



Apiero -

Apiero (where *The 4 Clans* is set) is a continuously growing world. Prophets from all corners of the varying continents proclaim the four greatest gods are infinitely pulling at the land from all directions. These gods are the originators of all life on this titanic double mountained world.

Explorers have sought to find and map the borders of this lush double sided expanse. Some have traveled this twofold land their entire lives, never retracing their steps. They have endlessly found new seas, plants, and creatures as well as a wildly unpredictable array of civilizations: some peaceful and magical while others hateful and technologically advanced.

Surprisingly, the one thing that every civilization agrees on is the belief in the four great gods. These gods have varied imagery of themselves from the different societies but their values remain consistent.



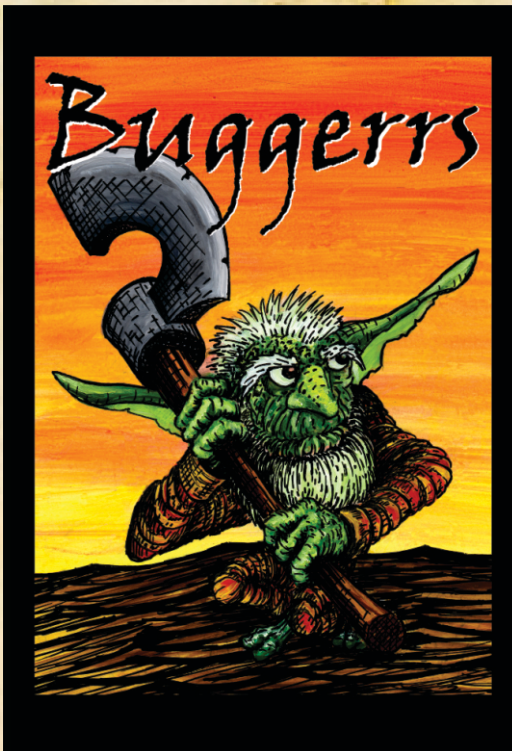
Alicorns -

These majestic unicorns, pegusi, and alicorns live in harmony with each other. They have strong leaders and strict traditions that keep their society pure of the undignified beliefs of outsiders. They are merciless towards clans that will encroach on their sacred lands.

They truly despise the arrogant yet powerful dragons of Apiero. And are one of the few armies able to withstand the deadly strength of the dragons. Many kingdoms have asked for their protection from the massive winged worms.

The Alicorns grant their protection only if the beseeched live in harmony with nature and uphold the ideals of respect, strength and honesty.

Artist - Michelle Ferguson



Buggers -

Buggers are an extremely varied and adaptable race. They live in all types of environments. Some in dark mushroom infested forests, others sail the high seas seeking adventure and stolen booty while some thrive in sweaty jungles and swamps.

They all will easily steal equipment from any other race as well as beliefs, usually warping it to fit their own chaotic life style.

The only consistency about the different groups of Buggers is they all live in a dirty disheveled form of semi-organization. The clans will happily fight among themselves but they unify and fight most fiercely when faced with a common enemy.

Artist - Evan Sprinkle

Frogs of Ribbington



Frogs of Ribbington -

These hearty frogs have proudly attained a medieval level of technology. Their leaders are always striving to conquer and obtain more territory. Because of their differing backgrounds they fight amongst themselves from time to time. But when their swampy territory is threatened by outsiders they always cooperate in the defense of their illustrious, although small, kingdom.

Ribbinton is a rare territory in the froggy kingdoms for it's leaders are accepting of all types of frogs. (Outwardly at least. There is still plenty of frog racism but they strive to make it work.)

Artist - Michelle Ferguson



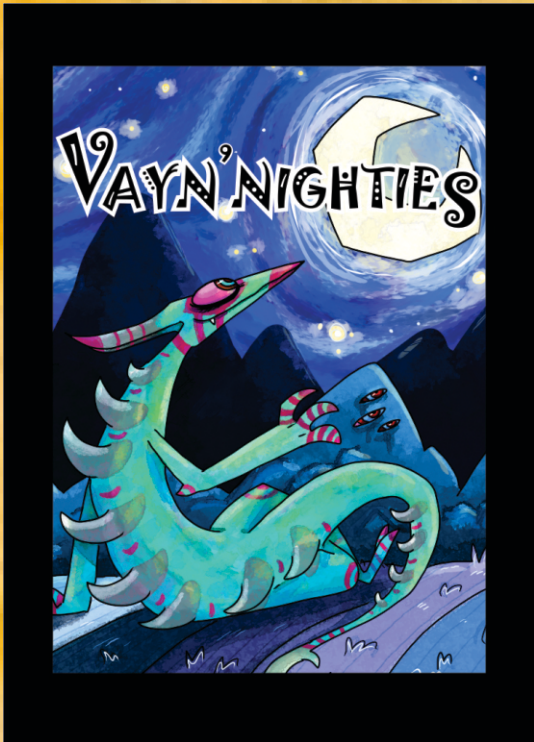
The Scruffs -

The Scruffs are rough, peculiar and strangely resilient creatures. They are savage and nomadic by nature and usually distrusting of other races. When they are settled, usually in caves, they laze about playfully. They deem this part of their lifestyle "The Puddening".

The Puddening is unexpectedly broken by a random clan member screeching and writhing around reminiscent of a mosh pit. This begins "The Rabbidawbaning": A violent frenzy that spreads to all the Scruffs. They start attacking any nearby town, raiding and pillaging, leaving everything in their wake eaten or burned. This can last for weeks and sometimes even months. Scruffs are known to violently travel miles upon miles during The Rabbidawbaning.

Just as instantaneously it began, The Rabbidawbaning ends and The Puddening commences once more. Towns near Scruff settlements are always anxious because of this unpredictable cycle.

Artist - Evan Sprinkle



Vayn'nighties -

The Vayn'nighties are a colorful race of motley creatures. The majority of them work for the oppressively massive corporation, Liquid Avarice, a multifaceted business always striving to acquire more land and more creatures to grind into their own version of usefulness.

Liquid Avarice has egg laying machines that produce a variety of Vayn'nighties. The ones that are healthy and not malformed grow up in the system believing egotistical competition is the only way to reach true power.

The majority of the Vayn'nighties are trying to climb the corporate ladder, each in their own vicious way, or trying to cut out a small niche of power for themselves.

They are so self absorbed they often ignore outside threats. But they are all so tough and cunning when an enemy breaks into their massive complex the Vayn'nighties use their intruders as fodder for their machine of business.

Artist - Deann Stone (She was crazy enough to illustrate every single card. So there are 52 separate illustrations for this army.)



Dragons -

The dragons are a powerful army of beings spread wide over Apiero. Ages ago the dragons battling each other were so great they almost brought themselves to extinction. Instead of dying off the leaders of the different clans developed the Smoldering Promise. No dragon would ever strive to annihilate another. But instead they rule their kingdoms and territories as best they saw fit. The Smoldering Promise decrees that the dragon clans must come to each others aid if an enemy becomes strong enough to threaten the dragons dominance.

The dragons still fight each other occasionally but it is for honor and pride and is usually in single combat or in small groups that adhere to the rules laid out in the Smoldering Promise.

Artist: Zac Raw



Knights of Gable -

The Knights of Gable are a legendary band of chivalrous warriors that have fought evils of all kinds. They take on quests of bravery to show their own worth or in service of the peoples of their kingdom. They do not have a king, for King Gable, the only one worthy of the title has been missing for years upon end.

King Gable went out alone on a quest to destroy a disgusting mammoth of a beast. He was living up to the edict he himself declared: yearly the king was required to complete a quest of great renown all on his own. It is believed he was defeated and the beast wrent his body apart and spread his armor to many far off lands.

The Knights of Gable are ancient because when a knights is slain his soul will reside in his helmet. If a knights helmet is placed on another's body that knight will take over and reside in the new host.

These knights prefer to have large hearty physiques. They often steal massive men from a mountainous cave dwelling tribe that lives nearby.

They are in continuous search of their fallen leaders helmet. They desire greatly to have their one true king leading them into battle again.

Artist - Evan Sprinkle



Ferguson Faries -

These beautiful faries rule their forest kingdom with fairness and harmony. They love and cherish the large ancient woodland known as Ferguson Forest.

They desire to live in balance with all other creatures but know there are plenty of nefarious beings that will do irreparable damage to their beloved home. They defend their territory and all creatures in it with unparalleled unity and fierceness.

Artist: Michelle Ferguson



Avenging Justicers -

Believed to be created by the trickster god of the west, Awnbara. They are a distorted mirrored image of powerful heroes from some other long lost world. (I know, I know, we need more lore for these amazing super heroes.)

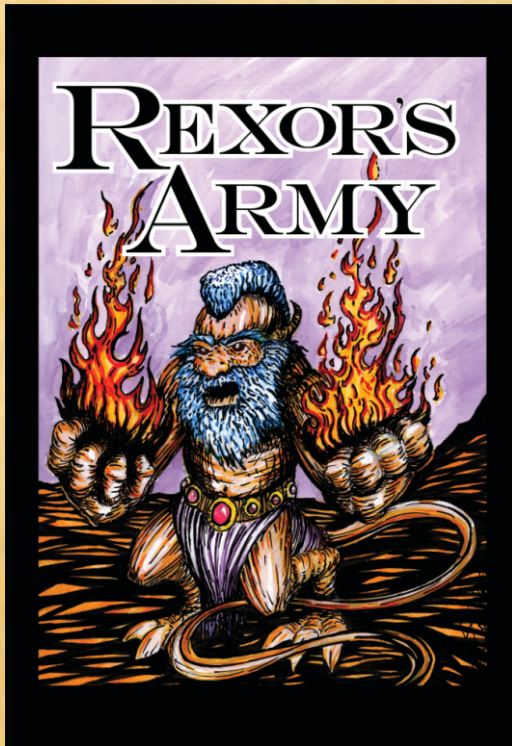
Artist - Zac Raw



Revenging Injusticers -

Believed to be created by the trickster god of the west, Awnbara. They are a distorted mirrored image of vicious villains from some other long lost world. (I know, I know, once again we need more lore for these wacky villains.)

Artist - Zac Raw



Rexor's Army -

Rexor, a violent warlock of mysterious origins, recruits wanderers and criminals banished from their clans. He warps them with his sorcery enslaving them to his own purpose.

His power hungry ambition drives his followers to destroy and conquer. Despite his ability to lay waste to cities he and his leaders are pathetic governors, resulting in uprisings in every territory he has ever ruled. This ineptitude has lead his crew to become nomadic raiders.

He still passionately believes he will someday conquer the entirety of the world.

Artist: Evan Sprinkle



UniCats -

These elegant felines value poise and power. They look down upon the other races because they know the deity, Awnbara, manifested perfection by her furry creation.

They command a small kingdom that they claim is in elegant balance in every way. They diligently patrol their borders keeping any unwanteds out. They deem many people unwanted.

Artist: Michelle Ferguson