

Contest Information



Important Dates

Submissions Open
August 1st to August 31st

Judging
September 1st to September 18th

Winners Announced
September 19th

This contest has [a video](#) that summarizes all the necessary information.

A W A R D S & P R I Z E S

All prizes listed below are for the winners of each category and sub-category (specifics vary). Prizes will be handed out in as timely manner as possible; only one person is working on all of it. If you are worried your prize will take too long, feel free to watch the [Contest Trello](#) for updates.



Early Forum Access and Forum Rewards

All winners can join the forum prior to opening¹, allowing them to submit their characters and participate in roleplay.

If the winning character is submitted to the forums, they will receive a special icon representing the Impressed Award and receive extra Rider and Dragon Temporary Class Licenses². They will also be able to join the official Trans-Dimensional Era Discord to keep in touch with other roleplayers¹.



Free Artwork

Winners will receive their characters in the official T-Dera art style. They will have to be available to help direct the artist in creating the art of their character through a livestream on Discord. A microphone is not needed.



[Larger version](#) on deviantArt.

The finished piece will be sent privately to the winner on Discord and will be posted on [Keiran's deviantArt](#) and in the [T-Dera deviantArt group](#).



YouTube Speedpaint

[Speedpaints](#), on the official YouTube channel, of all winning characters will be provided. Writers will also receive a reading of their character submission over the speedpaint of their character.



Winning characters will also get to be part of the official [read-along](#)³ of the T-DEra lore.

Official Examples of the Race

Winning characters will be featured on the official lore pages as [prime examples of the race](#)³ or [hybrids of the race](#)⁴. One male or female (non-hybrid) submission will represent the race as a whole:

Zephyr
Fairy Race of Nouvia

Short elves with wings that can fly and walk on clouds. They believe in the balance of the universe. Their special magic study revolves around protecting others.

Possible Classes
Magulis

CLICK FOR MORE INFO

Clicking on this image on the forums will redirect people to the official lore page of the Zephorian race.

¹ Winners who chose to join the forum prior to opening will be asked to provide an email address so that a personal invite can be sent.

² In addition to the default amount of Temporary Class Licenses that members get for the first time they join.

³ Examples used are of the Artrune race.

⁴ Example used is a Sil'nyy and Mewahan Hybrid.

RULES & REQUIREMENTS

Go over the rules and tips first before proceeding. Breaking the Submission Rules can not only get you banned, but potentially blacklisted from future contests.

Submission Rules

- ✗ Do not submit characters other than your own. That's not a joke, it's theft even if it's a popular IP.
- ✗ Do not submit joke character designs *unless* they follow the lore *perfectly*. This will give me a reason to seriously consider it.
- ✗ Do not break the rules of the Discord used for this contest. It has a separate set so read it before you post.
- ✓ Add trigger warnings if your entry has anything psychologically dark or could potentially trigger someone.
- ✓ Keep everything safe for work. That means PG-13 is as high a rating as your piece should go.
- ✓ Be a good sport if you lose. There will be more contests in the future.

Tips for Winning

- Make sure that the characters you design have their full amount of wings according to the lore requirement of their age.
- Adult Male Zephyr need to be 18 or older and masculine with matching gender and pronouns (doesn't have to be buff).
- Adult Female Zephyr need to be 18 or older and be stereotypically feminine with matching gender and pronouns.

- | | |
|---|--|
| → | Stick to the lore given as closely as possible when designing your character but you can also exploit loopholes in the lore. |
| → | Submit to more than one category. There's five total and you can submit once per category so get to it! |
| → | Ask questions in the Discord group or send questions to Keiran if you are unsure about something or if you're lost. |

—SUBMISSION TYPES—

Art: Needs to be an image, large enough to see detail. Exact size is up to you. File type will either need to be .gif, .png, .jpeg, or .jpg.

Writing: You will need a Google account in order to do this. Copy and fill out [this form](#). Make sure, when you share the link, that the document can be seen publicly.

While you can submit to all categories at least once, only one of your pieces will be able to win if it makes it to the final round of judging.

Categories

Adult Male Zephyr
Adult Female Zephyr
Mewah/Zephyr Hybrid
Artrune/Zephyr Hybrid
Sil'nyy/Zephyr Hybrid

—HOW AND WHERE TO SUBMIT—

1. Join the [Common Grounds Discord](#).
2. Once you have joined, under ZEPHYR CONTEST, there are several channels: [#art-submissions](#) and [#written-submissions](#). Post your entry in the correct thread. Attach any details you want to your submission post (separately).

If any of the links don't work, post under one of the advertisements for this contest or shoot Keiran a private message on Discord. You are welcome to discuss the

submissions within the channels but please do not post anything other than your entry within the threads.

⊘ Artificial Intelligence (AI) Warning ⊘

AI submissions are not allowed for this contest. If AI artwork or AI written work is submitted, it will automatically be disqualified and the artist or writer will be blacklisted from this and future contests. This can be disputed via a livestream on Discord. If it is discovered that an AI submission was picked during judgement, it will be voided and the next best entry will be selected instead.



Any and all pieces that you choose to submit to the contest must follow the lore. Both submission types have different lore that is required and most of the Categories have their own unique lore that needs to be met. Artists can skip lore that is only required of the Writers. Anatomy is an umbrella for general Zephyr anatomy and all the different hybrid anatomy, which includes age milestones.

Lore Required for Artists

Appearance
Anatomy
Magic Study (*Optional*)
Professions (*Optional*)

Lore Required for Writers

Appearance
Anatomy
Magic Study (*Optional*)
Professions (*Optional*)
Names and Titles
Religion and Beliefs
Extra Details (*Optional*)

You can skip to specific lore information by clicking on the Document Tabs button to the left if you are on the computer.

—APPEARANCE—

Skin colors of the Zephyr and Zephorian Hybrids are typically the same as human skin colors. Includes pure white (albino) and pure black (melanin) - do your best to avoid racial stereotypes when designing your character because racial stereotypes will be rejected (can result in a banning/blacklisting as it can be seen as a racist joke).

Color of the skin is accompanied by things like freckles, moles, and vitiligo, among other skin conditions. Scars and tattoos are also acceptable.

The only exception to this skin color rule are a handful of Sil'nyy/Zephyr Hybrids (see Sil'nyy/Zephyr Hybrid Anatomy), where sometimes their Sil'nyy parent passes down their more colorful skin rather than their Zephyr parents skin. A Sil'nyy/Zephyr Hybrid's freckles, moles, and vitiligo are always a lighter or darker shade (depending on where they fall on the spectrum) of their skin color. It is *never* a different skin color entirely.

Hair color and eye color can be whatever you want it to be. You can have multi-colored hair or strange colors, like purple or pink. Irises can be the standard one-color or they can be partial or complete heterochromia (two-colored).

There is no limit to clothing colors but styles of clothing must match currently available time periods and their clothing styles (while real-world places don't exist in this lore, similar places do). Here are a few that we have:

Feudal Japan / Oriental / Classic Asian Wear
Cowboy / Wild West Wear
Viking and Ancient Celtic Garbs
Victorian and Renaissance Suits and Gowns/Dresses
Ancient Egyptian and Arabian Clothing
Caveman, Barbarian, Classic Knights and Gladiator Armor
Ancient Roman/Greek Robes
Classic Pirate and Bandit Clothing
And anything that can fall into or between these styles

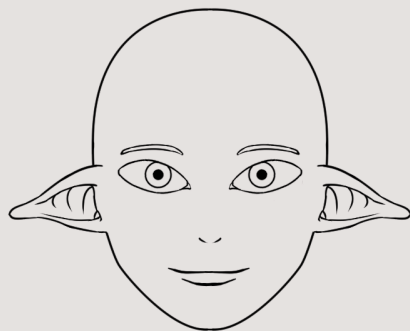
If you don't see anything you like, drop Keiran a message.

—ZEPHYR ANATOMY—

Zephyr (*Zeff-Fur*) are the second smallest race of Nouvia. Their height ranges anywhere between 4' to 4'11 tall. They have large eyes and short, pointy ears. Zephyrs' ears have a large amount of wiggle room. They can pivot and turn at least 90 degrees (all the way up and all the way down). Unlike humans (Artrune), their noses are quite small.

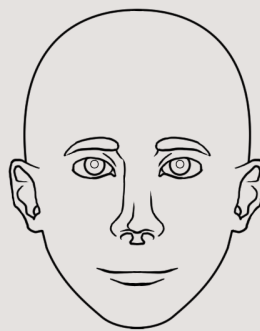
ZEPHYR FACES vs. ARTRUNE FACES

Zephyr Faces



Large Tilted Eyes
Head is Wider
Eyes are Lower on Face
Nose is Tiny
Ears Are Short and Pointed

Artrune Faces

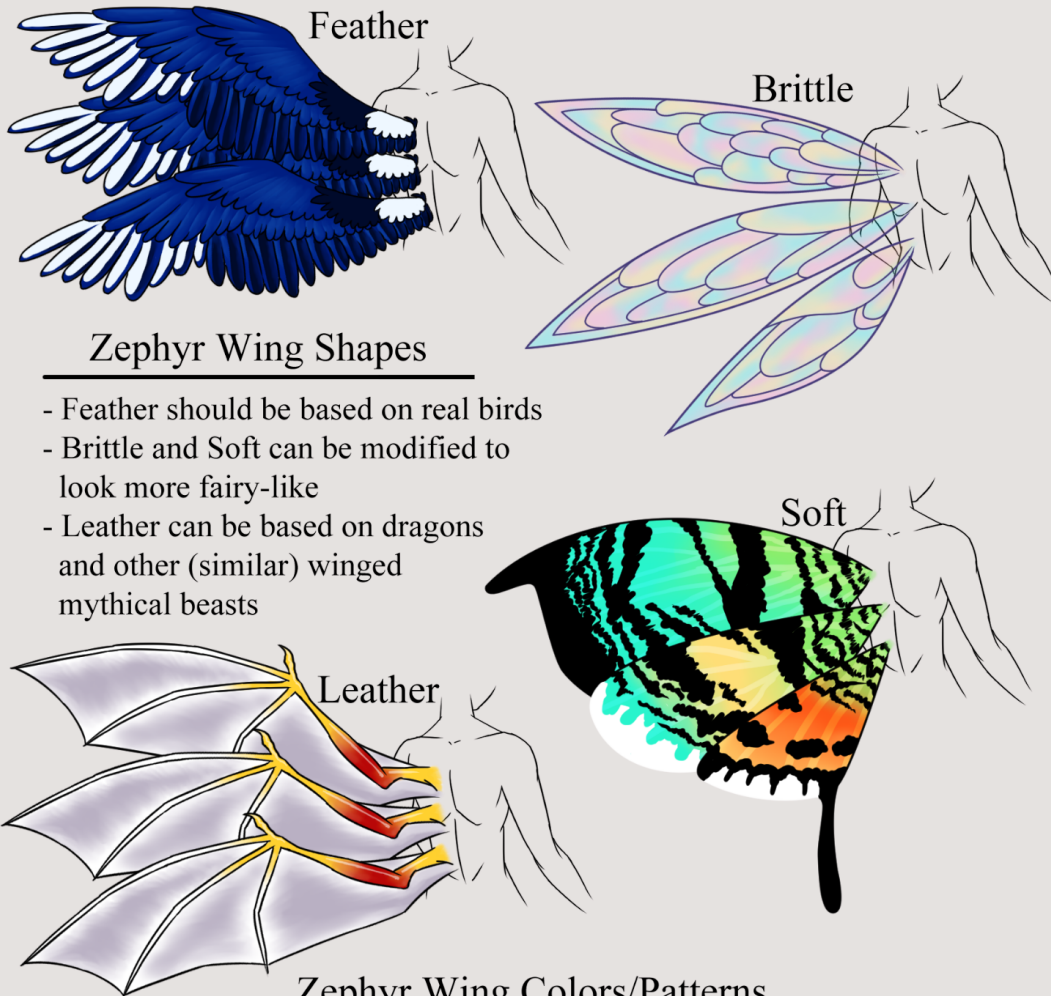


Small Eyes (Set Apart)
Head is Thinner
Eyes are Center on Face
Nose is Larger
Ears are Short and Flat

The biggest difference between the Zephyr and all the rest of the races of Nouvia is the fact that they have wings. A Zephyr can have up to three sets of wings, depending on their age. Types of wings are hereditary. They can have their father's wings or their

mother's wings, or they can have wings from their ancestors from long ago. However, wing types do not mix, with the exception of one. The known wing types are Brittle (often iridescent insect-like wings), Soft (butterfly-like and moth-like wings), Leather (Bat-like wings), and Feather (bird-like wings). The one exception to mixing are the cross between Brittle (at the base of each wing up to mid wing) and Soft (the rest of the wing and the entirety of the wing's shape).

ZEPHYR WING TYPES



Zephyr Wing Shapes

- Feather should be based on real birds
- Brittle and Soft can be modified to look more fairy-like
- Leather can be based on dragons and other (similar) winged mythical beasts

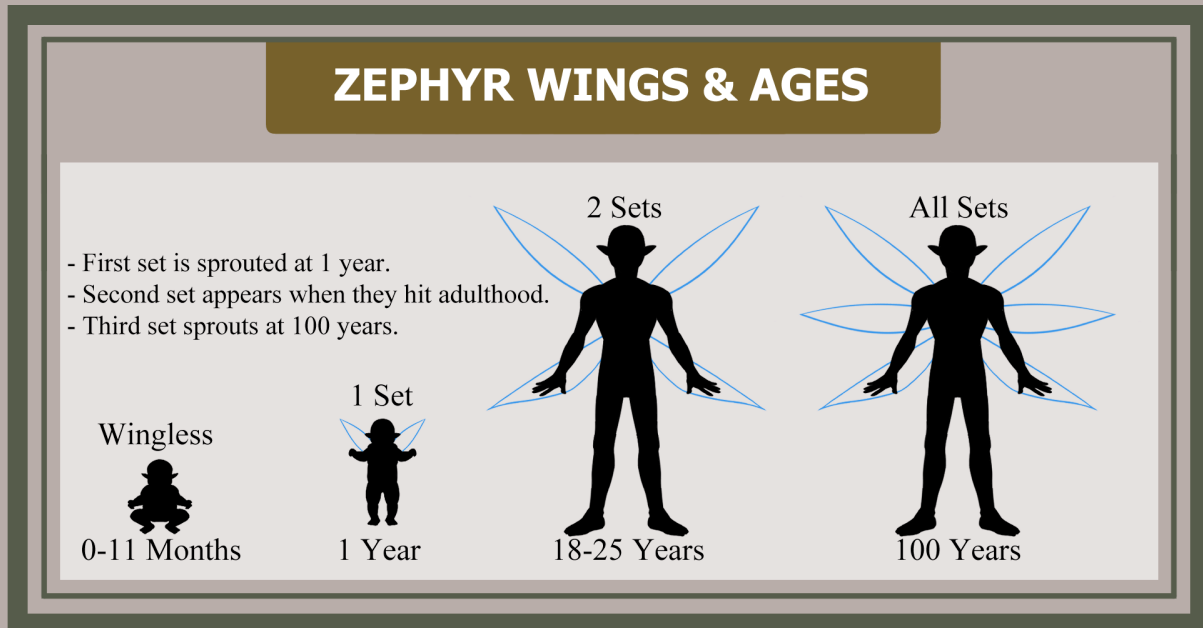
Zephyr Wing Colors/Patterns

- Colors and patterns can be based on real winged animals
- Colors and patterns can be invented by you
- Do whatever you want for colors/patterns
- My Brittle are these colors at a set transparency:



These wings will store a small amount of magic, allowing the Zephyr to walk or rest on clouds without needing to flap them. Should they lose any one of their wings, flying will become difficult and their ability to cloud walk will weaken.

A Zephyr's first pair of wings do not sprout until they are one year of age. The second set they receive is when they become an adult somewhere around the ages of 18 - 25. At their 100th birthday, they will sprout their third, and final, set of wings.

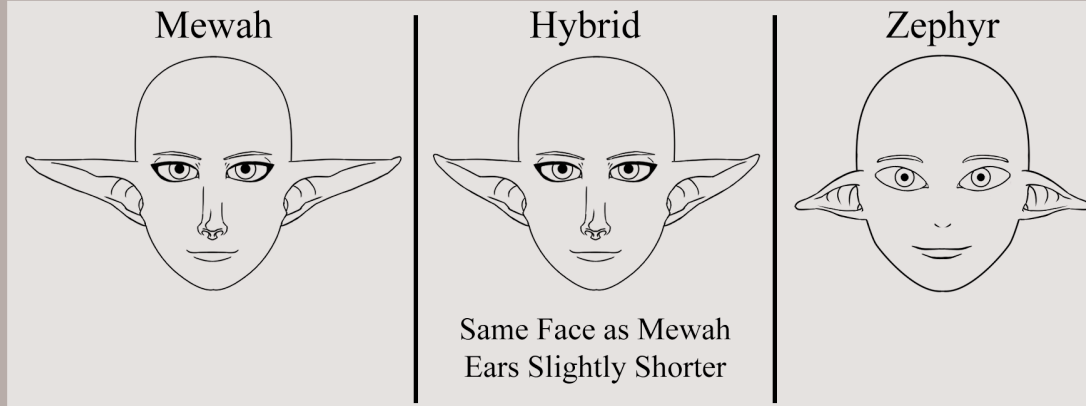


The death of a Zephyr is sudden since they do not age visually and it is easy to lose track of how old they are. The race, should an individual be healthy enough, can live up to 199 years. As soon as their body's clock, from their birth, reaches a full 200 years (down to the second) they will drop dead without warning.

—MEWAH/ZEPHYR HYBRID ANATOMY—

This hybrid has the physical strength of their Mewahen parentage and the same exact stature, between 6'6" to 8' feet tall. The length and shape of the hybrid's ears are closer to that of the Mewah (*May-Way*) but fall just a little short. Unlike a pure Mewah, their ears are articulated the same as the Zephyr. The length of their face and the size of their eyes are that of Mewahen heritage as well.

MEWAH vs. HYBRID vs. ZEPHYR



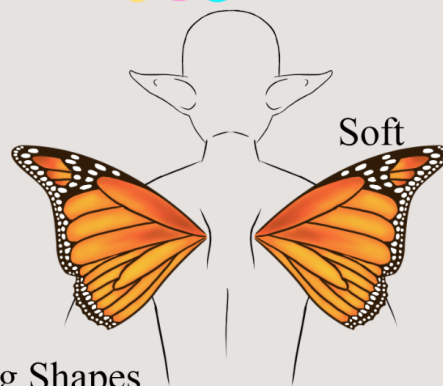
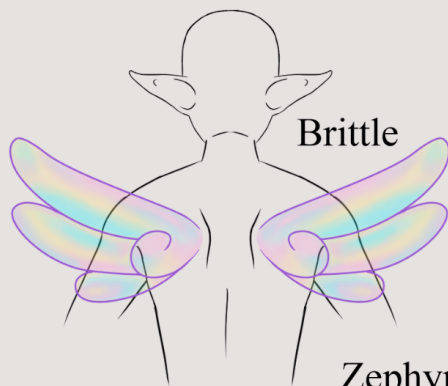
The biggest giveaway that they are a Zephorian hybrid are the two small wings on their back that they sprouted at one year of age. They only have one pair of wings, throughout their life, that cannot grant them flight because they are too small to carry them. Despite this, they can cloud walk.

They can live up to 500 years old and they age gracefully, barely showing signs of their age until their later years.

MEWAH HYBRID WINGS

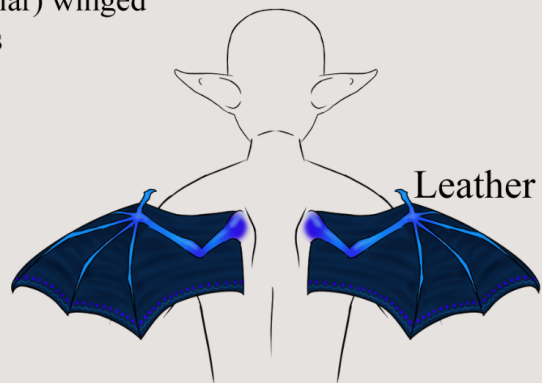
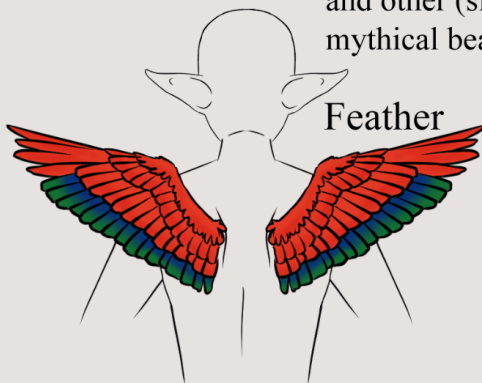
Zephyr Wing Colors/Patterns

- Colors and patterns can be based on real winged animals
- Colors and patterns can be invented by you
- Do whatever you want for colors/patterns
- My Brittle are these colors at a set transparency:



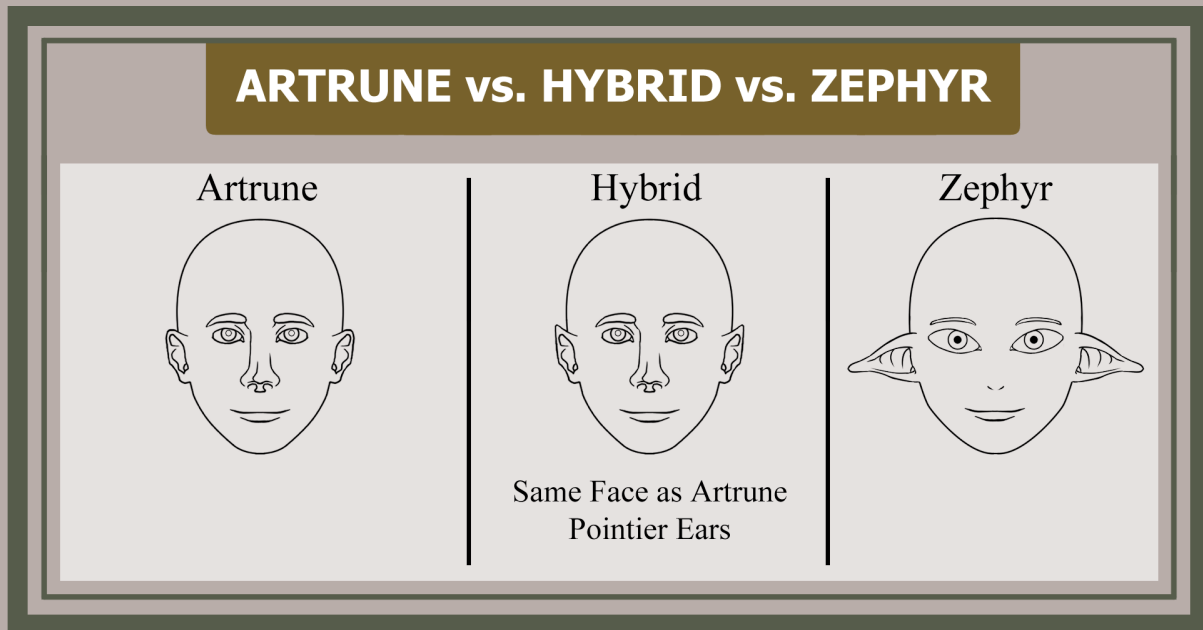
Zephyr Wing Shapes

- Feather should be based on real birds
- Brittle and Soft can be modified to look more fairy-like
- Leather can be based on dragons and other (similar) winged mythical beasts



—ARTRUNE/ZEPHYR HYBRID ANATOMY—

Artrune (*Are-Troon*) hybrids have the same stature, that is their average height of 5'2" to 5'6", and strength of the Artrune race. Their ears are the same size and roughly the same shape as the Artrune parent but they come to a point at the top. Hybrid Artrune have the same facial structure as that of their Artrune parentage.



This hybrid's wings are the largest of all the Zephorian hybrids - the wingspan reaching about three times their height; leaving them to potentially drag on the ground when folded or resting. The wings are born small and grow with them as they age, usually reaching their full length at the age of twenty, all though they can live up to 150. They only have one pair of wings, throughout their life, that cannot grant them flight because the wings are too heavy to carry them. Despite this, they can cloud walk.

ARTRUNE WING TYPES

Zephyr Wing Shapes

- Feather should be based on real birds
- Brittle (Dragonfly/Bee/Fly, etc.) and Soft (Butterfly/Moth) can also be modified to be more fairy-like.
- Leather is usually based on bats but can be based on dragons and other (similar) winged mythical beasts



Brittle



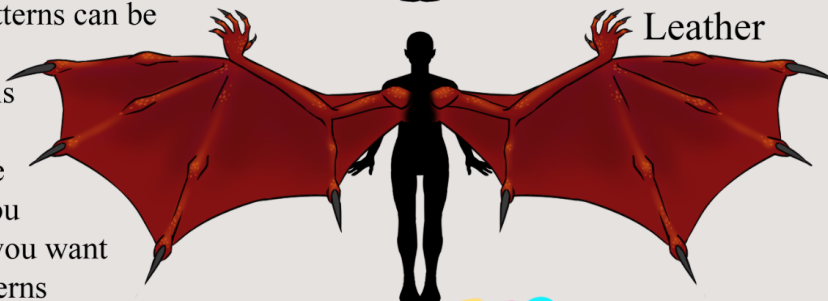
Soft



Feather

Zephyr Wing Colors/Patterns

- Colors and patterns can be based on real winged animals
- Colors and patterns can be invented by you
- Do whatever you want for colors/patterns
- My Brittle are these colors at a set transparency:



Leather



—SIL'NY Y/ZEPHYR HYBRID ANATOMY—

The Sil'nyy (*Sih-Nee*) hybrid actually looks more Artrune when it comes to stature, which is around 5'2" to 5'6" tall, but they have the strength of their Sil'nyy parent. The shape of their ears is more similar to Sil'nyy but the length matches that of Zephyr and lacks articulation. Rather than having to deal with tusks, this hybrid has to deal with one to two large bottom-fangs that will sometimes protrude when their mouths are closed.

SIL'NY Y vs. HYBRID vs. ZEPHYR

Female

Sil'nyy



Hybrid



Bottom Fangs & Thinner Brows
Slightly Longer Ears

Zephyr



Male

Sil'nyy



Hybrid



Bottom Fangs & Smaller Horns
Slightly Longer Ears

Zephyr



Their skin color can come from either of their parents: Common skin colors of a human (Zephyr) or the Sil'nyy skin colors.

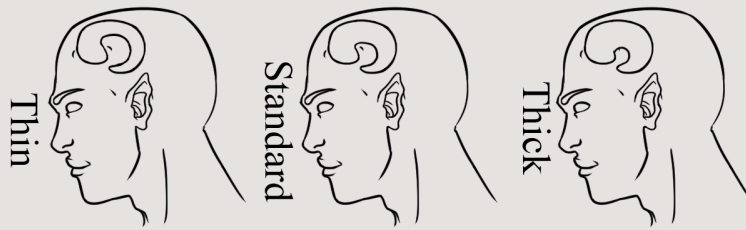
They can also only live to 200 years old and they start aging rapidly at 85 - resulting with very little to no meat on their bones, gray hair, sunken eyes, and wrinkles. Despite how they look during these later years, they're incredibly strong and can easily rival any Sil'nyy.



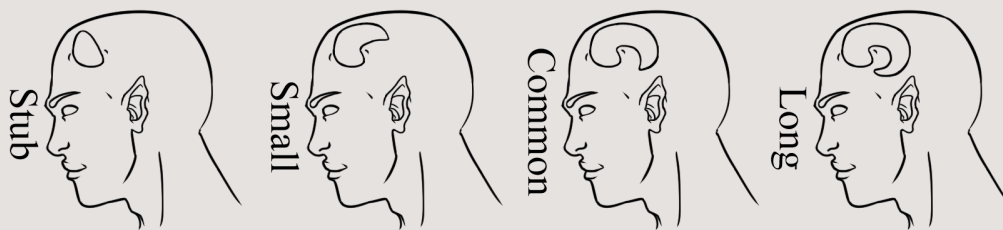
That being said, they have a full head of hair and eyebrows like the Zephyr, regardless of their gender, but if they are male they will also have the small horns that Sil'nyy hybrids are known for.

SIL'NYY HYBRID HORNS

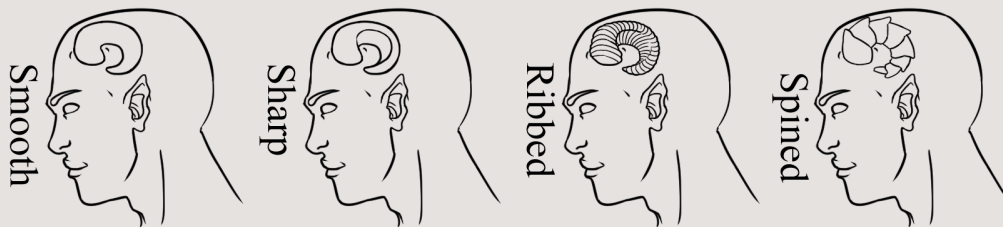
Width



Length

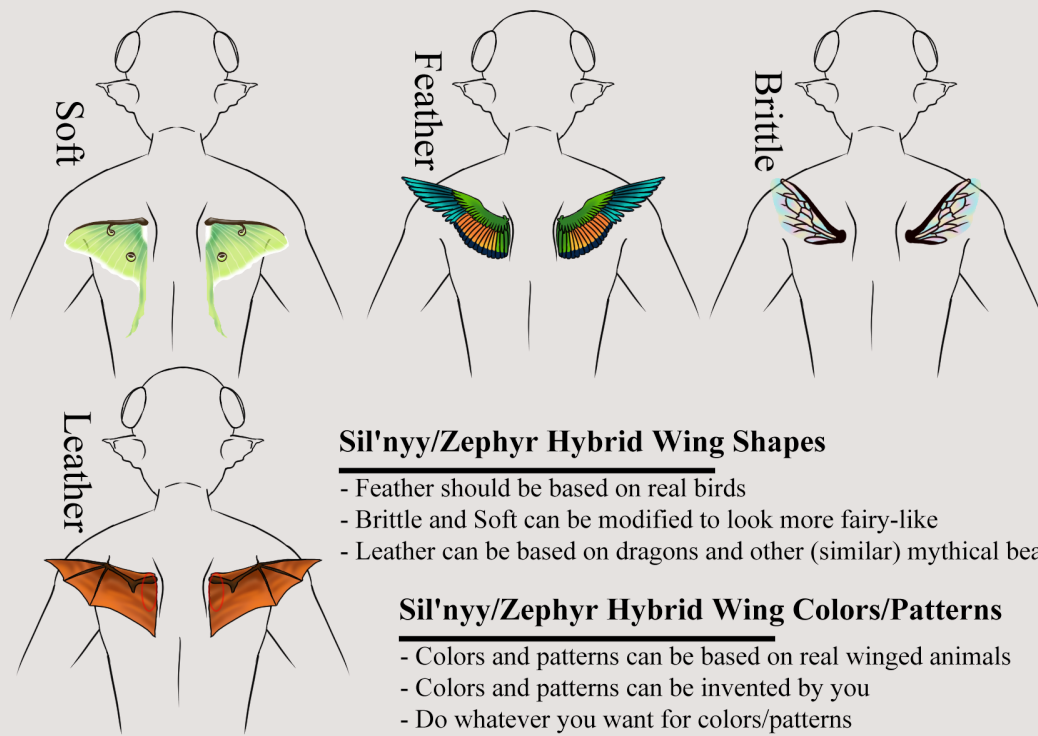


Texture



Their set of wings, having been born with them, are the smallest of the Zephorian hybrids and can easily be hidden under a shirt. They only have one pair of wings, throughout their life, that cannot grant them flight because the wings are too small to carry them. Despite this, they can cloud walk.

SIL'NYY HYBRID WINGS



—MAGIC STUDY—

All races of Nouvia are born with magic. However, not all people of Nouvia choose to pursue magic. On the forums, all races can have up to two different Magic Studies at once by applying magic ranking rules but, for the sake of simplicity, only one will be required should you choose to give your character one at all. If you're interested in doing a little reading to give your character two Magic Studies, you can use the rules [here](#).

Since Zephyr and their hybrids can only be Magulis Class, that means the type of Magic Study they can have is restricted. Below are the summarized acceptable Magic Studies for Zephyr and their hybrids.

Remember: Giving your character a Magic Study is optional; they don't need to use magic. Contestants can use the knowledge of a chosen Magic Study to help further determine what their character would wear.



Alchemist

Brews potions and tonics. They can make a wide range of drinkable solutions or salves that can be applied to the skin, scale, or fur. It can span from healing, poisoning, or many other brews that can affect an individual.



Archangel

A natural-born Zephyr-exclusive study. They have the ability to overwhelm one's sight, forcing their opponent to look away from them and hopefully attack someone else. On the opposite end, they can also attract attacks from one or more enemies at a time to protect others on the battlefield. Archangels can also produce an aura that automatically starts healing allies that are close to them but also burn opponents at the same time. They can also automatically turn anything that they can easily lift and hold, into a temporary sword of fire.



Diviner

They cover fortunes, either ill omens or not. They use tarot cards, palm reading, crystal balls, can read tea-leaves, and use the alignment of the stars and planets to predict the future.



Enchanter

Has the power to enchant objects including accessories, weapons or clothing among other things (bottomless pocket, anyone?). Enchantments can curse or bring good luck to the bearers, increase their abilities and powers in battle, and do many other things.



Healer

Uses pure mana in small amounts to slowly heal themselves or someone else. A healer can't cure everything but can actually slow deterioration due to diseases and incurable viruses in the magic's purest form. They can also work magic into herbs used for illnesses and disease that can also fully heal minor wounds (leaving no scarring), mend bones, and staunch bleeding of much larger injuries.



Illusionist

Can create illusions of themselves (up to two) to fight alongside them in battle. These clones can be physically touched and cast a shadow. Illusionists can also disguise themselves using their illusion magic. They can also create environmental illusions to trick people's senses.



Necromancer

These magic scholars can commune with the dead and raise skeletons and corpses. They can also summon abominations,

stitching parts of different corpses together instantly during battle.



Rune Scribe

Using symbols of their own creation, they can create objects with different combinations. They can also give themselves magical traits of animals (through runes) like flight without wings or underwater breathing without gills. Using runes, they can also teleport and ‘steal’ magic from others to use for themselves.

In relation to Enchanters: Writing runes between a string of enchantments on an object can create what is called a chain - the runes tell the enchantments what to do, including when to activate and how to behave in a certain manner in relation to the other enchantments.



Sorcerer

Aside from non-combat related spells like curing their own acne or using magic to braid their own hair, a sorcerer can completely turn themselves invisible and make inanimate objects disappear (they’re still there, just can’t be seen). They can also bind their opponents or objects. Their most powerful spell can actually affect an entire area of combat, creating a slowness effect or other damaging effects, in a certain radius of them.

—PROFESSIONS—

It’s what your character does as a job to earn money. Some professions are more of ‘what you are willing to do to get coin’ rather than an actual job. Other professions are vague and can be an umbrella for multiple. If you can’t find a profession you want

(after reading all of them - it can be under a different name) then feel free to drop Keiran a message on the Discord.

Remember: Giving your character a Profession is optional; they don't need to have a job.

Magic Studies can be used during jobs, so keep it in mind when scanning the list of professions and think of creative ways to integrate them.

Accountant

Artificer

Artist

- Architect
- Novelist
- Painter
- Poet
- Sculptor
- Sketch Artist

Authority

- Jailer or Warden
- Judge
- Law Enforcement

Chef

Detective

Engineer

Harvester

- Farmer
- Fisherman
- Gardener
- Gatherer
- Hunter

Keeper

- Barkeeper
- Historian
- Innkeeper
- Librarian
- Shopkeeper

Mortician

- Coroner
- Funeral Director

Performer

- Actor or Actress
- Bard
- Dancer
- Minstrel

Pirate

- Captain
- Quartermaster
- Sailing Master
- Gunner
- Boatswain
- Surgeon
- Cook
- Carpenter
- Cabin Boy

Practitioner

Prospector

Religious Ministry

- Acolyte
- Preacher
- Priest

Seraph or Anti-Seraph*

- Honorary Seraph*

War Martial

- Field Doctor
- Smithy
- Tactician
- Warrior

- Tailor
- Traveling Merchant

Mercenary

- Assassin
- Bodyguard
- Bounty Hunter
- Poacher
- Scavenger
- Thief

*The Seraph and Anti-Seraph are a military, made up of Zephyr, who try to restore and keep balance of the universe (see Religion and Beliefs). Honorary Seraph are those who are either Zephorian hybrids or are other races that have volunteered to help the Seraph, usually because they share the same beliefs.

Seraph, Honorary Seraph, and Anti-Seraph Uniforms

No matter if it's a Seraph, Honorary Seraph, or Anti, they all wear or display the Seraph emblem which is also the Archangel symbol (see Magic Study). There is no uniform 'outfit' but there are color requirements to each outfit, depending on which side they join.

Seraph and Honorary Seraph Uniform Colors: Mostly white with silver and blue (any hue, tint, or shade) accents.

Anti-Seraph (and aligned Honorary Seraph) Uniform Colors: Mostly black with gold and red (any hue, tint, or shade) accents.

—NAMES AND TITLES—

Zephyr have two names, a first and surname, and if they are in the military then they are often addressed with a title, based on preferred gender, by younger Zephyr or Zephyr that are lower ranking. The surnames have only one special rule that must be followed but only under special circumstances.

SERAPH/ANTI-SERAPH TITLES

These titles are only for the Zephyr that are in the military (Seraph Profession). The titles come before the Zephyr's name. The title doesn't have to be used with both the first and surname following; it can be either or.

- Mother (female, if high ranking)
- Father (male, if high ranking)
- Brother (male, if older than speaker but not high ranking)
- Sister (female, if older than speaker but not high ranking)

NAME PRONUNCIATION RULES

- Unless the vowel *O* is used at the beginning of a name, or has an *L* before it, it is pronounced 'woah'. If it is followed by an *R* then it is pronounced 'warh'.
- An *I* followed by an *A* is always pronounced 'yuh'.
- The combination of letters *EL* cannot be located anywhere in the first name.
- The combination of letters *EA* is always pronounced 'ay'.
- An *E* or *A* followed by an *R* is always pronounced 'air'.
- *TE* or *TTE* at the end of a name are always silent.
- *L* followed by an *O* will make a 'yo' sound.
- An *I* trapped between two consonants will automatically be pronounced as 'eye'.
- *TH* is always silent when it is in the middle of a first name.

Surnames can not use the combinations *EL* until after the Zephyr is married. Birth names, that is the surname that each individual in the couple had prior to marriage, gets passed down to the same-gendered children.

SURNAME RULE

- Must contain the combination of letters *EL* upon marriage, not prior. Doesn't matter if it's at the front of the surname, at the back, or in the middle.

Examples

Female: Heather Smith (*Hay-Air Sm'eye'th*)

Male: Shilo Opari (*Shy-Woah Oh-Pair-Ee*)

Becomes, after marriage:

Heather Smithel (*Hay-Air Sm'eye'th-Uhl*)

Shilo Opariel (*Shy-Woah Oh-Pair-Ee-Uhl*)

And the children they have after marriage:

Male Child: Morroia Opari (*Mwarh-Oy-Yuh Oh-Pair-Ee*)

Female Child: Sophia Smith (*Swoah-Fee-Yuh Sm'eye'th*)

Female Child: Charlotte Smith (*Shair-Low Sm'eye'th*)

—RELIGION AND BELIEFS—

The Zephyr race believes in universal balance; the universe needs to have an equal amount of good and bad in it. If they do not interfere to insure this balance, the universe will correct itself and sometimes it will do this in catastrophic ways. Too much bad, especially from a particular group of people, can lead to a mass of those same people being wiped from the earth (i.e. Aquatic Plague). Too much good and events like the Hell Raisers appearing and the wars that followed will devastate the land.

As of right now, the majority believe that there is too much bad in the world. The Zephyr who are trained to right the balance are known as Seraph. These are warriors of the weak, protectors of the innocent, and the frontline of harmony. They swoop down upon the world and free slaves, innocent captives and caught creatures. Seraph also slay those who work against their ideals like poachers and slave masters. They help catch criminals and bring them to justice, working in tandem with whatever government that the criminal falls under.

The world has too much to fix and too little of Seraph to do it. A lot of Zephyr orphans are raised by the Seraph, to later become Seraph, in the hopes that it will close this gap. Seraph also recruit Zephyr-hybrids and other races as Honorary Seraph, who can train alongside them and fight for universal balance.

There is also a minority of Seraph who believe there is too much good in the world, and they call themselves Anti-Seraph. Despite this, they train with fellow Seraph, drink and be merry with them, regardless of their views. In the end, they are still Seraph even if

they claim otherwise. However, they tend to go on different missions than the majority - going where there is too much good (their current views) in the world to correct it. This usually means they will try to redirect the bad to themselves (self-sabotaging) or to those that truly deserve misfortune to make things more fair. Their belief is that the universe is not fair, *it is balanced*. Sometimes the Seraph and the Anti-Seraph will encounter each other on missions. If the Anti-Seraph doesn't make a big show of themselves and keep their head down, then a Seraph will turn the other cheek. In the case of an Anti-Seraph publicly being outed and caught, the Seraph will have to act. It's mostly for show, as Seraph often view the duty of an Anti-Seraph just as necessary for the balance of the universe.

There are multiple levels of Seraph that determine what that Seraph can become. Rising in rank not only takes time, but is also determined by the level of balance they supply to the world. The Cherub are like squires. It's not really a rank but a title given to orphaned children who are being raised by the Seraph. The first rank are the Angels which are novice and green-horn Seraph, those who are first starting out. Honorary Seraph are considered Angels and can not rise in rank. The second rank are the Principalities. These are the Seraph who have done just enough to balance the world to rise in Rank. They teach the basics to their underlings, both in training and in their belief. Third rank are the Dominions and work directly under the top rank. Groups of Principalities and their Angels are under their command. The highest rank of the Seraph are the Seraphim. They are the military generals and work directly with the Thrones of the Ur'Spike government.

Anti-Seraph are divided into factions. The faction that an Anti-Seraph joins depends on their expertise and personal belief. The Blood Faction causes physical pain, usually brought on by torture. They do not kill, just hurt. This also includes doing this to themselves or allowing others to do it to them. Frog Faction views racism as a good thing, despite being negative. It is a passive evil, a necessary evil, that includes segregation and differential treatment. They are the kind who do not mind being talked down to or treated differently because of their race and will inflict the same on those they think deserve it. The Gnats Faction promote and enjoy public humiliation. With shaming comes humility and the building of one's character. They often shave their heads so that they are bald. The Flies Faction prioritizes pleasure. This makes people happy while still adding evil or badness to the world. This usually includes eating for the flavor regardless if it's healthy or not, or perhaps indulging themselves in an activity or hobby rather than doing what they are supposed to do.

The Livestock Faction destroys excess food, especially if it's not being used for good like given to the homeless or the starved. They will steal from restaurants or taverns or destroy their reputations if they find food being wasted. These Anti-Seraph will also fast, preferring to give their food to those who need it. Boils Faction is known to purposely introduce non-lethal but miserable diseases to those who are rich or in power. Especially those who mismanage employees or flaunt their excessive wealth and power. Oftentimes, the Anti-Seraph has really bad hygienic practices and they will often get sick themselves. They will purposely spread this disease within their faction but never to other Seraph (at least not on purpose). The Hail Faction will focus their wrath upon structures created by those who are making a show of their personal finances. This includes mansions, statues modeled after rich people, or even simple plaques created in the name of rich donors. They will smash, set fire, and throw stones in an attempt to get rid of said structure. These Seraph are known to choose to live in run-down or tiny structures that don't provide any benefit other than shelter.

Those who are part of the Locusts Faction have a tendency to create blockades to prevent trade or reroute the goods to areas that need it more. This includes tools, weapons, building and clothing materials, and sometimes even food. Like those of the Livestock Faction, Locusts will give their goods to those who need it more - often going without replacements for a very long time or preferring to repair old ones. The Darkness Faction has a tendency to get credit for other Anti-Seraph Factions along with any terrorist attacks or even natural disasters. They intentionally try to promote themselves as a prolific, impossible-to-defeat, overwhelming force. They focus their efforts in propaganda to promote fear and hopelessness among the masses. They prefer to be social-outcasts and are doomed to be seen as the face of evil and they are willing to live that way. In reality, they're more of an assistance to the other factions so that the other factions can live their lives peacefully.

The last of the factions are the First Borns. They are assassins, called upon only in great need of change. If they find an important figure-head, including foreign kingdoms and democracies, is heading down the wrong path which can lead to war or complete destruction of a government, the First Borns Faction will act. A First Borns never retires; they will always end their own life instead. This faction, though small in size, is considered the top-dog of the Anti-Seraph.