(*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:

Revision #8
Created 3 December 2024 23:48:01 by Marius
Updated 21 January 2025 16:20:15 by Marius