The Coven

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General Information

The Coven Faction Short Summary

Who are they?

- A **mysterious organisation** researching ancient magic and curses.
- They are led by **a Ruler** (*Name in Progress*) standing at the top and 4 generals directtly below him.
- Some can use **ancient magic**, which is more powerful, but saps the users life force, deforming and crippling them.
- Very few of them can use **curses**, which they are still researching and experimenting on victims.

What is their goal?

- Finishing a ritual (*WIP*), to take over the forest.

Why do they have that goal?

- The Ruler became **obsessed with power** after finding the ancient magic and being **corrupted** by it.
- Not bound by morals, they want to have the strongest magic.

What kind of animals are part of the Faction?

- The Coven are made up by previousd members of the other factions, looking for more power.

What kind of culture do they have?

- Complete devotion to the Ruler, by many hailed as a god for his prowess.
- Hidden houses deep in the forest.
- They wear some kind of dark brown cloak, somewhat hiding their faces and somtimes deformed bodies.
- Absolute order, never defying the orders of the superiors.
- Defiance is punished by becoming experimental sacrifices.
- Hold regular rituals with "Human" sacrifces to honor the Ruler.

What kind of classes do they prefer?

- Mostly magical combat classes.
- Some close combat classes to keep the mages safe.
- Some support classes, but rare.

What kind of Quests/Events do they have? (*WIP*)

- Stopping rituals, that further their research/strengthen them. (Time limit)
- Stopping raids on settlements, where they abduct people.

Artist Guidelines

The followers usually wear a large brown robe, with some red accents and/or symbols, somewhat hiding their faces which are often deformed from using and experimenting with ancient magic. They are made up from species from the other factions, mainly from the Magic Faction. Although the groups, tasked with protecting the others, often also have people from the anti-magic fraction.

Animals by rarity:

- Foxes [Rare]
- Lynx [Common]
- Owls [Uncommon]
- Peafowls [Uncommon]
- Eastern red-backed salamander [Common]
- Northern cardinal (Bird) [Uncommon]

Is the culture based on or inspired by existing cultures or concepts?

- No.

General Style of Clothing:

- Long brown robes
- Hinding face

Coloring Scheme

- prefer darker shades of brown and red
- black and red for higher-ups

General Design of Classes:

- Mainly Fighters and Mages, some Rangers, no Healers
- Clothing stays the same

Preferred classes (sorted by rarity):

- Fighters [Common]
- Mages [Common]
- Rangers [Uncommon]
- Healers [None]

Style of Architecture:

- Prefer to build wide, not tall
- Their older buildings used to be very stylistic, but they started to build with a more utilitarian style
- Prefer to incorporate the surroundings instead of changing it to suit the buildings
- Usually build in the shadows of large objects like big trees or cliffs
- Building hidden from sight because of smaller bushes and similar flora
- Buildings use dark wood preferably, and sometimes stone if its available
- Decoration use dark green and brownish-red

Main Biome (Biome that makes up the majority of their territory):

- Dense Forest, darker lighting
- No thorns
- predominantly larger flora, some bushes and mushrooms
- less cultivated/changed by people
- more ancient-ruins

Naming Conventions:

- The name of their faction is "The Coven"
- They call themselves the "The Coven: Chosen by God (refering to the Ruler)"
- Names of places usually Outpost X; Ritual Site X; some exceptions

Background

History and Culture of the Faction

History (WIP)

The Coven have a strict power structure. At the top is the Ruler, creator of the Coven and revered by many followers as a god, for his immense knowledge and prowess. Directly under him are the 4 Generals, each of them specializing in a certain field. The generals each have a personal assistant, often excelling in the capabilities they lack and assist them in organyzing their assigned folowers. The followers assigned to each general, are tasked with different missions. Birnging in sacrifices for rituals, cunducting rituals and protecting said rituals. The rituals are used by the generals or assistant to further strengthen themsolfs and the followers, but need sacrifices and if interrupted, kill the casters.

The Coven were created 13 years ago, when the rules and 3 of the found and deciphered some ancient ruins. From then on they started recruting people from the different fractions, mostly people whe were criminals, poor and had different ideologies, promising them power, telling them that they also can become as powerful as the Ruler if they joined as followers. They quickly grew and appointed one once from the anti-magic faction as the 4th general.

Now they are trying to become more powerful, to one day be able to take over the forest and it's inhabitants, proving that they are the strongest, chosen by magic.

Ancient Magic and Curses

Ancient Magic

- The principals of magic also apply to ancient magic
- Ancient magic was found by the Cult of the Ancient inside of acnient ruins
- It uses, additionally to chakra the casters life force when casting spells, making them more powerful
- Since it uses the casters life force, if oftem desforms the caster. Stronger spells may even kill the caster
- Because of its dangerous nature, only a few members of the Cult of the Ancient use it regulary
- Using ancient magic also influences the casters mind, making them go crazy

Types of Ancient Magic (*WIP*)

- Offensive
- No healing exept life transfer

Curses

- Curses also follow the basic principals of magic
- Invented ba the Cult of the Ancient, curses don't directly affect the target (direct damage)
- Since they are still being developed, they use a lot of the caster's chakra
- They are mainly used to debuff the enemy, or impose conditions on, for now, a willing person having consequences when broken

Culture

The Coven have a very strict culture. Upon joining, the new followers have to swear upmost secrecy and loyalty to the Coven. They get placed with a curse, that kills them, by draining all of their life, if they spill information about the Coven.

Afterwards they get assigned to a general who they have to follow. Each general has various groups of followers, tasked with different roles. Some retrieve people, who are to be used as sacrifices for rituals, some hold the rituals, which strengthen the Coven and/or develop/research ancient magic and curses. And other protect them, while they hold these rituals.

The followers usually wear a large brown robe, somewhat hiding their faces which are often deformed from using and experimenting with ancient magic. They are made up from species from the other factions, mainly from the Magic Faction. Although the groups, tasked with protecting the others, often also have people from the anti-magic fraction.

The followers are mainly made up from:

- Foxes
- Lynx
- Owls
- Peafowls
- Eastern red-backed salamander
- Northern cardinal (Bird)

While no one from the merchant faction joined the Coven, there are some who have a close connection with mainly the generals and their assistants, as they need to buy a lot of supplies.

Quests

(*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.

Quests

(*WIP*) Raid on VIllage

Quests

(*WIP*) Stopping a Ritual

(*WIP*) Boss Encounters

Magic Faction Artifact

Anti-Magic Faction Artifact

Merchants Artifact

(*WIP*) Final Boss Encounter

Coven Artifact