

Overview of Factions

The Diviners

The Diviners are (or, were) one part cult, one part technological society, and one part governmental branch. They originated as a group of six street-magicians of mild repute operating in the Kingdom of God, who claimed to tell fortunes and commune with God through Tarot.

In the modern day, after the activation of The Machine, they are divided into two factions: the Old Diviners, a small group of 20 or so people living in penance at the corpse of God, and the New Diviners, a semi-militant group claiming to enforce God's plan by reading it with the Tarot.

The Kingdom of God

The monarchy that elevated the Diviners to glory. [detail forthcoming]

The Fallen Crown

A group of anti-royalists advocating for the dissolution of the Kingdom of God. [detail forthcoming]

The Forkers

A group of anti-New Diviners believing in free will. [detail forthcoming]

Greenhaven

The umbrella term given to a vast array of small countries which depend on the Kingdom of God's technology for support, and thus must tolerate the New Diviners. [detail forthcoming]

The Free Isle

A former part of the Kingdom of God which separated after the death of god and is now at hostilities; many families are split between the two. [detail forthcoming]

The Wild

A group of animal-people who exist outside the political scene, generally regarded as mindless beasts. [detail forthcoming]