

Worshippers of the three moons

Worshippers of the three moons celebrate death as another part of life. They believe the three moons to be their deities.

The littlest moon the son Voxix: the god of the beginning and birth

The biggest moon the mother Aphaxii: the goddess time and life

The brightest moon Lotani the beast: the deity of death

This clan is notorious for its red eyes, black fur and non-bioluminescent oranges and blues.

Lotani is their most revered deity, often making plant or food sacrifices, to it. Holding feasts during the night, and honor death as if the deceased were graduating to a better plain of existence. They believe Lotani is so bright due to the amount of spirits on it

They believe skeletal shaped fur patterns are a good omen and celebrated as royalty. They live to the east in the coniferous forests, and have the most contact with the quiddle. They are safe from Dagryns, but their problems stem from other clans.

This clan's hierarchy is ruled by two Tanitkis, one being the wisest, one being the strongest, then basing the rest off of these two's standards

Current rulers:

Shaman Yoghani, the crafty

Warrior Tetsyn, the scarred

Known three moons:

Luco, the skeleton prince

Relationships:

Disciples of Aphaxii: neutral though the big moon clan tends to stay away from the three moon (as they do with almost everyone) they have a disagreement on the importance of the deities, but due to clan treaties, no war has been started over these disagreements.

White sun: polar opposites of the three moons, they have a slight resentment towards each other, and are often in dispute. They do not allow interbreeding of the clans, and banishment is often dealt if any offspring shows traits from the sun clan.

Forest children: They are truly neutral, if not friendly to the forest children. This clan has the most contact with the three moon clan, and the only clan that doesn't see the three moons as an "evil" people. Often trading, the three moon clan also allows open borders with the forest children, in return of far off goods, and exotic animals.

Creatures of Moraikia and nature: the clan of the three moons is not good with animals, nor have a vast knowledge of anything outside their territory. They hold some of the kindest characters in Moraikia. Sometimes, though not as often as forest children, they take in refugees from other clans (except from the white sun). They teach others the way of their unique forest.

Other clans often take their dead to the three moon clan, because they believe this clan has a hand in hand with the underworld. And can successfully guide spirits to peace.

Disciples of Aphaxii

Seen as the most beautiful of the clans, they are often seen having long ears with silky fur coming out of them, multicolored paw pads, and are the fuzziest of the clans. Their fur similar to a chinchilla.

Worshippers of the big moon Aphaxii believe she created everything in existence. Aphaxii is a cruel, but caring goddess in their eyes; the other two moons and the sun are merely her disciples.

They do not teach others of their ways as they believe themselves to be the purest of bloods, and the only ones worthy of worshipping her. Tainting blood with other clans is punishable by exile or even death.

They believe in mates and abstinence. Even though they live in the most bountiful areas of the clans in the cliffs to the south, they refuse to trade or give knowledge outside of festivals, and chase off intruders quite aggressively. Glowing features are seen as an indecency and they frown upon procreation outside of marriage. Often times they cover up their brightness, leaving only their heads, hair, and horns exposed. Certainly the most reserved clans and do not like outsiders.

Their hierarchy is based on the most devout. Those seen sacrificing the most and giving the most extravagant of feasts work their way to the top

Current rulers:

Den mother Ixys

Clan father Odeis

Known Disciples of Aphaxii

None

Relationships:

Three moons: Disciples of Aphaxii are wary of this clan, but hold no contempt

White sun: despise the white sun for their free caring attitudes and often “tainting” their blood, yet treasure their companionship due to trading

Forest children: to the disciples, they are nothing more than rejects of other clans, “fodder of one’s litter” as they say.

Creatures of Moraikia and nature: all animals are below them. They cultivate their land to model after their own tastes and views. Not letting others share or learn their ways.

White Sun Clan

White sun clan has quite the mixed gene pool, but their traits are still quite common. They are the brightest of the clans, and can even have their entire body glowing. They commonly have glowing horns, but what is truly unique to them is their heterochromia.

They are a free spirited clan, worshipping the sun and all things bright. They believe in love and happiness. In our world they would be referred to as “hippies”. They believe life is too short, and so they need to do everything to leave their mark, especially have offspring and cause chaos. They love everything and everyone, even if said thing doesn’t love them back.

It is quite odd for them to be so happy, for they live in a region heavily populated by Dagryn and other predatory beasts. Though they trade and give what they can, and believe every day is a day to celebrate, so don’t hold feasts often.

The white sun clan believes those who deserve the most power are those who are the most fertile, and those who can shine the brightest, so their hierarchy is strongly based on “spreading the love”

Current ruler:

Ambri the firestarter

Known sun clan

Yoti the skullcracker

Relationships:

Three moon: the white sun's opposites in all ways. While they relish in life, the three moon worship the dead. Though the white sun holds no contempt over anything; they certainly are not friendly with three mooners.

Disciples of Aphaxii: if the term trolling could ever properly be used in this world, it would definitely describe what the sun clan does to the disciples of Aphaxii. Not only do they whisk tribe members away, they also impregnate many of their clan "muddling their good blood" as they say.

Forest children: the White sun welcome these people with open arms, often trading and learning their ways, the white sun almost celebrate when these nomadic people reach their part of Moraikia.

Animals of Moraikia and nature: The most common cause of death in this clan is trying to befriend the dagryn. This tribe often tries to decorate dagryn with flowers and jewelry while they slumber (often ending in disaster) they believe everything the sun touches is a part of their family, and will treat everything as such. More often than not, these Tanitki are vegetarians, and have many pets and companions.

Forest children

Tanitki are also often called "tree demons" for their horns and unusual anatomy. These tanitki however, almost fully fit the description. Living in the wild for so long, they are often even called feral. They have the most mottled genes due to taking in the other clan's banished or rejected. However, many have evolved larger, sharper horns, and multiple claws. Their night vision is astounding, and they are completely self-reliant.

Not really the most religious of people, they believe karma, and destiny is decided from within rather than a deity. Wanting to learn more and "figure out the world" these nomadic people only care to expand their mind and knowledge of the world.

They are very distrustful, but are faithful companions once gained. Often trading with the other clans, the Forest children have become a crucial element to the others, not only for their supplies, but their knowledge as well.

There is no true leader of this clan; some don't even consider the forest children a clan at all. They vote on decisions, and go from there.

Known forest children:

Raziik

Relationships:

Three moon clan: the forest children have a slight wariness of the three moons and what they worship, but value their open border treaty and supplies. The forest children are the only tanitki to approach the three moon without fear.

Disciples of Aphaxii: The forest children have an extreme hatred for the close mindedness of this clan. The majority of refugees in this clan actually come from the Disciples, due to being banished for some reason or another. The forest children will not even trade with this group, but due to an agreed treaty, have started no wars.

White sun: while the white sun loves everything, they especially love the forest children, and they know this. They often bring their finest goods to the white sun and love to exchange knowledge of the world. Though they think their free caring ways and beliefs can be a bit silly, they are still good comrades.

World of Moraikia and nature: the forest children have the most knowledge of the world in comparison to the other clans. They make maps, tame chaws, and even have a close connection with the quiddle. They even attempt to hunt Dagryns, and study them.