RUNETERRA

made by Kryštof Kamenec

This document contains most of my knowledge of the MMO genre which I have tried to turn into the most fun but balanced MMO RPG with a class sandbox system.

In summer 2019 I first posted this idea on league boards and it got quite a lot of upvotes based on the fact that it wasn't even a League idea. So, I decided to continue with my work and continued on creating classes and professions. First, I created Mage and Enchanter classes because the ideas come to me naturally. Then I went for professions and tank class which weren't that difficult to build too. But the real struggle began when I was creating Slayer, Marksman and Fighter and my talent system didn't quite fit with how I wanted them to progress and be played. But in the end I managed to work it out.

As of writing this post I feel very much drained and burned out. It is quite hard working on something like this alone, but I still enjoy it. Furthermore, I don't even know where to post this, league boards were shut down and people on Reddit will definitely scream at me forever considering that we need another bad AAA MMO that will only steal our money and will be dead in the next 2 years.

Wherever I am going to post this I would be glad if this could reach Riot Games so it would make their work at least a bit easier, mainly working with class system and RPG aspects.

I would be really happy to see this project come alive or at least give Riot a helping hand and work with them. For now I think I will distance myself from MMO designing and focus on other stuff that doesn't feel so far from reach.

Before this project I was working for 5 years on WoW 2.0, where I learned all the basics of MMOs design. I reworked all the stuff that bugged me about WoW but in the end I decided to put all the work to rest because I really started to despise the company. So I moved on to another big project that gave me more creative freedom.

I want to give a big shout-out to Necrit who is from the same country as me. Thanks to his videos I really fell in love with Runeterra/LoL lore.

Contacts:

Work mail: krystof.kamenec1@gmail.com

IG:@amymamethyst

Twitter:@amymamethyst   Im czech so my time zone is CET

Game plan

The League universe is still in progress and we don't even know what is on the other side of Runeterra and have no idea how the land looks like between Demacia and Noxus.

Riot did a good thing to let people use their creativity to expand the lol universe in upcoming games and not create MMO straight away because it would be a money sink. The best move from Riot, that I thought was amazing, was the card game. Because not only they made this game to in detail build specific regions of Runeterra, but they also immediately prosper from this game and don't have to waste 4-5 years of their resources on MMO, which no one would probably even play now. But trends come and go, and in a few years, we will maybe see MMO RPGs come back. I personally stopped playing MMOs myself because there is always something missing for me in them, mostly the RPG element, community, freedom of creativity, combat system or art.

Building a world takes a long time so I would suggest starting with only Noxus x Demacia x Lower Freljord at first and then add other regions in DLCs. This way Riot can get more income while also focusing on little details in each region.

But even when starting with the Valoran region I would still make plans for upcoming regions. For example, in Upper Freljord/Ionia/Piltover DLC people would be introduced to a deadly nature mechanic (e.g.: low temperature could kill you and Ionia spirit) or hextech. Having these mechanics in mind I would tease them in the first game and create items so they would not be useless in the next expansion like they sometimes are in other MMOs. I want every item to have its purpose even if it's old content.

In Targon/Shurima/Bilgewater DLC you would be able to build yourself a boat which in the next DLC you could use to sail the whole ocean and explore islands and go dive into big depths of the ocean. Hopefully by then we will know what is on the other side of Runeterra and the next DLC would be all about it.

I want to also encourage seasonal servers (after the season ends your character is deleted and everyone starts over).

Classes

Combat is very tricky because everyone prefers something else. To please everyone, I made every class have different combat systems. Although every class has quite different combat systems, they all have one thing in common: skillshots. Around 80% of offensive spells will be kinda skillshots (like BDO or GW2 based on how it would feel)

You can switch between classes with gold and only once a month. You can also have different classes in every spec (2-3 specs per character). Mage to enchanter, fighter to tank and marksman to slayer have lower gold change costs.

Mage

+ Versatility   - squishy, casting

Mage is a class created for players who like a steady slow playstyle with casting. Cooldown and mana management is the most important feature of this class. They use the environment to their advantage, sometimes even morphing it into their liking. They are only class that doesn't fully have skillshots instead they obey these 3 "rules":

1. If mage is not moving and is aiming on target their spell will follow the target until hit. (doesn't apply to every spell)

2. If mage moved during casting of their spell. Spell will fly in a direct line and disappear after the spell reaches full range. (doesn't apply to every spell)

3. If Mage is running while casting both of their movement and casting is reduced. (doesn't apply to every spell)

Spells and talents: <u>Mage</u> - fully realized
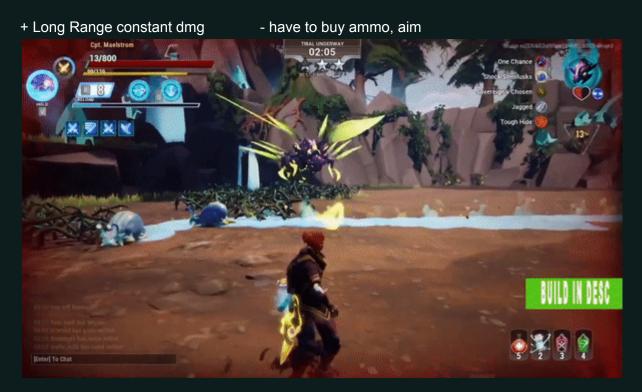
Fighter

+ Close Range constant dmg   - no range

Fighter is for the players who like fast, attack chaining gameplay. They must manage their resources, which is mainly stamina. They don't have to worry about running out of their resources like mages because stamina regenerates at a faster rate. But they still must be careful because stamina is also used for parrying and dodging.

Spells and talents: <u>Fighter</u> - gameplay realized but abilities and talents are missing

Marksman

+ Long Range constant dmg   - have to buy ammo, aim

Marksmans is for fps players. Only thing marksman players need to worry about is the ammo, if they didn't choose any magic, and positioning. Every marksman weapon is different and has its own abilities with CDs. They mainly focus on long range constant dmg but they can choose to go close range with some specs.
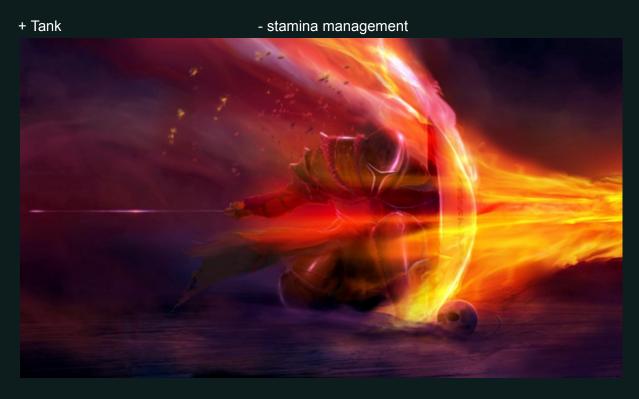
Spells and talents: Marksman - talents in progress

Slayer

+ High Burst, Stealth, Mobility   - CDs and Preparation Points, no constant aoe

Slayer is for those who like to play stealthy and one-shot NPC or burst down players or bosses. Slayers can choose between a variety of weapons and magics to change their playstyle. They also can choose between lots of utility bombs, spells, and trinkets to help them assassinate their target or run away. Best examples of slayer are Akali, Talon and Leblanc.

Spells and talents: <u>Slayer</u> - few talents missing

Vanguard/Warden

+ Tank   - stamina management

The main reason for the Vanguard/Warden class is that tanks are so hard to balance in PVP therefore I needed to create a separate tank class so dps classes wouldn't abuse tank talent tree in pvp. Tanks need to manage enemies patience and aggro meters and their own stamina.

Spells and talents: [Vanguard/Warden](#) - fully realized

Enchanter

+ Heal/Support   - mana management

Enchanter is support and healing class. They are hugely dependent on their mana and must manage it so they don't run out during battle. They can empower both the whole group or single ally based on their specialization. Most of the abilities are tab targeted so players can use ALT to enter tab mode and heal players through tabs. Although enchanter heals mainly through tabs, they also have few skillshot specs.

ALT tab mode is available for every class.

Spells and talents: Enchanter - fully realized

Talents

Talents are another core part of your character identity. With the talent system that I've created, players have freedom to mix talents together and create their own fantasy/playstyle. With freedom must come of course some limitations or players would just pick the strongest talents and play only the strongest build. Every talent tree has five talent rows and players have 8 talents row points (talent tree points).Talents rows can only be unlocked from top to bottom. So, the first talent row unlocks the second row, second row unlocks the third row and so on. To keep every talent tree strong, I have made it that every fifth (last) talent row is the strongest.
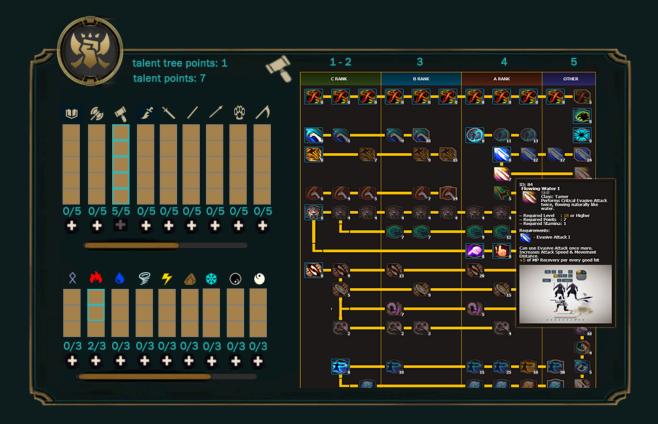
Types of talents:

1. Class talents (Mage/Enchanter/Tank) – every talent tree has 5 rows, and you have 8 talent row points. First talent row is always 2x stat increases and 1 passive (You can have only 1 passive). Second row is always "make a choice row" where you can only choose 1 talent from all second talent rows. Talent rows from 3-5 have talents which increases your power of spells. More in detail in Mage, Enchanter and Vanguard/Warden documents.

2. Class Talents (Slayer/Marksman) – primary talent tree has 5 talent rows and secondary talent trees have 3 talent rows, and you have 8 talent row points. Rows unlocks different abilities and talents that you can lock in the specific talent slots. Primary talents trees unlock gameplay and specialization talents. Secondary talent trees unlock defense and specialization talents. Also, both marksman and slayer have bonus "utility slots". Marksman has 1 "utility slot" where they can put mobility/utility spells and slayer has 2 "utility slots" where they can put weapons and damaging/utility spells. More in detail in Slayer and Marksman documents.

3. Class Talents (Fighter) – this talent system is not realized yet but my idea for Fighter talents is a combination of my 8 talent row system and BDO talent system, where every talent tree would have BDO talents and you can spend your talent points to rank up your abilities. And every talent row would unlock better abilities.

4. Profession talents – every talent tree has up to 3 rows, and you have 5 talent row points. Talent rows only include talents that increase your efficiency/power. Some professions include class talents rows, which impact your playstyle heavily. (e.g.: Alchemy tree)

Professions

Progression

Talents tree points and talent points are unlocked through Qs and leveling. If a player does all talent quests first, they might have full spec on lvl 15. Additionally all spells skill up and unlock ranks based on how much and how you use them (something like mini Quests).

Lists

Runeterra magic

On Runeterra everyone can use magic. Therefore, every class has the option to choose any magic of their liking in class talent trees.

Celestial:

Runic

Sun / Moon - coming in Targon expansion

Elemental:

Fire

Water

Wind

Lightning

Earth

Frost

Shadow

Light

Nature

Others:

Necromancy

Blood

Spirit Magic - i don't know how this magic works so I didn't make any specs for this magic

Void:

Void

Weapons

One hand

- Fist weapon – smaller, bigger, with blade, disc
- Axes
- Mace
- Sword, Dagger
- Chain weapons

Two Hand

- Stave
- Axe
- Mace
- Sword, Great Sword
- Scythe
- Spear
- Ohmlatl
- Chain weapons – very rare

Ranged

- Crossbow
- Guns – pistol, launcher/cannon, shotgun, rifle
- Focus
- Bow
- Throw – shuriken, equipped weapon (axe, sword), spear
- Boomerang/Chakram
- Explosives

Shield

- small
- medium
- big

Stats

full-size:https://imgur.com/a/EjopezK

Primary stats:

Armor   - reduces your movement speed (rapidness can give you back your movement speed), resource regen speed, drains your stamina (stops draining if you have XX amount of Strength)

Vitality   - HP, stamina

Strength   - 2x melee AD, stamina, AD crit, tenacity, faster running while attacking

Dexterity   - 1xAP and melee/ranged AD, stamina regen, rapidness/haste, faster running while casting

Intellect   - 2xAP, Mana, stamina cost reduce, spell crit, faster casting while running

Secondary stats:

Attack Damage

Ability Power

Critical strike   - % chance to do critical

Rapidness/Haste - attack/spellcasting speed, movement speed, Haste = spell CD (maybe animation/projectile speed)

Magic resist   - only for specific class of magic

Mana regen

Health regen

Critical DMG

Magic Penetration

Armor Penetration

Lifesteal

Movement speed

Tenacity

Multistrike   - only available in lightning talents and not on gear

Stamina is used for blocking, parrying and dodging. Also can be used as a resource.

Gear

Light – better secondary stats

Medium – middle ground

Heavy – better primary stats

full-size: https://imgur.com/a/uxEXLmG

Quests and tasks

Quests - Quest should take you on a journey or tell a story. They can also be quest chains and sometimes include tasks.

TASKS - collect/kill/escort. Collect tasks won't have many „quest item" items (meaning unique items), instead npcs will want profession materials or grey, white drops.

I want at least 20% of the quests and tasks to not give you pointers. Npcs and quest texts will tell you in which area to look but there won't be any exact pointer in that area, so you need to use your map or game knowledge to figure out where to go.

If it would be possible, I would like to have every quest/task voice overed. In California there are lots of broke actors, I think they would appreciate some cash for a few lines.

You can track 3 or 4 quests and 5 or 6 tasks at a time. Other tasks you need to remember.

Sometimes when you do all tasks from npcs they will unlock quests.

Character creation

I want Character creation to be very advanced so players can create any face and body they like of course with some limitations. Only playable race at first would be Humans. Later other races like Vastayan, Yordles, Minotaurs and Trolls could be added.

In character creation you can also choose two past experiences. Past experiences give either profession, gear, materials, reputation, random skill points or random gold at the start of the game which can't be mailed.

You can also choose your origin. After finishing creating your character, the game asks you where your character is from and you simply click on the map.

Spawn points - you can choose to spawn in any village, town or city you want.

List of experiences

Farmer – teaches you cultivation trait, random chance of how many things you have on your land, very low gold

Fisherman – starts with fishing and random fishes, hook and baits, low-medium gold

Brewer, Cook, Baker – proff + random things, low-medium gold

Lumberjack - proff + random things, low-medium gold

Weaver - proff + random things, low-medium gold

Herbalist - proff + random things, low-medium gold

Butcher - proff + random things, low-medium gold

Miner - proff + random things, low-medium gold

Archaeologist - proff + random things, low-medium gold

Engineer - proff + random things, low-medium gold

Carpenter - proff + random things, low-medium gold

Smith – weapon/armor - proff + random things, low-medium gold

Leatherworker - proff + random things, low-medium gold

Tailor - proff + random things, low-medium gold

Alchemist (apothecary) - proff + random things, low-medium gold

Jeweller - proff + random things, low-medium gold

Enchanter - proff + random things, low-medium gold

These are only for good rep and gold or items

Soldier – bonus rep

Cop/knight – bonus rep

Court lady/noble – full gear on start that is good till level 10, bonus rep

Merchant – chance of starting with stand, better prices

Accountant – lesser fees

Sailor – starts fishing mats (can get boat in later expansions)

Witch Doctor - herbs

Doctor – starts with healing stuff

Bandit – starts with gold and items

Thief/criminal – random items and gold

Inn Keeper – 1% chance to give you land with small inn

Gladiator – bonus skill of weapons of choosing

Traveller – survival skill + kit

Diplomat – better rep and prices

Student – faster learning spells/skills

Teacher – starts with full skill

Servant – random gear

Worker – random mats

Acolyte/Bishop/Priest - costume + rep

Bard/Jester - costume + rep

Messenger – letter with Q

Actor – random reps

Spy, Assassin – starts with contracts or missions

Courtesan

Factions

I hate the idea of being locked to a specific faction and not being able to interact with the players of the opposing faction in any friendly way. MMOs should bring people together and not tear them apart just because one faction has better racials or other things.

When you create your character you will always be neutral, unless you choose Soldier/Cop/Knight/Court experience. These experiences will make you start the game representing factions you have chosen. If you start in enemy territory you can choose to be undercover.

In the reputation tab you can always check or uncheck which faction you are representing. Furthermore you can check or uncheck if you are undercover for that faction.

Reputation with a faction doesn't equal that you fight for them or represent them. It simply makes you liked by the people of that faction.

I want every village and town to have their own reputation, so even when you have a capital city reputation maxed out and you come to the village you are just some soldier in "shiny fancy armor."

You can even become part of an "evil organization".

Monetizing

First thing first: never make it pay to win or you will lose the core player base of mmos.

All monetizable things: emotive animations (waving, laughing, dancing), other animations (walking,attacking,casting), stickers, bubble emotes, mounts, pets, lol champion clothes if they are unique, furniture, lands for housing, character hair, tattoos and other customizations.

Maybe consider battle passes for instanced pvp, pve and housing or monthly sub that could change based on how much the company made money last month from 5-10 dollars. I think monthly sub is a bad idea because it discourages younger people. If you make it free, people will spend money on those things I listed above. Battle pass is probably the best option and when the economy settles Riot can let players buy it with gold. Therefore gold in the game will get real money value.

Cross-platform play - some classes like fighter and marksman could be played on other platforms.

Phone app – whenever logged off you can use the phone app to do tasks, research recipes, skill ups or play battle pets. Each mission will have a journey timer and along the journey you encounter random events like making decisions or being ambushed. Fights will be in pokemon like way or auto battler. If you finish the journey your character will be automatically teleported wherever you go in the game.

E-sport and competitions

Battleground (they would be called something else maybe)

Arenas

Class challenges

Raids – world first races

Dungeons – with timer

Solo challenge instances/raids with leaderboards

Almost everything would have leaderboards

Housing, transmog competitions

Fan made maps/battlegrounds/game modes/items competition

I am still working on instances so for now I call them Raids and Dungeons

Unique gameplays and events

Death

When you die you spawn at the nearest spirit stone and must run to your body. In the spirit realm there will be spirits that will stun you, slow you or teleport you back to the spirit stone. Necromancers can use spells while they are in the spirit realm on spirits to banish them or stun them. Also, they can use their spells on living creatures and players to annoy them.

Moving Darkness (Nocturne)

Nocturne gives nightmares to a random town -> you must go to sleep and defeat him in your nightmare. Nightmare will be instance where up to 6-10 people can go. Not everyone has a chance to get into a nightmare and some people can wake up if they do nothing there. Players must keep refilling their „ sanity bar ". If someone dies in a nightmare Nocturne's power increases. After players defeat Nocturne in a nightmare, he will escape, and players must defeat him in the open world.

Moving mist/Harrowing

Mist of Shadow Isles spreads to closest continents where all undead creatures will try to kill anything living. You can farm these undead creatures for rare and epic drops. During Harrowing mist will spread almost over the whole Runeterra and you get the chance to defeat the Ruined King. (Idea made before Ruined King game so idk)

Bandle City

Bandle city would be something like Darkmoon Faire.

Leblanc's Mansion

This will be an endlessly replayable, ever-changing dungeon, where players can alone or with a group take on challenges of Leblanc's Mansion and get some cool loot.

Minigames

Jumping games, gw2 minigames/activities

Classes minigames

Mage – elemental wars

Fighter – 1v1

Marksman - battle royale

Slayer - manhunt

Later DLCs events

Shadow Isles

"Upon entering near Shadow Isles, you feel your soul being ripped out by a mist. You need to protect yourself from maleficent spirit of the mists." – in-game message

Priests of Buhru may know how to help you.

You will need to collect relics from undead creatures of the isles in exchange you can extend your lifeforce being protected in the mist. The more you go to the Isles the more you will explore and more undead relics you will collect.

The Deep Sea

Sea would be divided into 2 parts based on depth. First part would be part of the open world and it includes the Sunlight and Twilight zone. The second part would be instanced and will include The Midnight Zone and The Abyss. In the first part you only must worry about not being eaten and your breath, in the second part you need something that will protect you against pressure (spells or suit). Down at the bottom of the sea you can find Nautilus and other mysteries of the Runeterra ocean.

Saving Icathia

Players would be able to help Zilean save Icathia from destruction. It won't happen on the first try but the more and more you do this scenario over the more knowledge you get on what went wrong that day (or few days) and in the end Icathia may be saved.

Ultra Rapid Fire

Players will be teleported into an instance and need to find URF, talk to him and regain his power by killing waves of enemies. Enemies will drop currency that can be used to open URF chests that drop random items. These items offer a wide range of boosts to players class and spec. Difficulty of the enemies increases every 5 minutes, thus making the game harder the longer players stay on level. This game mode would be available only for a week once every 4 months.