

#### The Vestige:

- The leftovers of what used to be the far-reaching kingdom that now are reduced to a few sparsely scattered outposts/ruined fortresses across the world
- They still attempt to cling onto the power the kingdom once had by using scare tactics, mostly religious in nature, against the other peoples in order to gain more resources and influence in the different regions
- Some adventurers that show great prowess in combat may get recruited by the Vestige by means of promising permanent food and shelter in exchange for performing tasks such as clearing out dweller concentrations or doing the Clergy's bidding through the Vestige
- Heavily influenced by the Clergy that is still quite influential due to their position within the old kingdom; most members of the Vestige still heed to the advice of the Clergy

#### The Clergy:

- A separate entity within the Vestige who hold religious power over them and are able to command their actions and motivations
- Convinced that the fall of the kingdom was due to a lack of sacrificial rituals that came from the widespread peace in the regions and not enough volunteers, and now in this new world orchestrate sacrifices using the Vestige's close connection with the adventurers by coordinating kidnappings

#### The dwellers:

- Non-human people that used to coexist within the kingdom and its villages/towns
- After persecution from the Vestige, these people have retreated into caves and underground
- They believe that the gods should be aided and not thwarted which is what the kingdom used to do, and they believe that keeping the gods in the heavens is what caused all of the problems the world faces now but also that it could be all reversed if the gods could find enough power or a big enough following to put a stop to the Clergy, who are still working to diminish the gods

#### The Adventurers:

- Mismatch of races who have banded together to survive the now-overgrown parts of the kingdom, some of who also serve as mercenaries on behalf of the Vestige
- Feared by other peoples as rumors circle around saying that adventurers fall into covenants with the gods who bestow them with power over the elements and the Clergy, through the Vestige, has them convinced that those who mingle with the gods are evil
- Adventurers are mostly from different villages in less populated, and less fortunate, areas, who are pushed out of their communities due to a lack of resources but are thought to be strong enough to survive on their own in the wilderness; some peoples choose people to grow up to be adventurers through rituals and it is seen as a positive thing instead of a necessity
- Different groups/clans of adventurers battle each other due to conflict of interest, be it loyalty to their home people or mercenary contracts
- Some have stuck together and formed bands of adventurers which has led to the establishment of the Adventurers' Guild, which acts as a network between towns (mostly within the Vestige's influence) that tracks and sends adventurers on tasks, or helps connect them with the Vestige for mercenary contracts