

## **Nevermore Factions :**

Factions, tribes, empires, kingdoms, and the like are all Unique in their ideologies in Nevermore. Cordial relationships and diplomacy are not always present, but the pretense can be helpful at times.

### **<Name Of Country Or Race> : Description**

- Militia : what are their tactics
- Economy : how do they earn / spend
- Politics : form of governance / sovereignty ; Relationship with other factions
- Society : how their society functions
- Capital : the hearth of the society

**The MMF :** The most hated Federation composed solely of Humans who rejected The Angels. This Faction is universally hated, being listed on the Grand Record with no allies, but every other faction an enemy. The MMF is wanted Dead or Alive as a whole, for they are the scum of this planet. Goblins and The MMF are currently fighting for the most annoying, repulsive faction placement.

- Militia : Suppression ; Attrition ; War-Crimes ; Unyielding ;
- Economy : Closed ; Black Market ; Raids ;
- Politics : Federation ; Dead Or Alive ; Banned From All Negotiations ;
- Society : United ; Constant Civil War ;
- Capital : Factory #0

**Victin:** The Kingdom of Vampires. Vampires are the closest faction to The Angels. They were nurtured as the dependable eldest child, having a multitude of responsibilities and benefits. Hence, Vampires are thought to have the rightful inheritance to Nevermore, as guardians until The Angels come back one day. The Gilded Vampire Queen, Victoria, is an integral entity to The Vampires Faction, although they use a democratic system.

- Militia : High Magic ; Dash and Slash ; Queen Bee ; Allies Coalition ; OathKeeper Intervention ;
- Economy : Blood ; Cryier ; Exports ; Requests
- Politics : Queen Democracy ; Superiority Seat ; Mediator ;
- Society : Ice Angel Inheritance ; Orderly ; United
- Capital : Pygmy Cradle

**Mea Me-aduvat :** Humans that kept their faith in The Angels, they are a dying faction, slowly being devoured by the gnaws of time. They are an elite force of knights, magicians, and healers, trying desperately to redeem the name of Human-Kind. They are the adopted child of The Vampires, for The Angels once shepherd Humans, believing that they are capable of the greatest good, and the worst evil.

- Militia : Guerilla Tactics ; Squad Assault
- Economy : Vampire's Mercenary
- Politics : Vampire Order
- Society : Honor ; Reclamation Of Name ; Faith
- Capital : None

**Automatons :** Birthed by the metallic daughter of The OathKeeper, they are divided into two parts : those who lost their sanity, and those who kept it. Good Automatons are typically well regarded, as they are literally programmed to be kind and giving. Once again, Vampires treat these Automatons with absolute care.

- Militia : Hostile Automatons : Disorderly ; Big Boss ; Swarm
- Economy : Scraps ;
- Politics : None ;
- Society : Lost ; Corrupted ;
- Militia : Friendly Automatons : None
- Economy : Charity ;
- Politics : Metallic Daughter Princess ;
- Society : Friendly ; Amiable ;
- Capital :

**OathKeeper :** Power is enough to merit the title of Faction. The OathKeeper is Executioner of Nevermore, and his judgement is considered absolute.

- Militia : OathKeeper ; Golden Magic ;
- Economy : Not Needed ;
- Politics : Neutral ; Guardian ; Zero Tolerance ; Legend Mediator ;
- Society : Alone ;

**Merry Bolt :** The Lightning Usurper has gathered enough individuals to fit a medium sized capital, disregarding his many harvest of consciousness, on his Merry Bolt Ship. Merry Bolters are as chaotic as their leader, having no pronounced allies, and no pronounced enemies, They are just cruising the infinite world looking for a good fight. This Faction is ethereal, considered a myth even.

- Militia : Merry Bolt Flyer ; Chaos ;

- Economy : Plunder ; Old Treasures ;
- Politics : Unaware of the Concept ;
- Society : Freedom ; Fight never Flight ;

**Marnaroa** : The Kingdom Of Marnuns. The Marnun Faction governs the seas and oceans of Nevermore. Bearing much resemblance to The Lunads, they have the signature Wing-tails, allowing for mobility under water, as well as short gliding. While they are able to walk on land, they still need water for a multitude of reasons. Much like Lunads, they are mute, and communicate only through melodic sounds and telepathy.

- Militia : Underwater Siege ; Uncontested Marine ;
- Economy : Not Needed ; Exports ; Rare Imports ;
- Politics : Neutral ; Sea Guardians ;
- Society : Quiet ; Serene ;

**Wax Chapel** : The Wax Chapel Faction is rapidly a growing pilgrimage faction. They recruit any and all who are willing to join their cause, making them a melting pot of creatures. While they remain neutral, they do have a fighting force, and are typically seen where malice and devastation have recently hit. They are treated with a cold shoulder, for their melted wax covered bodies give an eerie sense of dread.

- Militia : Conversion ; Marching ; Magic ;
- Economy : Charity ; Member Support ;
- Politics : Faith ; Zealtism ; Suspect ;
- Society : Faith ; Martyrdom ;

**Arbel** : The Kingdom of Ardos. Ardos are the younger brethren of Vampires. They are much taller, with curved backs, and animalistic features, such as voluminous hair, black and sharpened fingernails that span the extremities of fingers, an additional spinal disk at the end of the spine, greater teeth, greenish iris, more pronounced musculature, lesser motor skills in favor of a wider memory, and much more. They are typically very friendly, and have an admiration for Vampires. They used to be incredibly close to Humans, but with The MMF gaining renown, they now harbor deep hatred for Humans who bear the mark of The MMF, and rarely trust regular humans.

- Militia : Rage Of Beasts ; Overpower ; Territory Dominion
- Economy : Self Reliant ; Requests ;
- Politics : Loyalty System ; Vampire Orders ; Human Hating ;
- Society : Friendly ; Loyalty ;

**Loriad Kingdom** : A kingdom that used to be overlooked, but with the arrival of The Little King, the kingdom is now flourishing. It is a kingdom formed from a derivative race of Humans, now named **Lormans**. Lormans have the distinctive feature of having no hair on the sides of their heads, male or female. Lormans refuse to be called Humans.

- Militia : Advancing Charge ; No Retreating ; Bastion ;
- Economy : Exports ; Imports ; Siege Building ;
- Politics : Hard Demands ; Unbending ; Kingdom ;
- Society : Nurture The Weak ; Strengthen The Strong ; Respect ;

**Home** : Home is the Kingdom of non OathKeeper-Type Automatons. They are machines that lost their masters, driven to make their own kingdom to survive. They remake themselves over and over again, better with each iteration. They strive to make Magic yield to steel, but as one can expect, they have failed every time, and will fail every time. They keep everything cordial, up until a contested resource is needed. That is when the enemy knows the terror of iron.

- Militia : Exploit Flesh Weakness ; Attrition ;
- Economy : Scraps ; Metal Imports ; Machine Exports ;
- Politics : Neutral ; Metal Ores Dominion ;
- Society : Robotic System Drive ;

**Beacon Kin** : Beacon Kin are those who emerge from The Beacon with no malicious intent. They are as tall as vampires, with the distinctive feature of horns. Beacon Kin's horns are unique to every individual. The main element is beacon-bones, but at times, one can have gems or metals, or entirely unique materials. Certain Beacon Kin are entirely unique in their form; they are called Perfect Beacon Kin.

- Militia : Unique ; Individual Strength ;
- Economy : Requests ; Self Reliant ;
- Politics : None ;
- Society : Individual Freedom ;

**The Legion :** Those who are distinguished enough to stand atop regular standards, but failed to reach the status of **Legend**. They have banded together, as these absolute lads have not surrendered. Encapsulating beings from all Races and Factions, they are an extremely secretive group. They are a strength that can rival Legends, only when united. The Oathkeeper and Victoria were able to successfully, and peacefully, convert them into a legion serving The Ice Angels. They operate independently, but all their actions have been of goodwill.

The Legion was actually formed at the time of The Angels, and were mercenaries right under The Angels. It is for this reason that The Oathkeeper will at times ask some of these lads to fulfill certain quests.

- Militia : Unique ; Individual Strength ;
- Economy : Requests ; Self Reliant ;
- Politics : Secretive Agenda ;
- Society : Individual Freedom ;

**Fairy Moon Hexed :** Those who are Hexed by the fairy moon are a pitiful bunch. Brought back to life in a hollowed carcass that resembles their old self, these revived are typically burdened with a curse, as well as forbidden knowledge. Anyone who bears crystal blue eyes, the mark of the fairy moon, is ostracized and barred from entry.

- Militia : Undead Slaves ;
- Economy : No Economy ;
- Politics : Slaves ; Moon-Hexed
- Society : Enslavement ; Reanimation ;

**Twin Aduvat :** A covenant of automatons of all types and derivatives, led by two main leaders that are always in direct opposition to each other, yet in perfect coexistence. The leaders were made by none other than The Metallic Daughter, born as twins, and made to always have polarized opinions, for the truth is never objective. These two can never agree, for if they ever do, then it means that subjectivity is objectively wrong.

- Militia : Automaton Legion ; Peace Maker
- Economy : Trade ; Raids
- Politics : Polarized Parties
- Society : Two Covenants

