Quests

- Main Quest - Shard of Resonance
- Echoes of the Ancients
- (*outvoted*) Shattered Relic
- (*WIP*) The Eclipse

Main Quest - Shard of Resonance

Connection to the artefacts/fragments

The Magic Faction holds a fragment of the central artefact, likely within a heavily protected sacred site or shrine deep in their territory. To them, the fragment is a relic of their ancestors and a vital link to the past. They see the fragment as a gift of enlightenment, allowing them to restore their lost civilization’s knowledge. However, they may be unaware of its dangerous instability. The fragment subtly amplifies the faction’s magic while destabilizing their surroundings, such as:

- Altering plant growth unpredictably, causing overgrowths or magical flora
- Creating areas where chakra alignment becomes chaotic, affecting rituals or battles

To obtain the fragment, players must navigate the faction’s strongholds and ideological barriers. This could involve gaining their trust through diplomacy, infiltration to steal the fragment, or even challenging their beliefs about its use.

Certain areas of the forest near the fragment could exhibit heightened magical properties, such as:

- Healing Glades: Areas where injured players or NPCs can recover faster
- Elemental Surges: Zones where natural elements like wind, water, or vines react unpredictably, creating tactical challenges during battles
- Wildlife Transformation: normal creatures develop magical traits (e.g., better agility, more battle strength, ...) and get aggressive due to the fragment's unpredictable influence
- Faction-Controlled Pathways: The faction uses the fragment’s power to subtly control routes within its territory. Certain paths may become impassable due to dense overgrowth or magical storms unless the player aligns with the faction (player completed many magic faction quests successfully) or finds a way to counter the magic themselves (high-ranking mage in the player's group)

Key Interactions

Discovering the fragment:

- the players learn about the magic factions fragment through their recurring visions
- might show glimpses of the fragment’s effects -> lush, enchanted landscapes marred by moments of instability (something like overgrowth of weird glowing plants?)

- players can talk to NCPs and they will tell them about some weird sightings
    - A forester NPC describes dense overgrowth cutting of roads leading into the Magic Faction’s territory
        - *“You’ll want to turn back if you’re heading [...]. The roads are gone, swallowed by roots. I've never seen trees grow so fast. There’s magic at work, I’d bet my axe on it.”*
    - A traveller claims to have seen "creatures glowing like stars" attacking anyone near some ruin
        - *“I saw them, I swear! Deer with eyes of fire, vines that moved like snakes. The forest’s alive, and something’s making it angry.”*
    - *A traveller speaks of having weird visions/nightmares*
        - "*You dreamt of the glowing trees, didn’t you? I’ve heard others speak of that forest - alive with light, but cursed with chaos. They say it’s the Magic Faction’s doing. Something they guard deep in their sanctuary.*" - "*You don´t know the way? Here, follow this path and soon you will see the trees and thorns of the Hearttree Sanctuary.*"

Entering the Hearttree Sanctuary:

- The faction’s territory is a mix of serene clearings and treacherous magical zones
- Approaching the fragment’s location involves overcoming guardians and environmental hazards (see elemental surges/wildlife transformation)
- player can choose to negotiate access by allying with the faction, or gain the faction's trust
- Upon reaching the sanctuary, players encounter *Ghazal*, the current *Chronicler of the Veil* , and other key NPCs. The tone of these interactions depends on the player’s past actions and current approach
    - Ghazal (if you're neutral/unknown): "*You come to the Hearttree, yet your soul carries no song of alignment with the forest. Speak, wanderers. Why should we trust you with our most sacred relic?*"
    - Ghazal (if you're allied): *“The Hearttree senses your alignment, and so do I. You’ve shown respect for the forest’s will. Tell me, what purpose brings you here?”*
    - Other NPCs: *“You tread on sacred ground. Turn back, outsider, unless you come bearing gifts or purpose worthy of our trust.” - “Few outsiders earn the right to tread these grounds. If your intent is true, the Hearttree’s light may guide you and bring you peace as it has given us. Otherwise, it will repel you, as it has all who seek to harm it.”*

    - diplomatic route: completing quests for the faction to prove the player’s worthiness/interest in their overall goals
    - gain trust route: (WIP)
    - none of the above: The player can also choose to be hostile against them

Internal Conflict and Long-Term Effect

Internal Conflict

Their deeply rooted ideology shapes the response to the main quest. Even though they promote a high sense of community and tradition, they have deep-rooted conflicts about the artefacts.

- *Elderguardians (also called Preservers):* Argue the fragment should remain untouched, as they believe it embodies their ancestors' wisdom and provides spiritual guidance. They fear any interference could anger the forest's spirits
  - When talking to an elder, they say: *"The shard is a sacred song of our ancestors, its resonance harmonizing with the forest's breath. To disturb it is to disturb the balance. Do not mistake its power for yours to control. Leave it be, or you will face the wrath of the land itself!"*
- *Pathfinders (also called Seekers):* Advocate for actively studying and harnessing the fragment's power to advance their understanding of magic. They see it as their duty to unlock its full potential, even if it involves risk
  - When talking to a leader, they say: *"We've spent too long fearing what we don't understand. Blind faith will bury us in ignorance. The shard holds answers to questions we've been too timid to ask. We should unlock its full potential, for the forest and ourselves."*

The player can exploit these divisions by supporting one faction over the other, swaying the outcome of the fragment's use:

- Supporting *Preservers* might delay the player's access but preserve the fragment's stability, ensuring it remains intact for future runs
- Aligning with *Seekers* may give the player access to advanced magical resources or insights but could destabilize the region further

Long-Term Effects

- Future runs:
  - *Fragment Amplification:* If the fragment is absorbed into the central artefact, it intensifies the visions for the player, offering greater power at the cost of increased difficulty
- Shifts in dynamics:
  - Strong magic faction: If their fragment is stabilized or enhanced, their influence grows, potentially leading to greater magical control over the forest
  - Weak magic faction: losing the fragment could diminish their power, allowing rival factions like the Coven or Anti-Magic Faction to encroach on their territory
- Final confrontation with the Covens:
  - if allied, they might provide resources or additional characters to aid the player in the showdown
  - if opposed, they could join forces with the Coven or launch independent attacks to reclaim what was lost
    - Ghazal will say: "*You tore apart what was sacred. Do you hear it now? The shard's cry will outlast us all...*"

The Artefact

What kind of artefact does the faction possess?
The fragment possessed by the Magic Faction is a **Shard of Resonance**, a crystalline piece of the shattered central prism that amplifies and harmonizes magic within a certain range. The shard radiates an ambient energy that naturally aligns with the forest's life force, creating an aura of vitality and heightened magical potential.

What are they doing with the artefact?
The Magic Faction uses the shard primarily as a spiritual and magical focus. They believe it is a relic of their ancestors, meant to guide them toward reclaiming the lost harmony of their civilization. Rituals performed near the shard are said to amplify their effectiveness, allowing for faster healing, the growth of protective flora, and heightened awareness of the forest's spiritual currents.
There is also a growing faction within the group, the Seekers, who argue for actively studying the shard to unlock its full potential. They've begun to experiment secretly, seeking ways to harness its energy for broader magical advancements.

When and how did the artefact get to the faction?
After the prism was shattered, fragments were scattered across the land, and the shard that would later become the Hearttree Sanctuary was swept away in a magical surge that deposited it in a remote glade. Over time, the shard's energy influenced the surrounding environment, causing rapid growth and creating the unique flora and fauna now present in the region. Legends within the faction suggest that the forest itself "chose" to protect the shard, guiding its placement to ensure it would remain hidden until it was needed again.

When did the faction discover the artefact?
The shard was discovered by the faction during its earliest exploration before the order was established under Levent's leadership. While charting unexplored regions of the forest in their search for ancestral ruins, they stumbled upon the glade where the shard had lain dormant for centuries. Levent was the first to sense the shard's power, describing it as a "song" resonating through the forest. Upon closer examination, they found the shard partially embedded in the ground, its crystalline structure glimmering faintly. The faction quickly established the site as sacred, building the Hearttree Sanctuary around the shard to protect and honour it.

How much does the Faction know about the artefact?
The Magic Faction knows the shard is a relic of their ancestors and a source of immense magical energy, but their understanding of its origins and potential remains incomplete. They revere the artefact as a divine gift, interpreting its effects as the will of the forest or guidance from the ancestors. However, they are unaware of the shard's true nature as a fragment of a larger artefact, nor do they fully comprehend its instability.

Echoes of the Ancients

Objective

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.

Starting Point

- **(WIP) Trigger**
  - The player’s party enters a clearing rumoured to be home to ancient ruins. Upon searching, they discover a partially buried stone tablet, weathered but glowing faintly with magical energy.
    - "*The stone tablet is cracked, with swirling rune-like symbols carved into its surface. Faint pulses of energy emanate from the carvings, causing the surrounding air to shimmer. The script is unlike anything the party has seen, and the meaning of the text is entirely obscured.*"
- **Problem**
  - The inscription is written in an unknown language, but it hums faintly with resonance when approached, suggesting magical importance. Players can investigate the tablet and surrounding ruins to gather hints.
    - **Skill Check:** Certain characters (mages?) might sense lingering magical energy in the inscription, unlocking flavour text or minor clues.
    - The party encounters **Akil**, an eccentric Magic Faction historian, scavenging the ruins for artefacts.
      - Akil´s Role: He recognizes the tablet’s significance and offers to help decipher it but warns that doing so requires the use of a r*esonance crystal (*WIP*)* **-** a rare item that can channel the shard’s power to “translate” ancient magic.
        - *“Ah, the tablet hums with history. It holds the whispers of a bygone age, one of magic’s rise and fall. But these whispers are locked to your ears. Only the crystal can unshackle their meaning, but the forest does not give such treasures freely.”* **-** *“There is a risk, of course. To awaken knowledge is to awaken danger.”*
- **Aquiring the resonance crystal**
  - Akil send the party to a nearby grove where the Resonance Crystal is rumoured to lie, guarded by hostile wildlife warped by the forest’s leaking magic.
    - *“The forest protects what is sacred. Tread lightly, or you may find yourself among its roots.”*
  - The Resonance Crystal is hidden in the grove’s heart, requiring players to navigate battles

- **Deciphering the tablet**
  - Setting**:** Returning with the Resonance Crystal, Akil performs a ritual to activate the tablet. The runes glow brightly, and faint holographic-like images appear, illustrating moments from the ancient past.
  - The images and inscription suggest the ancient civilization's downfall stemmed from:
    - Overuse of Magic: Depictions of massive constructs and rituals overwhelming the land's natural balance
    - The Collapse: A cataclysmic event shatters the artefact and devastates the civilization
- **Final Objective**
  - The tablet's meaning remains open to interpretation, and the party must decide what to do with the knowledge:
    - Preserve it: The party can allow Akil to take the tablet to the Magic Faction for safekeeping, deepening their relationship with the faction.
      - Consequence: Unlocking an assumption on what happened to magic (as seen in the history of the magic faction). The faction may use the knowledge to justify their actions, shaping future interactions.
        - Akil: *"Wise travellers, you understand that the past is not a warning - it is a guide. The song of magic may have faltered, but with care, we may yet find its harmony again."*
    - Destroy It: The player can destroy the tablet, fearing the knowledge could trigger a repeat of a catastrophe.
      - Consequence: Akil condemns this choice, and the tablet's destruction could weaken the party's connection to the Magic Faction.
        - *"You would silence the voices of the past? Fools! Knowledge forgotten is a blade turned inward. Without it, we are doomed to stumble blindly into the same abyss!"*
    - Keep It: The party can take the tablet, hoping to use the knowledge themselves.
      - Consequence: This can either have no effect on anything or can boost the players mage skills by X% but risks angering the Magic Faction.

Additional Infos nach Meeting am 17.12.:

- steintafel ist an einem festen Ort (kein Item)
- recruitable character (druid) --> octopath traveller klassen als inspo mal anschauen
-

(*outvoted*) Shattered Relic

Objective

The player’s party discovers fragments of a powerful relic belonging to the Magic Faction in one of the forest clearings.

Choices and Consequences

- **Rebuild the Relic:** The player can gather all the pieces and return them to the Magic Faction. This enhances their power in the world.
- **Use the Relic’s Power/don´t return it:** ~~(If the player keeps the relic for their party, they gain temporary boosts in battles.)~~ However, this strains their relationship with the Magic Faction, potentially leading to aggressive encounters with faction members on future paths.

Chain Effect

If rebuilt and returned, the relic’s power might create new magic-based encounters or barriers along certain paths, making future runs more challenging for players less attuned to magic.

(*WIP*) The Eclipse

Objective

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

Starting Point

- The Magic Faction invites the player to witness the rare eclipse ritual at a ceremonial site deep within their territory, known as the Moonwell Glade
- Upon arrival, strange disturbances begin to manifest
  - *"The eclipse amplifies the shard's song, yet the forest trembles. Something has gone wrong. Will you help us mend the balance, or leave us to face this calamity alone?"*
- The player must explore nearby zones affected by the tear. Each zone provides clues as to what's destabilizing the ritual. (WIP)
- The Magic Faction requires **Essence Roots**
- During exploration, players might uncover signs that **Progressive faction members** attempted to amplify the ritual's power by channeling extra energy into the shard. Their experiments may have triggered the anomaly
- Decision:
  - The player aids the Traditionalists in performing a purification ritual using the gathered Essence Roots --> resolves anomaly
    - A traditionalist elder: *"Balance is fragile, outsider. Power must be tempered, or it consumes all. Help us restore the harmony, for the forest's sake."*
  - The player sides with the Progressives and uses the shard to absorb the anomaly's energy, making the ritual succeed—but at the cost of further destabilizing the area --> factions power increases
    - A progressive Mage: *"You see instability; I see untapped potential. With this power, we could remake the forest. Why let fear hold us back?"*
  - The player decides that the shard is too dangerous and works to suppress its energy, halting the ritual entirely
    - Flavour text: *"The forest breathes once more—or does it groan under the weight of what we've done? Only time will tell."*
- Difference from the Covens: Players engage in exploration, resource gathering, and faction-aligned decision-making.