

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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