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Unique Guild Domain System

By [Guest Writer](#) on May 12, 2012 | [Developer Journals](#) | 0

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Most MMOs, especially those that have a PVP system like Divina, have a guild system with basic communication features and GVG. But what most players find surprising in Divina is how robust its guild system is, featuring a unique Domain System, which can best be described as a meta-game. Now, these are guilds to be reckoned with!

There are two types of Domains that can be built in Divina - Private Domains and Guild Domains. Private Domains are controlled by individual players, whereas the Guild Domain is run by the Guild Leader and Vice Leader. With these Domains, players can construct buildings, gather resources, and level them up to unlock special items and benefits that the guild members can use in- game. The Guild Leader and Vice Leader can even develop a Guild Hinterland System.

Put simply, the Private Domain is each player's farmland, where they can build anyway they please, and produce whatever resources they need, which can then also be shared with the Guild Domain.

The Guild Domain is like a small town, with each member of the guild providing resources to help the town grow and develop. As the Guild Domain and Guild Hinterland level up, guild members can get buffs from special markers on the map, and they can also accept daily instanced quests that are specifically for guilds to receive high EXP rewards.

One thing to note -- the Domain System interface is built under the Guild system. That means if you leave the guild, even though you will not be able to access the Domain interface, your Private Domain's advancement will not be affected. You'll be able to access it again once you've joined a

new guild. However, if the new guild is at a lower level than your Private Domain, you won't be able to start at the level you left off. If you want your Private Domain to develop bigger and produce faster, choose a guild that will grow with you in the long-term.

Private Domain

Once you have reached level 20 and joined a guild that has reached level 2, you can start your own Private Domain. In the Private Domain system, everyone can construct their own buildings and R&D offices to produce consumables for your daily use. If you are especially efficient in producing resources, you can even become a resource wholesaler, and earn some extra gold on the side!



Private Domain Buildings and Functions

Home	One of the main buildings. Other buildings cannot exceed the Home level.
Private R&D Office	Research and Development to improve the efficiency of various Domain functions
Resource	Increases the maximum resources that can be stored

Storage	
Elemental Ore	Produces 80 "Ore" every hour at level 1
Lumber	Produces 80 "Lumber" every hour at level 1
Brick	Produces 80 "Brick" every hour at level 1
Element Building	Produces more "Ore" per hour Must have at least Level 6 Home + Level 5 Elemental Ores
Lumber Building	Produces more "Lumber" per hour Must have at least level 6 Home + Level 5 Lumber
Brick Building	Produces more "Bricks" per hour Must have at least level 6 Home + Level 5 Bricks
Crystal Rod Building	Produces crystal rods with all sorts of effects
Potion Building	Produces all sorts of potions

Temple of Faith	Increases faith points (Produces Treasure Chests)
Bell Tower	Increases the individual Private Domain time

Guild Domain System

Compared to the Private Domain, the Guild Domain is more beneficial to the player. Although some of the domain buildings are the same as what you'll find in Private Domains, there are some unique and valuable items that can be produced from the Guild Domain -- like Skill Books from the Skill Office, which are required to learn special class skills that can't be learned anywhere else.



The higher the building level, the better the items you can make. And the higher the Main City, the more buildings you can construct and expand. All created items in the Domain system are dropped into a separate Guild Storage, for guild members to access. There is a catch, though -- buildings cannot exceed the level of their main building, and Private Domain Homes cannot exceed the official Guild Main City by 2 levels. So the members must work together to level up the Main City, so they can level up their own buildings.

Since the Guild Leader and Vice Leader are in charge of the main Guild Domain, they can set taxes on their members that will benefit the Guild Domain, to help increase its level faster. The Guild Leader can set a tax for member resources, guild points, or member time.

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