Background

History and Culture of the Faction

- History (WIP)
- Ancient Magic and Curses
- Culture

History (WIP)

The Coven have a strict power structure. At the top is the Ruler, creator of the Coven and revered by many followers as a god, for his immense knowledge and prowess. Directly under him are the 4 Generals, each of them specializing in a certain field. The generals each have a personal assistant, often excelling in the capabilities they lack and assist them in organyzing their assigned folowers. The followers assigned to each general, are tasked with different missions. Birnging in sacrifices for rituals, cunducting rituals and protecting said rituals. The rituals are used by the generals or assistant to further strengthen themsolfs and the followers, but need sacrifices and if interrupted, kill the casters.

The Coven were created 13 years ago, when the rules and 3 of the found and deciphered some ancient ruins. From then on they started recruting people from the different fractions, mostly people whe were criminals, poor and had different ideologies, promising them power, telling them that they also can become as powerful as the Ruler if they joined as followers. They quickly grew and appointed one once from the anti-magic faction as the 4th general.

Now they are trying to become more powerful, to one day be able to take over the forest and it's inhabitants, proving that they are the strongest, chosen by magic.

Ancient Magic and Curses

Ancient Magic

- The principals of magic also apply to ancient magic
- Ancient magic was found by the Cult of the Ancient inside of acnient ruins
- It uses, additionally to chakra the casters life force when casting spells, making them more powerful
- Since it uses the casters life force, if oftem desforms the caster. Stronger spells may even kill the caster
- Because of its dangerous nature, only a few members of the Cult of the Ancient use it regulary
- Using ancient magic also influences the casters mind, making them go crazy

Types of Ancient Magic (*WIP*)

- Offensive
- No healing exept life transfer

Curses

- Curses also follow the basic principals of magic
- Invented ba the Cult of the Ancient, curses don't directly affect the target (direct damage)
- Since they are still being developed, they use a lot of the caster's chakra
- They are mainly used to debuff the enemy, or impose conditions on, for now, a willing person having consequences when broken

Culture

The Coven have a very strict culture. Upon joining, the new followers have to swear upmost secrecy and loyalty to the Coven. They get placed with a curse, that kills them, by draining all of their life, if they spill information about the Coven.

Afterwards they get assigned to a general who they have to follow. Each general has various groups of followers, tasked with different roles. Some retrieve people, who are to be used as sacrifices for rituals, some hold the rituals, which strengthen the Coven and/or develop/research ancient magic and curses. And other protect them, while they hold these rituals.

The followers usually wear a large brown robe, 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.

The followers are mainly made up from:

- Foxes
- Lynx
- Owls
- Peafowls
- Eastern red-backed salamander
- Northern cardinal (Bird)

While no one from the merchant faction joined the Coven, there are some who have a close connection with mainly the generals and their assistants, as they need to buy a lot of supplies.