

# Main Quest Draft

## Meeting 4.12

### Start the Run - First Run

- **Nightmare:** Subjective and cryptic introduction to the story.
- **Tutorial:** Introduce combat mechanics through an early encounter.

### Main Quest Overview

- Collect 3 artifact links.
- Stop the coven from linking the 4th artifact.
  - Break the curse and end the nightmares.

## Quest:

### Artifact Discovery

- **How do players find artifacts?**
  - Exploration-focused gameplay.
  - **Merchant leads:** Gain hints after haggling.
  - **Sub-quests:**
    - Escort someone to a shrine.
    - Retrieve magical knowledge.
  - **Anti-Magic Faction Quests:**
    - Gain rumors by completing tasks (e.g., a training grounds quest).
  - **Combat/Hidden Nodes:** Unlock hidden artifact locations through battles or exploration.
  
- **What are the artifacts?**
  - Players can identify them visually.
  - Additional quest elements include:

- Coven involvement.
- Dream offering guidance.
- Corrupt personalities of those near them.
- Found close to thorny brambles

## Player Awareness

- How do players figure out their purpose?
  - Trial and error.
  - Nightmares.
  - Coven encounters.
  - Merchant interactions.

## Merchant Mechanics

- **Core Idea:** Artifact wander between every run
- **Details:**
  - Artifacts are tied to leaders as jewelry.
  - Protect the leader to earn link or buy it
    - failure forces players to buy them.
  - **Artifact Effect:** Grants a speed buff.

## Anti-Magic Faction

- **Core Idea:**
  - Artifact known to be in a cave, once activated, caused deaths.
  - City records indicate artifact-related events (weapons, classes, etc.).
- **Combat Mechanics:**
  - Soldiers guard the artifact.
  - The faction's strong/weak no fight against Soldiers
  - **Enemy Summons:**
    - Artifact summons various enemy types.
    - enemies tailored to counter the player's group?
  - **Objective:** Survive for a set time limit or defeat a certain number of enemies.
  - Visual indicators for progress

## Magic Faction

- **Faction Quests:**
  - Provide better path to the artefact.

- Artefact is in a sanctuary surrounded by admirers
- **Combat Mechanics:**
  - Enemies are buffed until death.
  - Strategies:
    - Outrun enemies.
    - Use crowd control.
    - Tank through damage.
  - **Objective:** Acquire thorns link and escape.
  - **Ability Buff:** Enhances attack power.

## Coven Mechanics

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

## Ending

- **Progression Control:**
  - Early access to the final area triggers warnings.
    - Ignoring warnings results in failure or death.
  - or
  - No path to the end
- **Final Boss Mechanics:**
  - **Allies:** Players fight alongside NPC allies against the coven.
  - **4 Generals:** Players must defeat artifact-bound generals before the main boss.
    - Boss stronger than any individual player.
    - Mixed class mechanics (e.g., healer, DPS, tank).

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