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?

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