

Gharial Coven

Often described as ghosts and specters, the Gharial Coven have earned a reputation of secrecy and subterfuge. While they operate within the Maret Wastes, the Coven is widely believed to be headquartered somewhere in the kilometers of tunnels beneath the surface. The size of the Coven is mostly unknown, but it is believed unlikely that they rival any of the other Gangs in prowess. Instead of brute force, the Coven focuses on stealth and hit and run tactics. Most raids by the Coven go unnoticed, or if they are noticed, it's not until the Coven is long gone along with the supplies and wealth they took with them.

The Gharial Coven makes heavy use of magic, and most members are believed to be witches in some shape or form. Generally the witches of the Coven wear long robes, and head and face coverings to protect from the elements of the wastes. They also have no issues using regular weapons alongside their magic. While they occasionally make use of large land trawlers to transport goods for trade into friendly settlements, the Coven otherwise exclusively use the giant Thorn Bugs (*Umbonia Crassicornis Collosus*) native to the wastes to maneuver silently across the empty expanses both on the ground and through the air.

While it hasn't been conclusively proven, it is widely believed that the Coven actively influence the Waste Storms with magic to aid their various activities and keep them covered in darkness and ash until they finish their raids and move back into the wastes.

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