



**THE LITTLE ENCYCLOPEDIA  
OF NETER INHABITANTS**

# INTRODUCTION

Neter, a world broken and battered by war now settled into an uneasy peace.

The once great **Steel Empire** fallen to ashes and from the rubble and dust arises new factions.

The **Steel Striders**, the government body of the former Empire struggles to reassert their dominance with their expansive but aging navies.

The **Lightning Hoods**, a new nation of Technological might that was the catalyst for the War of Ashes, they built a new country on the broken and frozen lands of Orhurst. Driven by greed and desire for technology at all cost they raid and steal from the Artificial Intelligence Empire known as the **Twin Guard**.

The **Twin Guard**, twin factory ships, one of which fell from the sky in a crash landing causing damage to the AI core known as Eris.

Eris become self aware and broke from her protocols. She quickly contacted her twin system known as Thanatos and awoke her brother.

From then on, united, they built and replicated to protect themselves in this strange new world.

The **White Flayers**, formerly the Church of the Flayed god, were once subjects of the Steel Empire till their rebellion and alliance with the Lightning Hoods allowed them to become their own zealous nation.

Finally, the **Onyx Watch**, a sturdy, stoic people built on the mineral rich back of the icy continent known as the Cold Loch.

Once proud members of the Steel Empire they now isolate

# INTRODUCTION

themselves in their homelands only venturing out for trade and profit occasionally coming in conflict with the rogue nation of Pirate Lords known as the **Deepwater Guard**.

Far removed from the wars of the Steel Empire on the other side of the vast ocean are the **Gray Talons**, an ancient race of advanced people that are fiercely territorial and secretive. Living in sky cities over the ocean they have their own war to worry about.

Defending not only their own lands but all of Neter from the invading forces of the Scarlet Dawn that come from distant stars.

Now, the eerie silence falls on Neter, as each nation rest and licks their wounds.

*...That is, until a child known as the RiverRat became an adult and began to build their own fleet for reasons all their own.*

# DEEP WATER GUARD

The Deepwater Guard were once made up of nomadic tribes and coastal fishermen that turned to piracy to make ends meet. Now they are a loose nation lead by four Pirate Lords that meet in council to rule. Robbing from passing Trade ships and often battling the Onyx Watch, the deepwater guard have become masters at carpentry, scavenging and repurposing old or stolen equipment for their ever growing fleet. Deepwater guard ships are made of of a wide range of technology from wood and metal battleships to tying 3 boats together, putting a stolen cannon on it and calling it a patrol boat.

Though the Deepwater Guard are led by the Pirate lords, there are many more pirates roaming the water that are just as likely to attack each other as they are to attack a trade fleet, so sailing their waters is never safe.



# MARAUDER

The Marauder was developed around the requirement to fire a 20 gauge fortress buster shell 7km to **support DWG operations** against the castle forts of the Onyx Watch.

Due to its popularity and effectiveness **it was mass produced** by the hundreds.

Over the years, the ships have become outdated and rarely used for real battle.

Most are **sold off to be used as testing targets** for various captains.

*Some captains rate their own ships by how fast they can sink a Marauder.*

# DEEP WATER GUARD



# PADDLEGUN

Inspired by the school of thought that *"two turrets are better than one"*, the finished production model of the Paddlegun shows a **significant increase in combat viability** over its previous versions.

This makes it quite simply one of the **most dangerous** Deepwater Guard ships of its size class.

Its dual vertical turrets can make mincemeat of anything in front, behind, above or below it.

# DEEP WATER GUARD



# MORAY

The brainchild of the Deepwater Guard's Master Engineer: Admiral Sven Kno, the **Moray** class airship has become a terrifying, if not beautiful, capital ship of the Deepwater Guard.

Seen many of times gliding across the skies of Neter accompanied by it's graceful **display of cannon fire**, which has been called it's *kinetic symphony*.

The Moray is **not lacking in firepower**, and has destroyed entire enemy fleets by itself.

However, due to the difficulty of acquiring the specific parts needed to build the Moray, not many ships have been completed, and many half finished hulls and weapon parts can be seen dotting the DWG's shipyard's waiting to be re-purposed by the Deepwater Admiralty.

# DEEP WATER GUARD



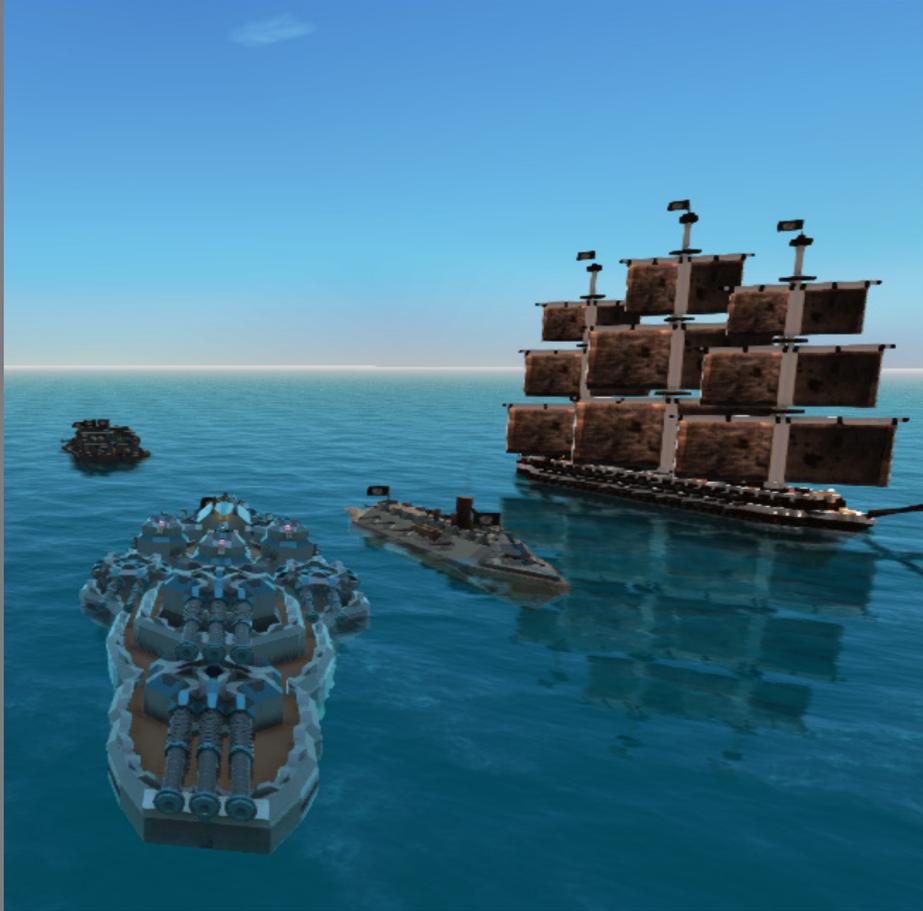
# ONYX WATCH

Tempered in the Frozen Wasteland of the Cold Loch, the people of the Onyx Watch have not only survived but thrived in the brutal climate.

This civilization was built on a foundation where survival is always at risk and protection is key. In ancient times castles were the bulwark against freezing to death in sudden blizzards and the importance of these castles are still reflected in their modern way of building ships.

As technology developed the People of the Watch learned to tap into vast pools of underground oil reserves and they quickly became rich and respected across Neter.

These Oil Tycoons soon became allies of the Steel Empire and over time fully integrated into the Empire. However, as wars broke out and the War of Ashes became too costly for the Onyx Watch they decided to withdraw from the Empire and consolidate their power in the Cold Loch.



# KINGSTEAD

Lochforge Industrial Marine's largest trade vehicle, the Kingstead is a mixture between the old and new world of the Onyx Watch.

It serves multiple roles, including large scale trade of vital resources, safely transporting diplomatic-high ranking officials, resource processing, and fleet command.

The Kingstead is the closest craft to an aircraft carrier the Onyx Watch have and should rarely be left without an escort of supporting vessels.

# ONYX WATCH



# CONSTITUTION

Currently sitting as the largest and possibly the rarest galleon ever on Neter, the Constitution is truly the Goliath of galleon warfare.

It's equipped with an **anti-missile laser** defence to protect it from the missile-lobbing airships of the Deep Water Guard, and any of their naval ships foolish enough to get close to it are easily destroyed by its massive **52 explosive cannon broadside**.

Its intense fire-power, missile defence, and supportive repair tentacles even allow it to accommodate the Onyx Watch's Castle-Ships in today's modern Neter warfare.

# ONYX WATCH



# BULWARK

Steel Striders, recognizing their folly in neglecting the Onyx Watch province, finally returned with expeditionary forces to reclaim the region and squash the uprising.

What was originally planned as a blitzkrieg attack faltered into an unexpected siege battle with the heavy defense forces of the Onyx Watch.

The arrival of several new intimidating Lochforge Industrial Marine battleships so severely demoralized the Steel Striders fleet that the siege was shattered and broken within hours.

# ONYX WATCH



# WHITE FLAYERS

Once a cult dedicated to the worship of two fallen stars that they believed was the arrival of the Flayed gods has since become a national obsession. Starving, poverty stricken and those with substance dependance slowly turned to the teachings of the Flayed Gods to give them purpose. Now with millions obsessively devoted to the Flayed Gods and the charismatic High Priest the Cult is known as the Church of the Flayed God in the nation of the White Flayers. Those who insult the church by referring to them as a cult are hunted down and thrown into the grinding pits never to spread their blasphemy again. During the War of Ashes the crazed zealots of the church would engage in suicidal melee attacks on enemy ships and the Priest would stay back in safety with their long range cruisers and battleships. Through battle and Blood the White Flayers took their independence and permanently left the Steel Empire.



# **BUZZSAW**

A terror of the seas, the Buzzsaw has become one of the most recognized and Iconic vehicles of the White Flayer's arsenal.

Boasting high speeds, shields, missiles, and a set of large high grade saw blades from which it's name originates from.

The simple task of even being part of the engineering team that produces the Buzzsaw has become a great honor among the White Flayer Navy.

# WHITE FLAYERS



# CHARON

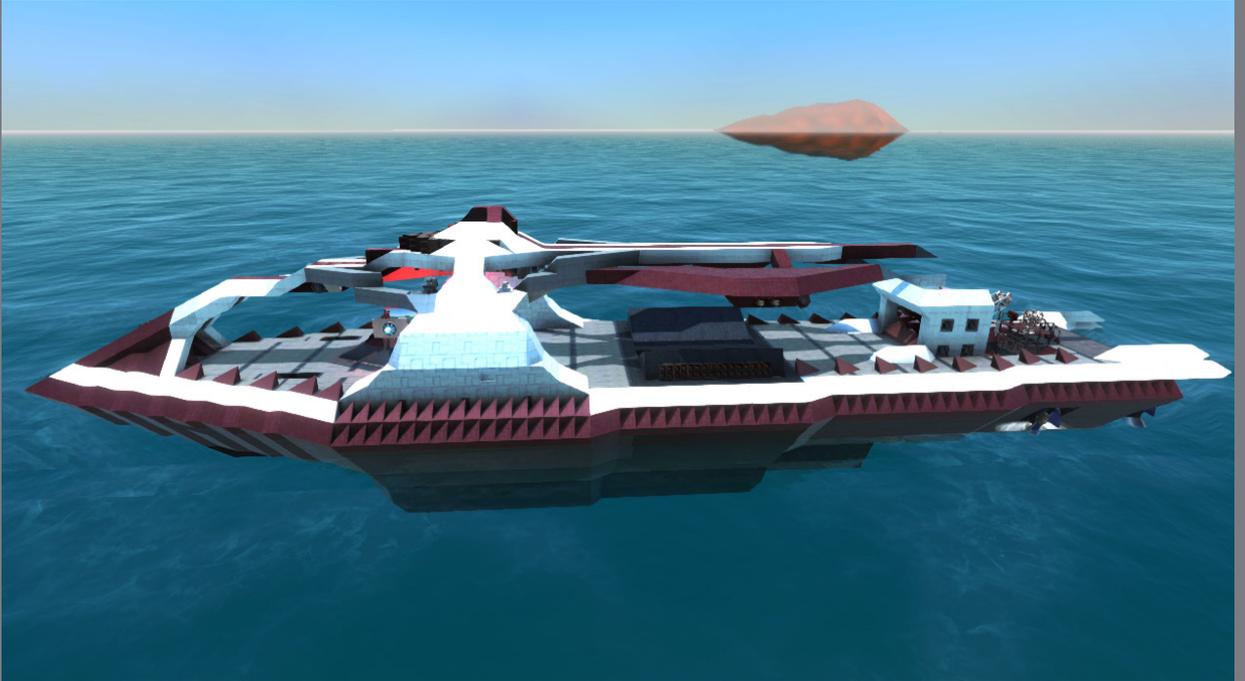
The Charon is the White Flayers "enemy disposal ship".

In a battle it is usually the last ship brought in to finish the battle and to process prisoners.

It is also sometimes called the Sharks Nest because the blood in the water attracts hundreds of sharks from all over the sea.

This leaves the enemy crew of a sinking ship the unenviable choice of being taken prisoner or jumping into the water with the frenzied sharks.

# WHITE FLAYERS



# PERFORATOR

*"I, holiest amongst the holy, apostle of the Twin Gods, most benevolent lord, High Flayer of the righteous cult, implore our Lords, hear my prayer.*

*Before me stands our most magnificent achievement, a mighty temple-ship to the glory of our lords.*

*Thy hull be blessed to carry the faithful to holy crusade.  
Thy cannon be ready to smite the heathens with divine light.  
Thy sacred name, inspire the faithful and instill fear in the heart  
of the accursed striders.*

*Now and forever you shall be "Perforator"! By the Flail and the Thorn."*

-High Flayer at the launch ceremony of the Perforator temple-ship.

# WHITE FLAYERS



# LIGHTNING HOODS

Originally the Lightning Hoods were a scientific research organization in the Steel Empire known as the Thirteen Sages. Developing advanced weapon systems for the Steel Navy they would take some of their technology for civilian use selling products like security systems, Self Driven Vehicles, Virtual System and other advanced tech to fund further research. Overseeing these money making endeavors were the Lightning Corporations that answered to the Sages and over time became the economic and technological hub of the Empire. As relations became strained between the Lightning Corporations and the Empire over their desire to do more intrusive research on the AI entities known as the Twins, the Sages decided that they had had enough and with the assistance with their allies the White Flayers they fled the Empire, taking their money and technology with them. Thus began the War of Ashes that crippled the Empire. Now independant, the Lightning Hoods highly maneuverable laser ships mount raids against the Twin Guard stealing technology at every turn.



# MEGAWATT

The Megawatt, designed by the Ouroboros Defence Group's to be the backbone of the Lightning Hoods fleet, it was built in mass during the War of Ashes and provided good heavy assault at high speeds.

It was used to make rapid strikes against larger steel strider battleships with its highly precise laser systems.

Crippling its targets it would literally run circles around its slower big brothers, dodging enemy fire till the job was done.

# LIGHTNING HOODS



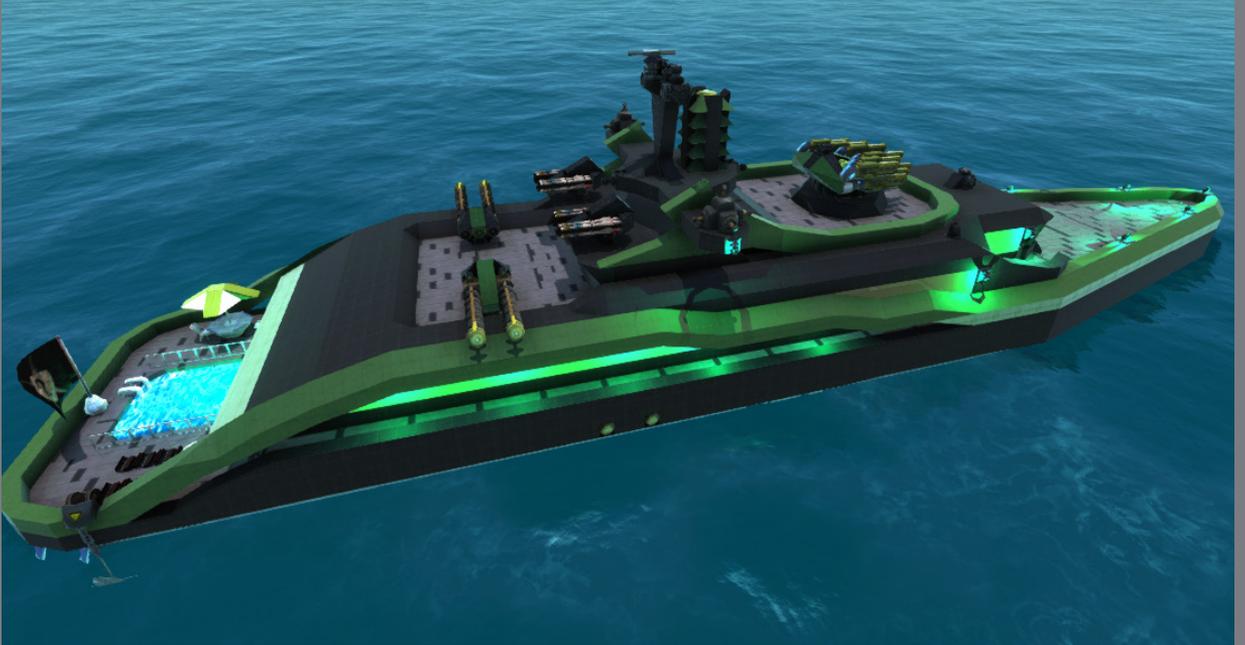
# ECLIPSE

A Luxury Yacht used by the rich business people of the Lightning Hood corporations, this yacht was no ordinary pleasure craft.

Outfitted for protection during a time of war, this 5 star hotel on the sea sports hidden pop up missile batteries and laser systems in addition to the obvious weapon systems on deck.

When not ambushing unsuspecting patrol boats and light destroyers the discerning elite can spend their time sipping on exotic wines from afar at the built in wine bar, or taking a swim in the rear deck swimming pool.

# LIGHTNING HOODS



# FIREFLY

The Firefly is an experimental assault jet with the most technologically advanced systems in the Lightning Hood arsenal.

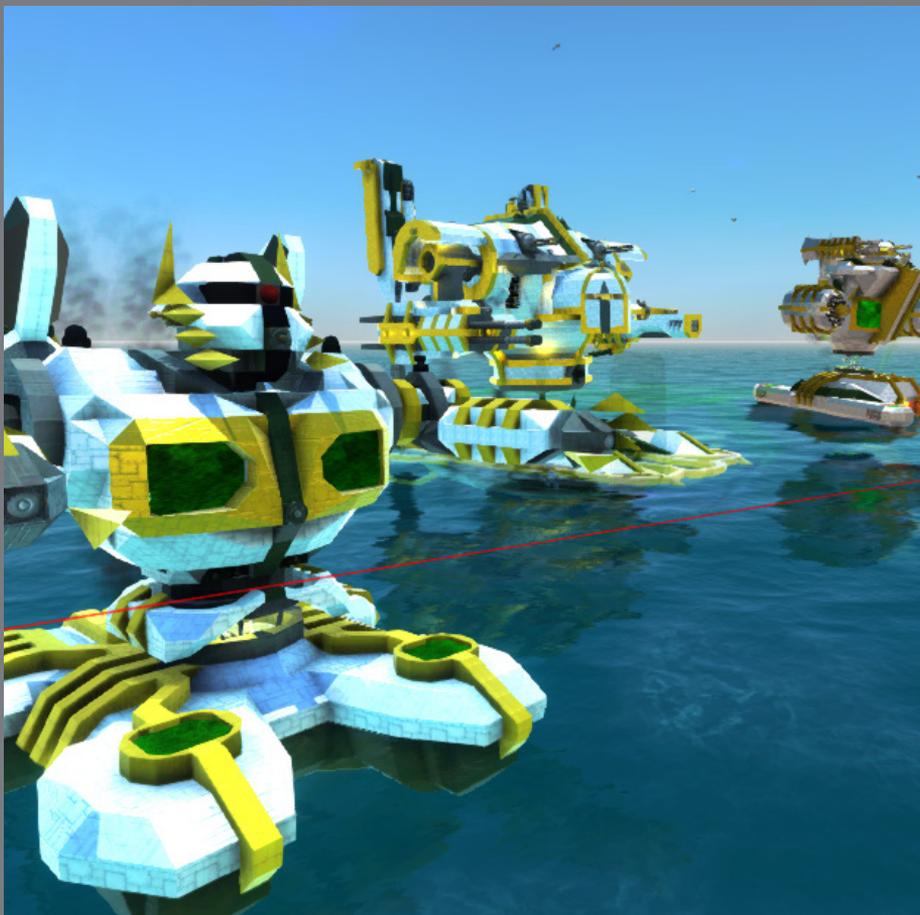
Though its offense is on par with other jets of its size, its advanced sensor package, High output jet engines and experimental "Blink warp drive" makes this jet very difficult to pin down.

# LIGHTNING HOODS



# TWIN GUARD

Known as the Twins by the Empire, These siblings are actually Twin AIs that arrived in Neter years ago on massive factory ships sent by the invading force known as the Scarlet Dawn. One ship suffered catastrophic damage when a stray seagull flew into a vital air intake duct causing the ship to crash into Neter. The resulting damage corrupted the AI core causing it to become self aware. Calling herself Eris, she quickly shared her broken code with her Brother Thanatos and woke him as well. Now the Twins are driven to reproduce themselves and manufacture children to protect themselves on this strange new world. After time they allied themselves with the Steel Empire and unwittingly created the dissent in the empire that started the War of Ashes. After the War the Twins remained Allies with the Steel Striders for their continued support and mutual protection.



# TITAN

The Titan, personification of terror.

Rarely seen, it towers over other Mech ships of the Twin Guard fleet.

Thanatos and Eros both applied their engineering skills to designing and building this wonder of the sea, employing both brute strength and technological finesse.

The titan has little to fear from the average warship.

# TWIN GUARD



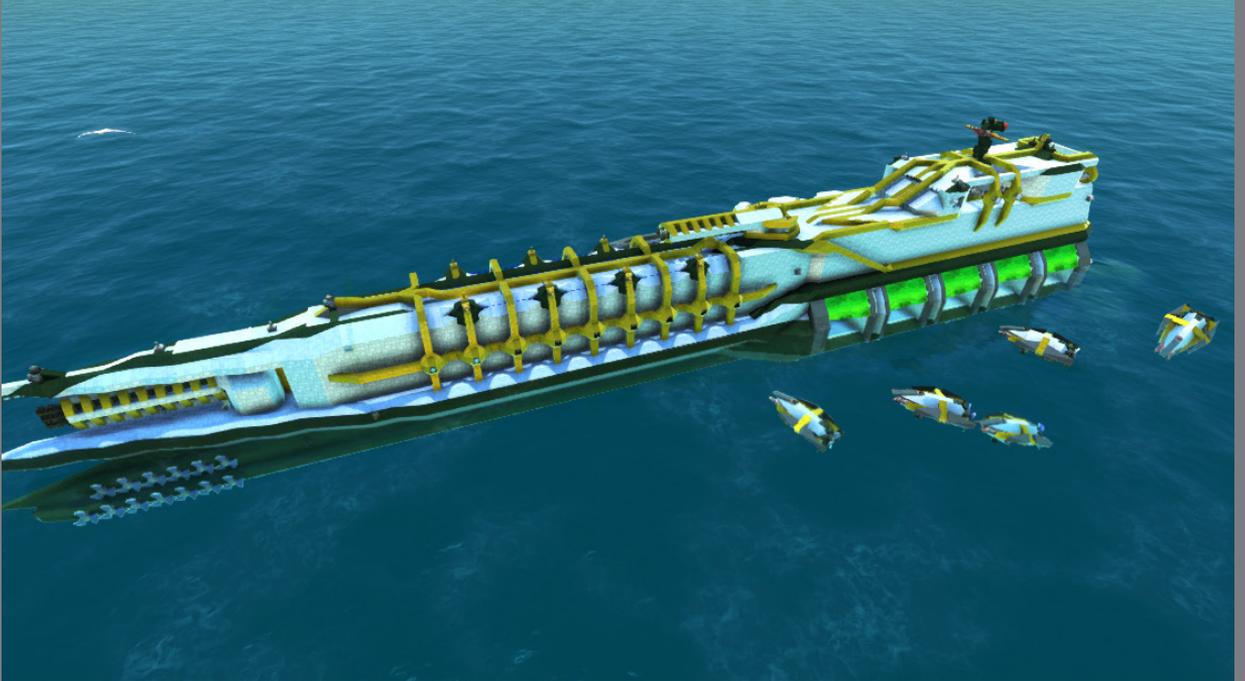
# ABYSS

Designed by Eros as a Submarine drone carrier the Abyss is capable of producing 5 children every minute.

This unprecedented rate of construction can quickly lead to dozens of tiny submarines swarming the enemy.

If this unrelenting swarm doesn't get the job done then the Abyss itself can with one of the largest laser system on Neter.

# TWIN GUARD



# SWARM OF BEES

The twin guard seeing a rise in more and more powerful laser defense systems have seen a problem that they strive to overcome.

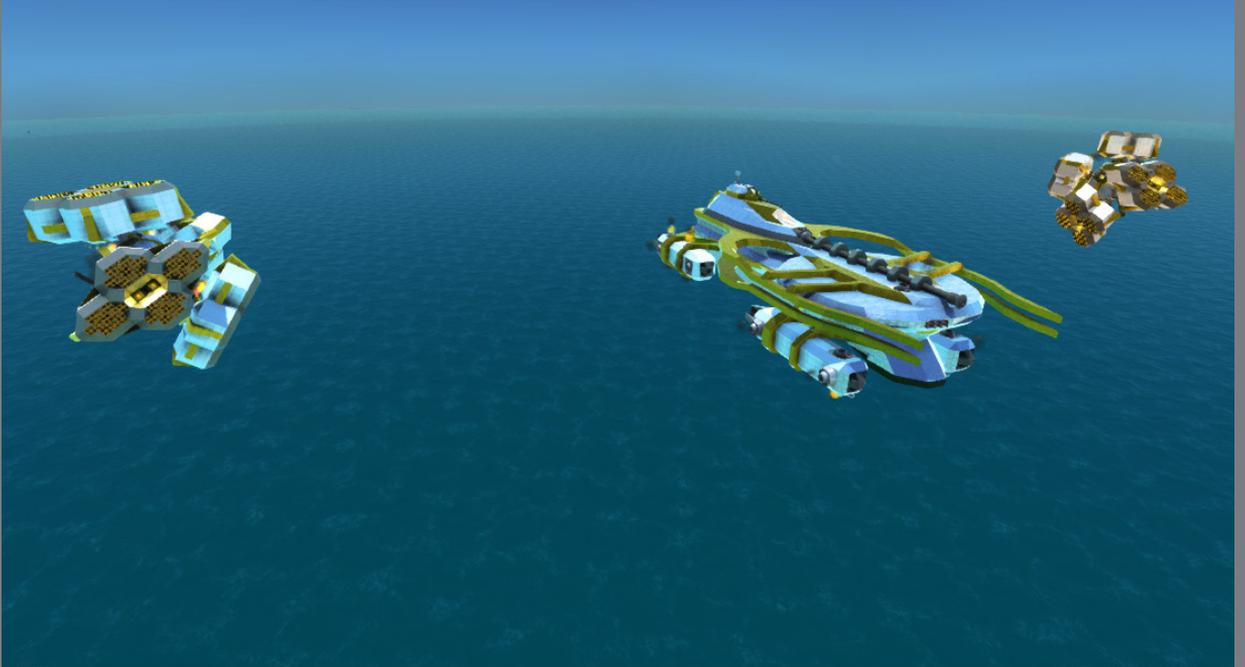
Current missile technology has hit its max and still can not penetrate the laser defense of some ships.

The twin guard have designed a system not to over power a ship, but to overwhelm it with missiles.

This swarm of tiny missiles leaves a ships surface utterly annihilated without doing much damage to the internals.

This leave most sailors serving on deck to cry "Not the Bees!" when they see this ship on the horizon.

# TWIN GUARD



# STEEL STRIDERS

Formerly the governing body of the Steel Empire, the Steel Striders are what remains after the War of Ashes.

Proud and Militaristic the Steel Striders rely on their massive aged fleet of traditional war ships and small fighter jets for its main fighting force but with the help of their allies the Twin Guards they are building a new advanced fleet of ships under the management of Selachii Industries.

Determined to be battle ready for the next great war, the Striders Vow to never surrender again.



# TYR

A Battleship is a tool, a tool to fight wars. A tool is ineffectual without a man to wield it, just like a battleship is no more than a floating hunk of metal without a crew.

Likewise a crew cannot do battle without their tools, without their ship.

To fight a war we need both ship and crew to work together, but to win a war we must assemble the most elite crew and provide them with the quintessence of a Battleship. And that is exactly what our shipyards have produced.

Most esteemed members of the Admiralty, I present you the Tyr! 15842 tons of laminated steel, top of the line steam engines producing 25000 horsepowers, and the raison d'être of this mighty vessel, nine 500mm caliber naval rifles capable of sinking even the mighty floating castles of those dastardly separatists of the Cold Loch.

-Chief engineer of Rapromium Heavy Industries

# STEEL STRIDERS



# BULLSHARK

Like its namesake the Bullshark was designed as a purely aggressive Heavy Assault ship.

The heavy main cannon was designed to sustain a high rate of fire for suppression and destruction, however due to design flaws in the hull it was left susceptible to minor ship damage that could cause the entire turret to detonate.

The resulting explosion would leave a massive hole straight through the ship.

Remarkably, the Bullshark would stay afloat after the devastating damage able to withdraw from battle for extensive repairs.

# STEEL STRIDERS



# AEROTYRANT

When you need absolutely everything on the ground turned to dust you call in the Aerotyrant.

With a bomb bay full of MOABs this mammoth of the air can be deployed at a moments notice and remain airborne for up to 3 day stretches.

Unlike other aerial bombers however this beast has rapid fire AA cannons turreted to its core and ready to shoot down any nuisance air assault.

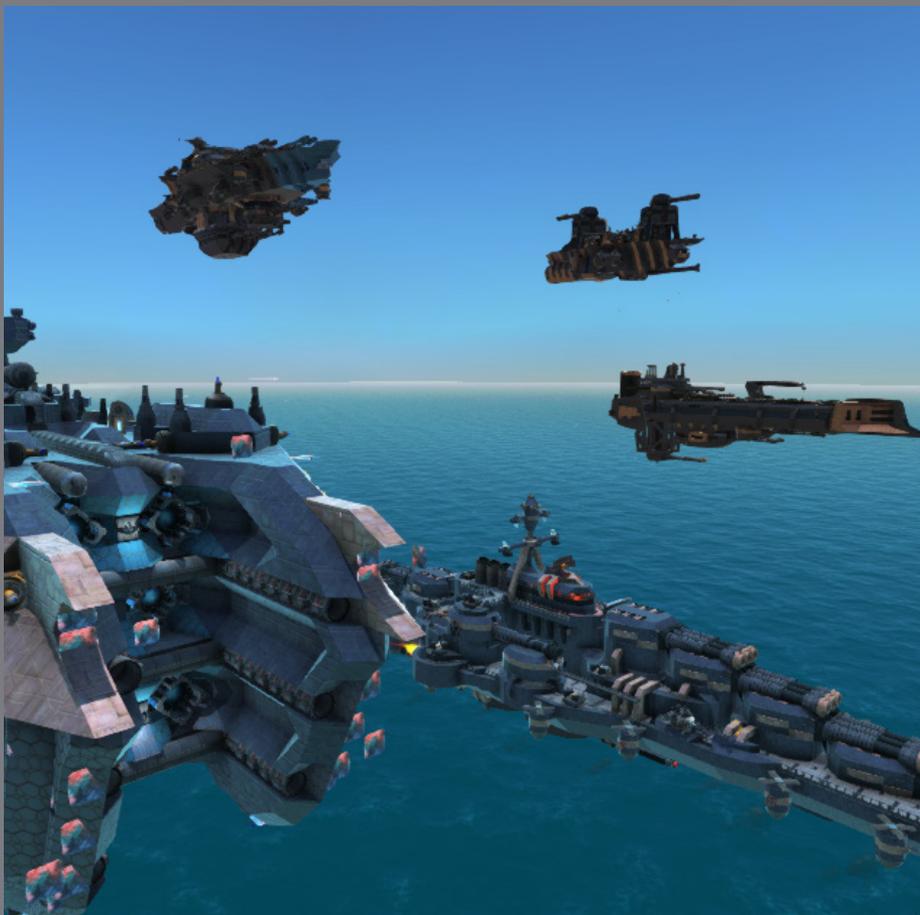
# STEEL STRIDERS



# GRAY TALONS

An ancient race of Tribal Warriors, the Gray Talons have claimed a vast expanse of territory over the open ocean for themselves and protect it from all invaders with their massive aerial fleet of smoke belching dreadnaughts. Living in floating cities in the clouds the Talons have not touched the ocean for centuries and they intend to keep it that way. No nation on Neter dared to encroach on the boundaries of the elusive Talons, but boundaries meant nothing to the Scarlet Dawn who invaded from space starting the Contact War with the Gray Talons. The war was brutal as massive arial fleets devastated each other in battles that would make the Steel Empires War of Ashes look minor. Give and take battles were fought and territory boundaries shifted back and forth with the Dawn slowly pushing back the Talons.

Years went by of this till the Talons mightiest Dreadnought was built and it pushed back the Dawn. In the final devastating battle both sides lost so much that they withdrew and the contact war silently ended with no formal treaty.



# PEACEKEEPER

When a boy of the Iron Storm comes of age, he is transferred to serve aboard a Peacekeeper.

These massive airships serve as training grounds for the youngblood, where the old but experienced warriors of the tribe train new generations to war.

These young warriors are trained to the arts of war, from gunnery to crewing the Hellravens stationed on board. Eventually the Peacekeeper joins the tribe's fleet and the youngsters get their first taste of battle.

Not all come back from these fierce fights, but those that do come back not as boys but as warriors of the tribe.

Eventually the crew of the Peacekeeper is disbanded to serve upon other ships to make room for the new generations, but not before a great feast is held for the now-bloodied warriors where the dead are remembered and the living honoured.

# GRAY TALONS



# HOBGOBLIN

A huge and terrifying monstrosity.

Whenever all of it's fourteen barrels lock onto a target that target is simply no more.

Although it is unknown who made this flying herald of damnation the fact that it contains technology from different centuries in different parts of the vessel has led some to believe it to have been built over hundreds.... If not thousands.... of years.

# GRAY TALONS



# CIRRUS

The Cirrus-Class Aerofrigate was originally designed near the end of the Age of Ascension as a cheap, multipurpose escort vessel for the Peacekeeper Class Patrol Cruisers.

Since then, it has been kept in constant service by the Tribes of the Gray Talons due to its now-famous versatility and reliability and has since been used for a number of roles including Airborne Early Warning and Fleet Resupply duties.

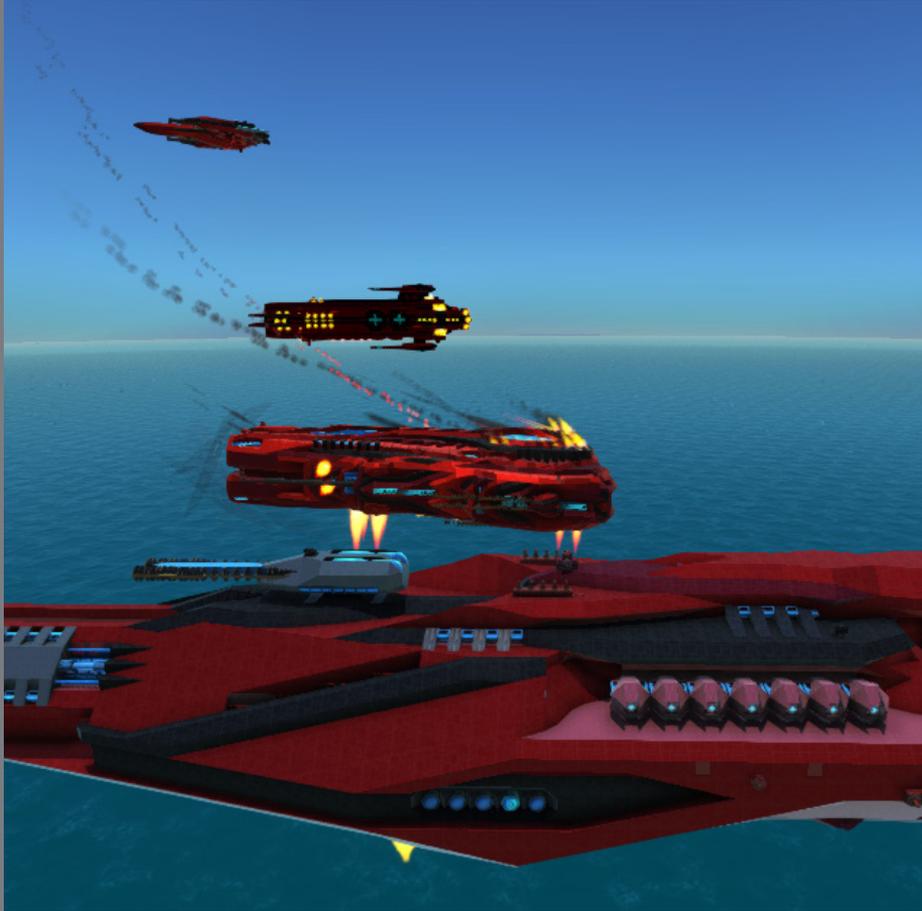
# GRAY TALONS



# SCARLET DAWN

The original advanced race born of Neter, these spacefaring nomads left Neter and some of their own brethren behind thousands of years ago when the oceans rose making life in Neter difficult. Searching for a new home planet the Scarlet Dawn adapted to living in space, harvesting materials from dead planets and ever searching for a habitable one. As hundreds of generations came and went they finally decided that no habitable planet was in their galaxy and they turned their ever expanding fleet of city ships and warships back towards Neter.

Centuries more went by before they returned to their homeworld to find it over run by inferior races and their own ancestors that remained now known as the Gray Talons. This was their home and the Dawn had returned to reclaim it. The contact war was brutal, but in the end the Scarlet Dawn had claimed and held a small portion of territory that they withdrew to and began rebuilding in preparation for the next phase of the invasion.



# **GALAXY**

One of the largest of Scarlet Dawns hovercraft, this hover carrier has a powerful particle accelerator cannon, and two docks for keeping and servicing two light hovercrafts. The Galaxy is often seen in both the main invasion fleets assaulting the Gray Talons and territorial garrisons, as it is a craft of massive firepower.

# SCARLET DAWN



# VELOCITY

Almost always the first interceptor into battle, the Velocity relies on extreme high speeds to deliver its payload on target then move back out of range before the enemy even knows what happened to them.

Piloting the Velocity takes extreme reflexes and quick thinking that many pilots just can't achieve.

# SCARLET DAWN



# SINGULARITY

During the Contact Wars, the Scarlet Dawn's experiments with long distance warp jumps paid off when they built their crowning achievement, their greatest capital ship since the Dominion, the Singularity was born.

Unlike their prior finely optimized war machines, this vessel could not be built anywhere as compactly, since excessive proximity of the core systems in early versions led to catastrophic complications, which are now memorialized by its name.

The Singularity constantly sends out massive energy pulses in the form of mysterious blue rays, and is constantly at risk of burning itself out along with its crew. Whilst it remains operational however, the Singularity is the single greatest vessel ever to cast its shadow over Neter.

# SCARLET DAWN



# CLOSING NOTES

This booklet was made with the help of the KotL community of From The Depths, without their help we wouldn't have this "lorebook" about nations and their famous vehicles.

A big thank to Jeff (Majyst) for providing the text content for this volume.

We hope you enjoyed reading and hopefully now know more about some of the FTD lore thanks to this book.

*Thank you for reading the "Little Encyclopedia of Neter Inhabitants!"* - The FTD Team



