

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
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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**
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Revision #3

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