

# (\*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.

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