Ideas

This will be the start of pulling ideas/wish-list information from the discord into this forum. All and every idea will get added, it is just a matter of time.

- Status Effects on Creatures
- Status Effects on Weapons: Poison and Elemental
- Ideas to curb over hunting a zone.
- Poison/Disease
- Toggle for limiting the number of a specific mob.
- Edit spawn timers on the front end.

Status Effects on Creatures

- Add status effects to creatures:
  - Melee Range/standing next to a creature
    - Players take shared fire damage. (fighting a mob that is burning)
    - Players take water damage/being to drown from a water elemental
    - Multiple players are required to soak a single sweeping attack, or large hit.
  - Ranged players
    - Creature echos, "Mob beings to cast meteor on random player character, higher priority over one not in melee range.
    - Players would then need to stack up with the target of that spell in order to spread the damage.
  - Spell debuff, or status ailment on a player, that would require anyone else standing in the same room position to take damage. Would require players to spread out.

- Pros/Cons/Goals:
  - Issues, coding intensive, completely new interaction within nexus.
  - Allows for combat to be more interactive, without adding more abilities/player power to classes.
  - Large hunts/quests would be chaotic! (Unless good leadership and communication is present)
  - Possibly a way to balance hunting areas, or at the very least promote different types of groups or challenges. There would need to be enough variety that one specific type of class didn't feel left out or unable to participate.

Status Effects on Weapons: Poison and Elemental

For a full read-through of the ideas: https://aalynorsnexus.net/t/poisons-and-dual-wield/59

Paraphrasing:

- Instant Poison: Immediate, smaller tick damage on melee attack
- Stacking dot Poison: Builds up damage over time on a target.
- **(This adds an entirely new type of damage to nexus, DOTS, could be worth a discussion as to the power and viability of that if expanded on)**
- Crippling or Blinding poison: Slows the target, or adds a miss chance to the target.

Elemental Effects:

-Still looking for the place this idea was posted and discussed. In short, similar to poisons, add elemental damage to attacks.

Ideas to curb over hunting a zone.

Copy/past from discord: There are a few more suggestions for this topic. Will update accordingly.

telor — 06/21/2021
I’m going to bounce of this with more hypotheticals. Instead of the room being reduced to drop less, could the player potentially be flagged by the room with a flag that says, “this character had been here a long time, no more goodies for you.”
[11:16 AM]
That way if a different group of players comes the next day, the room is still useful to them and not ruined by a higher powered group.
[11:16 AM]
The only downside to this is a player running multiple characters in time steps
[11:17 AM]
Therefore taking advantage of the room.
[11:17 AM]
Just a thought.

Arcadia — 06/21/2021
I like it. Then if we add rangers "assess" ability to a room, they could see "This area has been exhausted by X and X, and X, they cannot be part of the hunting group."

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[11:17 AM]
I've been stubbing out 'instances' along the way too. Technically we could use something like that as well.

Poison/Disease

Outside of the first few levels, poison and disease are easily countered.

New iteration idea:

-Adding disease/poison ticks to attacks and/or on use and movement.

-Adjust disease/poison so they are only partial resisted, scaling could be based on a number of different factors. (mob level, character level, constitution, etc)

Toggle for limiting the number of a specific mob.

Add a toggle to mobs to limit the number that can spawn in a room.

That in combination with a permanent flag for a creature could offer a few different choices when designing a room.

1. It could add a bit of flavor to a hunting location. Have a special named mob that has a real low spawn chance. When it does eventually spawn, the mob is perm and must be dealt with in order for a normal hunt to continue.

2. Could offer a bit of variation to slowing down hunting zones. For example: A good hunting spot for thieves/rangers. The special mob to spawn could end up being undead, for obvious counters.

Might be worth looking into mob health regen on permanent mobs. In this specific case, there could be an interesting take if the mob did not regen. Or if it was tied to the normal ticks characters get, that would at least let them continue to progress on a mob if they have to clear out. (this could already be a thing, if so ignore it)

Last point, it adds a bit of flare to an area, as a form of mini boss encounter. Better XP/drop chance when defeated.

Edit spawn timers on the front end.

For the sake of an example, think of gate guards, or two wolves outside of a den.

I would like to be able to adjust spawn timers for mobs on the front end.

Two Guards, would spawn as perm mobs, (would need to be able to limit the number of spawns, so we don't get a room full of 40 guards) then have their re-spawn timer be X amount of time.

The idea would be, adventurers would have to address the guards at the door, or the patrol or whatever in front of the castle, in order to get inside and hunt or progress on whatever quest is going on. They would also then have to consider how to address that same encounter when trying to exit.

This is something that would make sense for places like, the quickling tree, sand ants, anything related to how the pyramid gets built.

It could also be used as soft block to a zone. No steal guards have a key to a non pickable door. To get in, those guards have to be dispatched.