

Coven's story (still a work in progress & being edited!)

Coven's early life:

Age: 19-24

- Coven grows up in Zaun. He was the child of parents who were lost to the industrial decay of Zaun.
- Coven worked in a glassblowing shop, creating custom wares for chem-barons or whoever pays. He's good at it- or was, until an industrial accident caused by faulty chem-tech leaves him burned and more disabled than he already was, having already struggled with severe chronic pain before this. He is burned from his hands to elbows and his back. The accident worsened his pre-existing hip and back pain, leaving him dependent on a cane. He tries to keep working afterward, but his injuries and anxiety make him clumsy. Eventually, he's fired, his work deemed "unreliable."

But he holds his pride close and fights through physical and emotional pain.

This injury isn't just physical. It becomes a turning point. The pain, the rejection, and the isolation exacerbate his mental health struggles.

Coven's daily life in Zaun is difficult. As a disabled, trans man in Zaun, he's always had to fight for dignity.

- After the glassblowing accident, Coven finds a job as a seamster.

He works as a seamster for small-time shop owners or repairs clothes for people in exchange for food. He's also often asked to help with repairs and fixes around the district. His work keeps him busy, but also exhausted.

Despite his chronic pain, he's a hard worker, pushing through his fatigue.

- Coven is also already transitioning during this time(around the age of 21). He binds his chest as safely as possible and gains access to hormones through relatively sketchy means. A few years later he gets top surgery as well.

Meeting Silco: (age 24)

Coven accidentally gets involved in a minor gang dispute through helping someone in trouble. This brings him into Silco's orbit, and after a brief moment of vulnerability on his part, Silco decides to take him in.

Coven is brought before Silco, roughed up, questioned. Silco expects a thief or saboteur. Instead, he finds a half-broken man who knows exactly what shimmer can do and isn't afraid of him. Silco is curious. "Why would someone such as yourself- a cripple throw himself into the middle of a turf war? Unless he had nothing left to lose." He sees usefulness in Coven, but also something familiar.

Broken men often recognize each other.

Silco doesn't usually keep strays. But he sees something in Coven. Not strength, exactly, but usefulness. Intelligence. Familiarity. The same kind of brokenness he sees in himself.

Coven's work for Silco, and their dynamic:

Silco sees in Coven a useful tool. Someone who can handle mundane tasks without drawing attention but also someone who can fix things. He gives him smaller jobs like running errands, tailoring uniforms for him and his people, or fixing tech.

But Silco also sees something familiar in Coven. A quiet, almost resigned form of loyalty and gentleness amidst the chaos of Zaun.

This becomes the start of a slowly evolving, power-imbalanced, emotionally charged relationship. Coven is dependent on Silco for safety, for meaning. Silco is drawn to Coven's pain, but also finds calm in his presence.

There's tenderness between them, even if it's buried under layers of trauma, mistrust (not for each other, but the world), and pride.

Coven is persistent and loyal. Silco is incredibly fascinated by the boy's patience with his often bitter and distant personality due to his trauma. It takes Silco a lot of time to properly warm up and accept Coven's affection and always admired how patient he was.

Coven has a tendency to care more for others than himself, his kindness being both a strength and a weakness. He allows himself to become a doormat to people, which frustrates Silco. Silco teaches Coven lessons on defending and standing up for himself. He needs to see Coven give into his anger and more intense emotions, which he clearly has bottled up.

They both influence each other positively and while Silco never stops being a villain, he is shown how to love and gains some tenderness back.

They both take a long time to warm up to the romantic side of things, but especially Coven is the one driving things in that direction actively.

Silco can be more standoffish and struggles to trust that he won't be betrayed again. He fell in love almost as fast as Coven, but pined a bit harder.

Coven loves showing Silco affection through acts of service. He loves offering to pamper Silco, and loves crafting gifts for him. He also shows affection through words and physical touch. Silco is uncomfortable and struggles to accept this due to trauma, but will eventually accept that he is truly loved, in some time.

They're just two broken men, learning to love and trust in the midst of an equally broken society.

Coven's eye injury: (age 25)

They are attacked by Piltover agents after they force their way into Silco's chem lab.

During the conflict, an accident directly caused by an agent occurs and a glass container of shimmer shatters.

The chemicals and shards cause severe burns and corrosion to his left eye, eventually leading to total blindness in that eye. He's left with scarring around the wound.

This would also contribute to his personal self-worth struggle. His previous injuries have already left him scarred, but this adds another layer of helplessness that he has to deal with and makes him feel like even more of a burden.

Before his left eye was completely blinded, the eye was still very weak. He's near-sighted and the left eye is infinitely weaker than the other, which was impossible to adjust on his prescription due to lacking the luxury to afford properly fitted glasses. If anything, the left eye being blinded was a blessing to him.

Themes & tone:

- Zaun: Toxic, loud, dangerous, but alive.
- Coven's resilience: Quiet strength, not flashy; built from pain.
- Romance as something earned: Slow, jagged, raw. They don't fall into love. They drag each other toward it.
- Dark humor/light moments: Zaun is hell, but people laugh in hell. There's sarcasm, deflection, dry wit, especially from Coven.

Coven's personality:

Coven is a playfully bratty type around people he feels comfortable with, but he's also deeply reserved and gentle with those who he feels need protection or care. He's someone who thrives when he's working with his hands, whether it's seamstering, or handyman jobs. His body may be physically tired from his chronic pain and fatigue, but his loyalty and resourcefulness shine through when others need him.

- He can be compared to an old dog. He may be tired but he's loyal and dependable, and often more emotional than he lets on.
- He loves helping people, but his self-consciousness about how others perceive him makes him feel invisible at times.
- Hopeless romantic: Secretly wishes for something more than just survival, though he's too guarded to admit it, especially with Silco.
- Strength: Despite his chronic fatigue and pain, he's quite strong and has muscle. His strength is just not sustainable due to his fatigue. He can do manual work for short bursts, but it drains him quickly.

Work and skillset:

- Main Job: Tailoring, which allows him to work with his hands without overexerting himself too much.

- Other Skills: Jack-of-all-trades, including, glassblowing (which he doesn't do anymore due to his injuries), wood carving, and various repair work. He can be seen patching up clothes or repairing the underground gang's tech in Silco's empire.

Little art gallery:







Art by jacqal_art ^^







Art by Daxwormzz on Tumblr ^^



Art by shesil_onmyco on twt ^



Art by me^