10.12 Narrative

Fraction quest Feedback:
* Melissa:
    * Option 1: Ritual, bad ending distinct from coven.
    * Option 2: Faction history as a quest.
* Carl:
    * ?
* David:
    * Expand coven generals into a larger quest.
* Marius:
    * Include brother in the main quest.
    * Side quests are good as is.
    * Emphasize the importance of influence.

1. Artist Guidelines
https://wiki.magyk.dev/books/idea-collection/page/artist-guidelines-anti-magic
https://wiki.magyk.dev/books/merchant-faction/page/artist-guideline
https://wiki.magyk.dev/books/magic-faction/page/culture-and-people
https://wiki.magyk.dev/books/idea-collection/page/artist-guidelines-the-coven

Klassen Flavouring

Mage (squishy)

* Weapon: Staff
* Base Attack: Magic Arrow (yellow energy arrow)
* Passive: Chaining base attacks (without other actions in between) builds stacks (yellow inner glow).
* AoE Damage: Falling stones targeting multiple enemies (medium to large range).
* Multi-Target Damage: Plant vines that destroy themselves after attacking.
* AoE Stun: Bright light visual effect.
* Single Target Armor Bypass: Ice arrow that splits upon impact.
* Ultimate: Energy drain (purple) using maximum stacks (yellow).

Healer (tankier)
* weapon: Gauntlets
* base atk: bonk
* Passive: Casted Heals and buffs are duped on healer (multiplied by X, starting value X<1) (only one instance per spell)
* Single Target Heal(healing aura apple green , flowers grass on feet)

* Backup Ability:Bright blue sparkles and shiny aura.
* AoE Heal: (healing aura apple green less intence, flowers grass on feet)
* Single Target Attack Buff: Peach-gold light spiraling upward around the target’s body.
* Multi Target Speed Buff: White/turquoise light spiraling upward quicker anmations
* 'Ult': swap places with any other unit (??? => PLAYTESTING!!)(visualized as roots exchanging positions, yellow energy).
* Poison: (Debuff) dark purple
* Weaken: Drains energy, purple
* Corrosion: (Armor Shred) Acid-like color effect, with red/yellowgreen, crackling visual indicators
* Slow: Black or gray energy descending slowly on the target.

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