(*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.

Revision #6
Created 17 November 2024 23:21:48 by Melisa

Updated 5 February 2025 21:22:51 by Melisa