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.

Revision #5
Created 14 November 2024 14:13:44 by David
Updated 3 January 2025 12:31:21 by David