talking to the NPC will give that NPC fame towards the player, as well as questing legacy. If the NPC is connected to a claim, the claim will receive NPC favor, which aids in NPCs visiting more often.

Crafting and Combat NPC
NPC can craft and from a player's written craft of blueprints, as long as they have enough skill level in the correct category for it. They can grind easier creating materials to level up. Players can craft workstations that double as stores, that both players and NPC can purchase from. These purchases can be set to go straight to a claim tinder, or for the NPC to keep the tinder. When NPC keep tinder, they use the tinder to absorb for their needs, instead of finding a needed resource (food/drink).

NPC Quests - Working and Needs
Because we have bulletin boards for players to post monster threat quests, this gives us more flexibility with NPCs. Players can obtain quests talking to NPC as they roam, or work at their workstations. The player interacting with them will be given quests based on their current needs or current workstation needs, giving players copies of things they are working on, if given materials to make them one. NPC will be able to create beacons by default, to allow players to find them in the open world. The bulletin board will show where they are on the world map to provide distance context, and upon accepting, on the player's map.

NPC Quests - Fame Progression
With enough interactions, players can choose from an NPC's available skills/blueprints at their workstation, to make them something, without interrupting crafting speeds for their leader (player that hired them,) they will reward it to the requesting player after their current craft is complete, or queue it up the next time they craft. When it is complete, a player can pick it up at a spitbox, or by talking to the NPC (which will gain more fame with that NPC.) An uncomplete quest for a player will become a need trigger after some time if interrupted for too long.

NPC Quests - Bulletin Boards
In addition to monster threat quests posted by players, NPC will also be able to post their quests alongside at bulletin boards as well. NPC quests range from monster attacks to properties they own, as well as gathering, delivery, and crafting quests, bounty hunts, guarding, and escort quests for transporting NPC.

Bulletin Board Options - NPC Filtering
Builders of the bulletin board can set these options:

- Player and/or NPC quests posts allowed
- Poster Sharing Options
    - **Only here**
        - Only posted at this specific bulletin board
    - **Linked**
        - Posted at all linked bulletin boards (via active fire source)
        - Players need to repair fire sources if bulletin board is destroyed (but retains link as long as reconstructed in time)
        - Need to restore link if timed out
    - **Claim Global**
        - Posts quest to any bulletin in claim with claim global setting

(Building a bulletin board in unclaimed land forces gives only the Only Here and Linked options, since constructions without claims cannot set interactivity rules, and global claim settings.)

Bulletin Board Options - Hired NPC Benefit
These options allow players to determine if they want players to help with their hired NPC needs, so they can focus on their dedications and level up faster, or if players want to handle NPC care themselves. Players can also individually delete NPC quests that are posted on their boards, if they don't want an NPC's quest to be resolved for any reason. If players intend to have a lot of NPC, having a bulletin board can help them see their needs all in one spot.

Alternative NPC Care
Since NPC have fire sources as souls, you can convert tinder at your claim to fulfill their needs. NPC will automatically take tinder from your claim by default, but if you prefer to only allow them a certain amount, you can craft NPC wreathed firesources that NPC can take tinder from. You can set a % of your total tinder, or a specific amount to automatically transfer to it. This will also keep players from questing at NPC, unless you create a workshop workstation. Which doubles as a quest front and/or storefront for players. By creating wreathed firesources at workshop workstations, you can create a static NPC that has no need to stop working at a store/workstation.

NPC Scheduling
You can set NPC schedules at your hub, if you still want NPC to travel and add to a nearby economy. For example, you may have a land claim, but don't need your NPC to craft all the time. Here you can also set an allowance of how much tinder they are allowed to spend outside of your claim.

NPC Editor Software
NPC generation and limitations are all controlled by an NPC editing software that sets ecology theme criteria and asset randomization, and spawning limitations, such as traits, skills, and dialog.

Hand Written NPC - Reusing Trees and Personalities
Different hidden tags associated to the NPC in their code will give them different flavors of dialog. These will be handled by GMs and devs when they want to create different/new NPC personalities/skill combinations/quest options. For example, certain dialog trees and will be used only by NPC with the matching personality, and skill traits. All NPC dialog is hand written, or coded to be mixed and matched, and overtime, NPC creators can make more dialog trees and personality to add flavor, and lessen repetition.

Hand Written NPC - Unique Characters
The NPC creator can also create unique NPC that can generate with specific traits, dialog trees, quests, and so forth, if criteria is met to summon them, as well as limit how many can appear. It may be that only 1 of these NPC can appear, and during a specific world event.

No NPC Voices
There will not be voice acting so that more dialog can be added easily. However, emotive grunts, and emotional sounds like laughter, sadness, and anger can be triggered through the writing. These can also trigger expression changes.

Over Reliance on NPC
This doesn't mean that you need to talk to every single NPC all the time. In fact, NPC will start rejecting your greetings if you bounce around too much. Calling you too needy, or distracting, or to tell you to bother someone else.

GM Control
Non-hired NPC can be updated by GMs. They can add new branches of dialogs for specific players or for all players. GMs can also control NPC, to help progress GM created plots. GMs can also summon pre-created NPC in game, and summon them via summoning circles if a need arises. In these instances, NPC can revert back to normal while a GM is not present or disconnects.

Infamy Quests
As with all beings, some NPC may have dishonest tendencies. And some won't give you a quest if your fame is too high, and some won't even interact with you if your infamy isn't high enough. These NPC might be able to teach you how to be a better criminal, or maybe try to induct you into a cult. They will most likely lurk only at night, in the shadow of buildings, or keep to themselves at the a pubs, churches, barracks, in the wild at a camp, or just outside settlement walls.

NPC Vices
If an NPC has a vice trait, they will stop working to find a fix. It may be drugs, alcohol, a need trigger (food/prayer), or something else. This will occur regardless of if an NPC has enough tinder to use for that need. They will not use tinder to fulfill it, and will attempt seek out a place or resource. Like usual, they will come back eventually if unsuccessful with a slowdown of proficiency.

NPC Memory
NPC will remember you for as long as they persist. If your character dies or is retired. If you achieved a loyalty status with them, they will travel to try come to funerals and festivals (covered in a future chapter,) if your spirit relics are used. Festivals pause current needs. They will try to stay around or join claims that hold your relics, in the case of festivals.

NPC Spirit Relic Quests
Spirit relics will be covered in chapter 12, but briefly, players will leave behind spirit relics upon character death, or retiring a character. Loyal NPC will also go on quests to recover your relics when they sense your death, and they will ask players to help them, and post quests about it. Your relics will pause natural decay and monster digestion if an NPC is seeking them.

- **Relic Quest Fail - All Player Relics Are Destroyed**
    - If they fail (all relics are destroyed), they will be mournful, and may take on vices to cope
    - They will add a new need to their need cycle, which will be to add legacy to your character at an applicable shrine/altar/remembrance craft (grave/statue/etc.)
- **Relic Quest Success - Obtain At least One Relic**
    - NPC will leave relic quests open if more items exist outside of a claim
    - They will add a new need to their need cycle, which will be to add legacy to your character at an applicable shrine/altar/remembrance craft (grave/statue/etc.)
        - Their legacy affect is buffed and stacked per relic they obtain

Chapter 5.5 NPC Death and Looting

NPC Death and Resurrection
Players can resurrect NPC using items like charms, potions, and rituals, up until their corpse starts rotting. At that point, resurrection is no longer possible. Death is defined as when the NPC's corpse starts rotting.

NPC Inventory
Until they eat collected items in their pack, or exchange it at a store, it will remain on the NPC. If NPC die or are killed, they will have their bag inventory as loot, as well as items in their stomach inventory if they ate anything recently, if you decide to carve them up to see it.

NPC Buildings
If an NPC owns a building on a land claim, the wreath will fall off the door, as a visual of their death. The firesource turned off. If the NPC had a public building in unclaimed land (the wild,) the building will just stop being tended to. It will eventually decay, or be claimed by a player, or be destroyed by a monster.

NPC Death with Active Quests
NPC death will remove the quest, and if the poster in a player’s inventory it will indicate "unable to complete: NPC dead" and appearing faded.

Locality of Fame, Infamy, Favor and Disfavor
Fame and infamy values are stored with the specific NPC/NPC group it occurred with. If a claim is involved, the fame and infamy will affect the overall favor or disfavor of a claim. Quests increase favor publically. NPC death by monsters increases disfavor publically. NPC involved crimes will add disfavor if there are NPC witnesses. In later chapters, we will discuss how crimes can be set, and how NPC protections can be toggled on or off in a claim.

NPC Death Notifications
NPC by default will not notify a player if they died. But they will be crossed off with a red X, if a player tries to locate them (mark them on their map/activate beacon) in their core menu, but have since died. However, players can toggle this on, or change defaults in their core menu. By default, NPC that reached a loyal status, will notify players upon death, except after 3 have died, a cooldown will apply. This is useful when a player has created a large claim and their NPC are falling in battle.

Chapter 6 - Combat and Crafting Mechanics

The basic mechanics of skills are handled the same between combat and crafting. But they create different outputs. Learn how skills are unlocked through context, and how proficiency is gained. Using written crafts and teaching mechanics, players can teach others, and save their history and knowledge in writing.

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Chapter 6.1 Skill Mechanics

This chapter is a mirror of 6.1 Crafting Skills, as both crafting and combat skills function the same, except the tools/constructions are different. (Workstations for crafting and training targets for combat)

Skills - Unlock via Context
As players engage with content they unlock skills when the right triggers are met. Most combat related skills will progress by using a type of equipment and skill in battle, but some may be unlocked by engaging certain monsters a number of times, or who you are providing combat services to.

Skill Proficiency
Using a skill adds to its proficiency, and adds to your character's legacy in that category. It can apply bonuses up until max value. At max value, you get a slight increase to that legacy category when it increases. Skills of the same category stack benefits together. Weapons, equipment, armor, gain buffs in that skill category.

Skill Types and Progression
Skills may unlock a single new ability, others are skill sets unlock many things all at once. Some skills will get stat and affect bonuses for having other skills active, completing a themed set, be performed by specific weapons, or more. Benefits can be stacked with weapons/equipment/tools, traits, and other related skills. Many skills have linear leveling systems as a form of skill progression, unlocking new skills or skill sets as you gain skill proficiency and legacy.

- **Skill (standard)**
    - Combat Examples (Move)
        - Swing charge (horizontal)
        - Speed burst
        - Taunt
    - Crafting Examples (craft)
        - Wooden pitfall trap
        - Mason workbench
        - Marble bridge
- **Skill Sets**
    - Movesets for combat
    - Blueprints for crafting
- **Combat Examples (Movesets)**
    - Beginner swordplay -> Intermediate swordplay -> Advanced swordplay
    - Fast step -> Aerial agility -> Air manipulation
    - Quick dagger

- **Crafting Examples (Blueprints)**
    - Sandune survival (wood) -> Sandune village buildings (wood) -> Sandune town buildings (wood) -> Sandun city buildings (wood)
    - Basic forge set (blueprints) -> Intermediate forge set (blueprints) -> Advanced forge set (blueprints)
    - Tundra dragon armor (blueprints)

Written Crafts
Players have limited skill slots. They can optionally create written crafts that allows a player to hold more skills in case they need them later. When near written crafts, such as when placed on workstations, or near combat training dummies, players can reassign their active slots. Players will not lose proficiency, since that is saved to a player's legacy.

Written Crafts Unlock
Players will unlock written crafts as soon as they no longer have room for a skill unlock. Active, but unslotted skills remain active for 12 hours in-game hours, for a player to play around with their skills, create written crafts. This timer pauses when a character is offline. (Note, if a player unlocks multiple skills at the same time, and not all can be assigned, it won't automatically assign.)

Written Craft Limitations
Players can only craft written crafts when that skill is active. So they need to keep their written crafts safe, or they may lose access to past skills. With resources, make copies of their own existing crafts, and repair their damaged ones. (Skill Scribe trait and skill can make copies of other skill crafts that aren't theirs.)

Unlocking Skills Slots to Max
Players start with a handful of empty slots at game start. In the beginning, skills will automatically slot into an empty slot if there is enough room. You will gain 1 new slot per a certain amount of legacy gained, and as well as every hour played in game, until max total slots. Legacy gaps intend to have the same numerical value between new unlocks. This timer and progression never resets or lessens based on defeat/resurrection. In fact, who knows, you might find some hidden skill if you go unconscious in specific locations.

Teaching and Learning Basics
Players can also teach players an active skill, as if they themselves were a written craft. The learning player needs to complete a progression bar of that craft/combat skill for it to activate an unlock. So if their proficiency is low, it will take them longer, but not impossible to learn something. For crafter this appears as the craft being complete, for combat the player learning needs to break the training target. (If another player breaks it before then, the progress bar is saved, and a new target just needs to be used to continue.)

Skills Accumulation
Skills saved, along with player traits and legacy create a basic archetype snapshot of your character. This will (eventually) allow the game to consider challenges like monsters and world events for claims. that the game will nod to.

Starting Skills
Starting skills are skills that are unlocked by default, that players can't unlearn, so they aren't locked out of basic functions.

Unlock Contexts to Consider:

- Triggering, completing or being apart of a specific quest or world event
- Maintaining, repairing, and/or upgrading specific constructions
- Defeating specific monsters via combat or offerings, quantity may be a factor
- Interacting with creatures and plants, killing or foraging off of them, alive or dead
- Encountering artifacts, deities, phantoms, NPC
- Interacting with certain items or constructions
- Crafting while being taught, or using a skill book/reference
- Performing specific actions
- Having a specific skill or skillsets active
- Not having a specific skill or skillsets active
- Having a trait selected at character creation and stacking an active related skill
- Your ecology locality
- Or a combination of above, may be with or without needed prerequisites
- Your legacy total/category value, and/or a value of your skill proficiency
- Engaging with certain mechanics (festivals, crime, trials, bounties, rituals, etc.)

Core Skill Window
You can also see your slotted and merely passively active skills from an unlock from your core skill window. Slotted skills will gain proficiency, and will take on bonuses based on a legacy category if applicable. By setting the skill in an active slot, you are putting it into your character's memory. Unlocked skills are temporarily active, but are unslotted until assigned. Overtime, unslotted skills will fade from memory.

Forgetting Warning
A player will be warned that they are about to forget a skill in the UI. Even if a skill is unslotted, it is still active until it fades (journal shows the page faded, and the icon is faded.) Players can create a written craft with any active skill, even if unslotted.

Journal Entries Skills View
When all the context matches a skill, you gain a new journal entry. In your journal, it is worded as a character's inspiration to learn something new. Journal entries and the core skill window will both have skills and all info about it, and full ability to assign and reassign skills, just in different formats.

Organizing Skills
You can see all your active skills (slotted and unslotted) in the "all skills" tab. From there you can organize and filter it as a base to organize your skill tabs. You can add new tabs, rename them, and recolor tabs. Organizing skills is optional, since workstations will filter what you can and can't create based on the materials and other options available.

Chapter 6.2 Combat Overview

Weapon Styles
Each weapon has a base style. The base style is programmed as a moves that every player has by just equipping the weapon. However, as players unlock movesets, these will override them. Players can assign movesets to weapons (and place icons on items to help organize them) so players can use quickslots and loadouts to toggle between movesets quickly.

Loadouts
Players can start with either two mobile loadouts or three extra skill slots. At any time, players may burn three skill slots to unlock a new loadout, or burn a loadout to reclaim five skill slots. For those who prefer to keep all their skill points and still have loadouts, it's also possible to construct a loadout storage (chest/wardobe). Depending on the crafting complexity, players can load more or less loadouts in it. As with all structures, these must be defended from monsters and decay.

Quick Swap - Weapon or Shield Slings and Quivers
Players can mix and match skills and weapons. Quivers, shield slings, and weapon slings allow this kind of fast access from your back or belt without using loadouts. Except each item needs to be toggled. (The crafting variant is a toolbelt.)

Variety of Combat - Overview
Players can choose how to engage in field battles how they choose. Use combat traits, skills, weapons, armor, and the environment. They can utilize the classic trinity, as well as constructions to create defenses, traps, and mounted weapons on vehicles and buildings. (The next section will discuss the MMO Trinity.) Players can discover different ways to uncover buffs through food, potion crafting, charms, or lone-wolf survival unlocks. Fight with friends, NPC, a combination, or alone. You can gain more strength by using skills that encourage specializing, or spread your utility through using load out skills.

Hit Basics
Players perform real-time actions, hitting and dodging monsters outside of PVP duels. All players start with basic movesets for unfamiliar combat skills, but as they unlock combat skills they can focus in on, or switch their move styles. At long range, when out of range to lock on, players can still freely target monsters with less damage. PVP is available in the form of field battles, your regular MMORPG experience, or by using the dueling mechanics for weapon contact.

Buffs
Food and drinks are a basic way to buff your character before a fight. Players can mix and match consumables to create the buffs they need for battle, up to 3 different kinds, with skills allowing more, or strengthening certain buffs. Eat anytime to replace buffs that have not timed out yet. Monsters, PVP attacks, and other events can cause debuffs, affecting certain skills and attacks.

Healing
Players will need to maintain a stock of potions to heal themselves in battle. They will need to time it well, since you can drop them when interrupted. Players can attach potions to arrows to break them on other players to heal them. You can create aid kits to help downed players on the field. Or players can carry their unconscious bodies back to town, or a caravan, and help them recover via a herbalist hut, or remedy wagon. Or players can resurrect if in range of a resurrection point they set.

Weight Mechanics (Not Applicable to Players with Self Claims)
All players have a core inventory, everything in a core inventory will not count weight. But everything in a bag/backpack (extended inventory) will (Except for players with self claims). The character's weight of equipment, including inventory, determines a characters mobility. There are some movement based skills that require a maximum weight to be able to perform. For example, a lighter character will be able to roll dodge, while a very heavy-set character will only be able to jump back slowly. If a movement skill cannot be performed, a character will still attempt a dodge move, based on the basic weight mechanics instead of the intended movement skill.

Targeting
Players can optionally target a monster, to help focus the camera towards them. The targeting system will have a bias towards the player's center creen. Players can toggle the default angles anytime using their core menu, but ideally it should be done with a training target. A player cannot target a monster outside of their weapon's range radius, but can still players can manually target with long ranged weapons for example in the case of archery and mounted weapons.

Monster Difficulty Based on all Options Available
As players progress the accumulation of player spirit will cause difficult monsters to spawn. Due to many different mechanics on how to handle monsters through combat, pacifism, with healing and resurrection mechanics, monsters can become souls-like in battle. Players need to strategize resurrection points, to keep the fight going, or to successfully flee. Just remember complex resurrection points may also attract monsters. Players will need to plan strategically and defend spawn points, or keep them mobile, and communicate well if the community wants to perpetuate their existence then the world.

Chapter 6.3 Trinity and Combat Support

Trinity Roles

Tanks

- Tanks use huge shields to block damage, they are able to move faster than others with this carried weight
- By channeling their ability to manipulate protection spells, they can feed damage into shields, and spit it back out
    - Or they can use that stored power on mounted weapons or chains to attack or capture
- They can draw monsters with the ruins on their shields, and their roaring taunts
- Massive shields can be set down and used as defenses
    - Single, or stacked in rows with strategic planning
- Tanks can carry up to two shields without being over encumbered, one on their backs, and one to hold in front
    - Either to protect themselves or to drop in the battle ground

Healers

- Healers use vials of potions as arrows, bombs, and darts to cause heal, create healing pools
- They will often have a cart nearby to help replenish their stocks, or are self claimed, or use skills to keep loads on hand
- To further specialize, it is a good idea to gain speed proficiency at rendering aid on downed players

Fighters (Close-Range DPS) and Rangers (Ranged DPS)

Warrior

- Warriors swing their weapons or fists and focus on the fight ahead
- They maintain simplicity between attacks and mobility, focusing on anything that makes them stronger
- These players just want to fight, and don't need anything complicated to get the job done
    - It just turns out that the stronger they get, the more impressive they appear
- Some use bucklers, trading some power for defensive balance
- Some are berserkers, allowing themselves to get hit, in order to buff their next attacks
    - Berserkers may intentionally allow themselves to be attacked, or merely use it as a tool when in a pinch
- Their roars of anger and pain instil fear in their enemies

Ranger

- Rangers fight from a distance
- They can use bows, crossbows, sling shots, or chained weapons
- Rangers can draw, and shoot much faster, and more accurately than others who don't focus in archery

Combat Support Skills

Jumper

- They jump the highest when springing from tank jumps, and can double jump.
- Players can make long cuts on monster, or cause stuns if tanks can give them enough height (they jump on their shields and are flung up)
- Minimizing fall damage, or carrying something to help you land (paraglider/flying NPC) is a must

Combat Tamer

- These players can command their animal to attack, draw, guard or flee
- Perhaps they join you in battle, or perhaps they will defend nearby wagons, and alert the team of impending danger with their reactivity radius

Rider

- These players fight on horseback, or other creatures large enough to ride
- They using long weapons, or long range weapons to clear the size of their monster for maximum efficency

Mechanic

- These players repair constructions, traps, shields, wagons, and turrest mid battle, while the enemy is distracted
- This player can repair them faster, to get them back into the fight
- They must also consider strategy on how to get resources on the field
    - Perhaps by self claims, skills, or merely a cart with tools and resources, that can double as a distraction in emergencies

Chapter 6.4 Prepping for Survival

Food and Drink Buffs
Players can generally eat up to 3 meals, and the buffs from each meal ends when the timer runs out. Larger and more complex meals produce longer and stronger buffs. You can replace any existing buff with any slot. You will want to eat outside of battle, typically, since eating takes a while. But you can also eat small snack food quick while running like fruits, cheese, and jerky. You can also delete food buffs at any time. but they stack with the 3 meal buff slots to create a complete meal buff bonus.

Crafter Benefits
Player and NPC cooks can increase buffs even further by the radius of the workstation by placing tables, chairs, and crafting a menu. Menus make a quick questing system that allows them select their preset crafts. Cooks will gain service quest legacy, cooking legacy, and the tinder value that was used to pay for the meal.

Other Buffs
As usual players can gain buffs from their traits, skills, weapons, and equipment. Players can also stack buffs when logging back on from a combat themed construction like training grounds and barracks, or with special construction actions (combat festivals, combat culture skills from claims, etc.

Cooking
You can cook your quick and easy generic cuts fast and easily with a open fire or oven, and more complex recipes made in pots and pans, and optionally finished on plates will give you more buffs. Recipes will range from simple to complex, so players can support themselves quickly and easily, or explore more complexity for specialized buffs.

Healing
Potions are used for healing. You can brew them, or perhaps buy them from NPC, or other players. Some they may slowly heal over time, some all at once, and others-- both. And just like eating food, they have a slow drink mechanic, like in Monster Hunter and Dark Souls. So you need to escape or drink strategically, or rely on unlocked skills that can edit the recovery speed. Some potions can be crafted to offer buffs, and these can be stacked with food buffs.

Resurrection Points
Resurrection points are created at campfires. Players can craft resurrection points on pulled carts, wagons, ships, airships, on campfires on the ground, or in buildings. Resurrection and death will be covered in detail in a future chapter. If the resurrection point is not hidden, players should consider if it will attract monsters and needs to be defended.

Chapter 6.5 Workstations and Linked Storages

Workstation Basics
Workstations are constructions that specific crafting takes place. There will be workstations designed for smithing, cooking, construction, and so forth. They are able to link to storages. By default, they will be able to access resource in storage automatically from their radius. In land claims and constructed controls, players can select at workstations or globally, to grab storage from everywhere in a room, within a radius of the storage, or specific linked storages.

- **Radius**
    - Workstations create a radius that checks for storage inventory nearby to make crafting from various items quick and easy
- **Room**
    - Access storage from anywhere in the room
- **Linked Storages**
    - Use light sources to link storages, when interacting at the workstation, you can see runic lines linking to the storages you have access to

Each storage has options that helps allow and disallow certain resources based on the player's settings. These settings allow hired NPC to know what can and can't go in a location. Or leave it as is to allow all resource types. This shows up visually as a small posted ledger on the storage, whereas all resource types allowed is the regular shelf asset.

Crafting from Skills, References, or Teachers
When crafting from skills, references or teachers, select which crafting icon you want activated. Skill icons will fade if any skills lack the materials and/or tools. The skill will show a cross on it if you need a different workstation (it may be that you need to upgrade your workstation.) You can hover over the skill icon to see what you are missing. After selection, all the items needed will be pulled from any linked storage, and be immediately placed where the recipe dictates. Your hand and station will show a magic circle when you do this. If you are lacking anything, it won't apply what is missing.

Workstation Complexity
Based on what level of complexity your workstation has, it can limit what kind of recipes you can create. Even if you have the required skill or reference. You can usually less complex recipes with a station with higher complexity, as long as you have the right tools and resources.

Stationary and Mobile Workstations
Some workstations are designed to be placed in one place. Others are able to be carried on carts, placed on a wagon, or ship, others can be carried just on the player themselves.

Storage Buildings
When land, vehicle, and wildlife claim buildings can be designed as storages. This allows any linked building's workstations to pull resources from a storage building/construction. The link is created by using a firesource (torch, lantern, etc) at the building's entrance firesource, and bringing fire to or from the storage. Player and NPC owners of storages, can optionally charge players in tinder value to use the items. Assigned owners of the storage can limit player usage based on daily, weekly, or monthly based on spirit value or times used. Or set it as unlimited, and set different limits on specific settlement players, such as with licenses, with the ability to ban or limit visitor usage.

Link Visuals during Crafting
When a workstation is linked to a storage construction, or building, the workstation will glow with a magic circle. The workstation must have an active firesource to activate the link.

Public Drop Boxes
Sometimes stranger NPC and players want to give you items that are not part of a quest. For example, an NPC may like to gather in their free time. Creating a drop box is a good idea in these instances, since they won't have access to private storages. You can place these in public areas for their access.

Service Workstation - Service Counters
Service counters appear as weighing scales, with other themes based on purpose/usage. They allow payment for specific mechanics like stores, restaurants, inns, and service vehicles.

Chapter 6.6 Teaching and Learning Skills

Teaching Skills
Since players have limited skill slots, players have to choose how to balance their character. Players can craft reference materials to keep safe, and they can also rely on other players or NPCs that function as teachers.

Learning Combat and Combat Success
The teacher needs to be actively teaching, and the player needs to stay in the teaching radius for the majority of combat training processes (51%) for it to be successful. The learner animates, with a required target practice construction. To gain the ability to save combat skills from a teacher, a player needs to successfully perform the combat move, which destroys a target dummy as a complete visual. After that, the player will have the option to slot it, or merely use the skill until the learned move times out (after 12 in game hours). Or the player can create their own reference from it.

Combat Limitations - Wildlife Combat, Faith, and Monsters
However, players can't learn every type of combat skill. The limitation is if their current active legacy, claim, and skills, determine if they have have enough favor to have wildlife combat skills. Many nature based combat moves are determined by the will of the deities. If you have too much skills in relation to non-wildlife based skills, wildlife combat skills will not function, even if it is technically unlocked.

Purpose of Wildlife Teaching and Learning Gatekeeping
This will keep a contextual split between traditional and nature based combat moves. However, once a player realigns their favor to an ecology deity and obtains a wildlife claim, the skill will activate on it's own if it has been slotted, or at least hasn't faded yet. If a player can't use a nature based skill, it will be considered "inactive" and can't be taught. Players will be shown animating as if they are trying to perform an action, but fail. This animation will also occur if a wildlife claim loses favor with a deity through massive ritual or world event betrayal.

Chapter 6.7 Logging of at Mantles and Inns

Mantles
Players can log off at skill, or rest themed mantles for stat bonuses when they return. The base buff is based on the level of complexity the sigil craft is, with additional bonuses on correct building and zoning placements. In your logged off screen, you will see an icon confirming a mantle buff. (Just in case there are a few nearby.) The selected buff is based on the closest radius you interacting with.

Log Off Buff Mechanics
You will retain your buffs for as long as you have logged off. So, if logged off for 8 hours, you will retain those buffs for the next 8 hour period. You can upkeep the buff by resting again, but they don't stack, and will replace.

Example Mantles that will give log-in bonuses

- Combat Sigil at barracks for combat
- Forging sigil at forges for smithing
- Fishing sigils near docks and ships for fishing

Mobile Mantles
Mantles can also be created on vehicles like carts, wagons, and ships. Your logged off sprite will follow the vehicle if it moves.

Inn Keeping
Buildings that meet the requirements can be marked as inns at the building's service counter. Inn rooms are special, they will buff all skills. Comfort items like beds, rugs, curtains and so forth will increase the strength of all skills. Inn keepers can set room time limits, and can be players or NPC.

Being Accepted into a Room
When players, pay tinder they can go into their assigned room. The door they are assigned to will glow with a runic symbol. Players can place items in their room for storage. This allows players to adventure, and have a temporary storage. If you don't take your items out of a rental, in time before your rent is up, you can retrieve your items from a spitbox. Optionally, you can just immediately log off at an inn to get the log out buffs.

High Volume Room Usage
Since players log off and stack as fireflies, rooms can be used by many players with no overlap problem by giving the players low minute rentals (maybe 5 minutes.) Once the rental is over, the player will return to the main lobby, but the player will gain the buffs from the room based on how long they were logged off. When you log back on, your firefly will return to the main lobby automatically. (Or outside if something broke the game's ability to register a lobby, such as monster destruction.)

Room Styles
Players who stay logged in can technically overstay their welcome, they will be met with a warning message that their time is almost up, as thought text like, “My rental time is almost up.” When the time is up, they will get a thought text, “My rental time is up.” as well as a trespassing message, and that is a crime. (We’ll cover crime later.) The crime can be forgiven if they pay the additional balance based on their extra time stayed there, but can also be forcefully removed via one-sided PVP in claims, or can fend themselves in public unclaimed areas.

Lantern Rooms
To avoid any wait time, inns can create lantern rooms, where a player doesn't enter a room. They immediately turn into a firefly near a lantern elevator, and are then put inside an available lantern. These lanterns can fill up with an unlimited amount of players, shown as the firefly lights fading in and out in cycles.cThe renter returns to the lobby once they log back in. They gain buffs based on the lantern complexity.

NPC Quests
NPC innkeepers can ask players for more resources to upgrade their inn. If buildings/constructions in the way, they will recognize they cannot upgrade, and will stockpile the materials, waiting for when they can. They might even complain about it. Room(s)/the building will be closed for maintenance during reconstruction just like any NPC building change.

Never Leave Trait
A character challenge players can select is Never Leave, where your character doesn't turn into a firefly. This causes a player to retain their body form when logged off. Players that log off in a bed, will gain extra health, stamina, and mana buffs, as well as food and drink efficiency buffs that will last for as long as they stay rested. But have the same vulnerabilities as a corpse (for example, can be moved if in a public location.) Offline Nevers that overstay a rental, can be carried and thrown out, or placed somewhere else.

Chapter 6.8 Runic Creations - Banners, Flags, and Signs

Runic Creations
Runic creations use magical logos and colors as symbolic markers across the world. They create visual identity and functional grouping across buildings, crafts, and communities. Runic creations use logos and colors for signage for many things, such as:

- **Mark buildings and signs**
    - Route markers, store brands, inns, restaurants and warehouses
- **Use with clothing crafting**
    - Depict uniforms for guilds, different groups in utility, military, or faith factions
- **Use on construction**
    - Brand furniture, tool, and weapon craftsmanship
- **Use for pirate and faction flags**
    - Required for piracy skill activation
- **Grouping members and resources**
    - Link members and controls across the land without explicitly using trade routes, or firesource links

Player Grouping Examples
A military faction or thieves' guild may operate across scattered settlements without trade route connections. By uniting under a single banner, these players are treated as one entity, regardless of their physical separation. Nested banners still count toward the overarching group, but may be organized under different sub-factions with their own objectives.

Individual Item Examples
If a runic creation is not set as a group's banner, they can be used as branding. Players can own and use items branded by a runic crafter. While these items aren't counted towards a specific world challenge, it adds to the brander's legacy. Brands can be marked as items of importance and contraband in settlement and property law. A player can only add a brand to an item they created.

Banner Usage and Management
Leaders of groups can change their banners at any time. Groups can manage their groups at their settlement, property, building hub, and core menu. Players can set a parent banner (the banner they are under) as well as their current assigned banner. Parent banner groups need to accept the link. Parent and lower banners can split their groups at any time, and players may respond with conflict or acceptance depending on the context of the link break. Perhaps a general or guild leader will not allow one of their branches to defect without repercussion. Or perhaps they are agreeing to reorganize, or create new branches of independence.

Banner Craftsmanship
Players unlock new runic symbols (logos and shapes) and creative modifications (frames and masks) by gaining abilities, skills, and other experiences. You will only get notifications of unlocked assets for banner creation after creating a banner workstation. You can toggle the notification of new stickers unlocked on or off at any runic workstation, or your core menu. Banner creators gain legacy from their creations. However, you do not gain legacy from using your own creations. Legacy is only awarded when a banner is used by other players, NPCs, monsters, animals, or within world culture events.

Creating Runic Tools and Assets
Players can unlock the ability to create a runic workstation after creating a certain amount of crafts. There are different phases of a runic workstation. They feature a glowing sigil on the tabletop surface that indicates the current phase of the project. The sigil is linked to players uniquely based on what phase of creation they are in. Allowed players can use pre-created workstations, but the sigil will appear different depending on the user's progress.

Creation Phases - Different Sigils

- Not Started
    - There is no saved creation
- Creation Phase
    - A runic creation is in progress
    - Players can save up to 3 drafts at a time
- Creation Is in a Review State
    - Player has submitted creation for review
    - Player is waiting to get an accepted notification
    - If denied the workstation returns to a creation phase
- Creation is Accepted
    - Players can use the banner on crafts
    - If future review is needed for abuse reports, it may return to a review state

Limitations

- Each players can only have 1 active banner
    - Players can sell and claim else's banner, but they will be notified if the banner is already is use
        - This counts as owning it, but it allows the original creator to create another
        - The buyer of a banner will need to delete or resell the banner to get another/create their own
        - This allows a player to be a banner crafter
    - For faction umbrellas, players need to use other player's designs
- A player can use banners as a texture for items, similar to hides
    - Owning a runic textured item is not the same as claiming a banner
    - Runic crafters can only add their texture on crafts they have created, they cannot add them to existing crafts
- Runic crafters gain runic creation legacy from those who use their banner

Runic Design Rejection Reasons

- References to real world groups
- Creations too close to currently existing creations
- Creations too close to previous old designs, that have legacy history
    - Even if created by the same player

(*If a banner has 0 legacy upon creator death, it is automatically removed from the similarity pool used by admins and moderators during review.)*

A Redacted Creation

If a player deletes their creation, or moderation has redacted it, the runic creations worn and used by a group, will revert to the item's neutral colors/texture (selected before submission). All links and mechanics are still in place, but without the custom runic imagery. Leadership of groups affected can apply a new banner, and the new runic symbols will update on all membership items. Canonically, all logos, brands, and banners are all based on magic runic sigils that can appear and disappear based on the whims of the gods (but are admins in real life). Craftsman can also redact their creation if groups using it are no longer in alignment with their vision of use for it, or perhaps they wish to edit the design.

Stolen Banners
While mostly aesthetic, banners and logos also link spirit values under that asset, affecting world event progression and culture-based systems. (Threats and world events don't not count assets and players with stolen banners.) Stolen is defined as any use of a banner-tagged item, used by a player who is not a valid member of that banner's affiliated group. Stolen banners used for disfavor rituals, and will flag original banner's leaders via their hub that a banner was stolen. If they can witness a purpetrator, they can set a war on a claim if not already activated by the stealer.

- Casual trophy-keeping, collection, purchasing or owning objects with banners without disfavor activation will not trigger war flags
- Crimes committed outside banner membership automatically flag a bounty at that banner's leadership hub
- Commiting crimes within membership of a banner still needs the discovery using riftmist (crime trails)

Distribution Crime within Groups
Branding is tracked at the item level. Selling or gifting branded items is not a crime by default, unless a local hub or property explicitly flags it as restricted. In those cases, branded items fall under contraband rules and generate riftmist (crime trails) when transferred illegally. Possession and contraband laws are only crimes within group owned territories, just like all laws. Distributing and possession is not part of the culture-based system, and will be handled by crime discovery, not automated bounties. (Crime is covered in detail in the crime chapter.)

Creator Character Death
When a craftsman dies, banners becomes a relic, (except in cases of needed moderation,) but all runic creations follow regular rules of decay. The creator will retain legacy points by valid users of a created banner. This number includes solo users, as well as groups.

Using Branded Written Crafts
The instructions themselves carry the brand, but not the final construction or result. A runic crafter gains legacy when others use their branded written crafts, but brand is not automatically applied to the outcomes of those actions.

Some Examples

- Construction Blueprints
    - The written craft has player A's brand, used by player B
        - Player A gets legacy for branded craft being used for learning
        - One-time legacy reward
- Player B creates a group with a different banner (Player C) using the construction created
    - Player C gets the legacy for creating the faction banner the building runs under
    - On-going legacy reward
    - Player A doesn't gain any new legacy

Chapter 6.9 AFK Crafting

Maintaining AFK Mechanics
Eventually, players will understand how to strategize timing of threats, such as using tinder to deter them, or have combat players focus on keeping them contained in areas for combat, appeasing, or control. If done successfully, this allows crafting and service players to strategize undisturbed AFK services with crafting, smithing, cooking, innkeeping, and more.

Obtaining Resources
Players can use hired NPC to help restock their storages. Players purchasing from active or AFK players can feel interconnected with a community, instead of relying entirely on NPC services. At a service counter, players can toggle options for NPC to automatically quest, and/or to post a quest for missing items for players to complete.

Stocking Resources
AFK players should stock their storages as much as possible to keep a storefront/service stocked with everything needed to keep it running while AFK.

Running a Service
If players decide to run a service instead of hiring an NPC, they will gain trade legend. While AFK, players can set "AFK" on the service counter to link themselves to the service counter. Players can set which crafts to automatically craft while linked to the service counter. Required workstations, resources/linked resources, and correct tools need to be in the service area for it to automate. The service counter will notify the player, highlighting selected crafts in red for missing workstations/resources/tools.

Visuals of Being AFK - Active AFK
Players will be marked with glowing tattoo runes indicating they are AFK. This will appear on their hands and head. Players unlock tattoos by going AFK at an allowed service counter construction type. The default tattoo is based on the service counter, but players can set a type globally for all workstations in their core menu from their unlocks, or set different ones at each workstation category. Clothing and equipment that boosts AFK activity, will also glow in runic symbols. (These are not individually editable.) In the case that players are wearing items that cover the runic tattoos, the service counter will also glow with runes to indicate an AFK servicer.

Visuals of Being AFK - No Resources/Services Left
In the case of an AFK player running out of resources/ability to complete the service, the customer player will be notified. When players interact with the service counter, it will notify the player that the service is closed. if there are quests available, the player can then "see available quests" to help restock the store/reobtain the ability to get service. The store/service player will revert into a blue firefly, hovering around the service counter. Thus, players can even start a store/service counter without resources, asking players to help them stock up, as long as they can use active skills/blueprints/written resources to set up the quests.

Breaking AFK
A player can break AFK seamlessly by interacting with anything that would cause the player's character to move. So players can still look at inventory and the service counter, while allowing the character to craft undisturbed. Player can turn it back on if they move, quickly, by returning to a service counter and activating it again.

Prioritizing AFK Crafts
Players can choose which crafts to prioritizing creating and restocking when they are out, by using a crafting schedule ledger that is placed on the service counter of choice. This is another screen that can be interacted with fully without breaking an AFK link.

Full Strategy
Utilizing all the methods successfully, relying on combat players to clear and manage threats, hiring NPC or utilizing player quests, as well as highly stocking storages. AFK players can gain crafting and trade legend, undisturbed, the same as an active player with no penalties. This should give players the ability to run stores and crafts on-demand, in high traffic areas, as much as possible, whether active, or AFK, putting the choice in the player's hands.

Chapter 6.10 Mining

Mining
Players can mine in the in limited capacities in the soil using quarries, and more freely the mountains. Strategy is needed in the mountains to avoid cave ins. Players will need to construct scaffolding and pillars to upkeep the ceiling. Each construction will let you know how far of support it will provide. Monsters may target scaffolding, and some old scaffolding can decay if mining is not done in it's radius in some time. Players can build controls that allow tinder burning to become the maintenance of linked scaffolding.

Walls Don't Produce Material
Mining walls themselves doesn't provide material. However, they provide opportunities for players to discover ore veins and differtain terrain types. Ore in Spirit Relics is a semi-organic material, that will grow back over time, and can even grow in size if left alone long enough, or when affected by monsters or wildlife claim players. Players can also learn how to cultivate ore roots, and create ore farms. Each type of mineral has depth, and floor type requirements. Players may need to tunnel to deeper areas to discover and cultivate certain materials, and find the right terrain type that ores will flourish in.

Walls May Have Danger Ahead
As players mine, they will unlock skills that will allow them to detect types of terrains, openings, and sounds ahead of an area they plan on digging. This will allow them to avoid sand, gravel, water, and lava that can pose threats to the entire tunnel system. In PVE casual, and PVE normal, players will not be able to mine a wall that will result in a cave-in, but they still may discover these threats after opening a wall. Hybrid (core,) PVP normal, and PVP hardcore will allow players to mine walls that can result in cave-ins if there is not constructed scaffolding in place.

Build in Mines
Players can build in mines, cliff edges, and over lava as long as they have unlocked the right blueprint, have the right materials, and have enough space for it. Just consider that buildings and resources can also attract cave monsters. Use strategy to build walls, traps, and hire NPC or group with players to slow them down. Or keep a low profile alone, and they may just ignore you.

Chapter 7 - Outpost Mechanics

Find out the tools and methods that allow you to create and lead a community, or support it, or travel through them as a wandering adventurer. Many mechanics create a sense of utility and culture.

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Chapter 7.1 Outposts

Players will be able to create outposts. Outposts are physical landmark structures that can be used to designate towns, trade routes, cities, fields, and/or create guilds. Public Outposts (claimless outposts) are publicly managed groups by rules based on popular vote among members, instead of a founder defining the rules (claimed outposts). Outposts can be linked to a claim to expand a claim, or can remain independent from a claim. NPC will usually only create outposts under the guidance of a Grand NPC, unless they have special traits themselves.

- **Outpost Functions**
    - Create trade routes
    - Create communication
    - Set crime laws
    - Expand claim controls as an aligned membership
    - Create new player spawn points
- All outpost functions are only accessible by members of an outpost
- An outpost itself contains a furnace to be a source of tinder burning for maintenance/upkeep
- All outposts contain a community ledger, which includes the following:
    - Which member did what (constructed/activated construction/completed quest/etc.)
        - Is filterable
        - Will show aliases instead of true names if applied
        - Will not show "hidden" activities from using crime skills (if applicable from world selection, since PVE worlds will have less crime options)
            - Will show hidden crimes that were caught by witnesses
    - Outpost constructions (players can add outpost constructions from written crafts or active skills)
    - Culture skills and skill slots (covered in a future section)
    - Notifications (History of threats, lack of tinder, etc.)

Claim Outposts
Build an outpost on the existing claim firesource. The claim retains the blue fire, but now can grow to have expanded functions. A Grand NPC can also create their own claim outpost, from which, recruited NPC will have their membership linked.

Public Outposts
Build in the wild by a player or NPC. Can be lit, (and thus turned active,) by a player who doesn't have a claim. Only special (non-grand) NPC can create a public outpost, and in this case, other NPC will not join, but players can, and then build structures to hire, or invite NPC.

Public Outpost Limitations
Public outposts cannot be built too close together by function. If a public outpost is in an outpost's radius, it is an extension of the first placed outpost, but this does not extend the outpost's radius. The outpost must be leveled up to increase the radius, similar to a land, vehicle, and wildlife claim. If the radius of two outposts overlap, the first to expand will take it, so strategically, players who want the utilize the most space of an outpost, should plan to build theirs far enough away from another outpost for the most expansion options.

Public Outpost Attempt
A claim player, attempting to light a public outpost, the blue light of the player's claim fire will attempt to light the outpost, but then fade away. They cannot extend their claim spell.

How to Link Outposts
Once an outpost has tinder, it will be considered active. Players who are not members of a claim, or another outpost can link a membership with an active outpost. To keep a link, outposts need to kept safe, and if they are destroyed for too long, it will need to be rebuilt and links need to be reformed.

- **Torch Offer**
    - Players at a claim or outpost can set what kind of offer to assign to a torch, lantern, or other mobile means to transport their firesource
    - This message carries the offer for a trade route, expansion, festival invitations, or other outpost function, or a mix of them
    - A torch bearer needs to bring the torch to the outpost they wish to give the offer to
    - A torch bearer can make multiple trips, and make multiple offers to different outposts as long as the fire doesn't go out
    - There is a cooldown timer to delivering messages to the same outpost, to avoid spam offers

- **Outpost Response**
    - Members of an outpost then have a time limit to vote on it, needs 60% vote from players, or majority for 2 or less players
        - NPC cannot vote, unless players use culture skills to allow NPC autonomy and influences
        - No votes, or not enough votes, means there is no response
        - Accepted Link Offer message will return immediately to the offer outpost upon acceptance
        - Declined Link Offer message will return immediately to the offer outpost upon decline
        - Votes have 8 real life days to respond (week + 1)
    - Claims and outposts will receive the response posted to their claim outpost or public outpost
    - A player of the outpost can open a vote to change links at any time, and follow the same voting rules
    - A "Link Broken" message will appear to any connected outposts if a link has ended by vote, outpost destruction, or inactivity

How to Unlock an Outpost
Players will unlock it after hitting a certain level of any combat or crafting legend, claim or no claim.

Claimed Roles vs Public Roles
Founders at claims are creators of outposts and can edit, review, and remove membership, and assign roles. There are no role designations in public claims. These are self-defined through actions and self or community imposed roles.

Joining a Claim
A member is added if they interact with the outpost, and "Offer Tinder to Join." Players can optionally add tinder as a passerby or active support, without joining as a member. The Outpost will glow blue with runic symbols in your vision if you have successfully joined. It will not glow, and say, "You tried to join, but your claim is elsewhere," if you are already a member of a claim, or outpost.

You can unjoin a claim/outpost at anytime in your core menu, or by interacting with the joined outpost, but you will lose all past rights, access, and ownerships.

Public Outpost Rules and Protections vs Claims
Claims are protected by allowed rules in a radius. This allows only the founder and certain players set by the founder, to be able to build, place items, and so forth. Public outposts are controlled by members in an outpost. Their property and assets are protected from people who are outsiders (non-members).

Creation Personal Protections on a Public Claim
Public outpost players can construct protection wreaths on buildings, vehicles, fields, fences, construction, and livestock, to protect their properties from other outpost members. (Everything within a building/vehicle/field/fence/construction is protected under the one wreath. Protection Wreaths function similar to locks, but links a player to access it and edit the radius as well, without needing a physical item. A player rekindles the building's wreath to maintain all links within an outpost. Players vote on how many protection wreaths each player is allowed to have. The minimum quantity accepted by 60% of votes, will allow the affect to go active. (If this drops, it drops the least valued first.) The options range between 0-30, and unlimited.

Losing Personal Protections in a Public Claim
Using the typical voting rules, a player within an outpost can lose protections if enough members vote for it. All protections additionally are lost if the outpost tinder runs out, and if too much time passes, can also completely reset protection links, as the outpost starts falling into ruin and decay. Links will return to normal if rekindled before the decay timer starts.

Outpost Quests
Players can complete outpost quests, indicated by a bulletin board on the outpost. This levels up an outpost and unlocks more utilities from the outpost scroll/tablet as a written craft. Outpost quests specifically unlock utilities. Players can still create bulletin boards for player/community needs.

Player Prioritization Notes
Players can add quick priority notes to let players know if they need or don't need it, but it doesn't block the quest, it just helps players know what a focus is. Players can see which members voted and what kind for more context by interacting with "more info." Completing a quest unlocks it as a skill for the player.

- **Default View**
    - # of members say priority need
    - # of members say would be nice
    - # of members say not needed
    - # of members say don't do it
- **More info shows "Player Truename/Alias" example**
    - Player Truename/Alias said: Would be nice

Outpost Blueprints
Players can unlock outpost constructions separate from an outpost post, After linking to an outpost, they can free roam and unlock through context, or get hints by study at a workstation. Players can construct these as normal, and allows them to create written crafts for themselves or the current outpost community, or to take to their outpost, or other outposts, and add to the community blueprints.

Creating Community Hubs
Eventually, players growing their outposts, and outpost skills, will want traders to visit a trading

hub or market, or visit a guild hall for quests, a community square for festivals, and so forth. This will make room so that players who want to focus on supporting certain locations and buildings can congregate at other places than just the post to interact with messengers.

Activating Community Hubs

When players unlock and construct these hubs, use a torch to link to the appropriate outpost, to the construction hub location. The outpost will now have a sign, that will point messengers, via a quest, to the quest location(s) that they can offer links to. The messenger can then put the link offer at those locations. Many constructions need tinder to function, and their tinder usage and storage is separate from the outpost, so that players can choose which communities to contribute to. However, if the outpost loses tinder, it loses outpost functions. Some can function as a local hub without one, but may lose buffs.

Chapter 7.2 Spawn Points

Player Spawning

Player Spawning Changes
When characters create a character and join a world, they have to select where to spawn. As players build their outposts, they can also construct player and/or NPC spawn points, or create constructions that can affect new player experiences.

**Note players can also spawn in the wild in safe points. These are areas that don't have monster nests or dungeons. As worlds age, and if players are not able to keep up with monster threats, safe points can disappear. Quests open up from deities at shrines/churches to encourage monster clearing, for safe zones to return in the wild. NPC who are summoned to to try to clear these quests may try, and fail, and will also ask players for help.*

Starting Item Controls - Land/Vehicle/Wildlife Claim Outposts / Public Outposts / Item Capsule (Self Claim)
As your outpost levels up, you will unlock the ability to create a spawn controller that allows players to start with more item options for player points, or for free if enough tinder is reserved at the location. For self claims, this is a blueprint construction they hold in their inventory, that they can put crafted items, and tinder into. (They cannot remove items/tinder once placed inside, and the item itself doesn't gain more tinder value.) Players that are spawned at an outpost are members by default, but can leave at any time like any player.

Meteor Influence Controls - Wildlife Claim Outposts Only
New players can choose to spawn into safe wild areas, and can sometimes choose a meteor. The meteor selected, allows the meteor resources to be added to the ecosystem. Wildlife Outposts can influence the choices in the area that a player chooses to spawn in. Players with higher wildlife culture skills can increase this radius. The wildlife outpost with the most influence, and the most tinder will dominate overlapping radiuses. Tied resources will allow the new player to have both options. Nature controls will dominate tied land/vehicle outposts, since they are linked to a deity need.

Meteor Stop Controls - Land/Vehicle Claim Outposts Only
Land and Vehicle outposts can stop a player from being able to choose a meteor if landing outside of their outpost, but within their radius of influence. The land/vehicle outpost with the most influence, and the most tinder will dominate overlapping radiuses. Tied resources will allow the new player to have both options. Nature controls will dominate tied land/vehicle outposts, since they are linked to a deity need.

NPC Spawning

NPC Spawning Controls - Land Claim Outposts / Public Outposts Only
Creating an NPC spawning point allows NPCs to spawn directly into your outpost. They can also use it to exit the world if they were just visiting. Wild spawned NPC can also exit the world through player made spawners, if their deity quest is over, but have not been defeated, and have not been hired, and don't have any other pending quests/activities.

NPC Spawning Activation - Land Claim Outposts / Public Outposts Only
Claim founders and allowed players can toggle spawning on and off globally, or individually at constructions, for better control of their chances of which types of NPC join their outpost. In public outposts, any member can place or destroy them, and will activate automatically if enough tinder is applied, and players can turn it off or on if it remains public and not marked with a protection wreath. Public actions for placement/destruction/toggling on and off in a public claim are recorded in the outpost ledger.

NPC Spawn Rate - Land Claim Outposts / Public Outposts Only
The rate NPC spawn and despawn, will depend on how many NPC interactive points are active, and your outpost NPC infamy rate. Less NPC will spawn when violence or stealing from them are common, and can eventually go completely inactive if an outpost is too brutal.

Visuals for NPC Spawners - Land Claim Outposts / Public Outposts
NPC spawners come in different themes, with the themes determining what kind of NPC gets summoned, such as merchants, pilgrims, or mercenaries for hire, or crafters and fishers to name a few.

NPC Outpost Membership - Land Claim Outposts / Public Outposts
NPCs will not automatically become outpost members at spawn, unlike players. You will still need to build an NPC camp for players to choose NPC to hire. Hired NPC will take on memberships of their hired player, even when changes are made. However, claim founders and allowed players can also ask NPC if they want to join if they are only visiting, but they will need to bring an NPC camp torch to show them where their living quarter is. Public claims will have to vote on taking in an NPC at a camp, a single player cannot have an NPC join via talking to them while they are visiting, but they can ask them to enter the camp for consideration.

Monster Spawning

Organizing Threats with Summoning Zones - Land Claim Outposts / Public Outposts
Claim founders and allowed players can construct specific monster summoning zones. This allows the threats to be more controlled, as long as they have enough kindling to activate it, and the summoning zone matches the monster size, or is bigger. This way, players can organize monster threats in many ways. In public outposts, any member can place or destroy them, and will activate automatically if enough tinder is applied, and players can turn it off or on if it remains public and not marked with a protection wreath. Public actions for placement/destruction/toggling on and off in a public claim are recorded in the outpost ledger.

Chapter 7.3 Culture, Festivals, and Items of Importance

Items of Importance
Outposts can determine items of importance, whether it is a sword or a tool, or perhaps, certain statues of monsters or deities, to be worth more in their area. It could be from a player that served historical purpose in a community or in the world. (You will learn more about Spirit Relics here.)

Reliquary Vault - Items of Importance Controller
A reliquary vault is an outpost control can be constructed after it is unlocked. It allows players to drop off items of importance. They can be withdrawn to be brought to festivals to increase festival bonuses. Here, players can also set values for items of importance, giving copies a local value while in a settlement. This allows players to craft visually duplicate idols, and duplicate weapons/equipment in honor of their local culture.

NPC Knowledge of Cultural Items
A reliquary vault also allows NPC to obtain dialog options pertaining to encounters with locally important items, and if they encounter them outside or inside of an outpost. Players at stores have the option to not allow items of importance be auto traded by hired NPC, to avoid outpost based political issues. Hopefully they don't fall for a player's charisma or sleight of hand, and get themselves into trouble... (NPC will immediately lose knowledge of items unlinked to vaults, because it would be too involving to code cultural history.)

Cultural Items in Outposts
The reliquary vault can also set items with flavor text tags, such as:

- Historical
- Utility
- Protected
- Governmental
- Heritage
- Ceremonious
- Sacred
- War Trophy
- And likely more...

Depending on which tags are applied, they will contribute to a buff to applicable culture skills and festivals in an outpost. It also helps other players in your community understand the theming, system, or history of your outpost, by seeing the flavor text tags along with the visuals of your outpost, if chosen to display originals, as well as while examining item copies.

Items of Importance Selections
Claim founders and allowed players can set items of importance directly from the reliquary. Public outposts can set items of importance using a voting system during a reliquary festival, where players present both/either existing or new items, and vote on which items will now be, or will continue to be items of importance.

Stop Unintended Culture Destruction
Founders and communities can make it so that items of importance cannot be converted to tinder to avoid the item being destroyed by ignorant players. This setting will apply outside of an outpost, if it is a spirit relic, or world event item, for as long as the outpost is active. However, items of importance can still always be used for rituals (rituals take knowledge, preparation, and execution, and are highly intentional.) Set this at the reliquary vault for claims, and public outposts must vote on this during the reliquary festival.

Outpost Culture Buffs
As an outpost persists, it passively accumulates culture legend. Culture shapes both the visual identity and functional experience of the settlement, influencing how NPC, creatures, plants, monsters, and deities respond to it. You can see which culture skill benefits from actively linked items of importance in the culture skill description. It will show items of importance affecting the buff and the affect based on current values. Keeping it in good condition, and the original within the outpost increases the buff. As it slowly ages, it will grow a slight boost in affects over time.

Festivals and Culture
Outposts can set as many items of importance as the size and complexity of their reliquary allows. But settlements will only get the benefits of items of importance for applicable activated culture skills. Items of importance gives the festival event controller options for event creation. Festivals have long timer cooldowns, so it is best to strategically organize resources and the attention of players and NPC and not overload them. Festival participators will get buffs for participating, but will also give out an additional global outpost buff for everyone, and those who didn't participate. Buildings that match the theme will also get a buff, which may increase workstation buffs, increased production speeds, and log in bonuses.

Event Square - Outpost Control
Outposts can build a festival controller, such as an event square. This creates a quest when a claim founder selects a future date, or a date is selected and voted by the community as an event scheduler festival. When a themed festival is in affect, items can be brought out from the reliquary into the event square.

Theme Matching in Festivals
Any matching action, and placed asset for the festival in the event square will apply to a point system. Non-matching themes add no debuff by default, but some festivals will lose points if opposite assets enter the square. Such as a peace festival adding in brutality themed assets. At the end of the festival, a fail or pass state is determined. Success will add an outpost wide global buff, with added values from items of importance states. Extra points upon success will extend the culture buff time in the outpost.

Festival Scaling
As players unlock larger event squares, they can potentially increase the strength of culture buffs. Festivals increase both individual participant's culture legend based on their level of participation, as well as the outpost's culture legend. This allows outposts to create larger reliquaries, and gain more culture skill slots.

Outpost Culture Legend
Culture legend is generated by activity. An increase in culture can occur in an outpost that performs related functions on set culture skills and festivals. Some examples are workstations, buildings with specific functions, shrines, altars, or cultural displays. The following contribute to culture. Complexity of the construction of these assets can increase culture legacy.

Culture activity examples:

- Crafting and displaying items
- Combat (creature/monster kills, training)
- Offerings, ritual and worship
- Commerce (buying/selling goods)
- Food and drink consumption
- Growth and harvest
- Fishing competitions
- Trials and executions
- Funerals and remembrances

Players can optionally organize events at the festival square or other locations (like a building, or road,) for holidays, and other events that are not supported in Spirit Relics. Though the game won't count these, it could help to bolster community and engagement.

Chapter 7.4 Quest Licenses

Quest Licenses
Licenses can be set by an outposts control. Quest licences allow more specific quest controls where players can require a license to start a quest. This is useful for guilds or forms of government in communities that want to organize who can accept specific quests. Perhaps, newcomers will need to prove themselves with smaller tasks first, then are given or complete a quest for a licence as an automatic reward, which unlocks harder quests.

License Limitations
License creators can create them with expirations, which will notify the quest licence control when the time is up. An expired license will be visibly marked on the item itself for clarity. Creators can also set licenses with x number of use time limitations. These are great for limited quest permissions, and coupons. For example, a restaurant may offer a free meal for completing a quest, and it may require a type of one-use license. Limited use licenses will show how many times it was used when interacting with the item.

License Organization and Options
Players can craft different colors, and runic symbols to help players quickly decide meaning for it. Players can select pre-set flavor text words to see in the description, which can also include an outpost's name, and a map marker indicator of where it is linked to. (Map marker options are togglable upon crafting a license, in the case that an outpost wishes to be "hidden" from this feature. (Useful for crime based guilds/organizations.)

Licenses History
License controllers can see the history and stock of licensees, and how many licensees are still active at the controller's ledger.

Discarding Licenses
Players can discard/destroy licenses at any time. The controller will receive a notification that a license was destroyed.

Chapter 7.5 Other Outpost Controls

Outpost Controls

Utilities are unlocked based the outpost structure determining the branch of controls, and unlocks more as the players build, and activate them. Most outposts will have the same controls, with some types of controls unlocking sooner than others, with a few being unique to an outpost structure.The larger the outpost reach is the more kindling is needed to remain active and crime free. (If applicable in world selection.) However, controls themselves may use tinder as resources separately, or require other activations.

Reminder of Tinder Values

While tinder is typically burnable resources like wood, and coal, every item has a tinder value. This way, players can burn any item to use as kindling. This essentially allows players to choose how they spend their time grinding for resources, whether that is cutting wood, slaying monsters, or crafting, each action has an item output with tinder values that reflect the player's time. However, there are added tinder bonuses for better stats and history applied to the items.

Controlling Controls

In a claim each of these functions can be set by a founder, and allowed members. In public outposts, they can be toggled on and off by players. At the outpost activity ledger, players can see who turned on and off controls and services for them to deal with as a community.

Controls

Day and Night Cycle Control

This is similar to games where if you enter a certain location it is always day, or it is always night, or has short/long days or nights. Certain deities will allow these functions. The options may affect monsters threats, as well as plant and animal growth, available fish, ore veins, and some player skill unlocks. Visually, players will see two new celestial bodies in the sky, as they reach the affected outpost radius it draws closer to the sun/moon. Upon entry of an outpost, one of the celestial bodies will lock onto the moon/sun, blocking it, and a different celestial body will be the new sun or moon, rotating at the set inverals, or staying static in the sky.

Timing and Activated Lighting Controls

Players can opt to have their street lanterns be lit automatically at certain times of the day or night for the whole settlement and certain areas like districts. Players can also create local lighting controls connections for specific zones upon activation, such as a festival square, marketplace, or monster threat area for example.

Weather Manipulation Node

Towns can anchor the weather in different ways. Such as, always rainy, misty, or sunny. This option may affect monsters as well as plant and animal growth, available fish, ore veins, and some player skill unlocks. Visually, these constructions come in different shapes and sizes depending on the weather and intensity intended.

Automatic Utility Functions
Control over gates, bridges, dams, and other moving constructions. Based on member roles for claimed outposts, and based on law permissions for public outposts. Or control if it will open/close or auto-lock at night or during threats, with the ability to optionally open and close based on role/law permissions.

Town Bell - Signal Events and Threats
Alerts all residents to events such as monster sightings, spotted crime, war/pirate invasion, starting rituals and festivals.

Spirit Scent & Repellents
Town emits a spirit type sensed by NPCs and monsters. Can assist in repelling or attracting NPC or monster types within affected are depending on goals. Useful for towns that want to avoid or grind specific threats.

Event Scheduler
Schedule rituals or festivals to occur at regular intervals.

Area Influences
Depending on your culture skills, you can affect if players can spawn near the area. Nature based players can affect which meteors players can select within their controlled radius. Nature based players can also affect the plant and creature dynamics, allowing creatures and plans to spawn and respawn quicker depending on their available culture skills. Some nature based players may opt to choose debuffs for opposing nature players, for example, wolf based packs and settlements may want deer to run slower in their sphere of influence.

Tinder Torch Link
Players can use tinder torch links as tinder drop off points, to allow players to offer tinder to different controls or buildings with less travel. Players can also link it to an outpost that can notify if the tinder is deficient in the notifications tab of the outpost ledger.

More to come...

Culture Skill Unlocks
Many of the above functions, depending on the base construction (ecology or other context,) can output a culture skill onto the outpost once built, and while active with enough tinder. These culture skills open new branches of construction in an outpost, or release a buff affect to combat/crafting and more. However, just like player skills, only a certain amount of culture skills can be applied to an outpost at once. More about culture will be discussed in a future section.

Chapter 7.6 Outpost Balancing

Outpost Balancing and Limitations

- The larger an outpost expands, the more tinder needs to be burned.
- Outposts have a max size.
- Culture skills only function if the individual building/construction has tinder
    - Buildings function individually with tinder, but a location doesn't get added bonuses from the construction unless they active the culture skill that the building unlocked

Example of Construction vs Culture Skills

A construction still works without its culture skill activated. But it doesn't give global bonuses unless it the skill is activated.

- An outpost forge still crafts metal items
- But it won't give bonus smithing speed unless the skill effect is actively slotted

Culture Skill Slot Limitations

With limited culture skill slots, a location at max size, and limited space for construction (verticality is available to increase space,) each outpost is designed to do the following with their focus:

- All-in monster threats/grinding
- All-in crafting
- All-in ritual/faith (per type, herbivore, carnivore, omnivore, keystone species, monster)
- All-in farming/ranching
- All-in fishing
- All-in NPC leveling
- All-in mining/smithing
- All-in login/out bonuses (rests)
- All-in cooking/food
- All-in nature ecosystem changes
- All-in festivals
- All-in scholarly (research/museum/libraries)
- All-in resurrection/recovery
- All-in war
- All-in piracy
- All-in trade/economics
- All-in law/bounty hunting/trials/prison
- All-in brutality (buffs to live sacrifices, expanded execution mechanics)
- OR a mix of some of the above
    - Which any form of mixing, while balanced, won't have as strong of an affect as an area that specializes in it

Note: Some outposts may have more skills available than skill slots, which might change some outposts that are all-in on certain categories

With the limited amount of culture skill slots, this ensures that one outpost cannot be a complete center hub for the entire world, and ensures players that multiple groups of players can seek outpost creation to find their own version streamlined outpost/guild setup among the others in the world.

Final Considerations
While it is likely a META will be uncovered, the required distance for full expansion, and to avoid collateral damage from monster threats, and terrain randomization between worlds, it is likely that each world will end up having their own META player/NPC ran hubs, based on travel distance, and player actions that activate world events. Also consider, that vehicle and nature based claims are mobile in different ways, which can affect a world's outpost META. For example, a vehicle outpost may be focused on resurrection and recovery, traveling across the lands and being a free spawn point if you happen to be in the radius, or attract monsters in their wake as they brutalize traveling or solo outpost NPC. Vehicles and mobility add a layer of strategy that players will need to consider.

Chapter 7.7 Public Outpost Vs Claimed Outposts

In this section, we will discuss the difference between claims and outposts in one area for quick reference and comparison.

Claims - Personal Vision (Land, vehicle, and nature claims)

- Founder Authority
    - You control the rules, roles, access, law settings, and justice system
    - No voting system to override you
- Claim-Centric Expansion
    - Your claim radius expands based on your claim legacy and stake control, although members assist in your growth
- Private Utility
    - Certain claim-based constructions, perks, and protections are only available to claim owners (or assigned members)
- Law Enforcement
    - You can criminalize player actions like trespassing, harvesting, or even conversation types without community approval, and/or give assigned members roles to assist
- Guaranteed Protection/Removal of Protection
    - Once something or someone is inside your claim, it's covered by your laws and protection settings
- Non-public Activity Ledger (Log)
    - You and allowed members can access player activity logs, threat history, and other information
- Designed For
    - Players who have a vision and want to manage it from the top, or assign and remove roles from supporting players
    - Those who want to create a hub or ecosystem change

Claims - No management, just adventure (self claims)

- Not land/vehicle/nature locked
    - No need to manage tinder resources, unless you want to cool down monster threats for some time
- Not Weight Mechanics
    - Carry as much resources as you want, you can handle it, your ability to roll, dodge and other maneuvers will not be affected by weight
- Monsters Come To You
    - Just like how monsters are attracted to spirit, monsters that seek you out will scale based on your strength
- Flee to Others, Hide, or Die Trying
    - Flee to other claims or outposts to get a monster off your tail, they won't attack an outpost, they won't be able to sense your spirit in another claim or outpost
    - Or attempt to hide, if they cannot engage with you after some time of sensing you in the area, they will give up, and return to their nest
    - Die trying by using a larger resurrection radius than other players
- No Outposts
    - You cannot create a claim, but you can set resurrection points you discover throughout your travels
- Designed For
    - Players who are not interested in creating and maintaining a home/settlement, who want to keep moving and focus on the path ahead
    - Intended for classic exploration and adventuring, or merchants, farmers, and ranchers who want to be unburdened by their loot and gathering
    - Self claims can still use NPC or player created locations as a permanent or temporary home, assisting with quests, or temporarily resting to recover

Public Outposts - Collaborative (No Claims)

- Community Driven
    - Decisions like laws, trade links, and culture skills are voted on
    - Power is decentralized
    - Not enough votes void a decision
- Shared Expansion
    - Outpost size and utility progression depend on member quests, activity, and contributions after vote passes
- Open Access
    - Anyone without a claim can join or contribute
    - Good for roleplaying and social players who want community without specifically being assigned a role
    - Players need to create protection wreaths for assets they own to protect them from other members, or keep them publicly accessible
- Voting/Mob Laws
    - Players can vote to override others, deny access, or even remove protections from buildings
    - However, law can be overridden if the community needs to address a problem immediately, since everyone can choose individually to act or not act upon laws being broken
    - Players vote on what links between outposts or claims with outposts are allowed, with not enough votes voiding a link
- Designed For
    - Players who want to establish an open community and are open to more social drama
    - Those who want to roleplay, or establish a lore in a more unpredictable environment

Claims with Outposts

- A claim with an outpost on top to gain access to
    - Culture skills and utility unlocks
    - Formal (game based) trade routes
    - Ability to offer linked resources, utilities, controls, and/or law to willing outposts
        - Or join willing outposts via votes and unwilling outposts through resource domination or declared war (Core/PVP Worlds) or via PVP (PVP Worlds)
    - Or join under an outpost and obtain their set linked resources, utilities, controls, and/or law

In Summary

- Land/Vehicle/Nature Claims (With or without public outposts)
    - If you want to assign roles, manage progress and your vision (whether open or restricted,) and lawmaking power
- Self Claims
    - If you just want to adventure and explore unhindered by management
- Public Outposts (No Claims)
    - If want collaborative growth, added social complexities, and untethered roles

Chapter 8 - Crimes, Bounty Hunting, Trials

Crime excites some, and scares others. See how Spirit Relics meshes the immersive urge to be a thief, while protecting players from losing progress, and rare items, at the same time.

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Chapter 8.1 Crime - General Info

Crime (Not available in PVE worlds)

Crime Basics
It is important to understand protection spells to understand how crimes work. Protection spells are the natural output when a claim and/or outpost is created. The protection spell encompasses the whole radius of a claim/outpost. However, after 3 size expansions, further expansions will thin out a protection spell, making crime possible. Protection will only apply when there is enough kindling for the size of the radius. Players will need to create a law controler, then toggle crimes, for the game to allow punishment, prison, and trial systems. PVE casual worlds has crime mechanics turned off. More about PVE/Core/PVP modules in this section.

Protection Spell - Tinder Based Magic
Throughout this documentation, tinder is used to create a claim/outpost radius through player activity. When tinder is active, protections are in place. Tinder emits a protective spell will protect assets, players and NPC. But outside of their warm glow, players can freely take, place, move, and destroy assets without incurring a crime. With that said, protection is a zone based spell. For players to commit crimes, all crime skills within tinder protected areas are magic based, called riftcraft. Magic will intervene and cause criminals to fail to maintain a level of balance.

Protection Spell - Tinder Based Magic Recovery
It is said that Protection Spells have some sentience, and repairs itself strongly like a scar, when riftcraft breaks though. When a riftcraft spell is used to break through a protection spell, it requires the right proficiency. But to further eliminate entire griefing of an area, zoning rotations are used. When a zone has had a sufficient level of crime occur, a scaled cooldown timer goes into affects for that asset owner. Higher crimes allow longer cooldowns, and lower crimes have lower cooldowns, but also can lock out a building if a zone rotation is in affect. Ensuring that crime occurs mores evenly throughout properties where crime can occur.

After a 3 size expansion, the following will apply.

- 95-100% Kindling = Max protection buff
    - All crimes fail and leave crime trails
        - Crime created controllers created will affect this to leave opening for crimes
        - All successful crime skills have long cooldowns
        - Zoning rotations in full affect
- 50–94% = Partial Protection
    - Minor crimes with the correct riftcraft proficiency will succeed
    - Slightly shorter crime skill cooldowns
    - Zoning rotations will sometimes fail
- 1–49% = Failing Protection
    - Crimes with the right proficiency will succeed
    - Shorter crime skill cooldowns
    - Zoning rotations will often fail
- 0% = No Protection (Also, claim/outpost decay timer starts)
    - Crime unrecorded, no crime trails, game treats area like an unclaimed/wild zone
    - No crime skill needed, protections are not active
    - No zoning rotations

Crime Warding
Players who are worried about a claim/outpost losing global protections can create warding tools at any time. Crime warding tools and actions aid in warding crime away. These function separate from a claim/outpost's crime level, it takes higher proficiency in crime skills for a crime to be successful, even when a claim/outpost has less tinder.

Warding Examples:

- Carrying charms
- Protection wreaths on buildings, vehicles, and livestock
- Churches
- Buildings with shrines/altars
- Buildings with protection control links to churches

Warding Limitations
Some controls can edit warding effectiveness. Such as...

- Active brutal culture skills
- Crime controller influences
- PVP worlds can still make players who carrying these wards, vulnerable
    - A player's combat spirit needs to exceed the total of applicable ward's strength, minus the attacker's warding breaking skills/tools

Game Crime Limitations
Consider that the game will not consider 'allowed role(s)' abuse as a crime, and must be handled separately by players via custom bounty hunting features.

Crime in Unclaimed and No Outpost Areas
The game will not consider crime at all in areas or assets where there are no claims, or outposts. The game considers these areas as the "wild." Consider reviewing the PVE/Core/PVP differences to know if the wild is considered safe by default.

Immunity Crime with Unique Items and Equipment
Unique owned items, livestock, and pets on a property/claim/outpost, and assigned equipment and loadouts are immune to crime mechanics. This ensures that unique items are not lost, and that players cannot have their equipment ripped off their character's body. However, non-equipped assets fall into wild rules in open areas based on the world settings.

Crime Controller Mechanics - Unlocking Crime Skill
Players can unlock blueprint to create crime controllers. Players will also start earning crime legend. The first crime unlock is stealing. The context to start unlocking crime skills and controllers are the following:

- **An outpost has hired a criminal NPC (would be a hidden trait)**
    - Criminal NPC often have a need to walk around at night, in areas where crime is not allowed, and will attempt to steal or destroy assets depending on proficiency and if crime is possible
    - Players talk to NPC at night and humor their jokes about crime
    - If player is not disfavored by NPC, NPC will ask if they want to steal, say yes to get a stealing skill unlock
    - NPC will task the player to steal an item for them, which will boost the player's crime legend.
- **In a claim/outpost/someone else's (NPC/Player) owned property**
    - Use the "take" interaction
        - If crime allowed/or in wild, get a stealing skill unlock
        - If crime is not allowed, do 3 more times within a few minutes
    - Use an alias to (automatically unlock stealing):
        - Hide an outpost action
        - Join a party, or other membership
    - Create or find, and use a lockpick on an unprotected property with a lock
    - When done successfully, player now be able to steal while unlock is active, slot to permanently keep this ability

It Was An Accident, I Swear!
If a player feels like they accidentally unlocked stealing, they will not gain crime legend until they reactivate the needed steps for a crime unlock. They will also not gain crime legend until they actively slot stealing, or perform a "steal" which will now appear under "take" in red. After enough crime legend is built up, a player will be able to start making stealing tools starting with a riftmist inventory control to help negate protection spells, over time, able to construct assets to place in the world for larger affects.

Crime Nuances
There are some nuances that make crime easier, allowing criminals will lower proficiencies to succeed more often.

- Overly common items
- As thieving guilds, monster cults, and other crime groups create controls, players can work together with leaders to rotate locations efficiently, leaving less chance for unforseen failure
    - Uniforms increase riftcraft skill buffs
    - Uniforms can make identification harder with wanted posters (everyone looks the same!)
- Offerings to crime based deities can increase buffs and unlock special abilities

Riftmist

Riftmist - Crime Trails
When a crime occurs, a trail left behind to signal a crime has occurred. These are called riftmist. Riftmist is a bleed of magic as the protection spell tries to repair itself.

Finding Riftmist
Riftmist fades over time, and timing of them disappearing depends on culture skills, crime that was committed (lower crimes disappears quicker), and crime and law control affects. But these crime trails are not seen normally, they must be detected with sleuthing animals, NPC or players with riftcraft skills. When riftmist is revealed, they can be captured by that player in a bottle, for normal item interactions such as crafting tools to create bounties and obtain evidence for trials. Contained, they are now visible to all players.

Uses for Bottled Riftmist:

- **Seal the magic in a container like a bottle, to later identify the criminal**
    - Successfully identifying a criminal allows you to create a wanted poster bounty
    - Allows you to place a guilty player in jail/prison and lock the door for a time scaled by the crime itself
    - Allows assignment of servitude roles in proportion to the crime's scale
    - Allows you to collect more, for trial sentencing and/or increased jail time
- **Use with a pen, and page tool, create written crime record**
    - This is an item, like a journal, scroll or tablet to record the type of crime committed
    - This craft be used as evidence in a trial without losing the bottled riftmist
    - Under certain skill conditions, infuse pen with falsemana, which will result in a wanted poster, even if there were no witnesses, or the player was not identified

Crimes against NPC/Livestock/Pets

NPC/Livestock/Pets Killing

NPC/Livestock/Pets killing legality is based on outpost law control rules. It will default to "Not Allow" upon law control creation, but players are free to remove this restriction (adds to brutality culture). Before a law controller is created, NPC/Livestock/Pets are not able to be killed in claims/outposts as long as it is size 3 or less. After size 3, it takes a higher crime skill proficiency to kill/steal NPC/Livestock/Pets if they are protected/warded, and a long global cooldown. Also, you or your group have to be strong enough to take them down if killing is intended.

- **Protect NPC/Livestock/Pets**
    - Crime skills are needed in order to kill NPC
- **Don't Protect NPC/Livestock/Pets**
    - Crime skills are not needed to kill NPC
- **Create an NPC/Livestock/Pets Protection Controller**
    - As long as any amount of tinder is active, NPC within a membership of an outpost cannot be killed, even when leaving the outpost for quests
    - The controller will notify if NPC are downed for any reason (explosives, attacked by monsters) and can be rescued
    - When NPC are downed, they will not start decaying unless the protection controller runs out of tinder
- **NPC/Livestock/Pets Age**
    - NPC /Livestock/Pets will gain natural resistance to crime as they persist in the world, their age makes their magic stronger passively
        - Note that pets cannot be stolen when equipped
        - Unique pets (per species) cannot be stolen by the unique rule
            - This means if you have one pet, it cannot be stolen it is unique
            - If you have 3 pets, each different species, it cannot be stolen, they are each unique
            - If you have 20 pets of the same species they have a slight chance of being stolen, they are not unique
    - Older NPC/Livestock/Pets can eventually become nearly impossible to kill/be stolen by crime, even if their skills don't increase

NPC Disfavor

Remember that your claim/outpost can gain good or bad reputation. Killing NPC is a severe crime, despite their accumulated skills. The prison and trial punishment becomes more severe, the more proficient, and aged an NPC is.

Other Crimes

Break-Ins
Windows and doors can be snuck into using riftcraft. Doing so will leave a riftmist trail. However, this is not possible with the use of locks, charms (magic entry,) or keypads created with falsemana. Riftmist will not appear in unprotected properties, and properties built on unclaimed land.

Bans
Players who have building protections/ownerships are able to ban/kick out other players at their protection wreaths. Players that are banned from buildings via a property hub cannot enter or re-enter a building. Being banned/kicked while inside, turns the affected player into a firefly, and the game will place them in an available, but random, radius outside. If you are banned from a building, you cannot enter it even with riftcraft skills. Players cannot be banned in open areas, but can be issued a warning that can trigger lawmen to the area if not heeded.

Vices
Outposts can set if certain vices are illegal, such as gambling, drinking, and other drugs.

Contraband and Smuggling
Covered in the next section. Contraband and smuggling settings can be set and toggled at the law controller.

Chapter 8.2 Contraband and Stolen Items - Possession Crimes

Contraband and Stolen Items - Possession Crimes
Contraband items are defined in a contraband controller. Similar to a reliquary, these items are placed into a contraband vault. The amount of contraband tags, and specific items and quantity allowed to be selected, are limited to the outpost's law controller size and complexity. Crime tied with contraband and stolen items is considered a possession crime. Players must link the law controller to the contraband vault for the affects to activate. Players can use written crafts, or the actual item itself to define possession crimes. Allowed players can remove contraband from the controller, and it will no longer be a crime. Criminal players cannot steal from a contraband vault.

Crime Definition Settings
Outposts can decide if merely possession of stolen items is a crime, or if exceeding a quantity of contraband constitute a crime. They can do this at the controller. Other options include, it excluding carried (such as on a player/vehicle/pet), so it only counts building storage.

Identified on Person
A player with a sleuthing skill (unlocked at a law controller) needs to successfully identify the number of illegal possessions on the person themselves, or in an owned property. Contraband successfully identified can be taken from buildings, and players without it marking it as stolen by the one confiscating it. However, it will drop a riftmist (crime trail) linked who originally possessed it. Contraband will immediately be a possession crime in a player's inventory. So a player who doesn't want to get in trouble should get rid of it and fast. Players can destroy contraband, from their inventory, or placed in the world at any time. These are clearly marked as illegal. Each contraband will have a possession tag applied on top of it. (More on sleuthing in a future section.)

Identified on Property
Contraband will immediately be a possession crime in a player's property/building/owned zone. So a player who doesn't want to get in trouble should get rid of it and fast. These are clearly tagged as illegal.

Guilty Property Owners
The owner of the property, roles that has control over "owning" items at a property that hub are linked to the crime. Hired NPC, or players who have access to a building/vehicle, but not access to editing a building/vehicle, are not linked to possession crimes. The amount of people linked to the crime, doesn't spread the punishment thinner, they all will receive the same amount of punishment when captured for punishment.

Chapter 8.3 Smuggling

Smuggling, Sleuthing, and Identify Crime
Part of smuggling is understanding sleuthing mechanics and identifying cime skill. Sleuthing will allow a player to look at another player's equipment and inventory items. Players will not see a stolen tag immediately unless it is specifically stolen from you. To identify a stolen item, you must use the identify crime skill on an item. These will indicate a stolen tag. A regular player will not be able to look through inventory without being a lawmen or a criminal.

Inspection before Entry and Gate Controls
Part of handling law and order in an outpost, may come with inspections. Inspections are often handled at outpost entrance gates, if the outpost has a wall around the parameter. But where, if, or why this occurs is up to the players. Players can check everyone entering, or just wagons, or just instances that seem suspicious. Or not. Or perhaps if there is a temporary lock-in due to a person of interest players are searching for.

Law Strategy at Gates
Players can also have a separate entrance made for players intending to seek membership. Outpost gate controls have a special radius that extends the settlement's laws past the gate, so players can have crimes and contraband flagged before entry. This will not cause them to be able to be imprisoned, unless after they enter the regular outpost radius. This allows players to determine if they want criminals to not enter at all, or if they want to imprison them immediately upon discovery.

Criminals vs Lawmen Using Riftcraft
Lawmen also utilize riftcrafts the same as criminals, but their role legalizes their usage based on the founder's laws, or community rules. Criminals are able to slueth player's inventory to start pickpocketing mechanics. In this chapter, sleuthers will be described as lawmen using the same mechanics, but for inspection purposes. Lawmen during an inspection will be able to select any bag from the player inspection screen. For this, the player being checked has to hold still, but can move away to cancel the check, but this will increase suspicion.

Riftcraft Lawmen Crimes
Being a lawmen in a claim/outpost gives you the ability to perform actions that invade privacy. Using your riftcraft skills outside of an outpost that has given you that role will treat you as a criminal automatically. You will need to ensure proper permissions, memberships, and community allowances to practice law outside of your original outpost.

Crafting for Smuggling
Players can craft more inventory slots in many types of inventory packs, like backpacks or hidden inventory slots. This can just increase inventory slots. Players can also create new inventory tabs. Generally this helps with organizing items. Players can create hidden inventory slot expansions and hidden tabs.

Finding Hidden Compartments
Finding hidden compartments and bags in of itself is not a crime. It is the discovery of illegal contraband or stolen items within any inventory space.

Sleuthing Mechanics
Sleuthing is time limited, even at max proficiency. Lower sleuthing skills will have shorter sleuthing times. Once a bag is selected to be uncovered, the items will appear, but not hidden slots or tabs. Items that are revealed, and are contraband, will be highlighted red. Players have limited checks they can do, based on their sleuthing proficiency. Players can check 6 times at start, riftcraft proficiency, or culture skills can increase this amount. When a lawman inspects a bag, the player will see the icon of which bag they are looking through, over the lawman's head.

Inspection Usages and Limitations:

- Items are grid-based, and can be rotated in your inventory
- Usages
    - Check if stolen (If has inspection skill)
    - Check if hidden slot or tab (one usage per type, can repeat for a reroll on finding chance)
    - If lawmen find a hidden contraband item in a slot, they don't lose a check causing lawmen to find more and more in a chain
    - If lawmen find a hidden item that is not immediately identified as contraband, they lose a check
    - If lawmen find a piece of a multi-slot item, they can reveal it for free (handle of a sword, the tip of an ax, etc.)
        - Partial fake items can be crafted, making lawmen waste a check, but does make you look suspicious (might result in further inspections if the players want to)
    - Incorrect choices reveal nothing, the same as failing a hidden check, so lawmen can waste checks, or try again without knowing if there are hidden sections or not

**Buying, selling, and trading bags will retain their any crafted extended slots, including hidden ones.*

Item Placements are Scrambled for Sleuthers
Items placed in hidden slots retain their actual location, but sleuthers see shuffled item placements. So one lawman can't check the first row of a small bag, and another lawman checks the 2nd row of a small bag. Thus, the hidden slots are randomly placed each check.

Visual for Hidden Slots
All the slots and items in the inventory go gray, to visualize that they aren't looking at those items anymore. And then they click on the slots to inspect for hidden storage. Revealed items were in hidden slots, revealed bags will now open a 2nd inventory screen. For inventory tabs, there will be a tab that says, "search for hidden inventory tabs" that can be selected. A countdown timer, and a "tries remaining" counter appears on the sleuther's screen.

Presenting Findings
Lawmen for a short time, can take an item out of a bag to present it, and inspect it, and show other guards that an item in question does exist. This shows with an ethereal chain attached to the player's bag that it came from, they cannot keep it, and in time will return to the player when the timer runs out, or is returned by the guard, or if the player moves. If it is contraband, or stolen, the lawmen can break that ethereal chain. A guard who breaks a non illegal item, will leave a riftmist crime trail as an illegal action.

Animating Sleuthing
Sleuthing at gate controls will show a clear sleuthing animation for inspections. In other areas, the animation scales down with higher proficiency, hiding a player's ability to pickpocket. The pickpocketing animation shows when a player is pocketing an item, breaking the ethereal connection chain. High enough riftcraft proficiency won't show a player animation for small items, but larger items will produce a quick animation to put it in their bag, with higher proficiencies speeding this up. These will leave crime trails in scale to the item's tinder value. Reminder that unique inventory items cannot be stolen.

Container Access and Hidden Slots
Containers without wreath protections are treated like public inventory (chests, barrels, etc.) No crime to check or look into them, unless they are physically locked. At which they need a lockpick to be attempted to be opened without a copy of the key. Containers also can also craft hidden slots and tabs same as inventories. This allows the opportunity for lawmen to inspect wagon and ship cargo. Same sleuthing mechanics apply here.

Sleuthing Cooldowns
Sleuthings have long cooldowns per player. But just like riftcraft skills, even lawmen can't tell if they failed an inspection, they will just find empty hidden slots. Additionally, criminals may have skills and controllers that make lawmen have longer cooldowns for retries, or make some checks fail. Lawmen can combat this by having a higher law proficiency level, and skills that negate criminal affects.

NPC as Lawmen
Outposts that want law systems, but don't want have players who want to manage it, can hire and train NPC for these roles, using NPC law controllers.

Smuggling via Drop Off and Pick Up Points
Areas in the wild are not subject to laws. A container can be locked or open, placed in the wild, outside of a claim/outpost, or in a public outpost with no protection wreaths. Players can pick up and transport these containers.

Stolen Item Possession
Possessing stolen items is not a crime, unless another player sleuth's it, and successfully reveals the originally hidden stolen tag. A player will be tasked with a quest to hand it over within an allotted time limit by the sleuther. Once the timer runs out, a possession crime will be applied to the player/building.

Removal of Stolen/Possession Tags
The possession and stolen tag will continue to linger until it is returned like any other stolen item. It will be removed if the stolen tag is removed, such as it being returned, or the user goes inactive, deletes their character, dies, or removes the stolen quest from their core menu.

Chapter 8.4 Hidden Areas

Mini Map Information Limits
As players place buildings, the mini map will update. The minimap won't have every single point of information, but will retain key information. This will keep the minimap from being a way for players to view more than their character can, while still allowing players to navigate the world and gain key information. This also allows more flexibly for secrecy. Players cannot see within buildings, while outside of a building, and cannot see outside while in a building, unless near an open door, or window, showing a view cone masking affect.

What will appear on the minimap:

- Buildings and exterior walls
- Hubs and linked light sources that you own or have a role to maintain
- Public doors
- Interior walls when inside buildings
- Architectural structures such as stairs, pillars, windows
- Resurrection points
- Summoning circles
- Service counters
- Log off zones (mantles, beds, fire and light sources)
- Drop boxes and pickup points
- Quest bulletin boards
- Outpost controllers
- Building functions icons (restaurant, inn, brewery, stable, etc) but only if a sign is made on the exterior of the building
    - Just in case players design hidden internal building functions, but want a the "storefont' function public
    - Or players don't want to publicly advertise what functions a building has (they may not want to "sell" a service)

What won't appear on the minimap:

- Private/locked doors
- Hidden rooms
- Most furniture
- Players, monsters, NPC

Hidden Entrances and Storages
Players are able to craft secret entrances and storages. Hidden entrances will lead to another constructed room. Hidden storages are small cubbies or larger chests that can be hidden in wagons, walls, or other locations that a player allowed to construct/modify that asset. Secret entrances and storages are allowed to be blocked off with furniture for more entry protection, unlike regular public and private doors.

Access Types
With the right workstation, skills, and materials, players can create keys or magic charms that grant access. Falsemana can be used to create keypads for passwords. Service counters can be created, one of which is specifically designed for inns. However, the one designed for inns can just be used in different contexts, such as instead of a player losing access to a room after a certain number of time, it can be set to "Indefinite Until Removed." Players have plenty of options. Anything using a physical tool will result in protections from direct riftcraft. Windows count as a type of secondary entrance/exit. (Open windows may work in a pinch if you are trying to escape a situation quickly.)

Break-Ins Possible with Riftcraft:

- Keyless unlocked entrances and keyless locked entrances
    - Higher complexity of locked doors require higher crime proficiency with lockpicks
    - Falsemana keypads require lockpicks crafted with falsemana
- Entrances using a service system
- All NPC owned entrances
- Entrances linked to buttons and switches
    - Auto crime failed if attempted on entrance that is linked to a button or switch
    - Criminal has to success on button/switch first, then door
- Works best if button or switch is hidden well

Are Hidden Areas and Locations Crimes? No!
It is not togglable to have hidden rooms be set as a crime. Hidden rooms are not always crime based, and can be used for family heirloom vaults, fermenting rooms, archive storage, etc.

Interacting with Hidden Locations
Players can sett allowed access to specific doors and entrances. This can be set for other players or NPC. Creating a hidden entrance or storage will automatically toggle only you as having access. When you allow another player access to a hidden room in the hub settings, it is then interactable to them. But since it won't show up on their map. You will have to show them where it is located. However, NPC cannot interact with player made hidden entrances or storages if they don't have access. But players can interact with NPC created hidden entrances or storages given the right context, such as witnessing an NPC or player access the hidden area.

Gaining Access to a Hidden Location
Opening secret entrances in "seen" proximity, opens interaction options for players who witnessed it. In other words, it becomes selectable. Such as entering it or accessing it. If the property is not owned by you, and you were not granted access, you would still need to use riftcraft to enter, and attempting access is considered a crime, and will leave riftmist (crime trail). Players who know of a location, cannot interact with it on characters who have not witnessed it in a seen proximity. Seen proximity is within your radius in the minimap in exterior spaces, and in interior spaces is an enclosed area you are currently in.

Re-gaining Access
Players can come back later to continue attempted interactions with hidden locations. The reveal method is painted on the tile, so that if a player/monster destroys a secret area, and builds on the same tiles again, it is still interactable to the player who witnessed it still. The reveal tile will disappear overtime if the hidden location is removed or destroyed for too long.

Losing Hidden Status and Destruction
If a monster destroys the entrance or enough of the building, it may partially reveal a hidden room. If so, it will lose the hidden status and will be treated like a regular room. It can regain a hidden status, with proper hidden placement, via building reconstruction. For broken hidden storages, players that enter the radius of it will now additionally gain a "revealed" status on the hidden location, and they can now interact with it after repairs. As usual, any player can help repair a destroyed construction that hasn't yet decayed into truin. Hidden storages are not repairable if it reaches a "ruin" state. Due to the natural nature of destruction, in either cases of hidden rooms or storages, some or all of the items may have gotten destroyed in the process, depending on the scale of damage.

Chapter 8.5 Communication

Communications
Proximity chat will not only be a feature with voice chat, but it will also be a text chat feature. So players who which to engage in social and political secrecy can do so. This means every player can plan their battle tactics, heists, rumors and gossip and other plans of secrecy.

Text Chat Limitations
In regular speech, players have a radius around them in which their text will appear in chat history, as well as the text appearing above the character's head. Outside of this radius, player will still see a chat bubble of the same size, but won't see the text inside it, unless they approach in the radius before the speech bubble disappears. However, inner radiuses, like low, and whispers will not even show a speech bubble if not close enough.

Voice Chat Limitations
Regular voice chat, has the same radius limitations and the same controls. However, it will be up to individual players if they prefer to roleplay the level of vocal volume to match the radius types.

Voice and Speech Radius Toggles
In each of these levels of speech, the radius of increases or shrinks for secrecy or announcements.

Levels of speech:

- Each of these options will timeout back to normal by default after there is some time of silence. You can turn this off, or adjust the timer in the core menu settings
- These appear as an icon in your UI near your chat history
    - Whisper
        - Only people right next to you will hear
    - Low
        - Small radius, often shares an area among a small or normal table
    - Normal
        - Normal radius, will be heard a normal distance
    - Loud
        - Can be heard in an extended distance
    - Shout
        - Can be heard in a further extended distance
    - Group Shout
        - Will allow you voice to be heard within a member list (such as a party, battalion within a much larger limit in the same area type
    - There will not be an option for outpost wide, or global wide chats
        - Communication will always be proximity based to ensure secrecy and encourage strategy before groups separate to perform actions away from others

Listening Traits and Riftcraft

At character creation, characters can increase their listening radius to certain degrees. With lower level listening traits showing small but blank word balloons to detect whispering, with higher ones being able to hear. Optional character flaw options can lessen the listening radius for more character points.

Enclosed Room Communication Limits

Typically, enclosed rooms will cut off the listening radius. However, players can use Riftcraft to listen into rooms where radiuses overlap enclosed walls and closed doors and windows. Thus, a player can put their ear to the wall, door, or window, and will be able to hear if they are close enough. Higher quality crafted walls and doors can lessen or negate this effect, but higher listening skills, crime proficiency, a criminal tools may compete with it in response. This will leave riftmist (crime trail) at the listened location as an espionage crime.

Identified Characters

Characters won't have name plates (their username/character names floating over their heads.) Players will introduce themselves. By default, players and NPC who are not identified by you, their names will appear as "???" in the chat history. In a heard radius, text that states, "My name is _____" and other variances of the sort, will place a name onto the character's chat history automatically. Players who have not identified themselves, or use voice chat, you can right click on their chat history, or on the character, and add a name or title. You can also modify these at any time, just in case you find out their real name later on if they lied.

Aliases

When players offer a friend, party, claim/outpost membership, service signups (inns), or other group request, the player who sends the request will need to identify themselves. Example: "_____ requests a party/to join your party." A player must select or create a visible identifier to appear on the recipient’s invite list. This may differ from their true name. This is a default selected drop down menu, with the player's true name selected, but a player can create a new name, or select a name from other identities. This now identifies them, and they will show their given name in the chat text history. Aliases allows players to avoid being identified when trying to keep a low profile in new areas of the world.

Chat History

All chat history will appear for 5 minutes, then fade away. However, the actual game system will keep records in the case of report investigations. Note that chat history for voice chat will appear as, "Name: (Voice chat)" or something of the sort and will also fade in 5 minutes.

Distance Communications
Players can craft and send letters using a post office, in which NPC, domesticated birds, canines, felines and other "smart" animals to send. Players can also engage in post office delivery if desired. But most long distance communications is not instantaneous, except for in few instances. Players with the right unlocked context can use falsemana to create radio systems and speaker systems across properties. Radios and speakers have their own sound radiuses as well, but can be expanded with radio towers with enough scholar culture. This is intended to for players to consider larger battle tactics, economic growth, and construction plans by playing it smart. Consider utilizing scouts, informants, or technological advances to achieve long distance goals.

Chapter 8.6 Wanted Posters

Posters

Players can create posters for quests, wanted posters for bounties at a jail/prison controller workstation (desk inside a jail/prison controller). This allows the finding owners for stolen items, capture or kill of criminals, and more. This section will over all these, and how they are created, and how they are fulfilled. As with any quest, you can post it at a bulletin board, or post a wanted poster where allowed, or perform actions so that a building with players or NPC controlled roles can create the poster listing for you.

Player and NPC Wanted Posters

Creating a Wanted Poster

Wanted posters allow the ability to enter PVP with a player or NPC, with the intention of bringing that player into justice, or executing the justice yourself. Here are the methods and limitations to do that.

Direct Witness as Protection Owner

At the point of a crime being attempted and after, while they are on your property, you can attack the player or NPC while on your property. As a property owner, if any level of protections are in affect, you will be protected, and they cannot fight back. You can attack them until they have fallen, and you can choose to finish them off at your discretion. Killing a criminal on your property is only a crime if the outpost has vigilante justice toggled off. If they are not attacked within an allotted window, they will no longer be attackable. You can attack them even if you didn't witness the crime, and this is clear as a purple mist will follow the player for some time after committing a crime. Only the property owner where the crime was committed will see this mist.

Creating a Witness Poster

Optionally you can choose to not engage, or if you failed to finish them off, you can create a wanted poster. You can only create a poster if you witness the crime itself and/or attacked the criminal player while they are on your property.

Direct Crime Witnessing

By witnessing a crime directly, players will automatically see the riftmist (crime trail) without needing investigation skills. You may bottle it up immediately and either create a wanted poster yourself or hand it to a lawman or qualified player to do so. It can also be submitted as trial evidence.

Unwitnessed Crimes

If you only attacked the player, but missed the actual crime event, the riftmist will remain hidden. In this case, someone with riftmist sleuthing skills will need to investigate the scene, and bottle the riftmist when found. Since this is an unwitnessed crime, a direct wanted poster cannot be created yet. The bottled riftmist must be matched to a suspect before further justice actions can occur. (More on that in the Justice Chapter.)

Wanted Alive, Alive or Dead, or Dead
When creating a wanted poster, you can attempt to set which setting you want, Alive/Alive or Dead/Dead. This information is burned onto the wanted poster magically and updated in your core menu. You will receive a notification if the punishment doesn't match, because the information won't be burned onto the page. For example, you cannot create a wanted dead poster for a minor stealing crime. However, you might as well try, because if the criminal has enough total crimes, it will allow you to post it. Outposts with brutality culture can override this natural law, and allow alive or dead, or dead when the crime doesn't match.

Drop Off Location for Wanted Posters
When creating a wanted alive poster, you will need to set a drop off location. Players will need to construct a jail controller. The jail controller will guide the player on the required contractions, and will allow the player to unlock the needed blueprints at the controller.

Wanted Poster Creation Limitations
Wanted posters will not be created where protections and laws don't apply, such as worlds where crime isn't allowed (for more casual players), or unclaimed lands, or if you delete the wanted posters from your core menu.

Deleting Wanted Posters
Deleting wanted posters will not remove the history from the criminal player themselves. The deletion doesn't mean forgiveness. Forgiveness of a crime is only completed through the criminal completing a trial that forgave them, or by fully completing a punishment.

Locating Property or Settlement for Wanted Posters
The bounty poster will create a compass in the UI to let you know where the drop off location (jail/prison controller) is when you have contained the player/NPC in your possession.

Item Recovery or Livestock Recovery Poster
At your property hub if you missed the crime, or if you witnessed the crime, you will be able to create a recovery item poster. You can do this at a lost and found controller workstation (a lost and found controller containing a desk.) You will need to attach your identity (truename/alias) to it. The poster will create a compass in the UI to let players know to drop it off at the lost and found controller. A lost and found building may run out of room, in these instances, and generally, giving it to the player, or dropping of livestock at the player's location will also count the quest as complete. The stolen item or livestock will have a stolen tag that the owner will be able to see without needing to inspect the item. Other players, such as lawmen, scholars, criminals, or otherwise, need to inspect the item to detect if it is stolen.

Using a Missing Item Poster to Identify Owner
Double clicking the missing item poster, while having the correctly stolen item in your possession, will apply the poster's identity to it. Incorrectly identifying the item will not apply the posters identity to it, meaning you have a different stolen item.

Found Item Posters
When an item is inspected and it reveals a stolen tag, players can drop it off to a lost and found building, and can also created a wanted item poster. This is useful if players found an item, but don't know their item/livestock was missing originally. Bulletin boards and announcements in ledgers will show the user that an item is waiting for them to be picked up.

Picking Up Lost Items or Marking Items as Unwanted
If you are missing an item, and someone creates a poster looking for the owner, you will see an icon on it to know it is yours, and that you should come pick it up, or mark it as unwanted. This will notify the poster that it is no longer owned, and the item immediately loses the stolen status and becomes a regular item. At a lost and found controller, unwanted items are free to be taken without any crimes being committed. Players can mark a known missing item as unwanted at anytime from their core menu for the same function.

Wanted Item Poster - Replacement Okay
Players can update item wanted posters to request a replacement instead. Players don't necessarily need to have a specific stolen item to be found and brought back. The original item will still retain a stolen tag (unless removed in the player's core menu).

Wanted Item Poster (Not Stolen)
Players can create a wanted item poster for quests where there are general needs. Such as restaurants needing ingredients, or for general gathering quests for crafts or other usage. Do this at any desk workstation, with the item needed on the desk.

Sharing Information to Create Posters
You can share information to another player via written crafts, and this will allow them to create a wanted poster on your behalf. You will need to share your identity (name/alias) to do so. If you were a witness, this allows that shared player to gain a witness status as well. They will no longer need to identify the item or livestock, if they spot it, it will automatically have your identify tied to the stolen status. If the original player deletes the poster from their core menu, the shared recipients will not be notified of this, but will need to delete it separately. This way, each player can determine if they want to pursue it as individuals.

Different Poster Statuses
When sharing the poster information, the information is put into their core menu as well. Players who craft their own wanted poster can put different wanted Alive, Alive or Dead, or Dead statuses. Players can also just create copies of existing posters as they are posted with the raw materials in their hands. This allows some agency since some players may want someone dead, but perhaps the lawmen want them alive. It will be up to players and which information is accessible to bounty hunters for accepting quests.

Automatic Deletion of Posters
By default, poster information will not automatically delete in your core menu when a quest is complete. It will be marked with a "fulfilled" tag, however, you can toggle this to automatically delete if desired. This is the case for both shared and original poster information.

Creating Multiple Posters and Allowed Limitations
Players can create as many posters as they want given they have the resources and access to do this. Other players can maintain cleanliness and remove allowed roles, or excess posters where needed, if a player spams them.

NPC Posters
Players can toggle if bulletin boards will allow NPC quests and posters, and can filter which quests are available within an outpost. By default, a bulletin board will show the quests originally posted at that specific location first.

Poster Destruction
All posters will automatically integrate from bulletin boards, walls, and other plancements when completed. Posters in the world will degrade over time if not maintained, just like any item in the open world. They can also be destroyed by monsters at any time. Posters in inventory, just like non-perishable inventory will not disappear over time. You can always create a new one, as long as it isn't complete. Whatever posters are still pending in your core menu, you can create and recreate.

Rewards and Poster Removal
Players can set specific rewards for completion of the poster during creation. The rewards you created will appear listed in the core menu information, so you can see what rewards you have set. You can add reward items during crafting, or by re-accessing the poster listing. The reward is absorbed by the poster. The quest completer will have the posting turn into the reward upon completion. Players can only set rewards that fit into an inventory slot. Players can create a copy of any posted poster, and the rewards will still be applied. The first to fulfill it will get the reward, and the other matching posters in the world will automatically disintegrate. Posters in a player's inventory will appear crossed off, and will disintegrate after the player interacts with it and is notified it is completed. This crossed-off status will also reflect in the core menu.

Legend and Fame Increases
Players will gain some legend by completing quests in posters, but will receive the most for player and NPC bounties. Players will receive less and and eventually nothing if they are only completing quests from one player to avoid artificial legend farming. Players will receive fame or infamy through different NPC groups depending on their actions, whereas infamy through players is through player perception.

We'll cover bounty hunting in the next section.

Chapter 8.7 Bounty Hunting

Bounty Hunting
Players can attempt bounty hunting by collecting wanted posters. Wanted posters are self replicating, you can take as many copies as you want without the posting disappearing. This is important to understand since you will need to burn the poster each attempt to enter PVP against a player. With bounty hunting, you must be stronger and more skillful than the player or NPC you are trying to take in. Warding protections are negated if a bounty hunting poster with your identity on it, (including your aliases,) is activated near you.

How to Use a Wanted Poster
Using a Wanted Poster will burn it, and the flames from the pages will fall to the floor and radiate outwards in a limited radius. If the wanted person is in the radius, the flames will radiate to the wanted player or NPC, and they will now be marked. However, this activates PVP with any player or NPC in the area if they choose to fight. This allows people who are siding with the criminal or bounty hunter to join in, or merely ignore it and allow the two to duke it out. Any other player attacking you will be marked as an enemy after their first strike against you. Players who are supporting you will have friendly fire turned off.

Switching Sides
Exiting the affected PVP radius, and re-entering it will reset choices if players accidentally attacked the wrong person, or if they want to change sides. Only the player who activated the wanted poster can choose to collect the unconscious player, or fully eliminate the player if the wanted status is Wanted Dead or Alive, or Wanted Dead.

Heading to the Prison Controller
By tying up the player, and putting them in your possession (carrying, or on your mount or a wagon pulled by your mount, you will gain a compass UI). If more than one controller wants the player turned in, multiple icons will appear on your map, and the compass will point to the closest one.

Bounty Hunting in a Party
Activating a wanted poster will enable all party members to attack the wanted person automatically. Players would need to leave the party if and exit the PVP zone and re-enter if they want to change sides. Only the player who first executed the wanted poster can interact with a captured player or NPC, but party members can assist in the take down.

Bounty Stealing
However, crime skills can activate a wanted poster and overlap a current bounty hunting. This is useful for criminals trying to retrieve a bounty, or a greedy bounty hunter that really wants to take someone in themselves.

Being Collected by a Wanted Poster
While in a collected state, you can log off, but your player will not revert to a firefly state, you will remain fallen. While collected, the item tying you up will decay over time. If the player that captured you goes inactive, or stops maintaining your ties, you can break free. The ties will show a runic symbol, indicating a wanted poster link to interactivity. If you are logged off, and the ties break, you can continue to revert to a firefly state automatically.

Captured in a Firefly State
Players can use wanted posters on players in their logged off firefly state. This will allow them to capture you in a lantern. The same tied-up rules apply, where runic symbols indicate you were captured due to a wanted poster, and the lantern will need to be maintained to keep you in it.

Wanted Poster Timeout
If you cannot get a captured bounty to a prison in time, the wanted poster's affect will time out. The prisoner can break free, and run for it.

Dropping Off Criminals
You can drop off a criminal at a jail/prison controller that wants them. It needs to match up with your wanted poster for it to be complete. This will delete the same posters still up on bulletin boards and other areas in the open world. It will mark other player's in their inventory and core menu as crossed off, and they can delete them from there. Or you can drop off a player or NPC at a location and have authorities pick them up, or you can meet them somewhere and the players who created the posters can mark it complete then.

Rewards
Rewards are granted automatically, only if you have the wanted poster in your inventory. It will take up that slot. If you ran out of room in your inventory, or set all rewards to be picked up at a spitbox, you will need to go to a spitbox to obtain the item(s). You can delete any rewards you don't want from the spitbox. Completing bounties will add to your bounty and quest legend. There will be reward cooldown timers for bounties, to avoid fake bounty hunting.

Bounty Hunting Strategies
Make sure that the player or NPC you are targeting is within radius bounds. You will see this radius when you select the wanted poster. Only you will see this radius, but others will see it once activated. This means to would be a bad idea to go straight into a thieves guild or shadow cult and activate a bounty. You could be overpowered. It may be a good idea to see if you can catch the criminal alone.

Other Considerations
Other criminals can use riftcraft to break these to free other criminals, and other bounty hunters may try to pay you off for your catch. In PVP worlds, other bounty hunters may try to attack you, and retrieve the criminal to collect the bounty. So keep the distance of the drop off location in mind, and keep your captive in sight at all times.

Attempting to Free a Bounty
Criminals who try to free your bounty, are able to be attacked and pursued, but they can attack you as well. This will time out if attacks no longer land in the case the player or NPC got away. Attempting to free a criminal will leave riftmist (crime trail) at the attempt point, even for a bounty hunter who changes their mind. If the criminal breaks free, you can attack them within a time window, and if they escape for too long it will time out and you will need to burn another wanted poster to attack them again. (Unless it is a PVP world and they are unprotected.)

Turning in a Criminal with No Wanted Poster and Other Turn In Options
You can drop them off at the wanted poster's indicated spot for it to auto complete (you will obtain the reward via a spitbox). Or you can contact authorities to pick them up at a location, and the people who created the posters can mark it as complete once they drop them off to the jail/prison themselves. If you don't have a wanted poster, and drop off a criminal at a jail, the wanted posters will still be marked as complete after they served their time. (More about justice and forgiveness in the next chapter.)

PVP Nuances
In PVP worlds, wanted posters are not needed to activate PVP in unclaimed, and unprotected land. Have the wanted poster in your inventory, attack the player, and capture them. You will still need to activate a Wanted Poster to break through any warding set in a PVP world. For example, a settlement may be set as a safe haven, or the criminal is walking around in unclaimed land with a protection lantern, but you can still collect wanted players or NPC in either case using a wanted poster. Wanted posters will break all applied protections.

NPC Infamy
If you gain high enough infamy with some groups of NPC, you will be bounty hunted by them. Some NPC work for the deity of justice, and get direct information from the deity themselves. Others will just be pissed by actions you have taken. They will not be satisfied until due justice has been served. Dying from them and resurrecting won't count as justice, but it will offer a cool down affect. Bounty hunter NPC that work for the justice deity be granted wanted posters that will appear in their inventory. But lead by the deity, so they don't need to burn the wanted poster to find you. Instead they will have magic skills that draw the power from the wanted poster itself. This means, they can continue pursuing you if they found you. Their strength will scale based on your criminal legend and current wanted level. This also means, if you have not been caught before, and no players have identified you enough to create a wanted poster, you're going to want to retrieve the wanted posters from these NPC and destroy them before another player finds it and identifies you as wanted.

NPC Witnesses

NPCs will post wanted posters at allowed locations if they witness a crime against one of their own, or if the player who hired them were killed, or if an NPC witnessed a crime on their hired property. Magic using NPCs may conjure vengeful spirits that may pursue you as well. However, If you change your outfit, hair, and eyes or cover these features up with different items like hoods, NPC will not recognize you. Witness NPC will run and scream if they recognize you from a murderous crime, or they may fight you on the spot.

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Chapter 8.8 Trials, Punishment, Escape

Sentencing

Quick Sentence
Players don't have to go through lengthy trials to imprison a criminal player. First step is to bring the criminal player to a jail/prison cell, either willingly, or made unconscious through bounty hunting/PVP and brought in by players or NPC. Each jail/prison is built with a justice statue in the room. Release a bottled riftmist (crime trail), while the accused player is in the cell and then...

If player is innocent:

- The riftmist will radiate out of the bottle, and will collect itself at the justice statue for re-collection into the bottle for a time

If the player is guilty:

- The riftmist will radiate out of the bottle, to the player, and turn into ethereal chains around their neck, arms and legs
- An ethereal chain will be connected to the justice statue
- An ethereal lock will appear at the jail door
- Players can release more riftmist to increase the sentence
    - Incorrect riftmist will head to the justice statue and dissipate, and is not lost, it cannot be re-bottled

This ensures that:

- Only players who are guilty of a crime are imprisoned
- Players are imprisoned by length based on which crimes that been successfully linked to them
- Is a quick way to imprison a player without a lengthy trial

Trials
Alternatively, settlements who want to roleplay a grander experience, or perhaps do trials for only high profile players, another option is to go through a trial. Trials are available through an outpost control.

Trials are a type of settlement event. Just like festivals, they need to be activated by an allowed player, and the actions by the participants will determine its completion. Trials determine a player's sentencing. Trials can be set with initial time limits, with allowed players able to extend it either by voting or by bypassing a vote depending on how roles are set.

During a trial:

- Items that are evidences (linked to a crime via riftmist) can be presented as evidence
- Correctly identifying evidence weights onto the crime stronger based on the settlement's applied culture skills
- Items incorrectly used as evidence will lessen the crime length
- Evidence used in a trial, will shatter at the end of the trial, and can no longer be reused
- Trials gain culture points for your settlement
- Bails can be set (amount paid in tinder value for quicker release)
- Allows execution if severity matches, or if brutality culture skills/laws are set
- Chains will appear on the player as soon as the trial has ended, if any crime was applied to the sentence successfully

Forced Movement as a Prisoner
Once a player has chains on them, they are able to be lead to areas against their control by allowed players. Players can bring criminals to battle arenas to fight NPC, players, or monsters, or be set up a workstations, to work off the crime. Creating crafts in a jail, will place it immediately in linked storages for players or NPC to use or distribute in the settlements. The chains on a player will disappear over time regardless. Bail is the tinder value system used to count towards a player's freedom. Their movement controls over a criminal extend outside of claims/outposts once imprisoned, including logged off.

Logging Off as a Prisoner
Logging off as a convicted criminal will result in your firefly having a runic sphere around it, and chained, in your logged off state. Players that are allowed to move you can move you while logged off as well. You can log back on at any time like normal, and the chains will remain on your regular body. Your crime timer will continue while you are logged off, so you aren't forced to play out your punishment. Criminals can only remove runic braces on a convicted criminal while they are online.

Battle Arenas - Outpost Control
Players will need to have area controls large enough for the chosen monster or other creature to fight in the arena. Players can create creature collecting quests to have these enclosures filled by captured monsters. Optionally, players or NPC can join the fight against a player or NPC criminal. Set at an outpost control the rules for the fallen (can they be killed, can only criminals be killed, or fallen only.) An NPC queue needs to be built attached to the arena for fighting based NPC to queue up. Your sentence will be lessened based on the spirit worth of the monster, creature, player (combat value), or NPC you defeat, but if there is more than one criminal in the area, the bail value is split evenly between them. Getting defeated in the area, will weaken a player from being able to perform crafts and mobility for escape.

Logging Off in Punishment Locations
Logging off in punishment locations will return you to the last jail cell you were in automatically. During a player's log off session, the timer still counts towards bail.

Or No Punishment
Some settlements may opt to not have players do anything at all. In these instances, the timer for prison time will slowly lessen faster. (It is not engaging to be stuck in prison only.)

SOS Quests
SOS Quests are disabled for your logged off state, except for criminals that contain the skill to. This is due to the runic chains on your logged off state.

Paying Bail
Some settlements will allow you to pay bail in full, or partial depending on the settings, and the trial sentence. Or they will disallow it. You can pay this in local currency or tinder value. You will lose all protections and ownership as a criminal, allowing players to dismantle your properties to be turned in as bail, or just removed from the claim/outpost.

Escaping

Escaping a Prison Cell
Criminals who are not imprisoned can help a criminal escape jail. Criminals can pick jail locks and jail chains separately. This will leave riftmist (crime trail). As usual, witnesses, property owners, and allowed players such as lawmen, can attack a player who has attempted to commit a crime. Attackers will be immune to the criminal's attacks back. Lawmen can immediately jail a criminal, with the riftmist drawing itself into the jail cell automatically if there is space. Players who successfully escape a jail, still have the ethereal chains still on them, for all to see until they pay off their debts.

Escaping the Settlement
When players escape the settlement they were sentenced in, players from the settlement you were sentenced in, can treat you as a bounty while your chains are active. Except now, the chains will not allow you to attack them back. This allows specific outpost players to attack you, and collect you from other areas even if protections are in place. Lawmen can create wanted posters again for escapees from the lawmen jail/prison service counter.

Falsemana Chain Pull
Some prisons powered by falsemana can toggle their usage on pull strength to draw a logged off player back slowly to their jail. This is a straight location pull, and can cause some dangerous log back in situations for the criminal.

Escape via Destruction
Monsters can destroy buildings and resources. Protect and repair your jails to avoid criminal players breaking free.

Multiple Convictions and Jail Transfers
Players who have convictions in multiple settlements, will either need to complete their punishment in each settlement, or a settlement can draft a sentence letter to give to another jail, to allow them to complete their sentence there. Conviction letters allow lawmen to transfer sentences to another prison. Moving convicts also allows for opportunity for escapes if they are not careful.

Festival Punishments

Banishment and Executions
Trials unlock the ability to banish or execute players if the final linked crime total is high enough, or if brutality culture is in effect. Banishments are events similar to trials and festivals that can be set up.

- **Banishments**
    - Will turn a player into a firefly and kick them out of an outpost
    - Will glow red slightly in the settlement they were banished in, and any member of the affected claim/outpost can attack the criminal with protections
    - Killing the criminal is based on settlement settings, players can either finish them off, or be forced to leave as fallen for recapture again, lawmen can take them in again, no trial is needed, the red glow is proof enough for any further punishment
        - Final execution will kill that player and leave a corpse.
- **Execution**
    - Outposts may have different execution methods unlocked, some quick, some slow, but can share their execution control constructions via blueprints to give outposts more options
    - Executions kills a player and starts their history legacy arc

Prison with or without Equipment
Lawmen stations, just like any guild setup, can apply uniforms. Lawmen stations will have a special set of uniforms for convicted criminals. However, it is up to the local setup on if they are applied or not. Since criminals can't attack in areas where they are not allowed to, when forced into a uniform, your equipment will return into a spitbox (not all loadouts are affected). You can revert back to your original outfit, items and all, in an instant from any spitbox. Lawmen may bring you to a spitbox to allow you don your equipment in a battle area setting, or perhaps, they won't enforce uniforms at all, to showcase their catch.

Criminal Death
Criminal players that die will leave behind relics, just like a any regular player, except they will also leave behind their ethereal chains as separate relic items. The chains will maintain their criminal legend, as well as any jail/prison uniform worn. Particularly during an execution, the executioner and other lawmen can pick up the chains and items left behind, before the festival fades to an end. However, if they decide to leave it, it is first come first serve for loot collection.

Criminal Relics
Characters being readied for a final execution may be offered the ability to reach a spitbox so that their items can become relics. It would be up to the player if that's the kind of farewell they want. Even if players choose not to, crime imps will pull them back into the world as loot eventually, this is also to help aid if players were not given the option. If crime imps are not available in the entire world, the loot will follow starbound traits, and will fall from the sky at random areas of the map.

Chapter 8.9 Laws of Nature

Laws of Nature
Wildlife based players can commit crimes, and wildlife based outposts can have trials, and jails, as well. However, there are some influences the deities have to create balance based on the actions of players. These are the laws of nature. All other laws apply as normal.

Imps
Imps spawn just like monsters do from rifts, but these rifts are much smaller, and are caused by slight tears in the world's magic. Culture skills in a claim/outpost can affect how these imps form, if they prefer smaller scattered ones, or larger ones. Imps that exist long enough, may start gaining new interactivity options.

Crime Imps
Crime imps are the result of riftmist not being collected in time when too many of them disappear from the world. These little ones appear in places where crime is not able to resolved. Crime imps are attackable on sight, and drop condensed or partial riftmist from players whose crimes have not be original found for one last chance at evidence collection. These imps will grow in size if based on the crime severity that have generated from. They will not often form in areas where crime trails are frequently contained.

Nature Imps
These ones appear in places of high nature rot, or areas leaning towards barren landscapes. If left alone, they can repair resources where nature players are unavailable, but they are unable to leave tributes like wildlife claim players. They will not appear in areas where players have active roles in the environment, unless outpost controls are constructed to allow them to. Killing them will drop cluster cores, for players to plant inside or outside of a claim/outpost to start growth of a resource cluster.

Rot Spread
Nature players may have a goal to have an area overrun by nature. But nature by the diety's law is designed for growth and harvest. Areas with overgrowth can be subject to rot, that can destroy resources over time if not caught. Nature players will need to work together to maintain areas of rot. Rot will also occur at tribute sites that are not taken by traditional players after a long period of time. Nature players will need to remember their routes and check in on planted tributes to make sure they are maintained and not decayed into rot. Nature imps are weak against rot.

Disease Spread
Disease can spread through animals and plants, causing altered stats, traits, and potentially other crafting options through the hunting and harvesting of diseased resources. Nature and cult based players may aim to spread certain types of diseases intentionally. Diseases spawn from certain monsters, monster nests themselves, then are passed on from animals in herds and during interaction phases, as well as plants during interaction phases and growth cycles. Diseases can also come from displeased nature gods themselves. Stronger relic beasts and herds are more resilient to diseases, but not immune. Nature imps will not summon in areas with disease.

Herd and Pack Sizes
There is a maximum herd and pack size, just like buildings have a maximum size. At max size, older herds and packs are more likely to get and spread diseases. During a replication cycle, (animals duplicate with magic, not mate and produce offspring,) at max size, new replicants will push out older ones, and the older ones will be solo and wild, until they meet another wild animal to form a herd or pack, or another nature player that will take them in.

Animal Companion Stress
Forcing your steed close to, or into a non-nature based area will cause your steed's trust to go down, and their stress up. Animals will start bucking and fleeing out of your control near claims/outposts, and often will only approach claims/outposts with faith based systems covered in a future chapter. An attacking creature under your control, that damages a claim/outpost will leave riftmist. So keep this in mind when figuring out how to want to interact with other communities.

Wildlife Fortresses
Wildlife fortresses and wagons will act similarly to an enclosed home, or wagon depending on the style. So players can make store fronts, homes, castles and war tanks. However, non-nature based players visiting these zones will stress the mount carrying it. So, if an outsider is to enter for any reason, choose wisely, and don't let them stay for long. A creature won't lose trust if an enemy breaks in, and will alert their owner, hired NPC, and allied players if the sneaking fails.

Note that non-nature based players can also create enterable wagons, they just won't have a unique connection to nature through the mount.

Being Hunted
It is not a crime to attack a herd that a nature player has influence over. Only the nature player's companion is protected from hunting. Nature based players have a small window to drop herd members out of their herd or pack when hunted, or else they will all scatter and go wild. Players can select which herd or pack member to drop, and they will be easier for traditional players to collect, and give them a temporary adrenaline boost to escape. If their herd or pack scatters, they will need to recollect them into a herd or pack to influence their movements again, and they will not gain an adrenaline boost to escape. Nature players gain culture points for each of their members that are hunted. Nature players who have owned a creature in the past, get a percent mix of the total culture based on their percent of care.

Stealing Livestock

Nature based players will leave riftmist (crime trail) if they steal livestock, or release creature from a claim/outpost, cage, or enclosure they are not allowed to do so with. No riftmist will occur if it is unclaimed land.

Chapter 8.10 Looting Mechanics

Looting

By default, players can toggle loot binding on their weapons. In PVE Casual, loot binding is on by default. The first player to hit a creature marks it. The player must maintain a hit frequency (not damage) to keep the mark active. The higher the final meter, the longer the exclusive loot window after the creature dies. Players can craft or tune weapons to increase this post-kill loot window. Loot binding applies only to small to medium wildlife, resources, and monsters. Players can manually release the loot bind to their party or open it to everyone. No binding or binding timeout will result in first-come-first-serve mechanics, A.K.A free-for-all. By default the binding progression bar is hidden unless contested.

Looting in the Wild (Unclaimed Land)

- Players can toggle “loot binding” on their weapons
- When active, the first player to hit a creature marks it
- That player must keep hitting the creature at some minimum frequency to maintain the mark
    - The higher the final meter is, determines the total time the marker gets exclusive looting rights
- When the creature dies, the current marker gets exclusive loot rights
- Hit frequency, not damage, controls binding
- Weapons can be crafted or tuned to extend the binding window
- Players can release the loot bind to party or free-for-all (open looting)
- Party rules can set auto-release bindings to party, party will be notified if party leader changes this
    - Any actively combated monsters and their links (ads to bosses/bosses to ads) will still have old settings applied
- Only works on one creature at a time, your current binding needs to be canceled by toggling off the spell, or timed out to choose another monster

Looting in Wild Deep Areas

- Players can attempt to override another player’s loot mark
- The overrider’s fill is capped by how much upkeep the original owner has missed
- The overrider can only fill in the empty segments of the bind meter
- If the original owner refills the meter fully, the overrider is kicked out, but a new overrider can reattempt
- There can only be 2 active binders at once, the current and one overrider
- If the original owner loses the mark, the overrider becomes the new owner, and is then open to being overridden the same way
- Skills can negate binding limitations
- PVP Hardcore does not use any loot binding, all loot is free-for-all in unclaimed land

Visuals

- View from current binder
    - Yellow bar: Original marker’s binding
    - Empty segments: Vulnerability
    - Red segments: An overrider actively filling those gaps
- View from contester
    - Red bar: Appears as an original marker's bind
        - Becomes the 'current binder view' if you win the override

Looting in Outposts

- Outposts can only apply this perk in claimed land, from a set radiuses of a loot binding controller
- If an applicable creature/resource is killed inside claimed land, the property owner automatically gets loot binding for the standard timer, as if they had marked it
- After that timer, the loot goes free-for-all
- The property-based loot claim controller requires tinder to be activated
- Loot binding constructions will not work in unclaimed land, and if not enough resources to keep active
- Stacking loot binding constructions close to each other, or overlapping radiuses will require exponentially more resources to stay active
- Each loot binding construction has different limitations to how many or what kind of loot is temporarily binded to the owner, at different resource costs

Timeout Bind from Death

If the current owner dies before the loot exclusivity timer runs out, just like all ownership, the loot binding is forfeit. In cases of no death, after the looting timer runs out, the loot becomes free for all automatically.

Large Monster Loot

When large creatures die, or large resources fall, their segments are lootable based on proximity. Their loot is free-for-all on all properties and unclaimed land. This is to encourage opportunistic harvesting. Players can create and use monster grinder pods for absolute exclusive looting rights, and a continued grinding challenge. [See more about grinder pods here.]

Chapter 9 - Economics and Merchants

Currency can change slightly based on local culture, but tinder will remain the base value of all items to keep an economic baseline. Vaults can store tinder and wealth, but can also attract monsters. Consider trade routes, on or off a path. With many options to trade from auctions, to market stalls and wagon stores, merchants have their options.

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Chapter 9.1 Currency, Vaults, and Banking

Currency - Base Value (Tinder) and Custom Values (Local Value)
Most MMORPGs has a gold worth. In Spirit Relics there is tinder value. Tinder value can adjust based on the state of the item, for example stats boosting a base value, and rot and decay lessening it. Players can set local values at a reliquary controller which doesn't change the natural tinder value. The reliquary tag must be "local currency." However, when setting up a store and other services that require payment, players can optionally choose to allow local currency or base tinder values. If enough stores locally allow the local values to be used, it can become a legit currency in an outpost. Or stick to defaults.

Bartering Items Instead of Value
The spirit values are a guide to create base values of items, but players are free to trade and gift freely with each other if the values don't match. Players can view the spirit values of items, as well as the local value, if in an outpost that has custom values settings set. Outside of an outpost, or if the outpost has not set an item, all items will not show.

Converting Items into Tinder
At any time players can convert items into tinder. This can be used as one of the many means to resurrect one's self, if their resurrection point isn't active. It can also be used for merchant based skills. When turning an item into tinder, it is saved into the character's core, like a wallet. However, just like regular tinder in a fire, this burns away over time. Strategically, it is better to keep items as items until needed, since slowly over time, an item's history will give it more value, whereas using it as tinder, slowly burns it away. Players can also set their stores and services to accept raw tinder, instead of items.

Storing Tinder - Tinder Vaults
Players can craft furnaces that function like banks, that slowdown the rate of tinder loss. These are tinder vaults. Players can also craft one to carry. The more complex the craft, the slower the burn rate.

Linking Outposts - Share Custom Values
When linking outposts, founders and members can optionally select if they want to import other outposts custom values and also make them local values. Doing so will unlock a conversion furnace controller.

Conversion Furnace Controller
Conversion furnace will turn one local currency to another. The values used are purely based on base values, not locality. The options to turn one item into another reliquary item tagged as "currency" will extend to all linked outposts. The options are purely based on items that have the currency tag in a reliquary.

Destruction Considerations
Monsters can suck currency out of tinder vaults, since currency is a type of spirit type. Dragons are the most susceptible to spirit that denotes wealth. Monsters that suck currency out of tinder vaults creates a quest at the vault. Dragons will turn stolen tinder from vaults into amber-gold pearls, that can be returned to a player's vault. The values will decrease at the value set by the vault as normal, and are indestructible. Players with high enough proficiency can utilize the tinder, but not change ownership, thus other players can steal them freely off of a property as if it was an item in the wild, to allow retrievals of stolen tinder, as well as the potential for it to exchange criminal hands. The quest is active as long as there is tinder left.

Example of Local Currency

- Smithed coins
- Foraged shells
- Red Granite
- Bone shards
- Note: Local currency values cannot be set lower than their spirit worth

Items of Importance
Important items can be set to be worth more at a reliquary as well. Such as statues of monsters or deities, or perhaps a legendary player’s relic (sword, tool, etc) to help continue to suggest a local culture in the settlement. But not setting it to a currency will ensure that players cannot create copies at a conversion furnace if you want to maintain uniqueness. Certain items will be blocked from making copies, such as relics. (Well, you could try, but it would just be the item craft, not a relic.) Lessening uniqueness of an item makes them weaker when being used for festivals.

NPC and AFK Store Settings
Players can auto allow NPC and AFK player settings to allow or disallow local currency.

Taxes Controller
Players can set up a taxes controller. Buildings linked to it will cause services to pay a tinder amount to the tax. (In public outposts, players can destroy these.) In cases where items are traded, the NPC or player that owns the building, will owe tinder on it. If tinder conversion is toggled on, taxes will be automatically removed. Taxes are always determined by base tinder value worth, not local value. Taxes are paid straight to a claimed outpost's tinder storage, or a public outpost's tinder storage, which contributes to the outpost's growth.

Chapter 9.2 Trading, Merchants, and Markets

Types of Trading

Bartering
Player to Player trades, the default trading mechanics. Players can see spirit values, and local values of items. Presented items in trades can be inspected, showing stats, and item descriptions, and other information if available. (If a soulbound item is in a trade, the entire trade will not continue or complete, and can only be canceled by selection or via movement.)

Store Service Trading
Players can craft a service counter as a workstation, and then craft a weighing scale tool. The weighing scale has two tabs, the storefront and payments made. When trading in the radius of the weighing scale tool, shopkeepers won't receive trades into their inventory, they will automatically go to applicable storages linked to the weighing scale tool. It will default to the player's inventory when none is applied. More complex weighing scales will have larger trading radiuses. Players can tell if it is toggled on by the fire lit at the top of the weighing scale, as well as a weighing scale icon in the trade.

Auction Torches
Players can construct auction torches. A player activates the auction by lighting it. New items placed by the player in the radius, is linked to the player and the torch. Other players and NPC can offer tinder, and items for trade. Once the torch fire runs out, the auction ends. One player can occupy a torch a time, and if exiting the radius, cancels the auction with a cooldown to try again. Torches can't overlap, and any repeat torches in a radius will duplicate functions. Auction torches must be placed far enough away to host a different auction.

Global Trades
There will be no global trade mechanics.

Foot Peddlers
These merchants carry equipment on them, and merely sell via player to player trades using the default trading mechanics.

Peddler Stall
Players can equip small market stalls. It may take a while to set up, and put away. This equipment automatically keeps players from being able to dodge, climb, carry, pull, craft, attack, and run quickly. Damage is taken to the player as normal based on other items they wear, but the market stall also takes damage based on its crafted complexity, strength, and upgrades. These stalls allow for service counter based trades and auctions. Using a peddler stall increases merchant legacy per trade.

Cart Stall
Players can craft small 2-wheel carts that can be pulled by them, or a creature. They can have service counter features, auctions, or just be used as extra storage for player-to-player bartering. These will take damage based on its crafted complexity, strength, and upgrades. Players will run slower with them, and will not be able to jump or dodge while pulling, but can dodge away from a cart, abandoning it. Players are be able to place some storage on the cart, and a weighing scale, allowing them to store more goods into their cart.

Wagon Stall
Wagons are 4-wheel vehicles, that can be upgraded to have service counter features. These are larger than carts and require a creature to pull. Depending on the setup, these stalls allow for service counter based trades and auctions. These will take damage based on its crafted complexity, strength, and upgrades. Items on display will easily take damage from monsters. Players are be able to hit more storage on the wagon than a cart, allowing them to store more goods into their cart. Combined with a weighing scale, it makes for easy merchant storage.

Market booth Stalls
A static small construction, with a counter. Market booths may have prebuilt storages, or sections that allow players to place their own crates, barrels, chests, and other storages like shelves and weapon racks. Market booth stalls have more durability for monster attacks than a wagon, but cannot move.

Retail Store
A building with a table or counter with an optional weighing scale. This functions the same as a market booth stall, but has more space for decorative, and storage options, and provides the most durability for stores, auction, and storage. Players can create rooms for storage, a store front, and living quarters if they wanted.

Decorating a Merchant Stall
There are racks and hooks on carts, wagons, and stalls, that allow players to display items, signs, and runic creations for branding. Players would be wise to display items that would draw a player into their store for what they are looking for. Players can craft signs, that have common icons to help present their store type, without needing to have a runic creation.

Creating Zones for Merchants
Claims may want to make a specific spot for merchants. For this, create a merchant zone sign. It contains a torch, and the founder or allowed players can paint tiles that will mark areas where merchants can set up shops, using the heat of the torch. Parking zones also indicate areas where merchant carts and wagons can be parked by users if there is space, with a toggle for either or both types allowed.

Mobile Merchant Evictions

In outposts, property owners can evict merchants regardless of legal zoning laws. The merchants have 30 minutes to leave the area. When the time is up, merchants are criminally trespassing, and the wagon/cart, and items start their decay timers, and can be moved, confiscated, damaged, or destroyed by land owners. It is best to work with players and outposts to ensure you're not being in the way and lending yourself to issues. Player driven organized merchant guilds can help try to dispute disagreements, and can steer merchants away from poorly organized outposts and properties.

Chapter 9.3 Transport and Trading Routes

Trading Routes - Land, Sea, and Air
Trading routes can be informal, where players ride around in a wagon or ship with supplies, or they can be outpost based.

Creating Outpost Transport Routes
Players can craft a trading hub. At a trading hub, players can see a list of all items needed by quests, listed by actively connected outposts. Players then can fill their inventory, cart, or wagon with goods, and report which of these items they plan to drop off, and at which outposts, or at just one outpost. Transport legend will increase per sequential transport committed to. Players can take as much or as little time as they want with no penalty to legend. Other players will not be blocked out taking of transporting quests, even if other transports are on the way.

Trading Hub Storage
Trading hubs needs large storages, to unload goods. Players can drop off containers like creates, barrels, and chests constructed drop off zones, and items within can be put into linked storages automatically, leaving an empty container to be reused for more transport. Aged transportation items add boosts to transport legend, and adds spirit value to the containers themselves.

Courier Quests
At a trading hub, players and NPC can drop off quest items to locations that need them, which adds transport legend. Couriers can also put many items in a container to fulfill a repeatable quest more than once. Useful for restaurants, breweries, inns, barracks, and other utility buildings. These locations should also set up drop-off points to avoid needing to manually take each item. Trading hubs can also create transport route quests for traveling merchants.

Canceling Transport Routes
Players can cancel transport routes at any time at their core menu, or at a trading hub.

Route Options
Players will have their destination marked on their minimap, as long as the outposts connections remain active. Roads can be paved, and route markers can be placed, such as street lamps, buoys, and other construction that need to remain linked together in a chained radius to stay active. Players will gain some speed due to the road clearance, and will some of their transport legend in a % by passing these route markers. (Will need to follow spacing rules to apply.) This allows players to gain some transport legend, along the way, in the case that they do lose their transport to monsters, or to PVPers in PVP worlds. Or players can take unmarked paths, since it is less visible. Roads are only valid, and perform these actions, when it is fully linked to touch the radius of the target outpost.

Route Protection
Unlike properties and settlements that get notified of threats via a hub, routes only notify marker and road damage at the trading hub. Players are encouraged to have combat based wagons, or combat players/NPC to ride along for defense. Or scout paths to ensure monsters stay cleared from it, and to repair broken markers and destroyed paths. However, be wary that large and expensive loads will attract stronger monsters, even if on an unmarked route. Marked routes too close to each other will exponentially attract monsters, instead of splitting their attention.

Lessening Route Maintenance
Players can burn tinder to help strengthen roads, same a lessening any building maintenance. However, without an extended trading route controllers, the range of this affect will have limits, and longer routes may benefit from having an outpost, or scout tower, or inn, midway through a route. They could be tasked with maintenance assistance, and an area for rest for long distance traders.

Chapter 10 - Resurrection, Death, and Legacy

Learn how your effects on the world can continue after death, depending on how you lived it, and methods for players to hold funerals and remembrances for players and NPC lost.

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Chapter 10.1 Faith Systems

Altars
Tinder is burned at a settlement or property hub to maintain protection spells and thwart monster threats. In contrast, altars are used exclusively for worship and faith-based effects. We discussed favor and disfavor in the ecology influence section, and briefly in the crafting for monsters section. This specific section will discuss altars in more detail.

Altar Functions
Players can unlock the ability to build altars, offering items to raise a character's affiliation with a target, providing favor towards a monster, or to express disfavor. Expressing disfavor will also lessen a player's affiliation with a monster. Players can link altars to specific monsters, creatures, NPC and even players, alive or dead, regardless of their activity state. Some altars themed towards a certain monster or creature will automatically be linked to a monster or creature, and cannot be linked to anything else. Other altars can be outfitted and linked depending on how it is set up. Altar tasks (hints) can help guide a player.

Increasing Altar Efficiency
Higher church complexities, and culture skills, will increase the effect radius of prayers and offerings. Higher complexity altars will transmit more of a prayer and/or offering value to the chosen target at the altar. Churches can have more than one altar, but most altars can only be linked to one entity at a time.

Player Based Altars
Altars runes will glow when the player is online, and runes will turn off when a player is offline. Allowing followers to determine when they would like to send offerings. All offerings, offline or online will go towards a player's favor, which can be then spent on favor based skills and buffs, unlocking certain skills and abilities. Offerings sent will add to a player's favor legacy. Players can also offer disfavor based prayers and offerings for the same affect, it will lessen a player's active favor total, and will add to a player's disfavor legacy. Just like tinder, favor will fade overtime, and will also fade when a player is offline. However, unlike tinder, there is no mechanic to slow favor loss.

Creatures (Animals) and Monsters - Faith Influences
Worshiping creatures and monsters increases their base stats in their influence radius, and may even increase their influence radius. However, the final total will compete with disfavor, and opposing NPC and player factions that are also sending favor and disfavor. Some creatures and monsters in opposition, will automatically add disfavor to affected creatures and monsters that are in opposition of it.

Gaining Faith Skills
As players continue to increase their affiliation with particular groups of creatures and monsters, (or a specific one,) players will gain faith based skills that increase base stats for these creatures. These faith based skills add buffs to their prayers and offerings that can make affected creatures and monsters better resources for crafting, increase their spawn rate, and may make other changes in the world. Increasing a faith skill proficiency may allow players to communicate better with monsters and creatures, allowing them to be notified of quests of certain needs from them at altars. These players can then post these quests publically, if desired. Other players completing these quests can also gain affiliation with creatures and monsters outside of the faith system.

NPC - Faith Influences
NPC are able to add influence as players can. But they often need to already be aligned to a creature, monster, NPC or player to offer prayers and offerings to them. Faith based players can unlock skills to influence NPC to change alignments, or newly indoctrinate NPC. Other NPC will also have abilities to do the same to NPCs. NPC cannot forcefully change alignments of players, but can offer faith based quests. Completing faith based quests can change a player's alignment.

Players - Faith Influences
After a church is built, the owner of the church hub, can light a faith torch, and link a faith marker to the church. A faith marker is a tool/item that indicates a player's connection to a faith. A faith torch is offered to a player with a faith marker, if the player accepts it, they must keep the faith marker on them to obtain favor, as well as use favor. The player holding or equipping a faith maker becomes a worshiped player. A church based on a player will be less effective at sending favor if altars are linked to other beings, or have specific creature/monster altars built.

Examples of Assets That Can Be Turned Into Faith Markers

- Crown
- Amulet
- Cape
- Gauntlets
- Weapon
- Tool
- Ring
- Tattoo

Outpost Faith Rules
Outposts can set laws on if creature, monster, NPC, or player deity churches are allowed, or if no churches are allowed. Setting up church mechanics in secret locations will be applicable to crime laws if discovered, that are naturally applied to the faith torch bearer (church owner,) not the followers.

(Note that church ownership is actually defined at the altar level, but linking a torch to an altar activates a radius that counts the building it is in as a church, and then affects all altars in the radius (if outside) or building. Thus visitors and followers who interact with the atlar/affected altars aren't specifically linked to it, but can identify as so.)

Church Owner - Basics
The faith torch bearer, is able to make an altar once linked to a player. Similar to culture points, a church owner can unlock controls, that can be used to affect them. A linked worshipped player can stop the link at any time if they find their choices disfavorable, but will slowly lose deity status if they don't gain new followers. More advanced controllers will need more tinder to activate.

The Player Deity - Basics
The chosen player will need to select which items they will accept as proper offerings, and which items displease you. By default, these will be selected based on your current archetype. For every item you choose to allow as offerings, you will need to match with another displeasure. This is similar to in-game creatures, monsters, NPC and deities, to determine your own alignment or disfavor, as well as future altar theming. However, if you choose more items that displease you, than favor you, the more potent the ones that grant favor will be. Players who wish for you to not gain power, can offer any of these items of disfavor to desecrate you. Causing your strength as a worshiped player to go down.

Players - Deities
With enough favor, the game will define these figures as deities, and can cause quest triggers that may put other faith marked players against each other, or support each other. Faith marked players will function similar to monsters, where players of the same category can uphold each other, but players of different categories are marked as outsiders. Needed given favor has a base value, but also scales by all faith marked players to keep deities uncommon. A player will sense if they are losing their deity status, and deity specific skills will no longer function after some time of their lost status. Deities are the only entities that are able to use magic, and they use favor to do so. Using favor doesn't make a player lose deity status, it is the rate of worship activity in a cycle. Some deity types will be coded to be more rare than others.

Faith Connections Breaking
If a player's favorability reaches 0 for too long, their link to a church will break, and the church can offer partnership again, or find someone else. Churches can also break a bond at any time, but the player's faith marked item will still have leftover favor, until the favor points reach 0 for long enough. From there on, a player can't use any skills or abilities in relation to being worshipped. Until then, a church owner can relink a faith connection. When a faith connection is broken, you still retain the history in your favor and disfavor legacy.

Faith as Community Based Power
Prayers are the magic system of Spirit Relics, and it is community based power and influence. Another option is to build up NPC to follow them, but both player and NPC based prayers will create a radius of faith spirit, with tinder being burned attracting monsters to their location. These monster threats scale up just like in any claim/outpost, and if connected to a claim/outpost, it will add threat to it. Player specific altars can only be linked to 1 player deity at a time. But in the world, there can be many of these altars feeding favor and disfavor. To create more altars, either for favor or disfavor for a player, go to an active player altar, and light a link torch, and light an unlit altar to make a new connection. Worshipped players are not able to use altars for any reason, (prayers and offerings don't work,) or light any linking torches, (they just go out,) and cannot build altars (they will burn up and collapse after construction).

Variety of Player Worship
With wars, pirates, and nature based characters, soloers, restaurant owners, inn keepers, smiths, bounty hunters and so forth, there are many types of players to be praised. Some outpost founders and leaders may end up becoming deities.

Destruction of Altars
If an altar is destroyed, it will need to be repaired by any able player. While it is destroyed, it is inactive and unable to affect favor or disfavor. As long as the tile's warmth hasn't decayed, it will immediately relink upon repair. However, if the warmth has decayed, it will need to be relit. A worshipped player can offer a light while they have favor to create a new faith torch if another person or NPC is carrying one. (If they didn't want it lit, they can remove it easily.) A deity cannot relight their own altar, but can relight an empty faith torch, for someone else to use.

Chapter 10.2 Resurrection and Death

Fallen State
When the player's HP hits 0, they will enter a fallen state. The player is unable to get back up, but they can crawl around. At this point, a player's combat spirit turns into 0, so that monsters aren't actively targeting them. If the player has potions, the player can still use them, slower than normal as the character struggles. However, collateral damage, and untargeted damage can still hit you, or if in war, players can still double tap you into a defeated state if you don't heal in time. In this state, players can assist a player using a health potion, first-aid, or other tools to bring them back, with some amount of HP. Players can also "give up" and resurrect in this state, with faster recovery boosts upon return.

Defeated State
After some time in the fallen state, or if hit again before being able to use an available potion, a player will become defeated. They will collapse and become unconscious. At this point, a player can only resurrect. Potions will not work. If a player stays in this state for too long, the body will start decaying. In a defeated state, unless carrying warding items, other players and NPC can carry your body. Some may move them to a safe spot for resurrection. You can stop this by logging off and reverting to a firefly state, or resurrecting.

Decaying State
The player's in-game body is now a corpse, resurrection is no longer possible, and the character's death legacy begins. However, there are ways to mitigate this occurring.

Resurrection Points
For all players, campfires, fireplaces, shrines, and some stations can be used as resurrection points. Resurrection can be performed if players don't exceed the distance away from their set resurrection point. Land claims, vehicle claims, and wildlife claims can use their claim's fire source as a resurrection point. Self claim players don't have a property like a land or vehicle, however they have a larger resurrection radius.

Resurrection Radius Icon
An icon on the UI will quickly let players know if they are in a radius of their active resurrection point. When they exceed this, a player can construct a campfire using resources to set a new one, or decide if they want to return to the radius.

Setting a Resurrection Point
Players can set a resurrection point at any allowed resurrection construction, (campfire, shrine, etc.) or craft tools that can allow them to resurrect on the spot. To set a resurrection point, the firesource needs enough tinder for your combat level and resources you would like to return with. The amount is set less than its normal worth. Keep the fire stoked with extra tinder, since it will slowly use up tinder as it burns.

Resurrection Tools
Players can craft charms and other tools that can help them resurrect on the spot. These require falsemana resources and required workstations to craft, and take up some inventory space, depending on how many a player wants to carry.

Shared Resurrection Points
Inns, restaurants, pubs, barracks, churches, town centers, and other areas will often have resurrection points constructed. If owned/controlled by certain players, can can set a shared resurrection point. The owner needs to keep the tinder stocked to keep the resurrection point active, and patrons can contribute specifically to their own resurrection pool. Patrons can optionally stock the base tinder if it is getting low. If the fire goes out, players can continue to use their stocked tinder for resurrection, as long as the construction is standing.

Shared Resurrection Points - Destruction
In the case of destruction, such as a monster attack, war, or other reason, the tile it was placed on will still contain the warmth of the fire, and allow resurrection from stocked tinder. Players individual tinder will still fade over time, and will eventually become unusable since tinder cannot be restocked unless it is repaired or reconstructed

Not Enough Tinder
If players don't have enough tinder to resurrect, they can contribute loot that they have collected during their adventure to make up the difference. If the resurrection point is built, any leftover value will be added to their tinder pool. Players can also craft charms they can carry, which can account for various tinder values that they can use to offset resurrection needs, and also use to burn to quickly rekindle a resurrection point. Items in your core inventory will not count towards resurrection tinder needs.

Resurrection Limitations
Players can set up to 3 resurrection points. Self claim players can set as many as they want, with a larger resurrection radius, however, at the cost of not having their own land claim, vehicle claim, or wildlife claim.

Private and Public Resurrection Points
Resurrection points can be set to private or public. Ideally, players who seek community, like restaurants or inns would be best suited if they created a public resurrection point. Some claims and outposts may want to strategize this as being the norm. However, players can also create private resurrection points on their own claimed land, vehicle, and outpost properties.

Criminal Resurrection
Crimes make a soul heavy, requiring more tinder costs to resurrect. This scales up based on the weight of your crimes. Bounties will not go away until you are captured and brought to the law, not if a player has fallen, been defeated, or die.

Pausing Decay
If players are unable to resurrect, or want to wait for a player to rescue them, players can log off. This pauses character death and reverts the player into a firefly state. In the log off screen, you toggle "allow firefly capture" as "on" in the options. This way, you can have another player hopefully bring you back to safety. You can set this to allow friends, guild members, or specific players to move you. You can also use any of your other characters who exist in the same world to rescue yourself. In these instances, the firefly will follow a player until they are dropped off to a resurrection point, where they can resurrect with no tinder usage. Players can just log back on, and will resume in a temporarily weakened state.

Never Log Off Trait and Resurrection
In instances where players have the challenge trait called "Never Log Off," this causes a character's body to remain in game, and not turn into a firefly upon logging off. When a player with this challenge has been defeated, they are still unable to turn into a firefly and pause decay. In these instances, players need to move the character next to a resurrection point, or have resurrection tools for these characters.

Field Battles and Wars
During larger scale wars, either against monsters (field battle), or other players (wars), these players will need to defend their resurrection points, maybe on wagons for quick escape. Communication strategies need to be considered if withdrawing is necessary. Lumberers, crafters, and resource gatherers may be necessary to stay back, and keep the fires fed with items that are worth tinder, to keep players resurrecting. Another idea is to keep resurrection points in radiuses like walls, or in scattered scouting towers. All this is up to the players.

Faster Carrying Movement
Players can carry and move defeated players and NPC, but often will slow down depending on their, and their item's weight. To negate speed debuffs, players can construct stretchers, or place them on mounts, or in carts and wagons for transport.

Negating Resurrection Debuffs
Medical tools and stations can be constructed with research culture, that will allow players to resurrect with less weakened states. These tools can be used before resurrection, or after to hasten recovery. But will be most effective before resurrection, due to more risks typically involved.

After Death
When a character has died, their death legacy begins. Typically in most games this is game over, or death isn't possible. In Spirit Relics, your character's spirit stays in-game can can continue to affect the world if friends, family, and/or the community decides that they should be remembered and more so if they decide worthiness to be revered. The legend (experience) you have accumulated in different categories will affect what happens next. Continue reading this chapter for more information.

Chapter 10.3 Core Journals

Core Journals
As characters encounter events, small and large, journal entries will automatically populate. Journal entries show a character's history and the events that occurred to a character. When characters are retired or die journals are left behind, leaving a written craft of their history. These journals are written through magic and are linked to a character's core. At any time, a player can put an alias, or remove the name off of the journal, and can re-edit this at any time.

Adding Footnotes
Players can add text below a journal entry to add flavor text, ideas, warnings, hints and tips, or anything else if they want. These don't edit the original entries.

Editing Entries
Players can edit journal entries while alive. It may be that if a player discovered something great, but want to keep it hidden. Others may thought they were onto something, but weren't, and spun a tall tale of half truths. Or perhaps they thought they had found the answer to a puzzle, but only want other players to know through another riddle or code.

Adding Entries
Players can add their own entries if they like the idea of adding their own entries for story flavor, tips, rumors, or warnings to other players.

Written Crafts - Journals
Players can craft copies of journals using another copy or an original; whole, or a select number of page(s). Original journals are worth more when used in remembrances, culture, and after-life worship. Copies can take on the form of any long format written craft (books/scrolls/walls/flip plaque/tablets).

Translating Insanity/Drunken Journals
Some character traits and debuffs can put characters into a state of incomprehension when their journal entries are populated. These garbled entries will need to be translated by a scholar. This can occur when players interact with deities, ethereal and cosmic beings that are too difficult for them to comprehend, or are merely drunk. Scholars with the right skill can also repair ruined journals to allow them to become legible, or ready for translation.

Journal Visual Decay
All journal pages visibly age over time, matching the timing of a character’s skill decay rate. They remain legible (if not illegibly in cases of insanity,) but appear older.

Reclaim Your Skill History
Players cannot learn skills from another player's journal. However, after death and creating a new character, a player can obtain their old character's journal (copy, or original.) They can use the old journal the same as a written skill resource. This way, players can reslot them once they obtain enough skill slots. This also re-links a new character to the old's active quests, and NPC, pet, and mount bonds that were made. This can only be done with characters you own. *(You will not obtain your old character's legacy, those must be earned again, but may come sooner with your old journal as a written skill resource.)*

Journal Skill Entries
Journal entries will naturally show entries about a character learning a skill. Players can reference their journal using skill tabs to show which skills are still learnable. Skills and their decay levels already show up for players to skill swap in their core skill window, but is also accessible through journal entries. The icons will show the decay timer and visual decay level of the skill memory. Clicking on the skills will turn to that event page, showing a matching decay rate. Clicking on a skill from a journal entry page will open your core skill window as well.

Untrue Entries
Rumors, tall tales, and lies in core journals are not crimes and are up to individual players to decipher if they are real or not.

Journal Storage
Players can carry journals or place on tables, shelves, or place in container storages. Buildings will be defined as libraries when enough books and shelving meets the criteria. Libraries allow settlements to start unlocking culture skills related to scribes and research. Your core journal cannot be removed from your core inventory unless while interacting with it. It will appear in your character's hands, reading it or writing in it, and returns to your core inventory. However, you can make copies that can be stored, dropped, or placed in the open world. Copies will only contain the pages you have at the moment of creation. Trying to place a core journal will make it glow, and will then disappear from the world, but it never leaves your inventory (to avoid weird glitches.)

Decay Rate
Core journals decay rates slow down based on the character's legacy scale. Low legacy will result in a normal decay rate, higher legacy will slow down the decay. Some areas will halt a journal's decay if the legacy matches the context. For example, a player may find a journal in the halls of a deity's dungeon, ruined, but recoverable. It may present some warnings or records of the player's journey to get there.

NPC Interactions
NPC will only rarely interact with journals and entries. Often times this will just help NPC recognize a character's death (Spirit Relics and other core items linked to a player, or memorials, will do the same.) In some cases, if a quest was tied specifically to a player, the NPC will offer the presenter the quest instead.

Player Death

When players die, they will leave their journal behind. Upon player death, if their journal was not picked up yet, a player can change their journal name to show an alias instead, or no name, or create a new alias. This setting will apply immediately, and can continue to be changed until someone removes the journal off of their body, or the journal decays. The entries will be present as it was in life. The journal becomes one of the relics that players will leave when they die, and can be used for festivals, museums, and other forms of remembrance, culture, and/or after-life worship, using the name that is applied to it.

Chapter 10.4 Spirit Relics

Spirit Relics

Accumulated Legend
As you play the game and complete quests, befriend or kill NPC, gain fame or infamy, unlock skills and gain or lose proficiencies, monsters you've killed and/or worshiped, all these choices and more add to your total legacy. Imagine this as categorical experience bars, instead of one general one. Accumulated legend decides what relics you will leave behind as Spirit Relics.

Spirit Relics
The player's current equipment, loadouts and items are what will be lootable upon death. Your legacy will be split among your equipment and tools in the matching categories, adding stat boosts. Items that match your character's current archetype will receive extra bonuses. For example, if you were a combat based adventurer, your weapons and equipment will now have added stat boosts, as well as a random active skill in the combat category. If you were a smith, your smithing tools, and any ores carried on you will also have added stat posts, as well as a random active skill in smithing. These are Spirit Relics.

Names Engraved
All tools, weapons, equipment dropped, will now have the character's name engraved on the items. Raw resources will only have a character's name engraved if it matches their archetype. Such as a wildlife player having their names on seeds, a fisherman having names on fish, and a smith's name on ores. In most cases, raw materials, consumables, and non-equipment items will often not take on a character's legacy.

Tinder Value Increase
Legacy values increases an items tinder worth when using them as offerings, festivals, and after-life worship. Also they gain increased base stats for using for crafts. Some will give context cues for NPC interaction and other world events. It may be that a mount who is unruly, will only listen to a person carrying enough legacy from their previous master, or perhaps a certain NPC will show you the same secrets or quests as a past player, now that they sense their deaths, and you now own some of their spirit.

Gaining Legacy for a Dead Character
Communities that are hosting festivals will gain more festival points from items that have legacy, whether they are offered, or used for crafts or activities. The player who's items are used for community activities such as festivals, worship, museums, and other events will gain death legacy points.

Gaining Death Legacy and After-Life Favor
After a player's passing, interactions that players do with their spirit relics will gain them favor from faith based mechanics (offerings, prayers), as well as death legacy for experience based interactions (such as, slaying monsters with a combat relic). Death legacy is the only experience bar available after death. Accumulated favor will automatically disperse buffs to users of their relics, (players and NPC,) as well as outposts that perform festivals as a bonus to outpost culture buffs.

After-Life Screen
A player can activate favor skills from their character's new after-life screen, similar to the logged off screen. A player interacting with this screen, they can toggle favor skills that can evolve as they gain death legacy, and activate them. Automatic blessings ensure that even players that pass away in real life can continue to give back without needing to log back on. Just like regular favor, after-life favor will fade over time if not used up, but can continue to stack as offerings and prayers are sent to them. A dead character can toggle views at active festivals and funerals created in their name, as a will-o-wisp, unseen by players, unless they have a high cosmic proficiency.

Adding to a Legacy
If a relic holding player dies, and exceeded the previous quantity of total legacy spirit upon death with the item, it will add the difference to it, and add the newest player's name under it, preserving the old name. If a player's legacy exceeded the past relic's user(s) their names will appear at the top. After a certain number of names, the old ones will start to fade, but can be found again and written into written crafts using scholar skills. (This written craft is not a relic, just an in-game history tracker.)

Name Fading
The names on relics with low legacy will fade quicker. This will keep low legacy players from adding their names on too many objects. The amount of low legacy will scale depending on average spirit relic values, but also a set base amount. However, if crafted and used in active remembrance constructions, it will not fade. Relics with faded names will not be counted towards gaining culture in festivals, but repairing will re-link it.

Remembrances Crafts
Remembrances include statues, lanterns, graves, shrines, display cases, festivals, and worship. This way, legends large or small can be remembered, with or without community events. For example, a friend that played with you can be remembered with a lantern or grave desired. But the fading mechanics will help the world not overfill with relics.

Players with More than One Loadout
Alternative inventory, such as extra loadouts, and items in core inventories, will drop as core shards. These can be opened with skills, and will shatter upon being emptied. (These will generate even when empty.) The names of the players will also be engraved on these shards. These shards will not be able to gain more legacy from other players, or add any names to it.

Relic Decay Rules
Items with low legacy will decay at normal item rates, whereas items with high legacy will have slower decayed rates. Items linked with special world events, or quests, will appear rotten or ruined, but may persist due to a quest needs. NPC that have generated loyalty to a player, will seek out a player's Spirit Relic. In these instances, the item the NPC is looking for will not fully disappear, until they die. Some NPC will seek out more relics, but will only do so one at a time, and only if more relics still persist. NPC may ask other players to help them find it, and will mark a general location radius where they think it may be at.

Stolen Tags
Stolen tags wear off after the character dies or becomes inactive, or the original owner discards it from their core menu. Riftmist (crime trails) collected for dead characters into a pale purple color, indicating that its link to the victim is weak, but will not be worth less in trials.

History Erasing and Keeping
Relics found in states of decay may have their names wiped off until repaired. Players who currently hold a relic, can also remove old names from it to hide its history, but can continue to add to the legacy if their legacy exceeds the last owner.

Wildlife Relics

Wildlife Based Relics
All of the above applies to wildlife claim players, however, they have an increased influence on nature itself. A player's claim (creature link) becomes infused with their lightsource. If in an evolved state, it will no-longer de-evolve. Based on the player's wildlife legend, this animal will now have increased base stats for crafts and harvest when hunted, and will apply higher base stats to new herd/pack recruits at a % scale of the animal's evolution progress and player's legacy points. These animals are called Spirit Beasts.

No Range Limitation
A Spirit Beast's formation not dependant on location of the player's death. So, if a player doesn't feel like they will make it out of a battle, they can release their animal in an appropriate location for them to continue wandering in the wild.

Wildlife Claim Inactive At Death
Spirit Beasts lose their claimed status and can be hunted, captured, and/or tamed by players and NPC. This way, players can choose to allow spirit beasts to make stronger wildlife in general, or merely cull it for a one time collection. However, allowing them to persist if they can automatically manage a herd/pack, will allow these creatures to have increased stats than other creatures that spawn in the wild. Spirit beasts will only replicate herds/packs in the wild, not in a domesticated setting.

Taming Spirit Beasts and The Herd/Pack
Spirit beasts can only be tamed by a character who has a total living legend match or exceed their previous owner. However, the herd/pack it leads can be tamed by any player with the right tools and resources, regardless of legacy. They are desired by any player who wants a stronger mount, meal, or to start integrating them into their ranch. These animals will be harder to hunt and domesticate at first, but it may be well worth it. Thus players can choose to cull spirit beasts, or protect them to continue the effect they have their species. Faith-based mechanics can strengthen a spirit beast to allow them to fend off more NPC, monsters, and potentially players.

Continued Spirit Beast Evolution
The longer Spirit Beasts live, they will evolve and devolve based their original owner's after-life favor system. These points are gained through festivals, and faith based systems. Their herd/pack will also evolve as their base stats exceed certain thresholds in response to their evolutionary traits. However, they will never revert to a lower evolution from where their Spirit Beast status started. The spirit beast will also not de-evolve.

Spirit Beast Relics
Every part of a Spirit Beast when harvested from the bones to the meat are considered relics of the original player that owned them. If a Spirit Beast is claimed by another wildlife claim player, or a no-claim player, their legacy can be added onto it if it matches or exceeds the past accumulated legend upon it. Unless they have a special skill/trait. Spirit beasts are not usually tamed by NPC, but it is not impossible either.

Death Near Flora
Nature based characters who physically die in a wild, unclaimed area with nature, or applicable wildlife controller, will also provide legend points to the resources in that area. These plants will replicate and heal resources faster, and offer better base stats for as long as they perpetuate in the world. Players who tend to these plants, or pray to them, will favor of the player and their Spirit Beast (if the beast is still alive.)

Chapter 10.5 Starbound Trait

Retiring Characters and Starbound Trait
The longer a player is offline, the higher up their firefly goes into the sky. In these instances, players are put into an inactive state. In this state, characters are not dead. Unless the user decides to log back in, their character will never enter a death state, and therefore never be able to start their death legacy history, or drop their spirit relics as loot. Therefore, there will be some options on how to retire a character.

Retiring Inactive Characters
In these instances, players can retire inactive characters at their character selection screen. The game will ask multiple times if you are sure you want to retire a character, the result is the same as character death. In this instance, a player's firefly will rise up, if it hasn't yet, turn into a star, and their relics will be dropped in random areas of the world as shooting stars.

Retiring Active Characters
Players can also retire active characters. In these instances, the character's firefly will shoot up into the sky. Then their relics will also be dropped in random areas of the world as shooting stars.

Shooting Stars
Shooting stars will have small landing zone warnings, but will only cause minimal damage if it hits something.

Starbound Character Trait
Players can also can create an activity hardmode character. This trait is known as **Starbound**. In starbound mode, players will need to burn tinder to replenish their core tinder meter. Any amount will keep a player tethered to the world, but it will slowly deplete over time. This is similar to property ownership.

Reverting to Regular Mode
During gameplay in the player's core menu, or at their character selection screen, players can toggle out of starbound mode, but cannot re-enter it. While starbound mode is active, there will be a slight boost to all crafts made, as well as a small legacy bonus for each experience.

Depleted Core Tinder
Once you run out of core tinder, your character will start moving towards the sky. Logging back in before the character reaches full starbound state, will return you back to the world and reset the counter. Players can unlock crafts specifically tied to starbound mode, that allow players to stores items in core tinder capsules to accumulate condensed tinder, to stay tethered to the world, even after long states of inactivity.

Logging of at Active Log Off Zones
Logging off at crafted mantles, resurrection points, and light sources will slow down tinder usage. As long as the source is active. During times of those areas being destroyed, such as monster attacks, wars, or piracy, you will start depleting core tinder values as normal again. There are some outpost controllers, that will slow down tinder usage for starbound players.

World Mode
There will be some worlds that will have starbound mode activated. So all players are required to create a starbound character. This keeps the world a bit more active if players are looking for more dedicated worlds.

Chapter 11 - PVE and PVP Mechanics

There's a world for casuals, and a world for PVPers, and worlds in between for everyone else. Learn which fits your style and the world you want to immerse in. As you get comfortable or curious about other world types, you can compare the challenges.

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Chapter 11.1 Duels and Brawls

Free-For-All Combat
This is your regular attack method, same as other MMORPGs. Weapons and combat slide through models as the attacks hit. Good for large field battles.

Duels
Duels are different than regular attacks. Dueling mechanics allow the game to add true contact points with other player's weapons and defenses. This enables true physical clashes between weapons, allowing for visual impact. It makes more interesting spectacles of skill, strategy, and equipment. Duels and Sparring are fights that end in escape, surrender, fallen or defeat. This mechanic is to create a cinematic affects used in arenas, or more immersive PVP experiences in wars and piracy. May be used strategically to isolate other dueling characters.

Dueling Limitations
Players can have skills that force players into duels, but skills that negate them can ensure a player is not forced into duels. This allows duelers to lock in to each other, and keeps players who don't like dueling out of it. Players and NPC who don't have skills relating to duel canceling, will be forced into duels in PVP scenarios, but players can button mash to get out of it. Once freed from a duel, they cannot be forced into a duel for a time window, even by another dueling player.

Brawling
Brawling can be initiated between drunk or otherwise intoxicated players by attacking another player in an intoxicated state. However, it can also be initiated. When initiating, players can set rules to how far a brawl can go. Such as: stop at stamina depletion, stop when fallen, or stop when defeated. Brawling shares similar mechanics with dueling, but is rooted in social or intoxicated conflict rather than formal challenge, and functions more spur-of-the-moment, not allowing pre-set moves.

Intoxication Timers
Intoxication timers pause during brawling. This is to avoid needing to code it to change into a regular duel if participates sober up at different intervals, and may be a fun way to increase intoxication time if the player chooses.

Brawl to Duels
Brandishing a weapon during a brawl may have different laws depending on outpost laws and culture.

Duel and Brawl Visuals
Players participating in a duel or brawl will be able to see the dueling and brawl radius. Participants leaving the area will result in them fleeing the duel. Players can interact with players in a duel and select watch. This will now show the dueling radius to the watching players, so they know where it is safe to view.

Duel and Brawling Nuisances

- Duels
    - Non-participating players who are in the dueling radius
        - Will receive knock back affects, but will not lose HP or stamina, but will have actions like trading, teaching, eating, and other interactions interrupted.
        - Except in instances of PVP war or piracy (covered in a future section.) In these instances, players not participating will still receive damage
- Brawls
    - Non-participating players who are in the brawling radius if **not** intoxicated
        - Will receive knock back affects, but will not lose HP or stamina, but will have actions like trading, teaching, eating, and other interactions interrupted.
        - Except in instances of PVP war or piracy (covered in a future section.) In these instances, players not participating will still receive damage
    - Non-participating players who are in the brawling radius if intoxicated
        - Will be able to enter the brawl seamlessly and participate
        - Intoxication timer will pause, when joining, or when performing actions like cheering, clapping, yelling, and shadow boxing for performative inclusion, the game will consider performative interactions as participation
        - Except in instances of PVP war or piracy (covered in a future section.) In these instances, players not participating will still receive damage

NPC Interaction with Duels and Brawls
NPCs can be dueled and brawled with. Watching NPCs will view from viewing distance if interested in duels. NPCs will pull idle and AFK players out of the radius. Some may jeer and cheer. If infamy is high enough, they will push and pull fleeing characters back into the dueling/brawling area.

Duel Chains
Once a duel is initiated, players can move around freely, but moves are initiated in an queued attack chain. This allows the animations to line up with each other. A dueling player can perform attacks, where it will queue up live, and play in a set timed sequence. Players will see a line animate through a chain, to see how much time they have left before a move needs to be selected. In the case of no moves, the player will hesitate in a battle defensive stance, and animate a failed block if successfully attacked. (So they don't look stupid just standing there.)

Chain Visibility
Players can only see their own queue chain, not their opponents.

Dueling Strategies
You can precreate duel chains and cycle through them live during a battle, or toggle to back to live queuing at any time within a current chain, or a set blank chain (and lock prequeued from being edited). There is no planned limit to how many duel chains you can create, but having more may make it harder to cycle through. Blocking moves and dodging will use up stamina. Using potions and other consumables will replace the soonest attack(s) that are queued up, depending on how much time that potion/consumable will take, which mirrors their regular use window.

Duel Angles
Each attack has a hit window. There are 9 hit grid locations. Player traits, skills, and special dueling weapons and relics will allow certain actions to be performed automatically if certain locations hit, clash, parry, miss, and more.

Examples of Live Animations

- **Successful Attack**
  - Occur when an attack is unopposed, or defense/dodge/parry fails
  - An attack that is unopposed will land a hit, equipment, skills, and buffs between both players will determine how much damage is dealt and how much damage is received
- **Clash Attack**
  - Occur when both players attack the same grid space at the same time
  - A clash means both weapons bounce off each other, and no damage is dealt
  - By default, some stamina loss occurs for both players
- **Defense Succeeds**
  - A player is hit, but defensive maneuvers were in affect in that grid space, no damage is dealt, but some stamina is lost
- **Defense Fails**
  - The player is hit, and breaks through defenses (if applicable) an animation occurs based on the hit type (strong has large knockback, medium is normal knock back, small will have the hit player flinch a little)
  - Will still appear in a fighting stance
- **Parry** Players can attempt to parry instead of clash at the cost of stamina
- **Parry Attack**
  - Redirects the attacker to miss to obtain a hit
- **Failed Parry**
  - Results in a free hit for the opponent, and the parrying player still loses stamina
  - Interrupted animation and reverts to defense failed animation when hit
- **Double Chain End**
  - Clashes and defensive in a two full chain triggers a hold battle (button-mashing tie-breaker)
  - The loser staggers after a knockback and stamina loss, opening a free hit
  - Repeated winning of tie-breakers can create longer staggers, more stamina loss, and multiple free hits

- **Stamina Depletion**
    - Players will remain in a defensive stance, but defense fail, and hits will occur freely
    - May end initiated duel upon second hit after 0 stamina, if stamina depletion is the win condition
- **Brawling (Intoxicated Dueling)**
    - Brawling players will not see their movesets queued, and will attack, defend, parry, they perform moves blindly
    - Cannot precreate chains

End of Chain
At the end of every chain, duelers lose a little bit of stamina.

Movement
Players can move around freely, dodging will replace current moves queued, similar to potions. Attacks queued will only animate when in range of the player. This considers long and close range attacks. Consider having a procreated chain for long ranged attacks to switch to, or live queue up.

Targeting
Players can only duel one target at a time, so it will auto-lock onto a targeted player. However collateral damage can still occur in wars and piracy.

Healing
Players need to heal from inventory as usual, but it interrupts the amount of moves it takes to heal, these mirror regular healing times. Larger potions require more gulps, interrupting more moves. If interrupted, the player drops the potion, and healing stops. Shattered potion bottles and vials stay on the ground for some time as a visual of interrupted healing history.

Sparring
Sparring is the same as duels, but no actual HP damage is taken. This will replace the duel option at combat training areas and player created practice areas. Such as barracks, training zones, and arenas.

Duel/Brawl Request/Initiation
Before initiating a duel, the player can set preparation timer options, and optionally, an alias. The message will say, "Truename/Alias is requesting a duel." So players can be known by their name, or a hidden identity. Players can also initiate a brawl this way, whether intoxicated or not. Players have the option of leaving the invitation open to any player (another player must interact with them to respond), or to request a specific player. A request is targeted to a specific player, an initiating is open to any player that interacts with them to start.

Visuals of Duel/Brawl Initiation

- Duel
    - Character initiating will hold up the weapon in front of them at an angle
    - The opponent who accepts will cross their weapon on the opposite side, creating an X affect with the weapons
    - The regular duel mechanics will start
- Brawl
    - Character initiating will beat their chest and yell, pumping their arms up in a fist and winding up for the brawl
    - The opponent who accepts can immediately hit them, or miss, swinging in the air in the affected radius still activates the brawl
        - If hit, no affects occur yet, and is just for thematics, but traits can deflect or parry this for added thematics

Starting a Duel/Brawl Request

- **Duel**
    - Upon their weapons clashing into an X, they will step back, and start a specific distance away
    - Players have a few moments to select their starting attack chains, then when both parties are ready, or the timer runs out, the duel will start
    - Players can also turn off requests, or can block specific players from requesting from them again, either from their core menu

Parry Initiated Duels

- Duelers will need to have active parry duel skills for a parry duel to initiate
- Depending on the opposition, this may result in a knockback if a player has locked out duels in their core menu, or starts a duel
    - If it results in a duel, and player can button mash out of it if they don't want to proceed in a duel
- A parry duel attempt uses stamina when it doesn't result in a duel, even if a player button mashes out of a duel, it will not use up stamina

Pressure Duels

Players can pressure other players into duels in specific instances. The opponent must enter a recoil or stun, and if the pressure duel skill is activated correctly, the opponent can be forced into a duel.

Pressure Duels Areas

- When the dueler is in the territory radius of a claim/outpost they are a member in, or hired via quest to fight in (also known as home turf defense)
- When a player is recruited by a monster/deity and is in the radius that allows PVP
- Player and NPC constructed arenas
- Against an NPC

War Based Dueling
To allow duelers to be uninterrupted during a dueling session, either pressured or by mutual duelers, duelers can obtain war based protections that make them impervious to combat occurring outside of duel. This adds more considerations to war strategies. Culture skills of a home base territory can also increase the ability to pressure duels which may thwart an attacker's plans if successfully implemented. This can force tankers to create ethereal chains, locking multiple players into duels, to separate players from being able to target other players.

NPC Duelers
Some NPC may be trained in dueling, however all other NPC will have a random preset based on their archetype, and combat level in the case that they are put into a dueling scenario.

PVP Crime
Claims/outposts can define what instances of brawling or duels are crimes. Such as, if defeating a fallen player/NPC, or attacking after surrendering, is illegal. Players can set local laws at an enclosed arena.

Some law considerations:

- Formal Duels
- Brawls
- Brawls with weapons
- Attacking after surrender
- Attacking player/NPC after fallen
- Killing a fallen player/NPC (now in defeated status)
- Not allowed (doesn't apply in areas without protection status)
- Healing during a duel

Practice Duels
Players can train against a wind-up dummy or other duel in practice areas, like barracks or arenas to practice duels and brawls.

Winning Conditions Depend on Context
Players can attempt to run or surrender at any time in a duel. Or they can fight until exhaustion (stamina depletion,) until fallen, or defeated. There will be some dueling skills that will make it harder to flee without getting hit more, or being pulled back into the duel. Once a brawl ends, intoxication timers resume as normal.

Betting
Players will be able to bet on dueling and brawling outcomes at arenas and pubs at a betting station.

Chapter 11.2 War

War
War opens PVP property and settlement capturing, and permadeath execution options if the losing settlement failed to set up nearby resurrection points at the point of defeat. Any public resurrection point used by members of a settlement or property can be claimed to be used by the opponent, or destroyed by them. More complex resurrection points take longer to claim than cheaply made ones, with war culture skills extending, or lessening the time needed if activated by either parties.

Fleeing
Players can optionally flee a war, or can self leave a claim/outpost membership at any time as usual. However, this will remove their ownership of buildings they had control over. *(Will turn into fire wisps and eject out of buildings if done in an area where only specific members have access.)*

Declaring War
Players can send a war torch handler as a messenger, and light a fire source at a gate, public resurrection point, or the settlement or property hub itself. These torches have a blood red flame, clearly noticeable from a distance. War torch carriers are attackable by the declared to avoid war declarations. The torch itself is destructible by any player on on any property, to keep a war from going out if placed in the world. Faith based players/NPC may get quest info from an applicable shrine to notify players to snuff out the war light.

Claim Outpost/Public Outpost War Declaration
Only players with the appropriate war role from a claim can carry an active torch beyond outpost borders, and public outposts must vote on a war declaration, and anyone can carry a torch. Unauthorized torch carriers will see the flame extinguish upon exiting the outpost radius.

War Timeouts
After a certain amount of time, the war will time out if the outpost that declared war didn't attack. They can keep the war torch active by performing war favor actions, such as attacking NPC/players, destroying property, and committing other crimes. They can also burn tinder resources to the war deity to keep it active along with performing actions, or instead of. If favor for war depletes fully, the war torch will fade away.

World Options for War
In worlds where war must be mutual, notification of war will be sent to the property or settlement hub, to be accepted or denied. PVP worlds do not need mutual agreement, and once a war torch is delivered, opponents that enter are no longer limited by protection spells, and can attack members and visitors of the affected area. Players and NPC in that territory will know in their UI that the area is no longer safe. When an outpost creates the war torch, they can select if tribute is allowed to negate the war.

War Pacifism Option - Tribute
Players who are not combat based, have an option to offer tribute to remove the war mark, if allowed by the war declarer. The game will calculate the spirit worth of a outpost based on what the outpost can currently constructed, similar to a scaled monster attack, and the players must offer tribute to match the total needed to thwart the threat. This is completed via transport quests, which will mark the transporting goods as "war tributes." Once these enter the radius (even if are used/burned as tinder) it will count towards the completion of the tribute.

Tribute Time Up
If the time is up for the tribute (determined by tribute scale,) the war can send a monster, similar to a monster threat, to collect tinder value of the amount still owed. Or they can choose mercy, and lift the war. In either case, once a war cycle is complete, a war from the same outpost will not be able to be created until a new war cycle can complete. The war torch fire will burn out the same as not having the right roles/permissions to create one.

War Cycle Considerations
The game will consider war cycles as a monster threat, so players may still need to clear the current monster threat if there already is one, but will consider war cycles for the next cycle and cooldown calculations. However, completing war cycles is similar to clearing a monster cycle, and may start stacking monsters on top if players are able to clear war cycles. It is evidence of player progress.

One Side Surrendering
An accepted war can start to end, if either party surrenders. If a public outpost votes to surrender, or a claim founder declares it, the war ends with the winner either sending a monster to attack based on threat scaling, or ends with the winner choosing to extend their outpost link with their set rules as an extension of their outpost.

Both Sides Surrendering
If both parties surrender, the war will cancel, no changes to outpost is made, no monsters will be sent. If this occurs when a war-sent monster is active, it will suddenly have a 0 tinder value need, and will retreat.

War Visibility
Players will be quite used to having name tags marked in the open worlds in other MMORPGs, to know if a player is friend or foe, but this negates the ability to perform espionage. So, by default, players won't be able to tell who is friend or foe, since Spirit Relics doesn't use name tags for aliases and hidden identity purposes. But settlements can assign culture skills that allow foes to be marked within their territory with auras. This is automatic during war invasions. Riftcraft skills themed towards espionage can hide this if proficient enough in either normal instances, and during war invasions.

War on Outposts
Outposts with tinder in their furnace cannot be claimed. This allows no claim players, and NPCs to link functions together. However, in Hybrid [Spirit Relics Core] and PVP worlds, a Claim Stake can be placed near a post. This has its own furnace, in the shape of a skull (could be player, NPC, creature, or monster, depending on craft.) Tinder can be placed here by anyone who has access, and if the tinder exceeds the value of the original outpost, the claim will now own it. However, these are considered foreign objects and can be destroyed. The claim that sent it will be notified if it gets destroyed.

Uniforms
Uniforms allow an increased buff to war culture skills and can assign different tiers using banners, licenses, or claim roles. Since culture skills burn tinder flame, players can set different uniforms and role combinations to determine how much resources are allowed to be used within different armies and/or ranks. This allows distinction between hired mercenaries and army members. Some groups may opt to not allow hired players to use culture skills, while distinct members of armies can.

War Invasions
Players can carry war banners with their armies, which extends protection laws to their armies. Ensuring that only players they are warring with can attack them in the banner radius as they travel towards the claim/outpost they intend to attack.

Sanctuaries During War Invasions
Outposts can construct sanctuary controls. During an war invasion (3 or more players have fallen by an enemy attack with witnesses,) or war banners come into radius contact with the claim/outpost. Players who are visitors, and other non-members, will have a timer appear, where they will be protected for a certain amount of time to exit the area. If they stay when this timer runs out, they will be able to be attacked by the invading force. This timer increases based on culture skills applied on the settlement, as well as their own protection charms, and the base size of the settlement. Optionally, these players can flee to a Sanctuary.

Sanctuary Functions
Sanctuaries are areas that allow players to wait until a war is over, in hopes that they can resume their normal activities afterwards. More commonly used during political disputes, and not wars against cultures that thrive on brutality. Just like any outpost control, they need tinder to remain an active sanctuary. Inactive sanctuaries will not be safe-havens during invasions, but can have tinder added to it at any time, even by non-members of a outpost. Sanctuaries also function as a means to be better protected from monster attacks, by having a repelling affects against monsters if the spirit values within don't exceed non-faith based spirit values. Players linked to the opponents or too recently left the opponents membership cannot enter a sanctuary.

Sanctuary Repairs
In a sanctuary, faith-based players can pray to recover structural damage over time, instead of needing material and tools. You can still theme sanctuary buildings to be restaurants, inns, hospitals, or other building types, as long as the spirit values don't exceed the faith based requirements.

Destroyed Sanctuaries
Destroyed sanctuaries open up the area to regular warfare PVP. Until then, only the outer structure of a sanctuary can be affected. So seriously consider your options for staying vs going when war strikes.

Espionage
A riftcraft user can disguise themselves, temporarily receiving all mechanics of a non-member within a settlement, but still can't attack within a sanctuary. But may offer location advise if sanctuaries are hidden, and can identify themselves as an enemy once the sanctuary falls. Or perhaps, they will continue to play out the role of a member of the new settlement, playing the role as someone who was a victim, but offer ground-level intel as the new ruler reins. Riftmist (crime trail) will appear at the area the skill was applied, and once again at a sanctuary. The riftmist will remain hidden at both points, unless there is a witness at the initial activation of when the skill was applied.

Chapter 11.3 Pirates

Deep Areas
Deep areas include the deep sea, deep lava, deep forest, and deep dunes. While players can built structures both on water, lava, and sand, as well as the deep areas, it is advisable to consider that deeper into these regions that piracy can be activated. (Similar to The Wilderness in Runescape.) The game will let players know they have entered a deep area for the first time in a message, (can toggle hints off at core menu,) as well as a distinguishable icon in the UI.

Pirates
Piracy is able to occur by activating the culture skill trait from a claim/outpost piracy control. This could be a building, vehicle, or a wildlife player's creature itself, or other constructions. You can only activate it in a deep area, and you must have created an accepted runic creation, which will become your banner and flags. You can only keep it active by remaining in deep areas. Unlike war where members cannot friendly fire, pirates are rough housers and backstabbers, and can and will friendly fire in their piracy radiuses. Essentially, all protection spells are nullified using break spells.

Pirate Basic Mechanics
In claims/outpost affected, your protections will be removed. It is similar to war where PVP is allowed, but with the affected radius there are no declarations with war torches. Within a pirate range, it's attack and be attacked freely. With enough culture skills, they can link piracy to other outposts in deep areas, allowing areas like buildings, creatures, ships and wagons, to fly under the same flag. Piracy in Spirit Relics takes many forms, some will be wagons pulled by animals, ships in the sand, sea, or lava, or fortresses built on land, trees, or upon the backs of animals themselves.

Pirate Flipping
Riftmist (crime trails) will be left hidden where a pirate hides and then raises their flag or banner again. Which may trick players into false senses of security in areas unsuspecting them. PVP ranges and piracy mechanics are inactive when their affiliation display is hidden.

Pirate Law
Piracy is similar to a property or settlement depending on intended scope of their hub. Therefore, crimes can be set as legal or illegal within the claimed land, wagon, or on the animal fortress. If laws are applied, riftmist will appear for the crimes that are illegal. This depends on what kind of culture each type of founder prefers. But attacking is never considered a crime in piracy lands. Even friendly fire is always allowed, unlike in war mechanics.

Piracy Culture
Because piracy is a type of state activated by a property or settlement hub, trials, festivals, and everything else is the same as a properties and settlements, except they will unlock different culture skills by performing piracy acts. But outposts also may unlock specific constructions by gaining piracy legend. They will also unlock controls to keep or expand deep area ecosystems, (with limits.) A piracy claim/outpost will gain piracy favor that is used to activate piracy based controls and culture skills.

Deep Evading and Edge Hugging
Exiting the edges of deep areas, when in active combat, you will still be able to attack and be attacked until a certain amount of time is met. You should consider only fleeing as a last resort. This is to avoid players hugging the edges of deep areas as a means to stop being attacked automatically at the borders. Also, in the case where deep areas are not consistently defined as it fades into a normal area, due to ecosystems changing over time.

Lingering Piracy State
A hub retains its piracy state after leaving a deep area, but it can no longer execute pirate skills or trigger piracy effects. This ensures that piracy benefits remain tied to deep zones, while still preserving the legal and cultural status of the hub.

Leaving Deep Areas
However, if you remain in non-deep areas for too long, piracy controls will demand exponentially more tinder to stay active. Your claim/outpost will remain in a pirate state until you remove all piracy controllers. At which you will lose all remaining (if any) piracy favor and not be able to activate piracy culture skills. You will need to perform new actions as a pirate in deep areas, or risk becoming a regular outpost again.

Decay and Ownership
Pirate controls and constructions follow the same decay and ownership rules as all other properties. If it runs out of tinder for too long, it begins to decay, and will need repairs. If left unattended, it will eventually collapse into ruin or be destroyed by monsters, after which it disappears entirely.

Explosives
Explosives are only effective in deep areas and war areas, and only activatable by members in active war or pirate radius. They cannot be activated within active sanctuaries, but can be used to weaken and potentially destroy them from the outside. In deep areas, anyone can set them off. The are activated by break converters. These converters suck in the unseen break spells (the opposite of protection spells) that coat piracy and war areas, as the final ingredient for an explosive to activate. It bypasses all protections in these listed areas.

Different Types of Explosives

Different types of explosives determine how they can go off. Some can be activated by specific elements, like fire or ice. Others require a certain threshold of damage, and others can be activated by corded switches, or remotely in a range using falsemana. When discovered, players can attempt to deactivate them, but without a skill for it, it has a higher chance to go off depending on the complexity of the design. It may be better to try to move it, but you can also risk your safety. Or it may be a trap!

Chapter 11.4 Deep Faith

Monster and Creature Rituals
Players can appease monsters, and mentioned in the Monsters Mechanics chapter. However, players can also craft shrines, after learning what spirit values a monster is attracted to. Placing a monster head/skull (for the greatest effect,) or other monster parts in a ritual circle, a player can direct offerings in favor towards that monster if a monster altar has not been unlocked yet. Players can also craft shrines and altars in similar manners for creatures, but can often create shrines/altars using materials from the creature/ecosystem instead.

Faith Legacy and Affiliations
Players will unlock faith legacy as they perform offerings and prayers for any reason. But will also gain and lose affinity towards different creatures depending on the offerings and prayers set. So players cannot align with every monster or every creature, and should learn which monsters and creatures oppose each other to not negatively affect affiliations they are aiming for.

Faith Based Quests
Faith based players can eventually can construct thrones that function as monster nests, as well as clusters for certain creatures. In some instances, monsters and creatures can recruit them to fight for them. This mechanic is disabled in PVE Casual and PVE normal, but is available in different scales in Hybrid [Spirit Relics Core,] PVP Normal, and PVP hardcore. These players who are aligned enough with a monster/creature can post quests to allow non-faith based players the ability to align with the monster/creature as well. Faith based players will gain faith legacy as other players and NPC complete these quests, but also favor. The player who completes the quest will gain alignment to the target monster/creature, but also to the faith based player who posted it.

Deep Faith
Eventually a player can gain enough faith legend to function the same as monsters, creating an extension of a monster or creature themed nest for themselves. Eventually faith-based players can construct instruments for followers to be worn by players/NPC that heed their leadership. This allows other players/NPC to gain favor for their faith leader when they complete quests, slay monsters/creatures, craft, and do other activities. They can fight as a ally for their leader, in instances where PVP is initiated either in summoned circles using skills from the faith leader, or freely if the world setting allows. This mechanic matches world rules for monster recruiting, and thus is disabled in PVE worlds.

Crimes
Deep faith can be set as crimes in claims/outposts since the farther the path goes, the closer to piracy mechanics it becomes, and can be conducted in secret.

Chapter 11.5 PVE, Core, and PVP Modes

At world selection, players can select what kind of experience PVE or PVP experience they want. (Other worlds may include other flavor tags, such as all survival, or all starbound modes.)

These worlds will have the following PVE/PVP tags:

- PVE Casual
- PVE Normal
- Hybrid Core
- PVP Normal
- PVP Hardcore

Below is the mechanics chart list.

Mechanic Definitions	Process Description	PVE Casual	PVE Normal	Hybrid Core	PVP Normal	PVP Hardcore
Requires tinder to retain claim/outpost	Tinder used to maintain ownerships and utilities of claims and control (not applicable to self claims)	✓	✓	✓	✓	✓
Hard magic barriers for outsider player entry for property claims/ outposts	Ability to allow hard magic barriers for entry	Free toggle magic property barriers	Free toggle magic property barriers	Culture skills for property line barriers, breakable via war	Culture skills for property line barriers, but breakable via wards, pirates, and war	No magic property line barriers
Requires tinder/warding for property and PVP protection	If tinder is required to protect players from PVP combat mechanics	✗ Auto protected	✗ Auto protected	✗ Auto protected except in war and deep areas	✓ Skills and charms to break protection spells	✓ Skills and charms to break protection spells

Mechanic Definitions	Process Description	PVE Casual	PVE Normal	Hybrid Core	PVP Normal	PVP Hardcore
Requires tinder for crime slow down mechanics	Tiers of active tinder in a claim and outpost can slow down crime rates	✗ No crime	✓ No PVP crime	✓ PVP crime in high crime areas and allowed culture skills	✓ PVP crime ability if high enough crime proficiency	✓ PVP crime ability if high enough crime proficiency
Requires tinder for protection in the wild	If players need warding charms and tools in the open areas outside of a claim or outpost	✗ Auto protected	✗ Auto protected	✗ Auto protected	✓	✓
Death from mining cave ins	If players are automatically blocked from mining walls that cave in, or if they need to construct pillars and scaffolding	✗ Can't mine cave-in walls	✗ Can't mine cave-in walls	✓	✓	✓
Loot binding	If worlds allow loot binding (the protection of harvesting and loot drops), if it is toggled on or off, binding times, and exceptions	✓ Default on, no overrides, long bind time	✓ Default on, no overrides, long bind time	✓ Default off, normal bind, deep areas and war allow override	✓ Defaulted off, normal bind, override in all areas	✗ No binding

Mechanic Definitions	Process Description	PVE Casual	PVE Normal	Hybrid Core	PVP Normal	PVP Hardcore
Monster faith based mechanics and PVP recruiting	If faith based mechanics for monster alignment is allowed, and how much combat equipment level they are allowed to recruit in PVP radiuses	✗	✗ Monster faiths allowed, but no recruitment	✓ Low combat total, monster recruit limit, limited summoned radiuses	✓ Normal combat total, monster recruit limit, perpetual PVP in reactivity radiuses	✓ Monsters have no max recruit limit, perpetual PVP in reactivity radiuses
War mechanics	If players and NPC can declare war on claims and outposts	✗ No war can be declared	✗ Can declare war on NPCs only, but NPCs will not declare war to players	✓ War must be mutual unless brutality culture exceeds warding, doesn't need mutual for wars declared on NPC	✓ War doesn't need to be mutual, only declared	✓ War doesn't need to be mutual, only declared
Pirate mechanics	If pirate mechanics are available, and if they can expand past deep areas	✗ No pirates	✗ No pirates	✓	✓	✓ Pirates can expand past deep areas

Mechanic Definitions	Process Description	PVE Casual	PVE Normal	Hybrid Core	PVP Normal	PVP Hardcore
Crime, trials, and bounty hunting mechanics	If crime, trial, and bounty hunting mechanics are in full effect, and stipulations	✗ No crimes	✓ No PVP and NPC crimes, low imps in populated areas	✓ PVP and NPC crimes if crime controls exceed warding, and required tinder, high PVP crime cooldowns	✓ PVP and NPC crimes if crime controls exceed warding, low PVP crime cooldowns	✓ PVP and NPC crimes if crime controls exceed warding, low PVP crime cooldowns
Drunk brawls HP damage	If drunken brawls do HP damage, or just deplete stamina for the brawl to end, and if players can execute after a brawl	✗ Stamina only	✓ HP hits, but no executions	✓ HP hits, and brutality culture can allow executions	✓ HP hits, and executions allowed (may still be set as a crime in a claim/ outpost)	✓ HP hits, and executions allowed (may still be set as a crime in a claim/ outpost)
Duels requests allowed	When players request a duel, what is affected, and if executions are possible	✗ Stamina only, no execution mechanics	✓ Stamina only, no execution mechanics	✓ HP hits and no executions unless crime controls exceed warding, and required tinder, high PVP crime cooldowns	✓ HP hits, and executions allowed (may still be set as a crime in a claim/ outpost)	✓ HP hits, and executions allowed (may still be set as a crime in a claim/ outpost)

Mechanic Definitions	Process Description	PVE Casual	PVE Normal	Hybrid Core	PVP Normal	PVP Hardcore
PVP allowed in arenas	If PVP is allowed in player built constructions, and what is affected, and what if execution is allowed	✓ Stamina only, no execution mechanics	✓ HP affects but, no execution mechanics	✓ HP hits, and brutality culture can allow executions without crime	✓ HP hits, and executions allowed (may still be set as a crime in a claim/ outpost)	✓ HP hits, and executions allowed (may still be set as a crime in a claim/ outpost)
Firefly pull mechanics	If a searchlight or other offline player pull can occur	✗	✗	✓ Deep area pirate searchlights and war mechanics can pull players	✓ Deep area pirate searchlights and war mechanics can pull players	✓ Any searchlight anywhere can pull players
World peace mechanics	If players can appease monsters to stop appearing altogether, if every claim/outpost offers the required amount of tinder per cycle (linked outposts can offset deficiencies)	✓	✓	✗	✗	✗

Mechanic Definitions	Process Description	PVE Casual	PVE Normal	Hybrid Core	PVP Normal	PVP Hardcore
Starbound Mode	An optional mode, if entered, the "in-active" state, auto retires the character, and drops their spirit relics into the world, from falling stars	✓	✓	✓	✓	✓
Tinder item values	How much tinder value each item has by default, in safer worlds, tinder generally has less use, and thus, less value	Very low	Low	Normal	High	Very High

Chapter 12 - ETC

This is where everything else goes.

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Chapter 12.1 Game Modes

Normal Mode

- Mechanics as presented in the website/document

Normal Mode would be available in all PVE/Core/PVP systems.

Pantheon War

- Players must craft, and protect themselves, not for their own protection, but for their aligned deity
- Tinder offered at full HP will add to the deity's favor
    - Their favor is power
    - Players can offer disfavor towards any other deity, which hurts their power
- Each cycle the deities will fight
- Between cycles they will heal based on the rate of the tinder offered to them
- If one has enough tinder burnt to take down the other, that deity will fall, and protection spells are lost and broken
    - Players can realign to persisting deities, or live in exile, surviving on their own
- The last deity standing needs enough tinder to sustain the world's activities
- If the players don't offer enough tinder, or becomes inactive, the world will get darker and darker until the world ends
    - Players can offer disfavor to speed up the process
    - Eventually, the light on fire sources will not be enough
    - Players will be kicked out at the world end after a world end cutscene
- All other systems remain the same

Pantheon War would be available in all PVE/Core/PVP systems.

Island Mode

- Players have a owned island territory instance, a turtle deity, swimming over the ocean
- Can teleport to the mainland using a teleporter
    - To return to the island, they merely need to "eject"
- Players can grow their island, but it takes tinder to retain the growth of their Island, just like property ownership in regular mode
- Players can continue to build in the mainland, and can use their island as storage, or their main base and use the mainland as a place to occasionally gather resources
- Monsters will attack their island if they use their claim there, instead of in the mainland world
    - The claim type is vehicle, and players get unique island territory constructions
    - Players can construct a device that links their vehicle hub to their core (like in the original game mode)
- Players can collect resources from the mainland and change the ecology of their island territory
- Players can build special utilities, that allow them to return teleport onto a medical bed for self resurrection recovery, and even thwart death if they acquired the right resources (like in the original game mode, except there is no radius limitation)
- All other systems remain the same

Island Mode would be available in all PVE/Core/PVP systems.

Last edited on 8/5/25.

Thanks for reading.

Visit www.SpiritRelics-MMORPG.com for more up to date information.