26.11 Narrative

Feedback

- **Factions & Main Quest Connection**
- **Individual Feedback**:
  - **Marius (Anti-Magic)**:
    - mirror images combat
    - Thorns concept: integration integration.
    - faction: possible access to caves or unique areas easier
  - **David(Coven)**:
    - Artifacts act like "batteries": provide buffs and can also debuff.
    - Focus on the final fight and the role of the last artifact.
  - **Carl(Merchant)**:
    - mental artifact.
    - Game design issue:
      - Are dialogues planned?
      - how could powers function?
      - Faction has minimal influence on the main quest
  - **Melissa**:
    - Win condition: reaching a location rather than defeating a foe (design).

Thorns

- **Thorns**:
  - Visual indicators for artifact locations.
  - Special thorns (e.g., 1m tall) for unique identification.
  - Clearings surrounded by thorns point at artefact
  -

Main Quest

Flow Overview

1. **Start the Run**:
   - Tutorial or similar combat introduction.
   - Village exploration introduces nightmares and quest motivation.
2. **Nightmares & Objectives**:
   - **1st Nightmare**: Subjective and cryptic.
   - Collect **3 Artifacts** to stop the coven, break the curse, and end nightmares.

Artifact Discovery

- **How do players find them?**
  - Ask **merchants** for leads.
    - Example: Narrow down regions through dialogue or item clues.
  - Use **magic sub-quests** for specific info:
    - Escort someone to a shrine, retrieve magical knowledge.
  - Anti-magic faction quests:
    - Hear rumors in exchange for completing tasks (e.g., training grounds quest).
- **What are the artifacts?**
  - Players can identify them visually.
  - Additional quest elements include:
    - Coven involvement.
    - Dreams offering guidance.
    - Breaking faction-held artifacts.

Player Awareness

- How do players figure out their purpose?
  - Trial and error.
  - Nightmares.
  - Coven encounters.
  - Merchant interactions.

Coven Encounters

- **When do they occur?**
  - Stop rituals during quests.
  - Random encounters after completing objectives.
  - Optional mini-boss fights with generals tied to specific artifacts.

Ending

- **Too early?**
  - Warning system in place.
  - Early arrival leads to failure or death.
- Boss fight?

Biomes

1. **Needle Forest**:
   - Dense thorns, small clearings.
   - Final coven boss area, ruins.
2. **Mountainous Region**:
   - Broad trees, large clearings.
   - Dense mixed forest with shrubs.
3. **Asian-Inspired Dense Forest**:
   - Dry terrain with tall mountains.
4. **European Deciduous Forest**:

- No birch trees.

5. **Swamp**:
   - Wet and overgrown terrain.

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