(*WIP*) Lost Brother of the Queen (Main Faction Quest)

Sequence of Events

- **Quest Trigger**: The quest can be triggered randomly when the player is near Anti-Magic territory, though with higher chances if the player has a positive reputation with the faction.
- **First Encounter with the BotQ**: The Brother of the Queen (BotQ) is a powerful Druid (Healer variant). The first encounter might involve helping him in a fight, but he's strong enough that he doesn't really need help unless it's a late-game encounter: “Appreciate the help, even if it wasn’t necessary against small-fry like this. I’d love to stay and chat, but there are a few grouchy old fools I really don’t want to run into right now. See you later~”
- Shortly after the BotQ leaves, a group of Royal Knights will appear and ask for directions.
  - **If the Player Tells the Truth**: A bonus encounter with the Knights will occur.
  - **If the Player Lies**: The next encounter will be with the BotQ.

Later Encounters

- Subsequent encounters will progressively move closer to the center of the Anti-Magic territory, though the second or third meeting could still be outside of it.

Bonus Encounter with the Knights (Lore-heavy)

- This encounter may involve a combat sequence (unclear) to support the Knights. They will share details about the Tragedy of the Queen’s Death, which led to the country’s descent into chaos and anarchy.
- The Knights will explain who they are searching for and why.

Next Encounter with the BotQ

- The BotQ will recognize the player and invite them to sit with him, likely around a bonfire or in a tavern.
  - **If the Player Had the Bonus Encounter**: Further interactions or lore might be unlocked.

Influence of the Quest on the Faction

- After the second encounter, faction members will be more frequently encountered outside their territory. They will avoid conflict with mages, and in extreme cases, might even cooperate with them.
- **Upon Completion of the Quest**:
  - The faction's council gains an additional member (probably affecting lore).
  - The Royal Knights will return from retirement, providing the faction with more high-level units.
  - The faction’s attitude toward mages will become less hostile. The “Drive Out Mages” quests will be replaced by “Take Care of Mage-Bandits” (name still needs to be workshopped).
  - Mages will occasionally appear as mercenaries, offering support to the faction (very rare).

Effects on Gameplay

- **After the Second Encounter**: Reputation with the faction will increase slightly at each node, as long as the quest isn’t aborted.
- **Upon Completion of the Quest**:
  - Unlock the **Druid Class**.
  - Unlock the **Gremory Class** (Mage + Healer), provided the Magic Faction’s main quest is also completed.

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