

The Content Bible

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Introduction and Concepts

The world was akin to the world we know it, in a time that shared similar technology and countries that were around WW1 and WW2. The world is familiar to our own, but set in an alternate history. The Germans had a party named the Vorherrschaft that controlled their entire country, and intended to seize control of everything around. However, mysteriously, a sudden uprising of events came in to play, beginning with a strange plague. The plague instantly was seen not to be any normal one, as some were turning undead, some were horribly deformed, some horrifically morphed into other unimaginable creatures, while many just died off. Around then, demonic creatures would begin to swarm the entire world, and wipe every country off the map and murder many who still remained alive. This event, named the Great Purge, and the brief nuclear war brought the world to ruins, with only small remnants of life emerging. Some are humans, who either cling on to past ideologies or simply live to survive; some are cursed people or creatures that now find himself searching for a cure or purpose; while some are chthonic beings that remained after the Great Purge, either out to enact each of their lord's will, or even aimlessly wander these torn lands.

[Extended Introduction - Eicker's Chronology](#)

Real World - This setting uses the [real world map](#). Most major cities would have been affected by nuclear warheads. Please keep in mind that many of us (including me) are not a cartographer or historian, and cannot make 100% accurate depictions. Besides, this is a world after a terrible apocalypse; not only would the world have changed somewhat, but most of the inhabitants wouldn't know the world as it was before either. Consider fun over complete simulationist authenticity.

The Great Purge - Otherwise simply known as the Apocalypse, Cataclysm, or even the Demonic Holocaust. It was the event that began around late 1939 and has since left the world in ruin and riddled with monsters and death.

The Occult - Occult power, or more simply just magic, is not something that can be achieved through only study. It is unnatural to humans, and believed to be the cause of the demons. Occult energies and powers can be brought about by several different other methods: a creature born of occult origins (demon, chthonic), a curse that gives the victim power (which is typically uncontrollable), devoting oneself to a real occult patron (some patrons or 'deities' may not actually be real), finding objects or substances imbued with such powers (yet require very

delicate or specific methods to draw the power out and use it), or special writs or scrolls imbued with a certain patrons power (which often offer a one-time use, but may backfire if said patron does not wish you to use their power).

Religion - Human religion would be just as it was before, though of course some things may have changed with different sects due to the changing of times. People experience religion like they have always, but some people may show actual tangible effects or powers that weren't there before the Great Purge. Some people argue this was their Gods giving humans the means to fight back and survive against this scourge, while others believe this is just another form of demonic or chthonic corruption by occult power.

Languages

Trade-tongue - The common dialect of most individuals. Many countries and kingdoms adopted this language as the language of trade, and became the primary language after the cataclysm.

Human Languages (Multiple) - Each ethnic group of humans have their own languages that are different to each other. This includes basically all other real world languages. Not very common with travellers (who prefer Trade-tongue), but still prevalent with certain communities.

Abyssal - The harsh language of beings of the Abyss, or otherwise demons. Possible, but very hard, to be spoken or understood by anything other than demons.

Chthonic - The language of chthonic beings, incomprehensible to anything other than a creature of chthonic origin.

Currency

Since this is the apocalypse, people trade in goods and valuable items rather than money; speaking of which, dollars and coins are useless, other than just perhaps collectors items or raw materials (which aren't really worth much as it is). Prices are different for Rifles, Pistols, and Shotguns.

Common Currency - LCB [Low-Caliber Bullet]
(4mm to 8.6mm / .172 to .338 / low-gauge)

Uncommon Currency - MCB [Medium-Caliber Bullet]
(9mm to 11.43mm / .355 to .45 / medium-gauge)

Rare Currency - HCB [High-Caliber Bullet]
(12.7mm or more / .50 or more / high-gauge)

<https://en.wikipedia.org/wiki/Caliber>

Extra Information

[List of Courses](#)

[Rare or Uncommon Information](#)

Beings

Types of Beings:

Pureblood: The being is unaffected by the drudges of corruption brought by the Cataclysm. They are uncommon and sought after by many corrupted beings for their pure blood.

Afflicted: The being holds some degree of corruption or afflictions, either recently cursed or not riddled with several maladies or issues. Not very common, but not uncommon; the least persecuted of all corrupted beings.

Corrupted: The being would be almost completely affected by the corruption; some remnants of their past self may still remain, yet normally not enough. Fairly common among the lands; not normally accepted by sane beings, or at least not trusted.

Damned: The being would be completely corrupted and offers practically no chance of hope; either mindless, under control of some Chthonic power, or ready to perish at any moment by a curse. Very common among the land, and often treated with instant hostility by sane beings.

Demonic/Chthonic: The being would be an otherworldly being or another being completely changed into a Demonic or Chthonic creature, said to be introduced by the Cataclysm. Their minds tend to hold alien thoughts and feelings as compared to a human. Somewhat uncommon.

Black names are beings that are simple enough to play for new players. **Orange** names are beings that have some level of complexity, requiring a little more attention to roleplay. **Purple** names are beings that have some complex nature to them, are rare, powerful, or difficult to roleplay, better suited for experienced players. **Red** names are mostly creatures that are mindless, animal-like, extremely rare, a completely alien mind, or something that is not feasible to roleplay with as a player character (if you wish to play them, you must work with the GM and give a reason why your character is somehow different).

Human - Look at yourself. Yes, those things.

Human - The only natural sapient being to this world. They consist of different nationalities and cultures.

Beast-blood - These are beings described with a beastly appearance, yet often with some degree of intelligence or reasoning with them.

Lycanthrope - A human corrupted with the blood of the beast, who suffers from pain and an insatiable desire, sometimes shifting to a bestial form to help assist in this wicked

desire. Normally possess the means to infect or affect others instead of reproducing on their own.

Werebeast - A common type of lycanthrope with the hybrid appearance of a human and beast; commonly wolf-blood, but there may also be others such as ursine or feline blood. They shift between human and beast form depending on several instances, such as feeding time, nightfall, high stress, and so on. Often has a very insatiable hunger and mindless once in their feral beast form.

<http://i.imgur.com/MioPRPK.jpg>

Gauntbeast - Somewhat similar to a werebeast, yet more human-like in appearance, very haggard, and either completely hairless or with very sparse and unkempt fur. Their bestial effect is permanent, unable to shift forms at all. Their faces range from snubby and human-like to having a very long sharp-toothy maw; their ears are like long and pointy human ears, and often have a stubby tail or none at all. They constantly desire meat and flesh, but no matter how much they eat, none of it satisfies them nor helps their physique. They can live indefinitely, even without food, until they are killed through other means; their hunger is excruciating, like something is clawing through their abdomen.

<https://i.imgur.com/j1MBI2A.jpg> / <https://i.imgur.com/df5ZkZT.jpg>

Sanguisuge - A type of Lycanthrope that is almost opposite of most others. Their normal appearance is a quadrupedal bat-like creature with large fangs and wings, yet they are able to stand bipedally as well. However, they are able to transform into their previous self in order to tempt an individual and either feast on their blood or transfuse their own blood to corrupt the individual. Often animalistic, but rarely shown some low intelligence. The ones that are intelligent enough know nothing or little about their past life. <https://i.imgur.com/5id5iBj.png> /

<https://i.imgur.com/GGy5t7B.jpg>

Marefiend - A unique type of lycanthrope that has a more permanent effect on those afflicted. Over a course of several weeks, their appearance slowly shifts more into a large, gaunt, elk-like monstrosity as they cannibalize on the flesh of their once kin. <https://i.imgur.com/c0SkxfW.png> / <https://i.imgur.com/u67pwwT.jpg> / <https://i.imgur.com/5GNinKy.jpg>

Half-blood - A beastly being, generally of humanoid nature. They are a result from the curses and occult magic, but do not perpetuate said curses and are much more functional as individuals. While there is no suffering or major afflictions attached, they do have something that complicates their life. These creatures likely were once humans when the cataclysm started, but now no longer, simply reproducing on their own as normal. Normally they have no extra animalistic desires and keep a normal mind about equal or somewhat less than an average human.

Mangrel - A humanoid, bipedal being that seems to resemble that of a mix between a rat and a canine. They are often somewhat unsightly and suffer with a very foul smell, which may naturally outcast them. They act as a normal being

physically and mentally otherwise, and often are almost or exactly as intelligent as a human. Not very strong or vicious, despite how big or intimidating they might be. <http://i.imgur.com/9t0r15H.jpg> \ <https://i.imgur.com/DO4Qr0W.png> / <https://i.imgur.com/ZbnP81f.png>

Dusk-kin - A humanoid, bipedal bat-like being, not terribly monster-like or unsightly. Not too different as a human in mind, but normally aren't too ingenious. Some may possess skin between the gaps of their arms and fingers, almost creating wings, but at best they may only glide. Their eyesight is very poor during the day, but excellent during night; due to this and perhaps simply preference, they favor being awake during the night. Sometimes mistaken as a Sanguisuge lycanthrope, or simply a victim of mistrust. <https://i.imgur.com/wmVt3KJ.png> / <https://i.imgur.com/D6HOFY0.jpg> / <https://i.imgur.com/ZQuo8cL.jpg>

Incubus/Succubus - A being with a top half mostly like a human, and the bottom half hooved and with fur. Their skin are usually the same color as a normal human, yet sometimes a duller color, or with patterns of two tones. Often possess a stronger sensual or sexual desire than an average human, but are able to control it if they desired. They may have desires for normal humans, but are still not able to reproduce with them. <https://i.imgur.com/a0vVYcw.jpg> / <https://i.imgur.com/PJQwdz9.png>

Bloodbeast - A being that takes on a grotesque bestial or animal-like appearance, gaining more of the positive traits than negative. Yet, this was often achieved in result of a ritual of Khal, and the individual may be devout to Khal or corrupted in general. Notably, regardless of what they resemble, they would have horns. <https://i.imgur.com/ctnVVoO.jpg>

Demon - These are common demonic beings that are often more intelligent than your rabid animal. Names in brackets are what demons would refer to them as. Some of them may be corruptions of humans or other creatures, but do not spread on their own like some other curses. Others originally hail from Akkronoth, or at least from an ancestry that does.

Hellion [Drakkar] - A bipedal reptilian creature of various sizes and intellect. Uncommonly, they may have non-functional wings, and rarely they may have functional wings. Their pointed ears and humanoid shape makes some question if they are a corrupted human. <https://i.imgur.com/8UCMTKg.png> / <https://i.imgur.com/zwDDJbZ.png>

Snake-man [Syrathi] - Snake-like creatures with the bottom half like a snake but with somewhat humanoid arms. Occasionally horned, and rarely with two extra arms. Often completely animalistic, but sometimes have somewhat less than average intelligence. <http://i.imgur.com/Os79Mc3.jpg> / <https://i.imgur.com/W1TBdv2.jpg>

Goat-man [Karag] - A bipedal unguligrade being with an almost goat-like appearance. They have a dark, greyish skin, with an hair occasionally over their body, clawed hands, and large horns. Often fairly brutal and animalistic, but can show some bits of intelligence sometimes. <http://i.imgur.com/K1gpBTk.png> / <http://i.imgur.com/QUfXIEv.jpg>

Grimling [Dregoni] - Small, humanoid beings that resemble goblins or imps. Most stand around 3 feet tall.

Rasken - Somewhat different than the other kind of Grimlings, more rat-like and hairy. Fairly intelligent, yet mostly devious and cunning.

<https://i.imgur.com/HhHvsxN.jpg> / <https://i.imgur.com/WRCDDVP2.jpg>

Imp - A more reptilian kind of grimling, yet one with devious desire and not very savvy. Often, but not always, with wings. <https://i.imgur.com/KThgl2x.jpg> / <https://i.imgur.com/qAU7azV.png>

Runt - A small, ugly and deformed Grimling with pure white or red eyes, sharp teeth and normally animalistic. <http://i.imgur.com/mlaO1wT.jpg> / <https://i.imgur.com/Ktu3Mla.jpg>

Undead - This would describe a being that seems to live even if their bodies are corpses. Varies in intelligence, but things often look grim for the undead.

Living Dead - Beings that no longer live, their rotten or skeletal bodies moving supernaturally. An individual may become undead, or one's dead body may be reanimated. Some may retain some intelligence, while others are mindless. Living Dead often carry a miasma of disease that lingers in a victim until it animates their dead corpse. Some wish to fill their void of a abdomen with flesh, while others simply have the overwhelming urge to kill and spread their disease. <http://i.imgur.com/eHzNCQV.png>

Bloodfiend - Otherwise known as a vampire. A being that retains most of their previous appearance as long as they continue to feed upon blood. Simply feasting on ones blood isn't enough to infect someone, the Bloodfiends blood must enter the victim some way; the more blood, the faster the victim turns. When their need is neglected, they will not die, but their bodies will become more monster-like, gaunt, and animalistic. <http://i.imgur.com/BTFaLme.jpg> / <http://i.imgur.com/G82PDaf.png> / <http://i.imgur.com/GDJtjnz.jpg>

Fleshmeld - An abomination that resembles a mass of different beings. It has grotesque claws and hulking size, yet mostly skeletal. Most of the fleshy mass accumulates at the heart area, with some flesh wrapping around some of the bones to keep it all together. Other times, it looks like a conglomerate of corpses. Completely mindless, and only desires to accumulate more flesh on its body indefinitely. <http://i.imgur.com/a7gydla.jpg> / <https://i.imgur.com/Vc5vfxI.jpg> / <http://i.imgur.com/e7Rchvu.jpg>

Corruptor - A malleable tar-like, pure black creature. In their normal form, they are slow, yet they attempt to inhabit a dead or living body to use it for their own. In a skeletal corpse, they grow inside of the bones and use it as their own skeleton. Otherwise, if they are able to overpower a living creature, they grow inside and absorb the creature, and fuse within its flesh. When they absorb a creature, they often retain some of their intelligence or knowledge, but typically remain impulsive and instinctive. <https://i.imgur.com/29i9Cru.jpg> / <http://i.imgur.com/aml2zsP.png>

Reaper - Similar to a Living Dead in many ways, but much more warped, bestial, and still with strands of living muscle to keep it together. They notably have very long maws with sharp teeth, and scythe like arms made of bone. <https://i.imgur.com/E3o9dgO.jpg>

Chthonic - Similar to demons, but either animalistic or of completely alien thought. Names in brackets are what other Chthonic beings would refer to them as.

Chthonic Aberration - An otherworldly creature with a very deformed or horrific appearance. Not very common, but typically feared by sane folk due to their peculiar power. Compared to other Chthonic beings, they are the rare few who can connect with the fair-minded in some manner; sometimes even more reasonable, comparatively to their counterparts. Often somewhat humanoid in some aspects, but still rather hideous. <http://i.imgur.com/Ozdqj94.png> / <https://i.imgur.com/B0C3JFI.jpg>

Chthonic Abomination - An absolute abhorrent mess of a monster that has no will for peace. These creatures are mostly animalistic and come in many shapes and sizes. Some of them are completely unique enigmas coming from a different plane of existence, or some may be twisted and horrible corruptions of earthly beings. <http://i.imgur.com/u1hY0k3.png> / <https://i.imgur.com/LJU0Oct.jpg> / <https://i.imgur.com/4mMcyUK.jpg>

Blood Priest [Khalite] - A corrupted being that looks to be made out of a mass of bloody tendrils and worms. These are often the cult leaders of the followers of Khahalak and the Path of Khal. Achieved only by the most of faithful, a blessing and curse of its own. <https://i.imgur.com/SMFUhds.jpg> / <https://i.imgur.com/gL5N27o.jpg>

Blood Golem [Akhal] - A creature entirely made of blood it seems, with a very horrific and dangerous appearance. They are a direct creation of Khal's power. <https://i.imgur.com/W9cP3HU.jpg> / <https://i.imgur.com/zxjFJmX.jpg>

Chaos Demons [Izothi] - Grotesque and warped creatures of different kinds of races into one hybrid, sometimes in debilitating ways. Often with large maws with jagged teeth. <https://i.imgur.com/IOUqfYI.jpg> / <https://i.imgur.com/LQZro9N.jpg>

Phantom - Similar to Undead, but rather a being that seemingly lacks a body, moving around in a ghostly and ethereal appearance. They take on various forms, depending on what creature they are based off.

Ghost - Completely invisible to the average eye, a phantom that aimlessly wonders or is bound by a certain curse.

Wraith - A dark and translucent figure that floats through the air like a leaf. Often are able to influence objects or living beings in some way or another. <https://i.imgur.com/7z9RaHC.jpg>

Revenant - A phantom that seems to have more of a physical presence than the others, and even much more deadly. Often in a more grotesque appearance regardless of what they come from. <http://i.imgur.com/CwGJFEEd.jpg>

Shade - A ghost-like being, normally with red glowing eyes, that almost seems to look like a living shadow; it is never seen to move into the light. Regardless of its appearance, they are completely harmless and unable to interact with the world otherwise.

<http://i.imgur.com/xyEpx5J.jpg>

Corrupted Nature - Creatures and beings that seem to once have been a part of nature, but corrupted by otherworldly power or curses. Unless stated otherwise, these are typically animalistic.

Woodstalker - Creatures completely made out of plant or wood material, such as twisted vines or tree-like being. As their name suggests, they hide where plenty of foliage is, blending into trees or bushes until they can strike. Completely animalistic in nature, and very violent; feeds off meat like any carnivore.

<https://i.imgur.com/EhJqjDN.jpg> / <https://i.imgur.com/xELO00T.jpg>

Corpse-weed - Otherwise known as the corpse vine, or sometimes mistaken as undead. Similar to the Woodstalker in that it's a plant-like creature, but it is unable to create its own functional body to move. It grows within a corpse, old or new, to be able to move around. Otherwise, it simply spreads on the ground and moves with its vines. Without a corpse, it is only a threat to unsuspecting or disabled creatures, but in a corpse, it has a better chance to cause harm. Animalistic, and feeds off carrion, but sometimes is hungry enough to attack a live creature. <https://i.imgur.com/5uFRfAa.jpg>

Quillbeast - A large creature with a heavy coat of fur and massive spiky quills or horns protruding from their back. They can vary on appearance, but are commonly quadrupedal and all have quills as their primary way of defense; they may shoot said quills at a long distance if they desired. They are usually no more or less a basic omnivore, but are extremely territorial. <https://i.imgur.com/FNljMug.jpg> /

<https://i.imgur.com/9wGsnqU.jpg>

Cluster-beast - A mass of several beasts living as one deformed body. This could be simply a mass of two beasts to a mass of several dozens. Often very rabid, sometimes simply killing to feast, but other times overcoming a prey in order to add it to its conglomeration. <https://i.imgur.com/xO3XboS.jpg>

Grimbeast - Otherwise known as a Worg. It is essentially a larger, heavier built, more monstrous looking wolf. Similar to a wolf, it is a carnivorous pack animal, but much more vicious and aggressive. Varies in appearance, but tends not to have very drastic differences. <https://i.imgur.com/59oMI9S.png> / <https://i.imgur.com/qFAEnTs.png>

Behemoth - Considerably large creatures found typically on the land, or perhaps under it. These are creatures that can be from the double digits to the triple in feet. Often very rare to be found.

Basilisk - A large snake-like creature of varying appearances and sizes. Some simply look more like much larger snakes, while the other extreme may look more like demonic serpentine creatures with horns and small limbs, and

anything in between. Fairly reclusive and not very common, but very dangerous.

<https://i.imgur.com/9mEEMKs.jpg> / <https://i.imgur.com/FvMupEE.png>

Dune Worm - A massive serpentine or worm-like creature of various descriptions. Some are more worm-like, others are more centipede like, and many possess strange features such as several sets of jaws or tentacle-like mouths. Many are able to burrow easily into ground, especially sandy environments; more commonly found in, but not exclusive to, deserts.

<https://i.imgur.com/B6O1I7k.jpg> / <https://i.imgur.com/7Eqfen1.jpg>

Great-wolf - While not as gargantuan as some other behemoths, great-wolves are much larger than any of the larger wolves, around ten to thirty feet tall. They definitely have a wolf-like appearance, but often have other additions to set them apart aside from their sheer size; they all usually have horns, some may have jagged and protruding teeth, uncommonly may have spikes down their spines, while very rarely one may even have wings.

<https://i.imgur.com/Sny6Ms7.jpg> / <https://i.imgur.com/vCzOXbb.jpg>

Sunken - Otherwise known as the “Sea Demons”. They are creatures and beings that originate from the water. Often only a threat to those who navigate the seas, but some are able to traverse the land. These creatures are said to have a deep connection with the Chthonic.

Lurkers - Creatures that seem to have a somewhat humanoid upper body yet a serpentine lower body, similar to the Basilisk “Syrathi”, yet with fins, gills, and possibly tendrils. These creatures only breathe underwater, but may survive above ground for about a day without breathing water, or a little longer if they drink some. Legends say they forcefully capture beings, especially humans, to corrupt their minds and bodies to become their slaves; these accounts haven’t always been proven to be true, but it is clear that it certainly happens. <https://i.imgur.com/gHJN8rW.jpg>

Seashade - Similar to a normal shade, this ghost-like being takes on a sort of ghostly sea creature or humanoid hybrid creature guise, seemingly swimming around in the shadows, unable to really interact with the world. It is said it is the many spirits of those who drowned forever lost to wander the ocean. <https://i.imgur.com/nAbvObh.png>

Leviathan - Incredibly massive creatures that are found in large expanses of water. They come in many forms, but all are dangerous and deadly to anything that gets in their path. <https://i.imgur.com/YXRkxTA.png>

Abysswalker - Creatures that have an incredibly unsightly and unnerving appearance alone with their grotesque and horribly deformed bodies. They are fairly frail and weak, yet their horribly deadly abilities compensate for their squishy bodies. They are able to forcefully inject their own minds within another creatures, prompting it to kill itself in any way possible. For airbreathers, this typically means drowning.

<https://i.imgur.com/iraHVfE.jpg>

Factions

[Die] Vorherrschaft

Remnants of a German empire who attempted to seize control of all surrounding lands. Mostly people of German descent, but also those of Japanese and Italian descent. Despite the current squalor, they still have intentions to regain the lost lands through any means necessary. One of the most technologically advanced factions, even if they cannot achieve the same level of production before the apocalyptic event. Some groups even consort or experiment with occult powers to further their rule. Usually under a single ruler, but some form independent groups to enact their own personal goals, that are seen as traitors to the true ruler. Sometimes cooperate with non-humans, as long as they pledge allegiance to the Fuhrer. Nicknamed “Sukiny Deti” by Soyuzniki and Mertvykki, or the “[Fallen] Empire” by other folk.

The Alliance

A very diverse set of people, mostly ranging from British, United States, Chinese, French, and occasionally Russian descent; rarely also German descent. These are people who pledge their allegiance to the Alliance, in order to form a sort of peaceful tie in the midst of the chaos. Some do take up to arms to resist and denounce any wicked group or beings they come across, directly opposing the Vorherrschaft. Not very technologically advanced, but still somewhat civilized. Accepting of outsiders, but wary of non-humans.

Soyuzniki

Remnants of the Russian people. Many communities live in nomadic ways, normally trusting their own people. Not very militant, but they are very resourceful and protective. Very much opposes non-humans or even outsiders but doesn't actively seek them out. The Soyuzniki is a more traditional and broken up version of Communism; no social classes or supreme leaders, yet there may still be people in their individual communities that rise up as a leader. Nicknamed “Feiglins” by the Vorherrschaft; and “Nickies” by other folk usually in a derogatory way. Considered either Neutral or brief Allies by the Alliance, otherwise an enemy to all depending on their intentions.

Stronghold

A reclusive and secretive group of people who band together in a sort of sanctuary away from the toils of the world. There are several different communities, but all share the similar essence. They accept anyone who doesn't seem to be wicked, and seek to help any who may be corrupted or cursed, or even those outcasted as traitors or heretics to enemy factions. Most have to be initiated before they are let within the communities, to ensure they're allowing the right people. Despite being reclusive, they have connections with other strongholds. Nicknamed the “Strongsters” by nobody. Literally nobody calls them that. Neutral to most, but an enemy to any who seek to threaten them.

Mertvykki

A group of militarized survivors set out to destroy any cursed or otherworldly being. Consists of any human, but normally people of Slavic or northern European descent. They are known for their brutal nature, executing even their own people if they think they're infested or corrupted in any way. Despite their notorious nature, they hold a strict code and find companionship of those who they trust, and a certain level of professionalism. Often wears a gas mask or something to close them off from the outside world. Most of them wear a symbol of a wolf's skull.

<https://i.imgur.com/yrexQiY.png> Nicknamed "Ungeziefer" by the Vorherrschaft; "Vickies" by other folk usually in a derogatory way. An ally to none but their own.

Sanguine Ravens

A religious group set out to destroy any truly wicked being, while attempting to heal and save the wounded, cursed, or corrupted both medicinally and spiritually. A few are much more spiritually lead, but most are in it to help others as much as they can. Their insignia consists of a raven crying blood. They consist exclusively of humans, but of any root or ethnicity. Completely neutral to all, unless it goes against their will.

The Rootless

People or beings with no clear past or descent. Often aimless nomads who live in very small groups or even just roam alone. Often neutral to any 'side', trying to only focus on survival mostly.

Bandits/Outlaws/Raiders/etc.

Nomadic people or beings who scrounge for any piece they can get, often through force. Widely regarded as unwanted pests, and a terrible label for one to be branded with.

Scrappers

Migrants often with peaceful nature that don't intend to invade other's properties. They normally roam around, especially through no-man-lands, to horde valuables. Some scrappers also set up shop to sell the goods they find, others may work at shops to build and refine things.

Drifter

Individuals who generally have no clear origin, and who don't seem to fit in with any other group. Rarely travel in small groups to band together, but often are found alone.