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 admires
- **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).

Revision #3
Created 4 December 2024 12:54:44 by Lena
Updated 9 December 2024 14:38:26 by Lena