



THE HUNGER: THE THREE CLANS DOSSIER

A reader's guide to the rival powers of the Realm.

The three Clans began as ancient orders of service and became the rival powers that shape the Realm today.

Public Edition — Spoiler-Light.



CLAN SCARLATTI



- SEAT: Scarlatti Keep
- SYMBOL: Rose and flame
- KNOWN FOR: opulence, ceremony, ambition
- VISUAL IDENTITY: scarlet tones, polished armor, lavish feasts
- POLITICAL NOTE: long rivalry with Clan Azura.



CLAN AZURA



- SEAT: Azureheim / Azuran Keep
- KNOWN FOR: hidden splendor, spectacle, proud nobility
- VISUAL IDENTITY: blue-silver colors, broad geometric buildings, bridge approaches
- LANDMARK: the Eternal Well and the hanging bells
- POLITICAL NOTE: fierce, beautiful, and wary of rival powers



CLAN DORIAN



- SEAT: Dorian Keep
- KNOWN FOR: resilience, secrecy, endurance
- VISUAL IDENTITY: tunnel streets, carved stone, decorated skin
- LANDMARK: the fortress hidden within the mountain
- POLITICAL NOTE: strategically important between the rival Clans



ORIGINS OF THE CLANS

Ancient trials once sorted people according to their gifts—strength, swiftness, and sight.

Over time, these service orders hardened into the powers that rule the Realm.



STRENGTH



SWIFTNESS



SIGHT

AT A GLANCE

