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

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