Idea Collection

Write ideas that fit nowhere else in this book

- Main Quest Ideas
- Anti Magic Ideas
    - (*WIP*) Quest Ideas (Anti Magic)
- Merchant Ideas
    - Quest Ideas (Merchant) (**WIP**)
- Coven Ideas
    - Quest Ideas (The Coven) (**WIP**)
- Magic Ideas
    - Quest Ideas

Main Quest Ideas

Anti Magic Ideas

(*WIP*) Quest Ideas (Anti Magic)

Potential Quests:

- Encounter the former Court Mage that disappeared the night the queen died and discovering the truth (not that I know that myself at this point)
- **Finding the lost brother of the queen to bring him back and let him claim the open seat on the council**
- Working with the only survivor from the time the Artifact first activated to uncover clues about the original purpose of the Artifact(s)
- (Minor Quest) Driving Mages out of their territory

Former Court Mage:

Lost Brother of the Queen:

- Quest can be triggered randomly when not in Anti-Magic territory (but very close to it), but has higher chances of triggering with a positive reputation with the Faction
- The Brother of the Queen (BotQ as placeholder name) is a powerful Druid (Healer variant), first encounter might be helping him in a fight, but he's strong enough that he doesn't really need the help unless it's a late-game encounter
- During the first encounter he won't interact much with the player, only saying: "Appreciate the help, even if it wasn't necessary against small-fry like this. I'd love to stay and chat, but there's a certain well-meaning and nonetheless very persistent and annoying group of people I really don't want to run in right now, so see ya later~"
- Shortly after he leaves, a group of Knights (later revealed to be the Royal Knights) will appear and ask for direction
  - If you tell the truth, the next (bonus) encounter will be with the Knights
  - If you lie, the next encounter will be with the BotQ
- Later encounters will progressively get closer to the center of the Anti-Magic territory, but the 2nd and/or 3rd meeting could still be outside of the territory
- Bonus encounter with the Knights (Lore-heavy):
  - (Maybe a combat encounter to support the Knights, still unclear)
  - they will tell the player about a bit about the Tragedy of the Queen's Death
  - but mostly about the the chaos afterwards, when they were reeling from the sudden loss and the Country descended into Anarchy
  - They'll explain who they're searching for and why

- Next encounter with the BotQ:
  - He recognizes the Player Party, and will invite them to sit with him (bonfire most likely, maybe Tavern)
    - If you had the Bonus Encounter,

Only Survivor of the Incident:

Minor Quest:

Which Quest is suited as Main Quest?

- Finding the brother of the queen, ties into its history well

How do the quests influence the faction?

Former Court Mage:

Lost Brother of the Queen:

- After the second encounter of the quest, members of the faction can be encountered a lot more often outside their territory, but uncharacteristically they'll try not to pick fight with mages and in extreme cases might even cooperate with them
- Upon completion of the quest:
  - the Council will have one more member (probably affects only lore?)
  - The Royal Knights will come out of retirement (Faction has a lot more High-Level Units)
  - The attitude towards mages is less hostile, no more "Driving out Mages" Quests, will be changed to "Take care of Mage-Bandits" (name needs to be work-shopped)
  - Mages can now appear as mercenaries (very rarely) to provide support to the Faction
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Only Survivor of the Incident:

Minor Quest:

How do the quests influence the Game? (Gameplay)

Former Court Mage:

Lost Brother of the Queen:

- After the second encounter, reputation with the Faction will rise a bit every node as long as the quest isn't somehow aborted
- Upon completion of the quest:
  - Unlock the Druid Class
  - Unlock Gremory Class (Mage+Healer), when Main Quest of Magic Faction is also completed

Only Survivor of the Incident:

Minor Quest:

Merchant Ideas

Quest Ideas (Merchant) (**WIP**)

Potential Quests:

- Helping some merchants to gain the trust of the leader
- Trying to trade with a specific faction
- Acting as mercenaries for the merchants
- Gaining information on another faction

Which Quest is suited as Main Quest?

Helping the merchants with some side quests will get the player the attention of the leader. This will help the player locating him and once the player helped him the player will be able to easily obtain the power of the artifact from him.

How do the quests influence the faction?

By helping the merchants, they will grow their relations to the other factions which opens the possibility of more and rarer goods being traded.

Helping some merchants to gain the trust of the leader

Once the player has helped enough merchants (e.g. completed 2 side quests) the merchants will tell the player: "Thank you for helping us. I hear, that our leader wants to talk to you. He told me, that he is waiting at [this location]."

Quest: Helping the leader

“Welcome to our camp.
First, I want to thank you in the name of my friends with helping them with their trades.
They told me you were reliable and even earned them a little bonus.
I would have liked to meet you at a better time, but as things stand, I yet again must ask for your help.
I heard from some of my men, that some mercenaries are on their way here trying to relieve us from our goods.
Therefore, I would ask you, are you willing to help us defend against them?”

If the player accepts they will have to fight some mercaneries in the next fight. After winning they will be rewarded which includes the powers of the leaders artifact.

Quest: Helping a merchant

“Greetings fellow traveller.”

(Multiple choice) “Good day. I am on my way to [choose place in one of the other factions’ territories].”

“Do you have any business with the [faction]?”

(Multiple choice)
(1)“That’s none of your business. I am just trying to buy some replenishments from you.”
(2)“I need to get there due to a mission given to me.”

(1)“Excuse me. You are welcome to look at my wares.” (quits the quest)
(2)“If you are already on your way there, could you please be so kind as to take these goods with you? They already know me, and I would rather not see them again.”(puts certain item into players inventory)

Coven Ideas

Quest Ideas (The Coven) (**WIP**)

Potential Quests:

- **Side Elements**:
  - Coven lairs serve as key locations.
  - Quests include:
    - Interrupting rituals.
    - Raiding their hideouts.
    - Defending Villages from Raids
- **Encounters**:
  - Stop rituals during specific quests.
  - Random encounters after completing objectives.
  - Optional mini-boss fights with coven generals tied to individual artifacts.

Which Quest is suited as Main Quest?

- **Main Quest**: Stop the coven from completing their artifact links.

How do the quests influence the faction?

Magic Ideas

Quest Ideas

Potential Quests:

- The player’s party finds an ancient inscription detailing some history about the downfall of magic itself. This is merely theoretical since the inscription is not written in their language.
- The eclipse ritual has inadvertently caused a powerful magical anomaly - a tear in the forest’s energy caused by the Shard of Resonance interacting with the eclipse. The anomaly disrupts chakra flow, creating chaos in the region.
  The player’s party must investigate the anomaly