

Project Narrative Breakdown (Dragonlance-Aligned)

1. Project Instructions Acknowledged

This project adheres strictly to a Dragonlance-style epic fantasy standard. Voice, structure, pacing, and emotional delivery mirror the narrative conventions established by Margaret Weis and Tracy Hickman. No modern language, exposition dumps, or meta-commentary are permitted.

2. Core Purpose of the Novel

The novel explores characters living within a fractured world they do not yet understand. Truth emerges through rumor, consequence, and emotional cost rather than explanation. Power manifests before wisdom, and understanding is deliberately delayed.

3. Narrative Spine

Phase I – A World That Thinks It Understands Itself

A rationalized physical realm where institutions appear stable. The underlying fracture is ignored or explained away. Characters are introduced through tension, not exposition.

Phase II – The Disruption

The artifact event violates natural law and awakens latent abilities. The event is witnessed, not explained. Fear, rumor, and authority response take precedence over clarity.

Phase III – Reaction, Not Heroism

The protagonist does not seek power. Bonding is involuntary and costly. Early advantages create social and moral strain rather than triumph.

Phase IV – A Divided Reality

Spiritual consequences surface indirectly. Characters interpret events differently. No cosmology is confirmed. Stakes rise without resolution.

4. Explicit Exclusions

No chosen-one proclamations, no system explanations, no early mastery arcs, and no definitive good-versus-evil framing.

5. Approved Next Step

Proceed with a controlled Chapter One outline: scene anchor, ensemble introduction, authority structure, and unease-driven conclusion.