



THE SKARRD



The Skarrd were once humans that long ago fled into the wastes to escape the ruin of Port City, the tribes and cults that turned to their basest motivations and most animalistic instincts to survive. As generations fell into savage and barbaric practices, they evolved into a new subspecies of mankind – the Baniss. Larger, more resilient, and far more predatory, the Baniss also became more territorial and aggressive in order to carve their existence from the flesh of others – engaging in widespread cannibalism. The small bloodlines grouped into tribes, and those tribes formed into cults surrounding their favored individual methods for surviving. These various cults make up the Skarrd.

All Skarrd believe that their place at the top of the Samarian food chain comes from strength, and that strength comes from self-modification and the ability to control your surroundings. They do have some proof their lifestyle works, however, as the changes they force upon themselves frequently unlock fabulous psychogenic powers. They are something more than human, but ironically these changes have come at the cost of their humanity. While there are dozens of minor tribes and cults that focus on evolving through various means, a few have grown in numbers to the point of being recognized as their own cultural factions.

Believing that purification and evolution through pain, suffering, and the power found in physical wounds, the Blood Cult fuels itself with the blood of their members as often as that of their victims. Led by the sadistic maniac Father Mayhem, the Blood Cult followers push themselves to the limits their bodies can withstand in order to adapt and move beyond physical pain and

torment. They are fountains of rage, battle lust, and they revel in inflicting suffering upon their enemies. There is little that can be done to the Blood Cult that they have not already done to themselves.

The Toxic Cult takes the practice of exposing a person to small amounts of poison or illness over a long period in order to eventually become immune to them – and increases it a hundredfold. The cult's members seek transformation and enlightenment through a saturation of deadly substances, weeding out those unfit for the cult through the most direct of means. It is simple, if you are unable to survive Father Curwen's horrible initiations, you are not strong enough to be part of his venomous society. They numb their flesh with that which would kill others, using the tools of their evolution as weaponry against outsiders.

One of the newest cults springs from the heretical teachings of the former Forsaken saint, the charismatic and half-mad Father Johann. Using the forbidden science and practice of grafting mechanical parts to organic flesh, he created the Cult of Metamorphosis. What's more is that Johann is trying – with some success – to unite the cults and Baniss tribes under his banner, urging his new people to crusade against his former brethren, the Prevailers.

With each trial they suffer and overcome, the Skarrd learn new ways to adapt and survive more efficiently. With their lands ravaged by storms, starships from beyond crash landing in the wilderness, and the recent detonation of a radiation-spreading atomic weapon – there is a lot from which the Skarrd may learn from.