

10.12 Narrative

Faction 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 intense, 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 animations
 - * '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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Revision #2

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