The Novelist's Collective

Human-in-the-loop AI system for writing a novel. A central Orchestrator coordinates specialized agents, keeps context tight, and routes work/results through shared storage (Notion + Google Drive) and a vector store for retrieval.

Roles at a glance

Human Author (you): Supplies outline, character seeds, approves direction, revises prose.

Orchestrator Agent: Plans tasks, assembles context, calls sub-agents/tools, tracks versions.

Prose Agent: Writes scene/chapter drafts in target voice; respects outline and continuity.

Character Forge: Builds/updates bios, backstories, motivations, voice/accent, relationships.

The Critic: Reviews outline/plot/drafts; returns structured, actionable notes.

Research Agent: Produces "fact packs" on time/place/industry/culture with citations.

Conceptual Flow (end-to-end)

Input \rightarrow Author creates/updates: outline, scene goals, tone constraints.

Plan → Orchestrator selects tool(s), compiles context from Notion/Drive/Vector store.

Draft → Prose Agent writes a scene (aware of outline + character cards + research).

Critique → The Critic checks voice, pacing, logic, continuity; returns change list.

Revise → Author revises (or Prose Agent revises under author rules).

Persist → Orchestrator commits: drafts to Drive; structured updates to Notion; embeds to vector store.

Loop → Repeat per scene/chapter; maintain status and dependencies in Notion.

Storage & Context Strategy

Structured (Notion)

Characters (DB): name, archetype, desires, fears, virtues/foibles, voice notes, relationships.

Plot/Scenes (DB): act/chapter/scene, summary, beats, POV, setting, included characters, status.

Research Index (DB): topic, sources, quotes, citations, reliability tag, notes, related scenes.

Decisions/Constraints (DB): style rules, banned tropes, continuity decisions, red lines.

Unstructured (Google Drive)

/Drafts/<chapter>.gdoc — rolling drafts per chapter/scene.

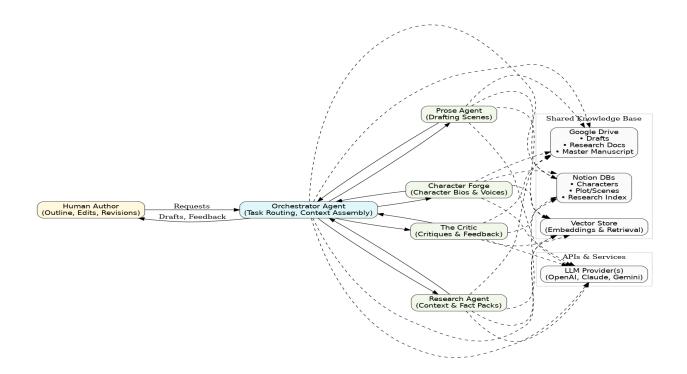
/Research/<topic>.pdf|.docx — raw sources, clippings.

/Manuscript/Master.gdoc — the canonical, author-approved manuscript.

Retrieval Layer (Vector Store)

Embed: character cards, scene summaries, prior scene text (chunked), key research notes.

RAG queries by Orchestrator to limit prompts to relevant, recent context.



n8n Implementation (agent-tool pattern)

Main workflow: Orchestrator Agent

Trigger: Manual or Webhook (from a simple UI).

Set (Normalize Request): Clean/validate inputs; attach user/project IDs.

Al Agent Node (Orchestrator)

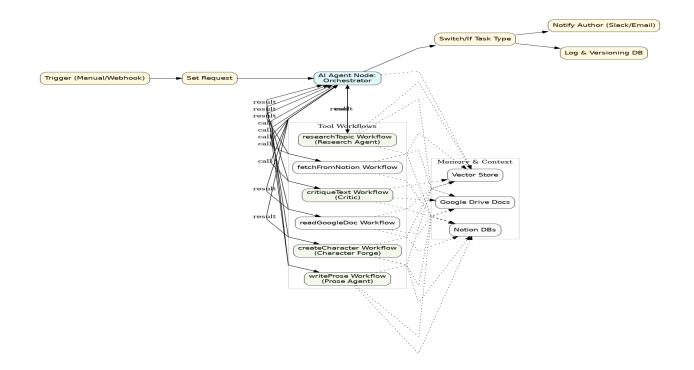
System: "You are the Orchestrator for a novel-writing team. Analyze requests, select tools, assemble minimal, precise context, call tools, validate results, and persist updates. Always keep the author in the loop."

Tools (each is another n8n workflow): writeProse, critiqueText, createCharacter, researchTopic, fetchFromNotion, readGoogleDoc, (optional) updateVectorStore, queryVectorStore.

Switch/If (Task Type): Route results, handle edge cases (missing context, policy).

Notify: Slack/Email to author with draft + notes.

Log/Version: Append run metadata and hashes for reproducibility.



Tool workflows (sub-agents)

writeProse

Input: scene goal, POV, style constraints; relevant character cards; last scene chunk(s). Fetch: fetchFromNotion \rightarrow Plot/Scenes + Characters; readGoogleDoc \rightarrow previous text. LLM (Prose persona). Return: draft + self-check.

critiqueText

Input: draft, outline, character constraints.

LLM (Critic persona). Return: JSON notes + optional diff block.

createCharacter

Input: seed (name, role), relationships, sample dialogue.

LLM (Character Forge). Persist: Notion Characters + embeddings.

researchTopic

Input: topic, scene(s), required specificity.

Tasks: scrape/APIs, summarize, cite. Return: fact pack + glossary.

fetchFromNotion / readGoogleDoc

Utility workflows returning clean JSON/text for prompts.

Configuration Snippets

```
Notion DB properties (example)
```

"Characters": ["Name","Role","ArcStage","Motivation","Fear","Virtues","Foibles","VoiceNotes","Accent","Relations "Scenes": ["Act","Chapter","Scene","POV","Goal","Conflict","Setting","CharactersPresent","Beats","Status","Links'

```
"Research": ["Topic", "Summary", "Citations", "Reliability", "RelatedScenes", "Tags", "LastUpdatedISO"]
}

Orchestrator tool contract (recommended)
// request
{ "tool": "writeProse", "projectId": "...", "sceneId": "...", "context": {...} }
// response
{ "ok": true, "tool": "writeProse", "outputs": { "draft": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "drive.write", ... }, { "type": "context": "...", "checks": {...} }, "persist": [{ "type": "context": "...", "checks": {...} }, "checks": {...} }
```

Guardrails & QA

Continuity tests: Orchestrator checks character facts/timelines.

Style lints: ban-lists, cadence targets, POV enforcement.

Fact flags: Research Agent tags low-confidence facts.

Versioning: all writes carry run ID + content hash.

Operating the loop (practical)

Start a scene (UI/Slack).

Orchestrator assembles context \rightarrow writeProse.

Draft returns \rightarrow sent to critiqueText.

Author receives draft + critique. Accept/modify.

Orchestrator persists final, updates status, schedules next scene.