The Artifact

WIP Ideas:

Origin and Condition:

- The artifacts originate from a vanished civilization.
- They are damaged and partially broken.
- Their magic is "bleeding out" and affecting the environment uncontrollably.

Function in the Past:

- **Not yet decided:**
  - Could have been used for entertainment (e.g., magical shows).
  - Might have served as "pet-friendly" helpers in daily life.
  - Could have been tools for training or magical education.

Loss of Control:

- **When:** After the disappearance of the civilization.
- **Why:** The artifacts were no longer maintained or controlled.
- **Consequences:**
  - Magic becomes unstable and dangerous.
  - Some creatures flee from the effects, while others might be unknowingly influenced.

Role of the Players:

Players act as a "link" between the artifacts by absorbing their magic.

- Goal: To stabilize the magic or neutralize it entirely.

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