

Cryptic Alliances tend to be secretive groups that form cells through the Gamma World.

Brotherhood of Thought

This group was founded by an individual known only as Ashinin who survived the apocalypse and was amazed to find that non-human mutations often had intelligence of a quality equal to or greater than humans. He gathered a small group of followers, and their goals were to unify all intelligent creatures in a world of enlightened coexistence and freedom (noble old thoughts!). They have some ties with other cryptic alliances, such as the Seekers (who they hope to make more egalitarian), and oppose the aims of both the Friends of Entropy and supremacist groups. The Brotherhood of Thought maintain a very low profile, traveling alone or in small groups, to better spread the word of their cause.

Other groups tend to see them as bohemian peaceniks.

The Brotherhood of Thought is highly influential in the central region, largely due to the influence of a powerful sorcerer named Melir, who resides in a place called the Citadel of Thought.

Seekers (New Dawn)

The Seekers are a group of humans and mutants that all appear completely human. They travel and work in large populated areas, trying to get humans and mutants of all types to work together. They consider mutated animals to be inferior, but don't press the issue, and sometimes accept their help.

Seekers are filled with an all-consuming hatred of the technology that brought about the destruction of civilization and want to eradicate all traces of it from the face of the earth. They can be found among other human factions, or by themselves. The membership is often quite wealthy in terms of the local means of exchange (they do not hate domars).

They can generally be thought of as being Amish-like, but with traditional headgear instead of traditional Amish wear. Of late, they have become more visible than most cryptic alliances, wearing their caps in the open, even displaying their symbol - wheat stalk against an oval - on their buildings. The Seekers are strong in the Central Region, and they tend to be somewhat evangelistic about their ideas these days. Their wealthy traders have spread their word of peace and simplicity across the central region. Many places across the region have begun to accept the message of the Seekers, and buildings with their distinctive grain stalk on an oval are showing up more and more.

Friends of Entropy (Red Death)

Calling themselves the "Red Death," their goal is to bring about the extinction of all life and the cessation of all mechanical operations. They are especially interested in destroying all equipment of robotic nature, whose immortality they see as an abomination. Theirs is a nomadic society (since nobody wants them around), and they travel in small groups, spying out populated areas to raid or attack. Whenever possible, they steal babies of both humans and mutants and bring them up as the

next generation of the “Red Death”.

The Iron Society

This is a group of human mutants bent on the destruction of all non-mutated Pure Humans. Its groups are scattered about the world, especially near radiated areas. The Iron Society is very powerful in battle because its members use both mutated powers and ancient weapons of all sorts. They obviously prefer not to mingle with pure humans, but can be found in societies of other mutants.

Zoopremacists

This group consists of non-humanoid, thinking mutant animals, who believe that the time has come for the “beasts” to rule the world. They have a secret police of highly trained, dangerous mutants that terrorize any who oppose them. Their power base is a place called the Northern Kingdom.

Healers (The White Hand)

This is a quasi-monastic order, legendarily founded by a medical technician during the Shadow Years (the time leading up to the apocalypse). They wander continually, caring for the sick and wounded without regard for race, creed, or biological origins. The membership is both human and mutated and all have a mysterious ability to approach and befriend non-intelligent creatures. They use many medical devices of the Ancients, as well as any number of natural herbs and medicines. Healers are so respected by all (except the “Red Death”), that they are rarely attacked, even by the most bloodthirsty creatures.

Their symbol is a white coat, the caduceus (☤), with outstretched hands. Traditionalists are pacifists, who go out of their way to render medical treatment, while non-traditional Healers demand payment for their services - only doing occasional charity work.

Restorationists

These are a group of primarily human and humanoid mutants who believe they have recovered large amounts of information about the past and are seeking to rebuild the lost civilization. Restorationists are usually armed with weapons from the past and frequently have robotic units working with them. They shun the other moderate cryptic alliances and work single-mindedly towards their goal.

Restorationist enclaves are reportedly overseas to the east, and as such their influence in the Central Lands is minor. It is rumored, however, that they are more prominent on the Peninsula.

The Followers of the Voice

Throughout all of the lands there are people who listen to the voices that come from certain installations that exist here or there (often in the shapes of pylons). These voices seem to have beneficial information to give out, and priests or wise folk often interpret their words for the masses. Not everyone trusts that these voices have their best interests at heart, however.

Depending on the advice of the voice in question, these groups may be more or less open than a typical cryptic alliance. Ranging from incredibly secretive, to completely out in the open.

It's widely known that most of the peoples of the peninsula openly believe in the way promulgated by the pylon god Dowin, with the exception of the population of Horse Bay, who are staunch followers of Cam.

The Ranks of the Fit (Bonapartists)

This is a military-religious order, bent on controlling the world. Any means to this end is acceptable. It was founded by an enormous mutated bear, who wrote the organization's guidelines after reading certain history books, and possibly *Mein Kampf*, *Animal Farm*, and several biographies of Napoleon Bonaparte. All forms of life may join, but only mutated intelligent animals may hold positions of power. Seeking to establish a form of Code Napoleon throughout the world, The Ranks of the Fit have brought large groups of people and several cities under their well organized military fist. Their banner is the French Tricolor (blue, white and red) with a gammadion (swastika with shorter outer bars) superimposed.

The Ranks of the Fit have long been making inroads into the central region, stretching out from their stronghold in the Southern Kingdoms.

The Archivists (Servants of the Eye)

This group is generally made up of various small humanoids who believe that all ancient artifacts are sacred. These they store away in deep caves, where the artifacts are polished and worshiped. The members usually travel in large groups for defense. They will seek to buy items that they consider valuable, but are not above stealing if the price is too high. They especially like robots, which they deactivate and mount as statues of gods to protect their underground temples.

The Radioactivists

These are worshipers of a radiation god which they reverently call the "Radiant Divine Glory". These cultists are those with high radiation resistance and many are highly mutated, as initiation requires that they spend a week in a radioactive area. Radioactivists are often seen traveling the desolate

areas of the world, searching for new “holy lands”.

The Created (Machineists)

Its members believe that only machine-created “life”, such as computers, cyborgs, robots, and androids are worthy of continued survival. Further they believe that androids should be the ruling class, even in the world of machines. Androids often pass as humans in human and humanoid societies, subverting their efforts and stealing technological devices for the “Created.”

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