Group/Society	Profile	Appearances
Baskilians  (Click to Enlarge)	Snake people who are native to an alternate version of Earth where humans never evolved from apes; their technology is highly advanced, and they wear robotic "limbsuits" to give themselves arms and legs; they share their version of Earth with the <b>Kektrish</b> and the <b>Nephret</b> , and the main Baskilian character in my stories so far is <b>Thyssa</b> , who serves as <b>WIT's</b> chief engineer.	<u>Cymetrodons:</u> • All tracks
Church of Many Mothers  (Click to Enlarge)	A society of warrior women who worship the Goddess Isis, and who follow the Sorceress as one of Her prophets; they combine their resources to buy up some land and create the community of New Sennebytos, where they prepare to rebuild civilization after the appearance of the Ungod; prominent members include the warriors Autumn, Rae, and Adrienne.	Our Lady of Thrones:  • All tracks

Group/Society	Profile	Appearances
Cymetrodons  Operation of the company of the compan	Three gigantic battle robots built and piloted by <b>WIT</b> during the <b>Baskilian</b> , <b>Kektrish</b> , and <b>Nephret</b> war against the <b>Strangers</b> ; these big intelligent cyber-beasties are actually alive, with spirits and souls, and they help WIT protect their version of Earth; their names are <b>Motormouth</b> , <b>Roughneck</b> , and <b>Steeltoe</b> .	<ul> <li><u>Thyssa</u></li> <li>Opening the Mouths of the Guardian Beasts</li> <li>Cymetrodons (Main Theme)</li> <li>First Victory</li> <li>Roughneck in the Mist</li> <li>Motormouth Bites Back</li> <li>The Second Wave</li> <li>All of a Slither</li> <li>Steeltoe at Dawn</li> <li>The Battle of Brock Ragune</li> <li>Aftermath</li> </ul>
Illuminati  (Click to Enlarge)	A secret society of freethinking 18th century Bavarian aristocrats who promoted the rise of Western democracy and secularism, and who were blamed for the French Revolution by their contemporaries; the sect is now defunct in most timelines, but has become a global paramilitary organization in at least one universe; the Warlock appropriates this version of the Illuminati to create and unleash the Bubonic Variant on an unsuspecting public.	The Scarlet Nemesis:  • Bacillus Pestis
Kektrish  (Click to Enlarge)	Crocodile people who are native to an alternate version of Earth, and who share their world with the <b>Baskilians</b> and the <b>Nephret</b> ; they are a contentious people who have fought several bloody civil wars with each other (perhaps due to the <b>Warlock's</b> interference in their ancient history); their invention of the <b>Ghost Ray</b> almost caused a global conflict, but was thankfully sabotaged by <b>Grawuul</b> , who is the central Kektrish character in my stories so far.	The Scarlet Nemesis:  • Mesozoic  Cymetrodons:  • All tracks

Group/Society	Profile	Appearances
Kingdom Guard  (Click to Enlarge)	The cult of the <b>Reverend President</b> , which believes the Second Coming will not occur until every person on earth is forcibly converted to their "religion" or destroyed; they begin as a televangelist ministry, but survive the appearance of the <b>Ungod</b> to become a theocratic military police state. Citizens of this postapocalyptic "civilization" behave more like monsters than human beings, and they fail to realize their beloved leader is really just a zombie controlled by the <b>Warlock</b> .	Our Lady of Thrones:  The Reverend President Satanic Panic (Disciple of the Worm) Escape to New Sennebytos The Kingdom Guard The Shieldmaiden's Daughter (Part II) Warlocked (Disciple of the Worm) Witchfinder General Defy the Ungod  The Scarlet Nemesis: Where's the Warlock? The Scarlet Nemesis (Main Theme)
Knights in Sutekh's Service  (Click to Enlarge)	A diverse group of people with no prior connections to each other, who miraculously keep their sanity despite the appearance of the <b>Ungod</b> ; they each dream of the God <b>Set</b> and are drawn to His elder <b>Shieldmaiden</b> , who coordinates a ritual with them to exorcise the monster; they are later reunited by the younger <b>Shieldmaiden of Set</b> to aid <b>New Sennebytos</b> against the <b>Kingdom Guard</b> .	<ul> <li>His Nocturnal Majesty:</li> <li>All tracks</li> <li>Our Lady of Thrones:</li> <li>Defy the Ungod</li> <li>Long Live the Queen</li> <li>The Scarlet Nemesis:</li> <li>Where's the Warlock?</li> <li>The Scarlet Nemesis (Main Theme)</li> <li>She Before Whom the Sky Shakes</li> </ul>

Group/Society	Profile	Appearances
Lugosi Mob  (Click to Enlarge)	A mafia family controlled by <b>Old Man Lugosi</b> , which has an ongoing conflict with <b>the werewolf Hal</b> and his werehyena counterpart, <b>the Ghoul</b> (first as their competitor in crime, then later as Hal's crimefighting partner).	The Mauling Man:  Mauling the Mob Prey to God The Ghoul
Nephret  (Click to Enlarge)	Frog people who share an alternate version of Earth with the <b>Baskilians</b> and the <b>Kektrish</b> ; they start life as tadpoles, with gills and tails, growing limbs and lungs during their adolescence; they can regenerate their bodies to regrow lost limbs or even become male or female as needed; as a result, most Nephret do not identify in terms of whatever their biological sex might be at any given time, but prefer to use "they/them" pronouns instead; they also have a skin toxin that causes temporarily paralysis in other organisms; they have used this toxin to develop several highly advanced medicines; the main Nephret character in my stories so far is <b>Kroakoan</b> .	Cymetrodons:  • All tracks
Neverdead  (Click to Enlarge)	"Zombies" created by <b>Dr. Adam Quantamaker</b> after he discovered the secret to physical immortality; his procedure makes his patients physically immortal and indestructible, but it also annihilates their souls, transforming them into emotionless drones with no will or motivation of their own; the <b>Warlock</b> appropriates them for a global invasion, but is defeated by the younger <b>Shieldmaiden of Set</b> ; the Neverdead then fall completely inertbut for how long?	The Scarlet Nemesis:  • Graveyard Minds

Group/Society	Profile	Appearances
Quantamaker Group  The STONEHENGETAPE  Socializat discover a mentalphia accept the monatiles at Sharehough can record count that occur which their circle.  As the provise and assembly the accept the monatiles at Sharehough can record count that occur which their circle.  As the provise and assembly the accept the accept probable policy and considerably and statement products.  By doing this five them the houffs such of unless haven beings mady size, where me mild post one.  Whenever you do don't ping the Sharehough Tagus.  Joint things as you better left autocoun.  (Click to Enlarge)	A private scientific research corporation founded by <b>Dr. Adam Quantamaker</b> ; different versions of this group appear across different universes, but each is known to conduct dangerous experiments with the paranormal; at least one version has discovered the <b>Stonehenge Tape</b> , created <b>CROM 9000</b> , and/or imprisoned the <b>Banshee</b> for their project at <b>Full Circle Sanitarium</b> in <b>Wyrdham</b> , <b>PA</b> ; and at least one other version has assisted Dr. Quantamaker in creating the <b>Neverdead</b> , which were then appropriated by the <b>Warlock</b> .	<ul> <li>Summer's End II:</li> <li>The Stonehenge Tape</li> <li>Banshee</li> <li>CROM 9000</li> <li>The Scarlet Nemesis:</li> <li>Graveyard Minds</li> </ul>
Sentinels of Sekhmet  (Click to Enlarge)	The military of <b>New Sennebytos</b> ; its members are personally chosen, trained, and knighted by the <b>Sorceress</b> when their community re-emerges after the <b>Ungod</b> ; they worship the Goddess <b>Sekhmet</b> in addition to <b>Lady Isis</b> , and they join forces with the <b>Knights in Sutekh's Service</b> against the <b>Kingdom Guard</b> ; prominent Sentinels include <b>Autumn</b> and <b>Adrienne</b> .	Our Lady of Thrones:  After the End Sentinels of Sekhmet The Kingdom Guard The Shieldmaiden's Daughter (Part II) Resurrection Ceremony Last Embrace Witchfinder General Defy the Ungod Long Live the Queen

Group/Society	Profile	Appearances
The Strangers  (Click to Enlarge)	An unidentified alien race; most of the population are slaves ruled by an aristocratic elite; these slaves are surgically inserted into gigantic fighting machines like batteries, and are then sent to invade other worlds, using their mysterious <b>Green Mist</b> to travel the multiverse; but when they target the version of Earth that is home to the <b>Baskilians</b> , the <b>Kektrish</b> , and the <b>Nephret</b> , the Strangers bite off more than they can chew.	Cymetrodons:  • All tracks
Werewolves & Werehyenas  (Click to Enlarge)	Wolves and hyenas who can shapeshift and appear as human beings, or as bipedal animal/human hybrids; they are not humans who change into animals, but animals who change into humans; they can transform at any time, day or night; they are mutations born to otherwise normal wolf and hyena families; they are generally peaceful, seeking to avoid most human beings; and the most important werewolf character in my stories so far is "the Mauling Man" (i.e., the werewolf Hal), while my most important werehyena character so far is the Ghoul.	The Mauling Man:  ■ All tracks

Group/Society	Profile	Appearances
WIT  (Click to Enlarge)	"World Intelligence Taskforce"; a special agency appointed by the governments of Baskilia, Nephret, and Great Kektrys to fight the Strangers, and to develop less catastrophic military alternatives to the Kektrish Ghost Ray; they build and pilot the Cymetrodons, and they are led by Grawuul, Kroakoan, and Thyssa.	Cymetrodons:  • All tracks
Wroughtwreath Novelties, Inc.  (Click to Enlarge)	A toy company founded by "Cornelius Carnemakh," who is secretly the <b>Warlock</b> in disguise; it is best known for its Christmas products, which are hexed to come alive and murder their unsuspecting owners on Christmas Eve; the younger <b>Shieldmaiden of Set</b> foils this plot, pursuing the Warlock into another universe; Wroughtwreath, Inc. then goes under, but its cursed inventory is still out there somewhere, now coveted as collector's items.	The Scarlet Nemesis:  • Holiday Fear

Group/Society	Profile	Appearances
Wyrdham Historical Society  (Click to Enlarge)	The witches of <b>Wyrdham</b> , <b>PA</b> , whose coven founded the town back in colonial times; different versions of the sect exist in different versions of Wyrdham across the multiverse; each version reveres such Fae as <b>Jack</b> , the <b>Hamadruid</b> , and/or <b>Robin Goodfellow</b> ; each is also keenly aware of their town's interdimensional properties, and some actually know about each other and have made contact.	Summer's End:  O Hallowed Night Thurisaz November See You Next Year  Summer's End II:  Hamadruid Jack and His Lantern Parliament of Trees  Summer's End III:  Samhain in Wyrdham Hobb's Tree