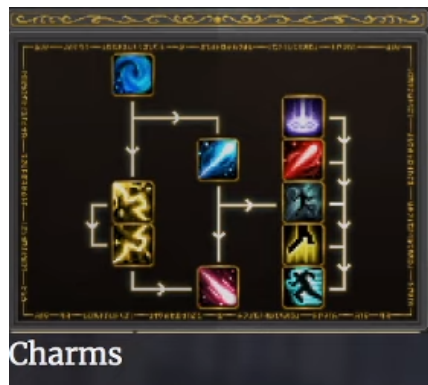


# Revelius Q&A Stream Notes

5/23/20

## Spell Progression

- Players will no longer be able to obtain every single spell at any one time
  - Will help players feel more unique and will pertain to their playstyle
  - All utility spells will still be obtainable (including Avimora, Leviomora, Molio) because they will be needed in quests
- Some spells that are deemed unnecessary will be removed
  - ~~Spells being removed include Spectrus, Inpulsamentum, Engorgimus, Impervio, Oblitero, Restringo, Emendium, Lapiforma, Fumus, Curego, Salvio Optime, Conflamora, Blizzix, Orchaphora, Colorivio, Meloformus, & Obscurio.~~
    - 5/24 Update: Most spells will not be lost. Instead of losing 66 spells, only 8 will be lost. The removed spells are Spectrus, Inpulsamentum, Curego, Emendium, Restringo, Fumus, Conflamora, & Salvio Optime
  - Cosmetic spells may be added back, but spells that affect PVP will not.
    - With spells like Curego being removed, spells such as Epifio will be changed so that you can still heal other players well.
- Spell trees will be implemented
  - Each tree is based on a specific combat spell type. The spell trees are:





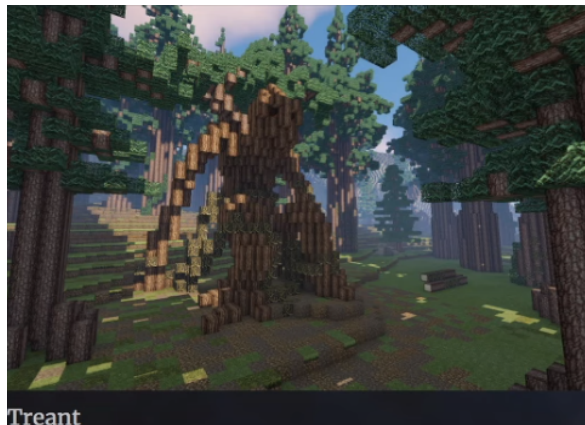
- There are 10 spells in each tree
  - Within the spell trees, you need to unlock the spell at the top of the tree before unlocking the spells below.
  - Each spell has a level requirement, and you must meet the level requirement in order to obtain the spell
  - Spells will be usable without the addition of spell points, however they will be less powerful. When a spell is maxed out on spell points, it will be much more powerful than if it had no spell points added to it.
- Each spell costs one spell point, you can put up to three spell points into each spell
  - The more spell points you put into a spell, the stronger it becomes. Buffs include lower cooldown, increased in damage, or an upgrade as to what the spell does.
  - By the time you're level 80, you'll have 30 spell points
- Spell progression is based upon the player's playstyle, because if a player likes a certain spell type (eg. Transfiguration), they can make that particular spell tree very powerful and put many of their spell points into that tree.
- Spell trees cost AC to reset

## World Quests

- NPCs will be spread around the world, they will mostly be found in towns.
  - NPCs will give quests to the players, some NPCs will give multiple quests. Some NPCs also follow a storyline involving two or more quests.
- Players will be rewarded experience, gold, and sometimes gear while completing world quests.
- Most quests will be located in specific regions such as Hogsend, London, etc.
  - Each region will be targeted at players within a certain level range.
    - For example, the Dwelling region is targeted at players from levels 31-40. All quests and mobs will be targeted at players in that level range.
  - As of right now, most quests reside within regions, there isn't much cross-region gameplay (although this is being looked at for the future)
- Currently, there are anywhere from 4-7 quests per region, and there are 15 regions. Close to 70 world quests overall for players to experience. Plus, daily riddle quests will still be available to players.
- Starting locations for all quests will be found in the quest journal (/q)

## Mobs and Mob Locations

- Each region is targeted at a certain level range, and the mobs in those regions are targeted at those levels
  - Mobs do not spawn in any other region other than their own level-targeted region
- Builders are currently working on mob locations for each mob to “live in”, which is to be their habitat.
  - Treant mob location:



- Embersnake mob location:



- All mob drops will be consistent with the type of mob
  - For example, all snake mob drops are in one category. Items such as Horned Snake Skin, which is a level 50 drop, will be grouped with Rune Spore Skin which is a level 80 drop.
- This will keep mob drops consistent throughout leveling
- Barrier mobs will be added in order to discourage lower level players from entering high level areas

## Professions

- Professions no longer have their own separate leveling system
  - Professions levels are consistent with normal player levels. If a player is level 80, they can craft any profession item in the game.
- Herbology no longer has planting, it is just harvesting plants. Plants do not have spells on them.
  - Plants are scattered around the world, and you can right click them to collect them. They serve as ingredients in potions and cooking.
  - Much like mob drops, plants are level-specific. Lower-level regions such as Hogsworth will yield lower-level plants. Players will be able to collect higher-level plants in regions such as Griffin's Hollow.
- Cooking will be all about buffing strengths and resistances in each type of magic.
  - It will just be about healing and counters.
    - There is no cooking or potion item that buffs your damage or resistance to those
  - To cook an item, you just need to have the ingredients in your inventory (mob drops & plants) and right click a stove. There will be no wait time.
  - Every 10 levels, you'll be able to create food that increases your strength and resistance in a type of magic for a certain amount of time. The duration as well as the percentage of buff you get increases with your level.
  - At level 80, you will be able to create food that gives you a 50% strength or resistance buff in a type of magic for 10 minutes.
  - Buffs will be important for fighting hard mobs
- Potions
  - The new brewing system will be much like the potion system in events such as Butterbrew 2019 and the Spring event this year.
  - Potions are instant effects and strong buffs
  - Players can mostly brew bombs and healing potions to defeat mobs quickly and sustain through battle.
  - Instead of buffing damage for a duration of time with cooking, potions allows a player to deal instant damage with a bomb.
  - Just like the other professions, it has the same potion every 10 levels, but the strength will increase as a player levels up
  - Felix Felicis will be introduced (Felix Fortuna)
    - Once you brew Felix Fortuna, you get a quest. Once the player completes the quest, they will get the spell Lacerum Incisis

- Players will now keep profession prefixes as long as they earned them before Revelius

## Gear

- Biggest feature in Revelius
- Gold will be important for gear
- Without gear, you will be equivalent to a level one player. You will have 100 health and will not deal much damage
- There will be six gear slots which will be accessible by typing /gear.
  - The six gear types are the head, body, legs, boots, hand, and trinket.
  - Gear is not visual in game like armor is in Minecraft, it's just in a GUI.
  - A way to view other players' gear will be added to the website as well as in game (probably in the shift-right click menu)
- Each piece of gear has many attributes that affect a player's stats
  - Attributes include health, damage, defense, cooldowns, magic, and more.
- Gear replaces talents (talents will be removed in Revelius)
- To obtain gear, players must loot gear materials from a mob, hidden chest, or other looting methods.
  - Players must go to a tailor located in towns to craft the pieces of gear with the gear materials and gold.
  - Because mobs are level-specific, the gear materials dropped by mobs will also only suit that level range.
- Gear also has durability, however gear never disappears when it breaks. When a piece of gear breaks, it stops working.
  - In order to repair a piece of gear, bring it to a tailor with materials and gold, which should be pretty cheap
  - You don't lose durability from getting hit from mobs quickly. Right now there is only a 10% chance that when a mob hits, you lose 1 durability.
    - Instead, if you die, you lose a lot of durability. Right now the percentage is set so that 10% of your maximum durability will be lost if you die

## Travel and Location Discovery

- Fire Dust, Warp Key Bags, and Brooms will be changing
- Fire Dust will be more expensive, and will be a physical item that you need to carry around to use
  - Only accessible within one main location within a region
  - Locations that are further away will cost more firedust
    - Cost will be determined after the economy adjusts to the update
- Warp key bags will be treated like a home teleportation device.
  - Players will be able to set their home, and will be able to go to their home location with their warpkey.
  - There will be a short cooldown of 10-15 minutes on the warpkey
- Broom system will be entirely different
  - Players will have to find a broom recipe from mobs, chests, and looting
  - Players must travel to Broomstix in London to craft the broom
  - ~~◦ All current brooms will become collectibles~~
    - 5/24 update: Brooms will be kept by players but they will be balanced in order to fit the Revelius update
    - Brooms will become tradeable so you can sell them at a later date
  - Introductory quest at Broomstix will be available at around level 30, which will give you the Bluebranch
- In the future, an online map for players to see where they are in the world will be added.
- /spawn will be removed, but there might be a way to respawn at the nearest town
- Upon entering a location for the first time, you will unlock a short lore piece about it, which can be viewed within /me
  - You will also get an XP reward and possibly a small gold reward
- High level locations can't be discovered by lower level players

## World Interactions

- Sort of like smaller quests
- Small interactive activities around the world for small amounts of experience and gold
  - For example, there is an interaction at the Wicked Willow which features a student that asks for 20 of a mob drop. Upon completing the interaction, the player is rewarded with the Wicked Willow passage.
- These interactions can be strewn anywhere in the world and they do not need to be linked to any quests.

## Daily Activities

- Most daily activities will be removed as they will no longer be the main content of Potterworld
- Minigames daily activities will still be there but will be changed, the ones being removed are mostly the mob hunt and some miscellaneous ones.
- In the future, the system will include each player randomly getting one daily task each day to complete.
- In Revelius, the update to daily activities will only include the mob hunt tasks being removed and changes to the minigames/misc. tasks

## Library

- Lore team is working on creating library books filled with information on mobs, locations, characters, and more
- Players will have the full library at their disposal
- This will serve as a baseline for the server's lore, all content will be using Potterworld's own lore.
- All quests, classes, events will be using PW's own lore

## Newcomers

- Bloodlines will be removed, as it would restrict players in quests
  - If bloodlines were to be kept, they would only be for roleplay. But they will most likely be removed.
- New players will start out at Mundane Lane

## Removed Gameplay

- Players will no longer need to eat food in order to keep their hunger full
  - Healing spells will no longer give hunger
  - Distances PW from a survival game, PW is going for more of an RPG.
- /warp info and /spawn will be removed.
  - All necessary information will be taught to players through quests and will be available in their player profile

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The rest of the Q&A is based around questions from viewers, rather than information about the update. If needed, I can also take notes about these questions, but I feel they were more viewer-specific to the stream and decided to leave them out of this document.

Thanks to Flip and the GD team for hosting this Q&A session, I'm hyped about Revelius as I'm sure you all are!

-Kate :)