

# 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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