# 21. 11 Design Narrative

## Main Quest

- **Artefacts ideas**
  - **Artifact Liquid?**
  - **Artefact Torns?**
    - Thorn-based design for locations.
    - Artifacts are thorns themselves.
    - Break off branches; they regrow, containing magic.
    - Coven location represents last Artefacts
    - Thorns grow from characters ?
  - Artifacts can be mobile (one faction, Merchants)
  - Anti-magic: pin a large city
- **Effects:**
  - Moderate magic buffs are acceptable
    - shortens or extends duration
  - Magic Faction buffs
  - Coven debuffs
  - Environment becomes more challenging
- **Combat Support:**
  - Create issues in design

---

## Quest Design

- **Main Quests:**
  - Narrative creates concepts
  - Plan a workshop for collaborative refinement with Game Design
- **Smaller Quests:**
  - Game design provides guidelines.
  - Narrative team expands on details.

TO DO:

- **Combat Support:**
  - Create issues in design

- **Wiki Updates:**
  - Ensure wikis link to each other.
  - **Homepage**

---

Revision #3
Created 25 November 2024 15:53:15 by Lena
Updated 19 December 2024 15:39:33 by Lena