



# THE OUTCASTS

Humankind has survived in several ways in the harsh environments of Samaria. While some prescribe to the strict laws and platitudes of New Ashkelon, there are quite a few communities that live by their own codes. These are collectively known as the “Outcasts.” Once considered a derogatory term used by those within New Ashkelon, these outsiders have come to wear the term as a badge of honor.

Outcasts do whatever it takes to carve out their own pieces of the wasteland. Their communities lean toward trade, barter, and interaction with other outsiders in order to eke out a living in the wilds. Surrounded by threats on all sides, Outcast groups spend each minute of their lives looking over their shoulders for the next thing that could try to kill them – always with a hand hovering over their weapon - just in case.

The Outcast groups use many different names. Whether they fall into guilds, tribes, clans, companies, or however else they choose to be grouped, Outcasts stick together to survive and even thrive in the world beyond New Ashkelon’s walls. While there are several different types of Outcast groups, a handful have risen to be the most influential and recognizable.

The Outcast scavengers, from young Scuts and Wasteland Warriors to the hulking laborer-mutants, the Brutes, go out and search for whatever resources the world can offer. Under the tutelage and leadership of their Warchiefs, they seek out anything that can be of use to their community and claim it – even if it means

ambushes, raids, or brutal battles over a few crates of spare parts or food. Leaders like Warlord Hoj and Judge Books of Freeton do their best for their people, but sometimes blood must be shed.

For some, just scavenging is not enough. Some Outcasts – particularly those living in the Chains Barrow settlement – turn to slaving in order to make their living in the wasteland. Slavers find ways to put their captives to work, sending throngs of Chain Gangers into battle all for the ultimate goal of filling the coffers of their Slavemasters. Most notable amongst all Slavers is the Warden of Chains Barrow, a monster of a man who has unlocked the secrets of terror and fear in all walks of Samarian life. Putting others in chains is a horrible thing, and the Warden and his “family” have made it their art form.

Not all Outcasts put down roots, with some preferring to instead to live as vagabonds and survivors. Such is the case of the Salt Flat Nomads, who once were a myriad of small clans that roamed the weather-blasted flats divided by familial bloodline. They now march under the banner of the Bladelord, Bendahrin Durshe. He is currently heading back toward human civilization with his savage war beasts and warriors in tow, but his intentions are far from cordial.

Life as an outcast is hard, but it makes each one as hard as a coffin nail. When banded together, there is little they can’t withstand.