Quests

- (*WIP*) Connection to Main Quest
- (*WIP*) Raid on VIllage
- (*WIP*) Stopping a Ritual
- (*WIP*) Boss Encounters
- (*WIP*) Final Boss Encounter

(*WIP*) Connection to Main Quest

What are they doing with the artifact?

The coven are trying to use the artifact to take over the forest. To do this, they need to gather the four artifacts/their powers (through the player) and convert them, using an artefact they created, to empower themselfs tenfolds.
Currently, they are mainly using the artefact to enhance their rituals, by draining its chakra and infusing it into the rituals.

They also figured out, how to strengthen themselfs directly with it, though only the generals and the Ruler know of this.

When and how did the artifact get to the faction?

They found the artifact 7 years ago inside some ancient ruins, while they were investigating them to learn more about the ancient magic. Shotly after, they started experimenting with it they found out, that their magic was slightly stronger, when using it near the artifact and it seems, that the artifact itself is leaking chakra. Upon further investigation they figurrd out, that the artifact is seems to store chakra, for later use and using it as inspiration, they managed, after 6 years, to also recreate an artifact for storing chakra, altough much less potent.

How much does the faction know about the artifact?

The coven don't know much about their artifact other then it was used to store chakra. Upon investigating the artifact of the other factions with their agents, they figure, that it was originally used, as a fuel source for the completed artifact. The Ruler seems to want the other artifacts to strengthen the rituals more efficently, but he might also have something else in mind. (*WIP*)

What is the quest?

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

(*WIP*) Raid on VIllage

(*WIP*) Stopping a Ritual

(*WIP*) Boss Encounters

Magic Faction Artifact

Anti-Magic Faction Artifact

Merchants Artifact

(*WIP*) Final Boss Encounter

Coven Artifact