

Coven Ideas

- [Quest Ideas \(The Coven\) \(**WIP**\)](#)

Quest Ideas (The Coven)

(**WIP**)

Potential Quests:

- **Side Elements:**

- Coven lairs serve as key locations.
- Quests include:
 - Interrupting rituals.
 - Raiding their hideouts.
 - Defending Villages from Raids

- **Encounters:**

- Stop rituals during specific quests.
- Random encounters after completing objectives.
- Optional mini-boss fights with coven generals tied to individual artifacts.

Which Quest is suited as Main Quest?

- **Main Quest:** Stop the coven from completing their artifact links.

How do the quests influence the faction?