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.

Revision #2
Created 21 November 2024 14:35:53 by David
Updated 3 January 2025 12:31:21 by David