Quests

- Connection to Main Quest

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Artifact

Key Interactions

- when talking to leader he will be near impossible to porsuate of anything (GAME DESIGN)
- other NPCs in merchant faction talk about how good leader is in sweat talking and avoiding confrontation
- while traviling with leader some answers start to get highlighted
- **NEW**
- obtain knowledge of leaders location by completing one or two merchant quests
- at the leader either buy artifact, if you helped with merchants requests
- or take it away from him and than need to fight some mercenaries before being able to adventure on

What kind of artifact does the faction posses?

- beautiful amulet worn as a kneckless
- teal coloured
- **NEW**
- spawns thorns continuously, becomes worse if longer at one place
- therefore, merchant camp location not always known
- once artifact obtained, reduces prices of shop items

What are they doing with the artifact?

- ability to read people body language
  - tell lies
  - tell mood
  - tell interest level
- easier time talking to people, as most efficient answers may appear highlighted
- faction members like how easy there life seems to get around leader
- primarily used to enable comfortable life
- (GAME Design)
  - Are dialogues planned?
  - how could powers function?
  - Faction has minimal influence on the main quest
- **NEW**
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When and how did the artifact get to the faction?

- during his life before becoming a merchant leader saved life of a cloaked person who gifted him the amulet

When did the faction discover the artifact?

- nobody in the faction knows of any powers being granted to the leader and them

How much does the faction know about the artifact?

- faction doesn't know
- they just follow the leader, as it makes their lives better

Ideas

- Amulet travels with leader
  - need to find his location
- Amulet is at camp with leader
  - shown on map with neutral merchant marker
- Brambles are left behind by artifact.
- merchants may disclose leaders location
- merchants may disclose information from other factions