

◦ Shadow-Tribe Culture ◦

Introduction

Deep within the confines of a pine forest, where the trees tower high above and shadows are thick, lies Shadow-Tribe. Shadow-Tribe is home to the **most distrusted cats** in the tribes; they're **rumored** to be **malicious and powerful**, able to control a cat completely with something as simple as a true name. Their powers grant them control over the emotions and bodily functions of a cat, and because of this, **the tribe cats are usually quite cautious to give out their true name** in fear that a Shadow-Tribe cat will steal it and make them their puppet.

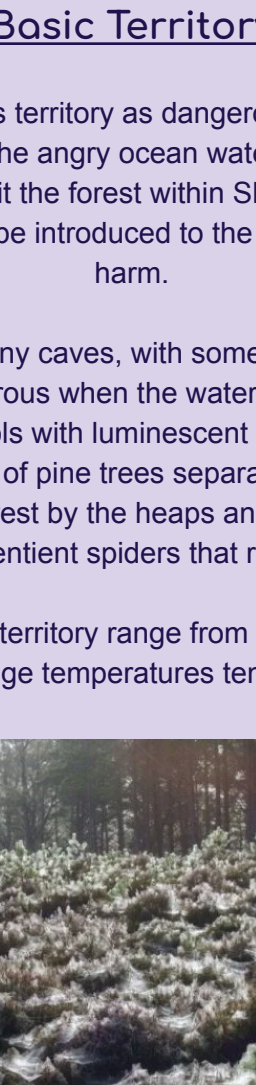
But the truth is quite the opposite. Lots of Shadow-Tribe cats are mischievous, kind, or respectful. It's not a bad thing to be cautious of these cats that slink in the night, but the tribe itself tends to be **misunderstood, and perceived as dangerous**. Shadow-Triber's are often **diplomatic and respect is important**; *especially* in regards to handling death. These cats have a **special connection to the dead** that other tribes don't have, communicating with ghosts and helping souls pass on to the afterlife with great care and practice. The topic being taboo for most is perhaps another reason Shadow Tribe is often viewed in an odd light; they understand the **importance of one's mortality** more so than others, and **don't shy away from death or grief**. The word paranormal doesn't apply here, not when their duties and culture are so tightly woven with the afterlife and its matters. They live in the southwest alongside dangerous cliffs, dark forests, and bioluminescent caves.

Camp

Shadow-Tribe camp is a bit hard to find, as you have to follow a cliff-side path to reach their main cave. The camp is located in a cave built into the side of a cliff with a great view of the ocean from the main chamber. The main chamber has a gigantic skeleton of a small dragon. The skull and bones are so old that they are covered in a layer of soft moss that the cats use to line their nests. There are multiple tunnels that lead deeper into the cave, where most of the tribe makes their dens.

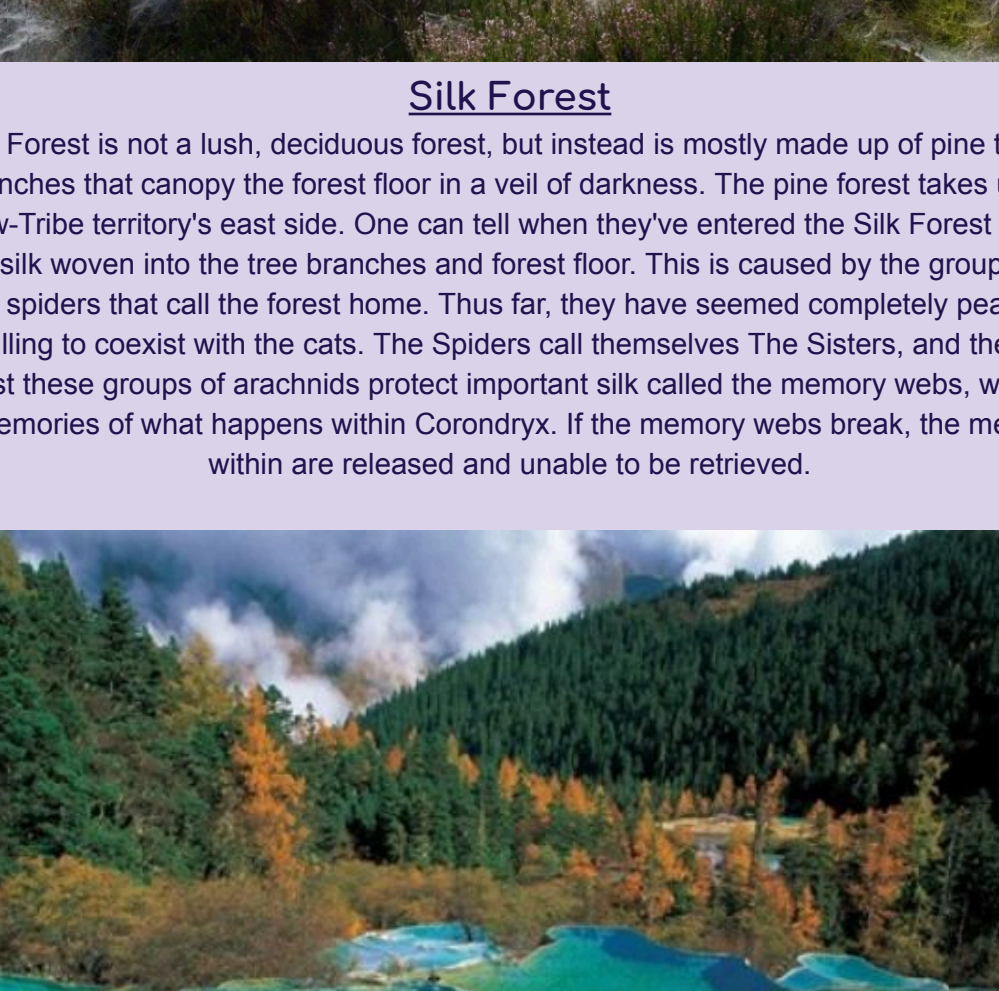
Totem

Shadow-Tribe's Totem is made of obsidian. There are deep carvings filled in with white stone and the eerie face of a horned wolf.



Art by Sun-Ray

Map



For a more detailed view of camp, please check out the [Shadow-Tribe Camp Map](#)

◦ Locations ◦

Basic Territory

Many would describe Shadow-Tribe's territory as dangerous. From the jagged, sharp cliffs that are along the edge of the territory, the angry ocean waters with strong undertoe currents, or even the large spiders that inhabit the forest within Shadow-Tribe's territory; it's usually important for new Shadow-Tribers to be introduced to the territory the moment they join to avoid harm.

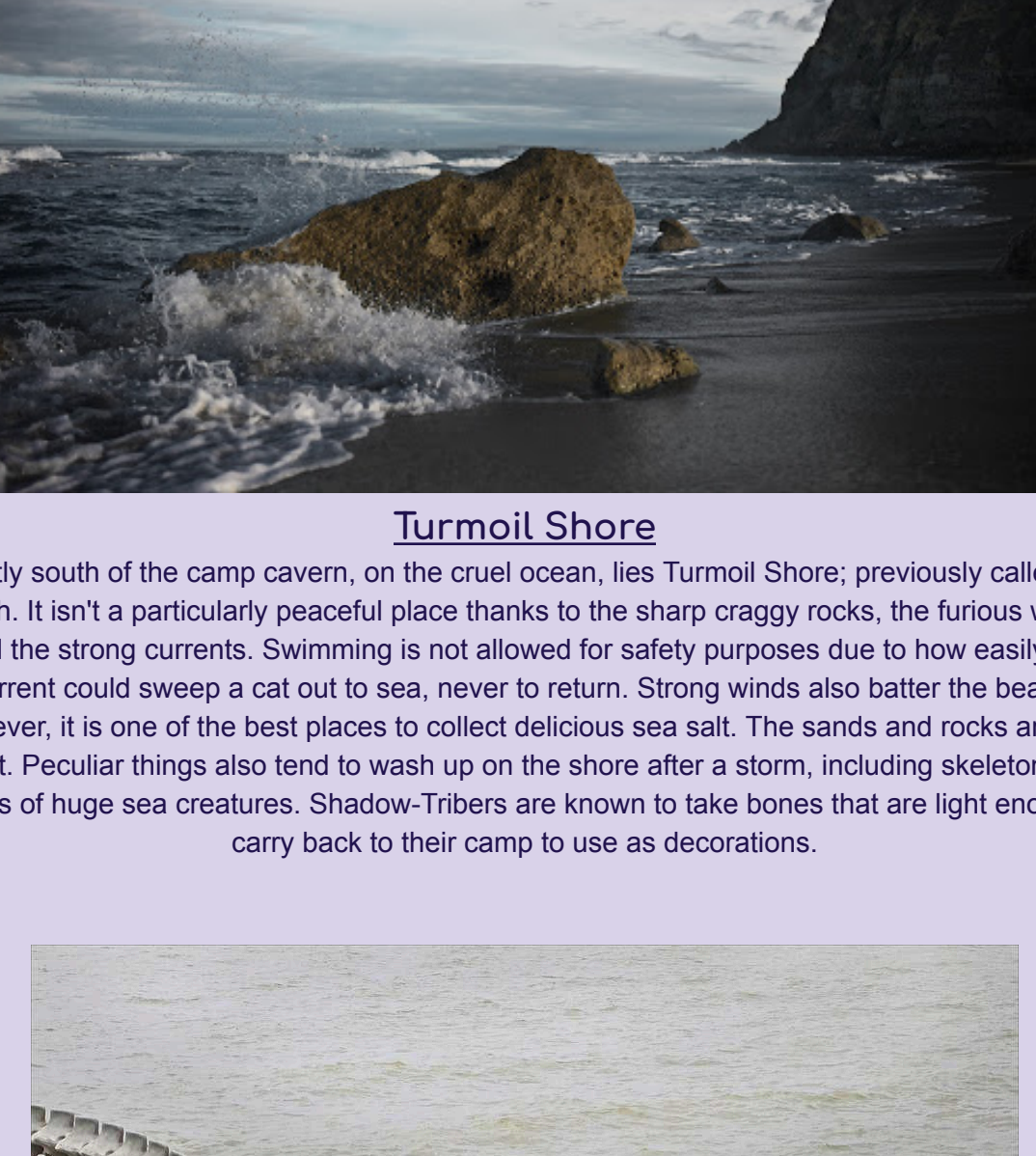
The cliffs and coast give way to many caves, with some of them even as large as the camp cavern, though many can be dangerous when the water rises. North of the camp, the craggy bluffs give way to gorgeous tide pools with luminescent still water. To the east, the land is far more forested, with thick bands of pine trees separating rocky hills. The silk forest is distinguished from the rest of the forest by the shears and veils of silk woven into the trees by the giant sentient spiders that reside there.

Temperatures: Temperatures in this territory range from **10° F (-12.2° C)** in the winter, to **87° F (30.5° C)** in the summer. Average temperatures tend to be around **60° F (15.5° C)**.



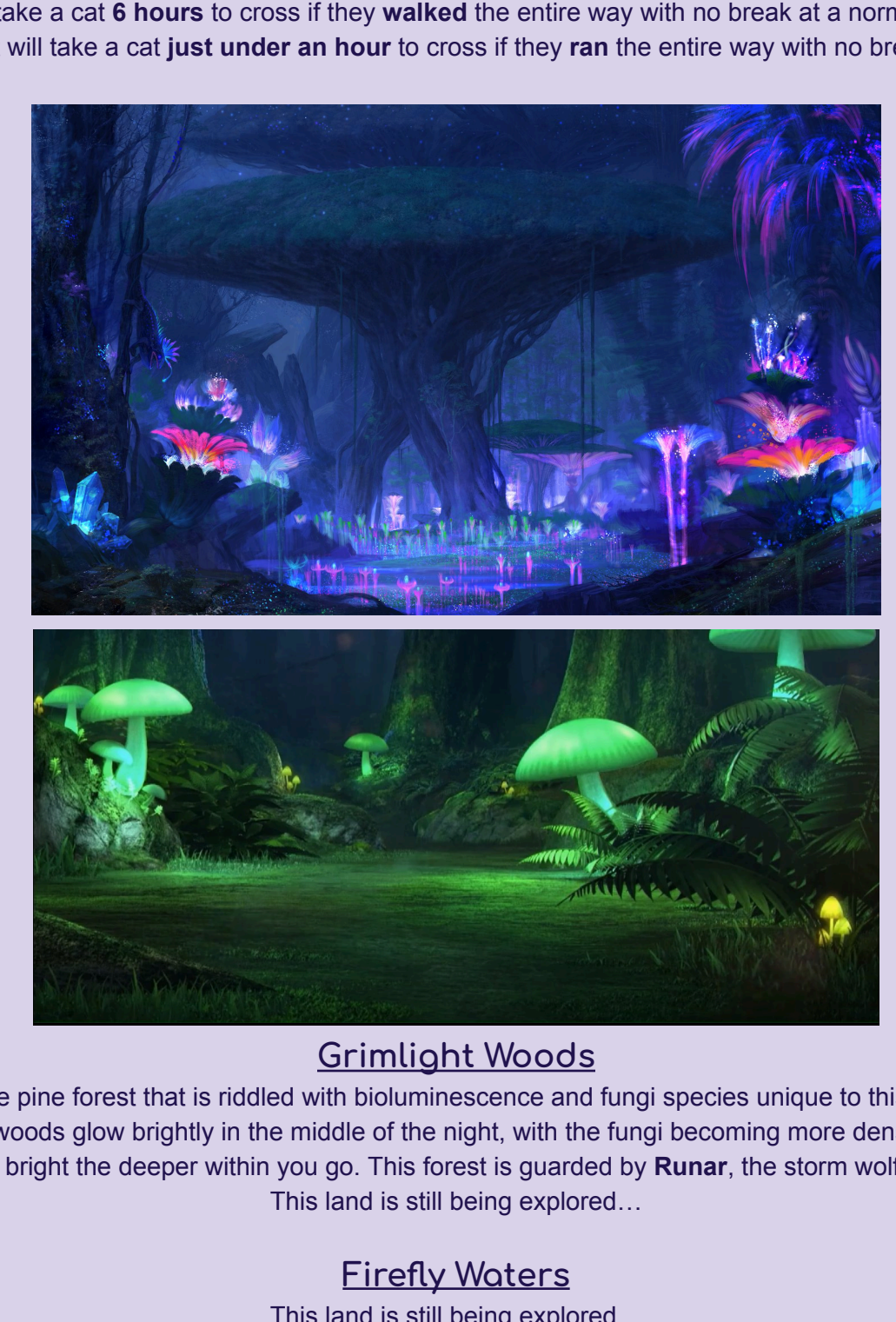
Silk Forest

The Silk Forest is not a lush, deciduous forest, but instead is mostly made up of pine trees, with wide branches that canopy the forest floor in a veil of darkness. The pine forest takes up most of Shadow-Tribe territory's east side. One can tell when they've entered the Silk Forest by all the spider silk woven into the tree branches and forest floor. This is caused by the group of giant sentient spiders that call the forest home. Thus far, they have seemed completely peaceful and are willing to coexist with the cats. The Spiders call themselves The Sisters, and the eldest amongst these groups of arachnids protect important silk called the memory webs, which hold the memories of what happens within Corondryx. If the memory webs break, the memories within are released and unable to be retrieved.



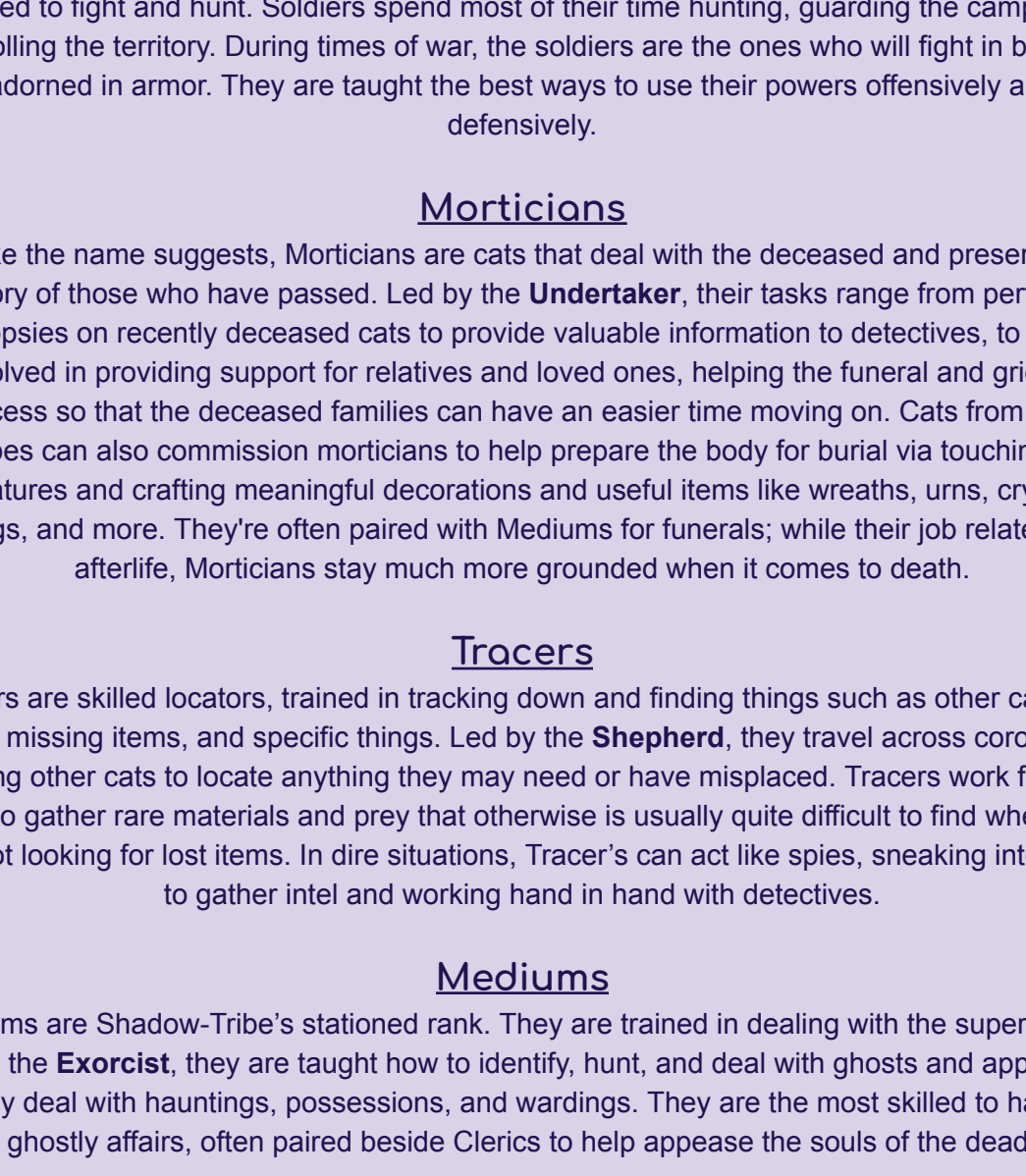
Crystal Pools

To the west, above the camp cavern and the Shuttering Cliffs, lies a slope made up entirely of several calcite pools. The pools are bright blue in color, making the water in them look very attractive. The Crystal Pools lie above a close-to-the-surface lava stream, which heats up the pools. Some of the pools are scalding hot, while some are just right for soaking in. The heat of the water does wonders for old and aching bones and muscles. The pools cover the whole gentle slope down to the oceanside, and is a common hang out for cats who don't mind the water.



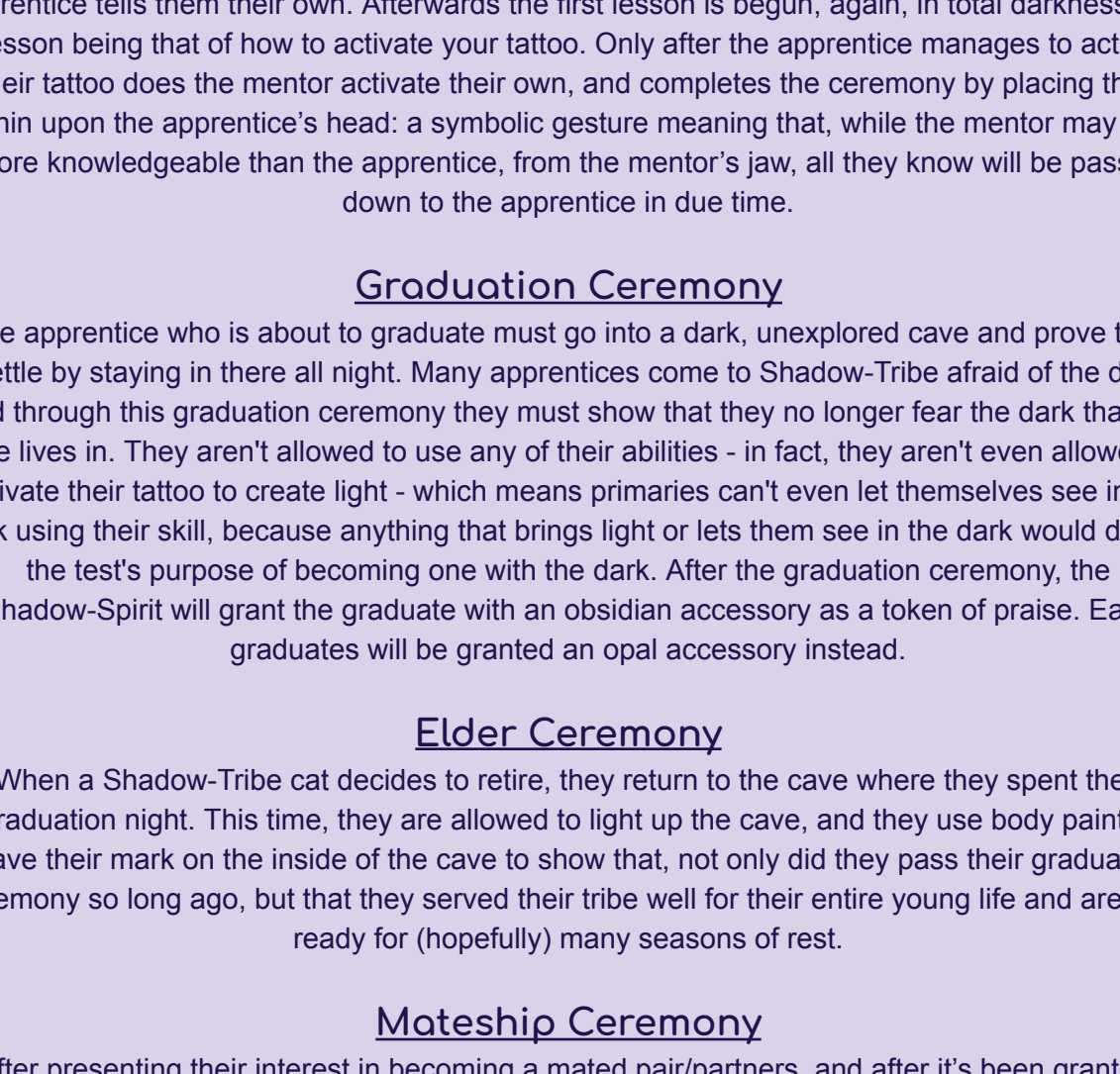
Shuttering Cliffs

Directly west of the camp cavern is the Shuttering Cliffs, a very dangerous place due to the sharp rocks and brutal winds that are strong enough to knock a cat over the cliff's edge. It is a hotspot for adventure-seekers due to all of the caverns lining the cliff-side paths - some large, smaller, but all dangerous...especially the ones closest to the ocean, as they tend to flood with the rising tide. It is prohibited to enter many of the caverns, and on days with the highest wind speeds, Shadow-Tribers aren't allowed to go to the Shuttering Cliffs at all due to the danger.



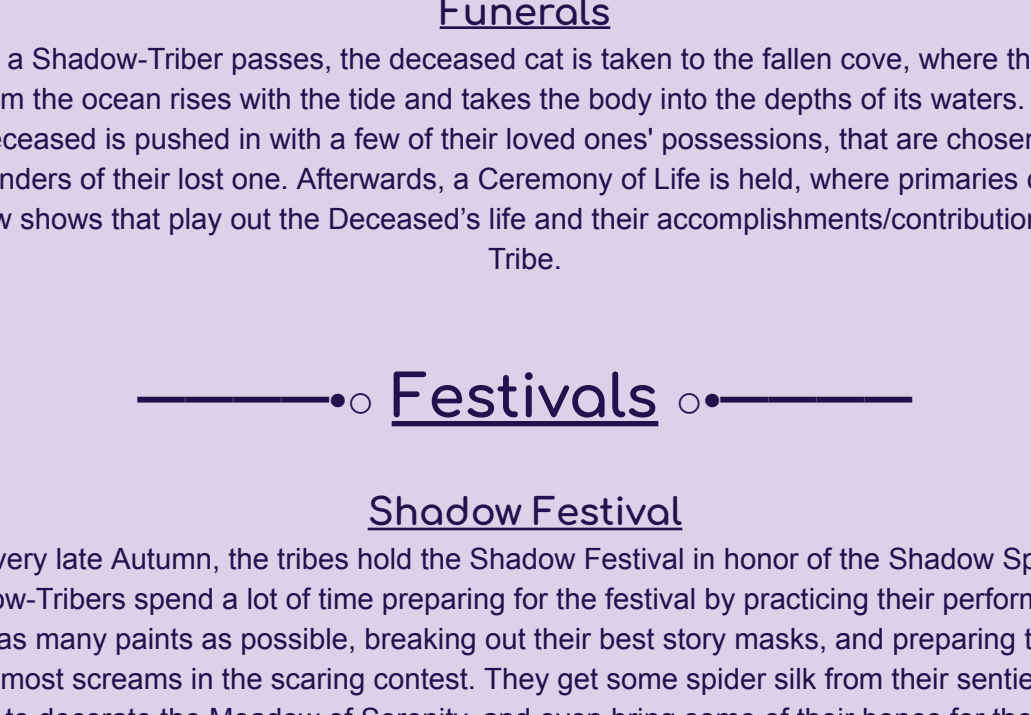
Star Cave

The entrance to the Star Cave is located to the east of Turmoil Shore. The cavernous entrance is on the side of the base of a cliff. There is a low layer of water throughout the main tunnel of the cave with several underground ponds and streams, but the main feature of the cave is what lights up the interior. Hundreds of worms call the cave home, and they create a bright blue bioluminescence that makes the cave look like it has its own set of stars. The cave is also a known place to find gemstones and crystals, and some of them even shine on their own, even when brought out of the cave!



Turmoil Shore

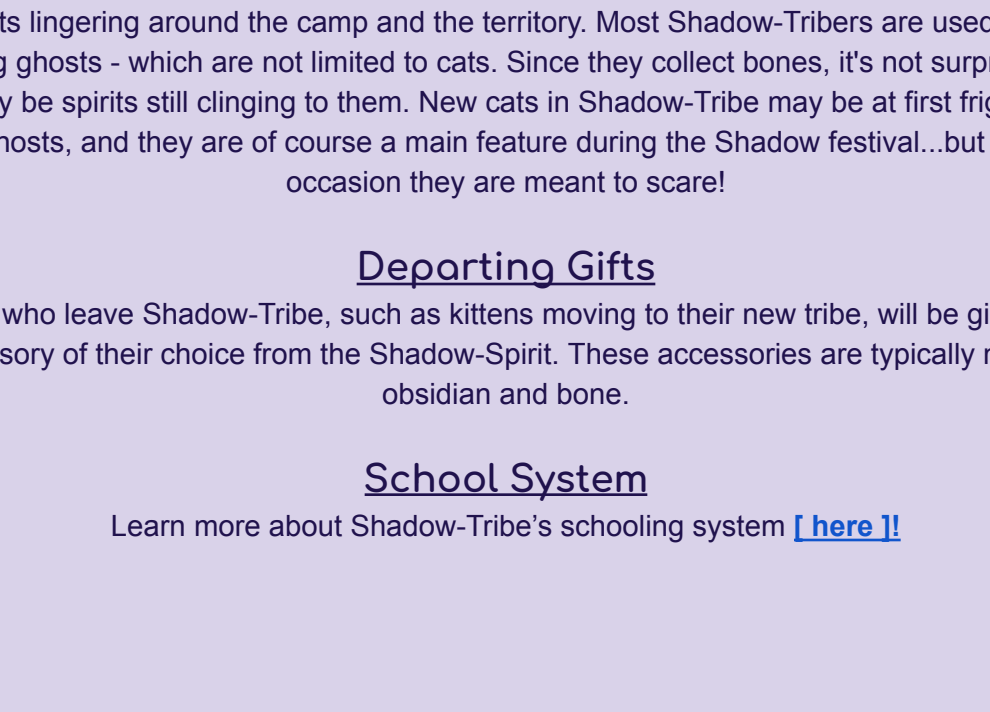
Directly south of the camp cavern, on the cruel ocean, lies Turmoil Shore; previously called Salt Beach. It isn't a particularly peaceful place thanks to the sharp craggy rocks, the furious waves, and the strong currents. Swimming is not allowed for safety purposes due to how easily the current could sweep a cat out to sea, never to return. Strong winds also batter the beach- however, it is one of the best places to collect delicious sea salt. The sands and rocks are rich with it. Peculiar things also tend to wash up on the shore after a storm, including skeletons and bodies of huge sea creatures. Shadow-Tribers are known to take bones that are light enough to carry back to their camp to use as decorations.



Serpent's Causeway

Along the southern beach of Shadow-Tribe's lands lays the remains of a giant sea serpent. The thing has long since been dead, washed ashore by the turmoil waves of the ocean and embedded in the sands. It's main purpose is to be used as a bridge to the lands across the ocean. During low tide the skeleton is entirely visible and able to be crossed with ease, but the high tides leave the spine completely covered by water, unable to be crossed until the waters fall once more. This means that the serpent will be seen for 6 hours before being swallowed by the tide, where it will remain hidden for another 6 hours before being seen again. To get from one side of the serpent to the other:

- it will take a cat **6 hours** to cross if they **walked** the entire way with no break at a normal pace.
- it will take a cat **just under an hour** to cross if they **ran** the entire way with no break.



Grimlight Woods

A large pine forest that is riddled with bioluminescence and fungi species unique to this place. The woods glow brightly in the middle of the night, with the fungi becoming more dense and bright the deeper within you go. This forest is guarded by **Runar**, the storm wolf. This land is still being explored...

Firefly Waters

This land is still being explored...

◦ Ranks ◦

Leader

The leader bears not only a silver tattoo, but also a dark aura granted by the Shadow Spirit, who can take over the leader's body when needed. Of course, the leader is the head of the tribe, and in addition to sharing the closest connection to the Shadow Spirit, the leader rules over the tribe, overseeing all tribe activities and the training of apprentices. When the tribe doesn't need leading, the leader will help perform duties of their previous rank.

Deputy

The deputy is the golden-tattooed second in command of the tribe under the leader, taking over leadership duties when the leader is not around. They can also act as a task leader, assigning responsibilities to each member of the tribe. Otherwise, they will spend most of their time still performing duties of their previous rank.

Soldiers

The soldiers are the defenders and providers of the tribe. They are led by the **General**. They are trained to fight and hunt. Soldiers spend most of their time hunting, guarding the camp, and patrolling the territory. During times of war, the soldiers are the ones who will fight in battles, adorned in armor. They are taught the best ways to use their powers offensively and defensively.

Morticians

Just like the name suggests, Morticians are cats that deal with the deceased and preserving the memory of those who have passed. Led by the **Undertaker**, their tasks range from performing autopsies on recently deceased cats to provide valuable information to detectives, to being involved in providing support for relatives and loved ones, helping the funeral and grieving process so that the deceased families can have an easier time moving on. Cats from other Tribes can also commission morticians to help prepare the body for burial via touching up features and crafting meaningful decorations and useful items like wreaths, urns, crystal carvings, and more. They're often paired with Mediums for funerals; while their job relates to the afterlife, Morticians stay much more grounded when it comes to death.

Tracers

Tracers are skilled locators, trained in tracking down and finding things such as other cats, lost pets, missing items, and specific things. Led by the **Shepherd**, they travel across corondryx, helping other cats to locate anything they may need or have misplaced. Tracers work for their tribe to gather rare materials and prey that otherwise is usually quite difficult to find when they are not looking for lost items. In dire situations, Tracer's can act like spies, sneaking into areas to gather intel and working hand in hand with detectives.

Mediums

Mediums are Shadow-Tribe's stationed rank. They are trained in dealing with the supernatural. Led by the **Exorcist**, they are taught how to identify, hunt, and deal with ghosts and apparitions. They deal with hauntings, possessions, and wardings. They are the most skilled to handle ghostly affairs, often paired beside Clerics to help appease the souls of the dead.

Healers

The healers are the medics of the tribe, assigned the duties of taking care of their tribemates and making sure they're healthy. They are lead by the **Shaman**, who usually has the most experience with healing and often holds the balance of life and death in their paws. Healers are taught how to use herbs and alternative methods of healing in the cases where skills cannot be relied on, and are also taught how to heal the mind and provide psychological help; something that is crucial when possessions may arise. Though their duty is to their tribe, healers are expected to give care to anyone who is in dire need of it, regardless.

◦ Ceremonies ◦

Apprentice Ceremony

After announcing the mentor/apprentice pair, both go into a darkened cave (usually the same cave that the mentor's previous mentor took them into when they were an apprentice) and sit in total darkness. The mentor then tells the apprentice their Name as a symbol of trust, and the apprentice tells them their own. Afterwards the first lesson is begun, again, in total darkness: the lesson being that of how to activate your tattoo. Only after the apprentice manages to activate their tattoo does the mentor activate their own, and completes the ceremony by placing their chin upon the apprentice's head: a symbolic gesture meaning that, while the mentor may be more knowledgeable than the apprentice, from the mentor's jaw, all they know will be passed down to the apprentice in due time.

Graduation Ceremony

The apprentice who is about to graduate must go into a dark, unexplored cave and prove their mettle by staying in there all night. Many apprentices come to Shadow-Tribe afraid of the dark, and through this graduation ceremony they must show that they no longer fear the dark that the tribe lives in. They aren't allowed to use any of their abilities - in fact, they aren't even allowed to activate their tattoo to create light - which means primaries can't even let themselves see in the dark using their skill, because anything that brings light or lets them see in the dark would defeat the test's purpose of becoming one with the dark. After the graduation ceremony, the Shadow-Spirit will grant the graduate with an obsidian accessory as a token of praise. Early graduates will be granted an opal accessory instead.

Elder Ceremony

When a Shadow-Tribe cat decides to retire, they return to the cave where they spent their graduation night. This time, they are allowed to light up the cave, and they use body paint to leave their mark on the inside of the cave to show that, not only did they pass their graduation ceremony so long ago, but that they served their tribe well for their entire young life and are now ready for (hopefully) many seasons of rest.

Mateship Ceremony

After presenting their interest in becoming a mated pair/partners, and after it's been granted, they will be led to a system of tunnels and will, together, walk through them and reach the other side. It is a path only walked by mated partners, and so it is not well known, but not unsafe. The path represents the path of life which they will now walk together, and to remind them that even if the road before you seems dark, you have a cat/cats to help you along your journey. It is considered bad luck if one of them uses their tattoo to light their way - like the graduation ceremony, they must be in complete darkness.

Cross-Tribe Mateship Ceremony

The two partners, once given permission to mate by both tribe leaders, are brought to the Meadow of Serenity where they exchange symbols of their tribe with one another. The Shadow-Triber may paint their mate's body with Shadow-Tribe body paint, give them a crystal from Star Cave, or give them anything else that symbolizes their tribe that they desire.

Soulbond Ceremony

When two Shadow-Tribers request to be soul bonded, a wreath of shadow is made around their necks by the Leader and are stood before the Shadow Totem. While there, the two speak out loud their promise to hold their Bonded's soul as their own, as half of a whole. After which, the leader asks the Shadow Spirit to either confirm or deny their bonding based on the words they say to be true.

Funerals

When a Shadow-Triber passes, the deceased cat is taken to the fallen cove, where the water from the ocean rises with the tide and takes the body into the depths of its waters. The deceased is pushed in with a few of their loved ones' paw prints, that are chosen as reminders of their lost one. Afterwards, a Ceremony of Life is held, where primaries create shadow shows that play out the Deceased's life and their accomplishments/contributions to the Tribe.

◦ Festivals ◦

Shadow Festival

Every late Autumn, the tribes hold the Shadow Festival in honor of the Shadow Spirit. Shadow-Tribers spend a day in full preparation for the festival by practicing their performances, mixing as many paints as possible, breaking out their best story masks, and preparing to try and get the most screams in the scaring contest. They get some spider silk from their sentient spider friends to decorate the Meadow of Serenity, and even bring some of their bones for the festival! The festival begins as soon as it gets dark, and they celebrate the Shadow Spirit by lantern light. They sell a variety of things at their shop, such as shiny stones straight out of the Star Cave, accessories crafted by the Shadow-Tribers, masks, and paints.

◦ Other Lore ◦

Body Paint

Shadow-Tribers are well-known for creating a vast array of paints. The cats work together to collect the materials to make the paint: different kinds of pigments, egg whites and oils. This paint can be bought by other tribe cats and can be used to paint pictures, but the Shadow-Tribers prefer to use their tribe paint to paint patterns on their bodies. This paint is used during celebrations, war parties, and sometimes just to make oneself appear more attractive, as Shadow-Tribers believe body paint to be appearance-enhancing.

Masks & Bone Armor

Shadow-Tribers create masks out of different craftable materials such as wood or flora, but they can also make masks out of animal skulls. These masks tend to be painted in bright colors, and each one is meant to have a story behind it, usually to help when they use the masks to tell stories. Like the body paint, the masks are used for both celebrations and war parties. During times of war, masks aren't the only piece of equipment worn by the Shadow-Tribe cats: they also craft armor out of all the bones they collect. This armor isn't meant to protect them as much as it's meant to frighten the opponent.

Ghosts

Since Shadow-Tribers can call spirits down to speak to them, Shadow-Tribers are no stranger to ghosts lingering around the camp and the territory. Most Shadow-Tribers are used to the lingering ghosts - which are not limited to cats. Since they collect bones, it's not surprising that there may be spirits still clinging to them. New cats in Shadow-Tribe may be at first frightened by the ghosts, and they are of course a main feature during the Shadow Festival...but on that occasion they are meant to scare!

Departing Gifts

Cats who leave Shadow-Tribe, such as kittens moving to their new tribe, will be given an accessory of their choice from the Shadow-Spirit. These accessories are typically made of obsidian and bone.

School System

Learn more about Shadow-Tribe's schooling system [\[here 1\]](#)