

Veloren Faction Roleplay Proposal - Draft (Revised)

A proposal for introducing faction-based roleplay into Veloren, focusing on player roles, resource management, and territory control. It aims to be minimally intrusive to existing game mechanics and avoid implementation dependencies wherever possible (practically non-existent apart from making one separate discord channel and two roles (faction 1 and faction 2 [names yet to be decided]) for this).

I. Faction Structure & Roles:

Each faction will have a defined leadership structure and roles for members:

- **Leader:** Responsible for assigning quests to faction members, managing overall faction strategy, and overseeing member activities.
- **Treasurer:** Manages the faction's resources, including those earned through quests and territory control. Handles distribution of items and rewards.
- **General:** Leads military operations, and organizes raids, and strategies for territory control.
- **Subordinates Of the General/Lieutenant Generals:** Members who can lead raids and declare decisions that are necessary after the enemy-capture of a town in the absence of the general. These are assigned by the general.
- **Member:** Players who contribute to the faction through various activities. Ranks within the member structure can be implemented based on accumulated faction points.

II. Faction Points & Incentives:

- **Earning Points:** Players earn faction points by completing quests assigned by the Leader. Quests can involve various activities like resource gathering, crafting, combat, and exploration.

- **Spending Points:** Faction points can be exchanged for items, resources, and other rewards from the faction treasury, managed by the Treasurer. This creates an incentive for participation and contribution.

III. Territory Control:

- **Initial Distribution:** After the initial takeover of leadership by the first-generation faction leaders, territories will be distributed fairly between the two factions on the basis of either number-of-towns or any other criteria the leaders decide fit at the moment of undertaking of the above initiative.
- **Conquering Territories:**
 - **Siege Notice:** A faction intending to capture a town must announce its intent (a "siege notice") at least one day (or a set time) in advance. This notice will be posted in a designated Discord channel, tagging both factions involved. Without a siege notice, any capture thereof, can and will be considered invalid.
 - **Capture Process:** After the siege notice period, the attacking faction must defeat all defending members of the opposing faction within the town.
 - **Proof of Capture:** The General (or Lieutenant General if the General is absent) of the attacking faction must then provide proof of capture by posting screenshots on the designated Discord channel. This screenshot can be either one of the following or both:
 - A front-view "selfie" of the raiding party lined up in the centre of the captured town.
 - A top-down "eagle view" screenshot showing the entire town with raiding party members visible in the middle of the town.
 - The post must also include:
 - The name of the captured town.

- A list of participating faction members.
 - **Acknowledgement/Counter-Declaration:** The General of the defending faction has 15 minutes to respond in the Discord channel. They can either:
 - Acknowledge the capture, thus finalizing the transfer of territory.
 - Declare their intent to retake the town within 15 minutes. This declaration can only be made by the General, the Leader, or a Lieutenant General explicitly authorized by the General (and this authorization must be announced publicly in the same channel).
 - **Default Capture:** If the defending General/Lieutenant General does not respond within 15 minutes, the capture is considered successful by default.
- **Territory Adjacency:** Towns can only be conquered if they are adjacent to territories already controlled by the attacking faction. This prevents factions from capturing isolated towns deep within enemy territory and promotes strategic expansion.
- **Map Reset & Redistribution:** Territories will *only* be reset if both factions agree to it when there is a map reset or update. Otherwise, towns will be proportionally distributed in the new map according to the number of towns owned by the factions before the map update.
- **Neutral Zone:** Certain areas, like the central town of Sporia and the large lake, can be designated as neutral zones where open conflict is discouraged (or encouraged, depending on the desired dynamic). This can provide space for player gatherings, friendly competitions, and roleplaying events.

IV. Faction Identification:

- **Colour-Coded Clothing or Symbolic Items:** To visually distinguish factions, players can utilize colour-coded clothing or items arranged in a specific order in

their inventory. Initially, factions can choose a colour to represent them. More complex designs and symbols can be introduced later if desired. This avoids the need for complex model changes early on.

- **Espionage & Loyalty:** Players can check the loyalty of suspected members by initiating a trade request and checking their inventory for clothing of opposing factions. This adds a layer of intrigue and roleplay opportunity. Alternatively, a specific, common item could be used as a faction symbol. The presence (or absence) and arrangement of these items in a player's inventory could be used to signal faction membership.

V. Town Claiming (Unoccupied Towns):

- **No Free Claims:** Players cannot simply claim an unoccupied town. The siege and capture process described above must be followed, even if the town is currently undefended. This prevents opportunistic land grabs and maintains the importance of organized faction activity.

VI. Discord Integration:

- **Dedicated Channels:** Dedicated Discord channels will be used for siege notices, capture confirmations, and other faction-related communication. This provides a clear and organized platform for managing territory control.
- **Faction Roles:** Discord roles can be used to identify members of different factions, facilitating communication and organization.

VII. Further Considerations:

- **Town Limits:** Limiting the number of towns that can be conquered per day can prevent one faction from rapidly overwhelming another. The current consensus is a maximum limit of one capture a day for each faction.

- **Resource Distribution:** The log of the faction treasuries should start with nothing and grow as members contribute or complete tasks and bring in resources as part of their tasks/quests.
- **Implementation:** This system is designed to be minimally intrusive and avoid significant implementation dependencies. It relies heavily on player cooperation and out-of-game communication (Discord) for territory control.

VIII. Council of Elders:

In order to promote fair play and ensure that unfair or malicious or un-sportsmanship-like practices are properly dealt with, there shall be three neutral players in the council of elders who shall be appointed by the agreement and acknowledgement of both factions. The Council of Elders or the COE shall be the highest court of justice in matters related to factions and shall be authorised to rule out judgment as they see fit. This judgement is to be followed and carried out by the factions unless both factions refuse, in which case, the current council shall be dissolved and a new council shall be appointed. However, the council cannot act upon their powers unless one of the faction leaders personally presents a case for them, in the event of which, the council's authority shall only extend to the matters that involve the case.