

# Minor Families and other Factions

While eight families generally take up most of the conversation, there are within Sovereign, those who claim independence from them. Generally small groups of no consequence, there are those who stand out among them.

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# Talon

The Talon were originally Mahiri who disagreed with the family's decision to go against the Maret. They separated during the Second Great war and fought with Maret until the end. However, in a surprise move, during the tribunals, Talon ultimately added their voice opposing Maret and agreeing that the war was their fault. As a result, after the tribunals were over, Talon found themselves unwelcome in both Mahiri and Maret and ended up having to settle in Lenui in order to maintain themselves.

When Veins were discovered, Talon, like many, jumped all over the new metal in an attempt to carve their own niche. Little did they know how flawlessly they would carve it, for the Talon discovered a method of manufacturing the metal more purely than the other families, allowing the metal to absorb more energy from the souls around it. The process was complicated, and kept extremely secret even to this day, and as such was inefficient for creating larger machines and constructs. Instead, Talon poured their energy into making Vein into handheld weapons like swords, spears and hammers. In battle, the energy filling the metal weapon would be so incredibly hot that it could cut through and damage even armoured vehicles. Those who wielded them needed to wear special suits of armour to avoid being burned themselves as even being in the presence of an unprotected blade could cause severe damage after long enough exposure.

The Talon, of course, became incredibly wealthy after this discovery and their weapons are sought after all over Sovereign.

# The Royal Butterflies

One of the largest and most feared gangs that roam the Maret Territory wastes, The Royal Butterflies carve a path of destruction wherever they go, causing no end of trouble for Maret citizens.

The Royal Butterflies make heavy use out of motorcycles, assisted by a few ground cars, to terrorize and raid. Their headquarters (if they have one) is unknown, but they are often found living within factory settlements for weeks at a time before moving on. They have frequent clashes with Maret forces due to their size and willingness to venture into settled territory, but also have no issues fighting with other gangs and Maret citizens.

The Royal Butterflies maintain a strict uniform of black colours trimmed with blue, and each member sports a full face tattoo of a black and blue butterfly.

# Gharial Coven

Often described as ghosts and specters, the Gharial Coven have earned a reputation of secrecy and subterfuge. While they operate within the Maret Wastes, the Coven is widely believed to be headquartered somewhere in the kilometers of tunnels beneath the surface. The size of the Coven is mostly unknown, but it is believed unlikely that they rival any of the other Gangs in prowess. Instead of brute force, the Coven focuses on stealth and hit and run tactics. Most raids by the Coven go unnoticed, or if they are noticed, it's not until the Coven is long gone along with the supplies and wealth they took with them.

The Gharial Coven makes heavy use of magic, and most members are believed to be witches in some shape or form. Generally the witches of the Coven wear long robes, and head and face coverings to protect from the elements of the wastes. They also have no issues using regular weapons alongside their magic. While they occasionally make use of large land trawlers to transport goods for trade into friendly settlements, the Coven otherwise exclusively use the giant Thorn Bugs (*Umbonia Crassicornis Collosus*) native to the wastes to maneuver silently across the empty expanses both on the ground and through the air.

While it hasn't been conclusively proven, it is widely believed that the Coven actively influence the Waste Storms with magic to aid their various activities and keep them covered in darkness and ash until they finish their raids and move back into the wastes.