# General Information

## Who are they?

- a collective of herbivorous animals that views itself as the guardians of ancient magic and keepers of the forest's legacy called the **Order of the Hearttree**
- faction is governed by a **Circle of Mystics**, an assembly of seven representatives of the people with the leader (currently **Levent**) holding the title **Chronicler of the Veil**
- not everyone is a true magician, some just feel very deeply connected to the ancient culture and want to help restore it

## What is their goal?

- want to rediscover and preserve the knowledge of their ancient civilization
- seek to restore the forest's full magical potential to its former glory, envisioning a harmonious era where magic, nature, and civilization are in perfect balance
- to maintain purity and stability in the forest by spreading their philosophy and protecting ancient sites, which they believe are vital to the forest's magic

## Why do they have that goal?

- believe they are descendants of a forgotten civilization, deeply spiritual and mystically inclined, dedicated to reawakening their forebears' powerful knowledge
- Magic, for them, is not just a tool but an expression of their cultural and spiritual identity --> rediscovering ancient spells and techniques would secure their place in the forest as rightful heirs to its power and its guardians
- they fear their culture will weaken and that others will overtake their territory and diminish their influence

## What kind of animals are part of the faction?

- Deer
- Foxes
- Lynx
- Ibexes
- Owls

- Tortoises
- Peafowls

# What kind of culture do they have?

- Inspired by West-Asia (specifically Turkey, Iran and India)
- their society features ornate clothing, jewellery, and art that symbolizes their connection to ancient magic and chakra energy
- Rituals are central, with animals gathering to perform ceremonies aimed at aligning chakra energies (magic), particularly during celestial events
- live by principles of humility and respect, maintaining a cautious distance from other factions and guarding their sacred sites with subtle defences

# What kind of classes do they prefer? (*WIP*)

- every kind of magical class
- some support classes

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

- Shattered Relic: The player's party discovers fragments of a powerful relic belonging to the Magic Faction in one of the forest clearings. The relic is rumoured to boost chakra flow and enhance magic skills, but its pieces are scattered across several regions
- Echoes of the Ancients: The player's party finds an ancient inscription detailing a forbidden spell hidden in an underground ruin. Magic Faction members offer a reward for returning it, while another faction seeks it for their own ends.
- The Eclipse: During a rare eclipse, the Magic Faction prepares for a powerful ritual that will enhance their abilities for the coming season. The player is invited to either protect the ritual or disrupt it, with both choices carrying significant consequences.

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