| Design   | Meeting      | 30/3  |
|----------|--------------|-------|
| C Bay    |              | crap  |
| Spisciak | Gear/Abil    | itics |
| man top  | ic - quest-m | y,    |

Quest System

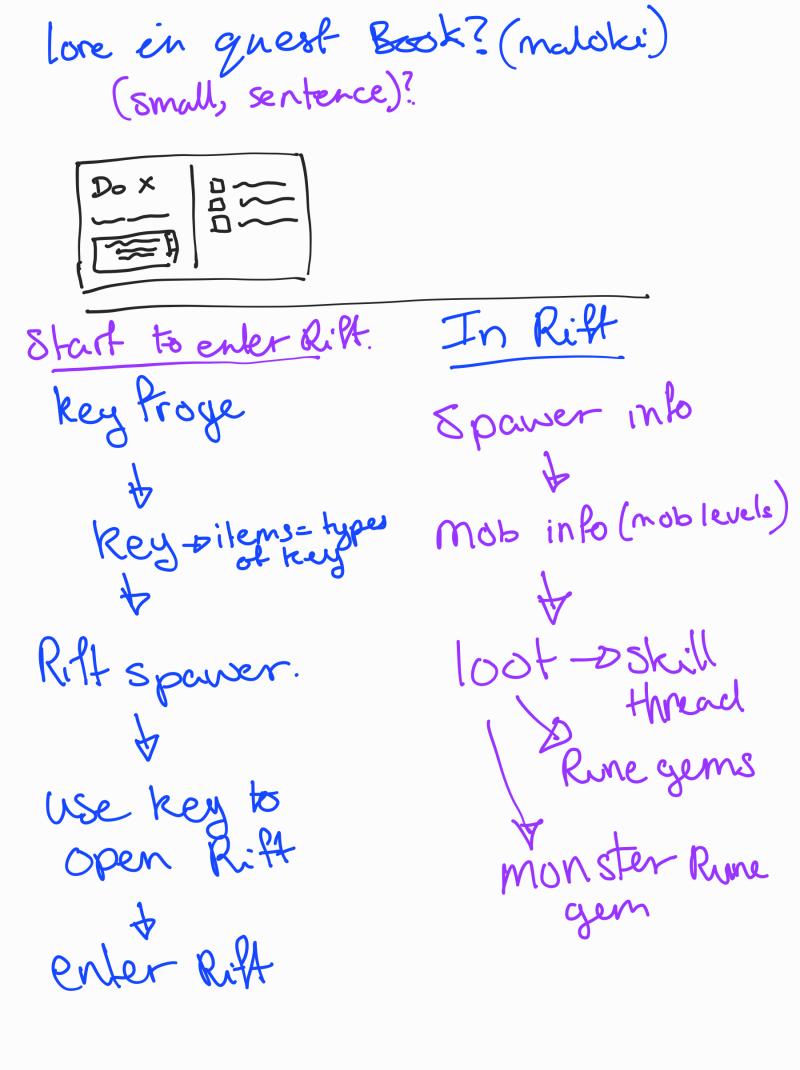
Create quest lines using current conditions and reward types.

This includes progression quidance, milestone tracking and basic anboarding experiences.

Kachaelrose got point wrong.

nex idea.

How simple do une want quests. (maloki)



Progress
Ability equip.
manause
manause
Ability Bench Armor Armor implictic on Armor Materals. > Armor upgrades Rune Anvil & D How Runy Affect Armor Quest hub block (in village) Use Pul info Paxel's Back packs & upgrades magnets Rift hard, mob hurt wear clothing. may not be used but useful.