

The Inanis

“Do not confuse me for a nihilist; it is not that I do not believe there can be value in life, simply that I have lost all of the things I valued”



General Description:

The Inanis are the poor shells left when a Fiend flees or is forced from their mortal body. Some would call them lucky; the worst moments of their life are not only behind them but are largely forgotten. Unlike the Erune or the Archons, Fiends cannot pick a vessel or have a vessel welcome them in. Fiends may force their way into a vessel once their host's spirit has been broken beyond repair. It is to that end that the Fiends often employ the aid of the Wickermen or other Fiends to systematically and psychologically torture a vessel, breaking them down to the point when they long for final death. Again some would call it a mercy that being a vessel to a Fiend destroys all past memories, but the depth of sorrow the vessels is subjected to scars their spirit leaving marks so deep that it will never heal. It leaves them unable to feel both physical or emotional pain and with that many of them lack real empathy.

The story of the Inanis begins when they were Human. Normal in all ways. Those who break were once happy they usually found love in their life and reasons to exist even within the Seal. Deep down the Fiends don't care who their prey is, only that they need meat suits and Humans are the only ones strong enough to for them to wear. Most believe that they can only take those whose life was so full of purpose that when the Fiend broke them it was above and beyond what their soul could handle. Presumably if they tried to break someone who was already down the effect would be too weak and the person would never truly break open for them. So most Inanis believe they were once had a history, a moment when their world crumbled to nothing and they wanted nothing more than an end to it all. They probably saw everything they love get destroyed in horrible ways and they let go wanting nothing more of this world. But death did not come, instead the Fiend who waited patiently seizes them, and all that they were before is lost.

Moments of intense stress sometimes brings back glimpses of the pain they suffered at the hands of the Fiend who held them. Sometimes it shows them a moment of someone or something they loved, most of the time it only shows the suffering. Hazy memories, like a dream with no solid connection or knowledge with them, all that is there is the pain of loss. It is because of these glimpses into that pain that most Inanis distance themselves from it. If they are never forced to remember the past, then they are never forced to feel this phantom pain again. So most Inanis don't seek out who they were.

General Culture:

Overall the Inanis do not have a culture of their own. They are intermingled throughout other cultures, villages, and societies but often seek each other's company. There is relief in spending time with their own kind, others who are not unnerved by them, others that do not expect them too faint empathy and sympathy.

There are some aspects of the Inanis that is less about culture and more universal truths for them. These truths are about as close as the Inanis can get to as far as their own culture.

Truth 1- Lack of Empathy- Deep down they have lost their connection to their humanity. They adapt to a life where they don't really understand how people feel about things. It's sometimes hard to understand, but most Inanis would not cry if someone that was their 'friend' died. They may know how to say the right things or act the right way, but deep down they are just empty. It's this truth that sometimes leads them down a dark road. When they look upon others who seem to create these bonds they long for that feeling, but it will never come to them.

Truth 2- Lack of a Full Range of Emotions- Inanis have a hard time with emotions. Overall they lack them, not in a 'all is logical kind of sense'. More in a sense the only real emotions they seem to be able to feel are negative ones. There is a constant battle inside themselves to keep this inner demon down and be accepted. Luckily their range of emotions is just limited, not completely miss-wired. They do not tend to cry when they should laugh or anything. Instead they just struggle to feel 'normal'. This tends to make them seem like monsters, it also sometimes allows them to do something without remorse.

Truth 3- Hard to Relate To- Other people find it hard to relate to the Inanis and the Inanis find it hard to relate to them. They don't hate people, not normally. But they usually just don't care about people enough to have an opinion. This sometimes makes them feel awkward around others.

Truth 4- Moments of Feeling- Under intense stress an Inanis will feel Human again. This is usually not a good thing and it will sometimes cause the Inanis to be wracked with pain and anguish. For that moment a dam has broken and the Inanis is almost left as a quivering mass on the floor. Then just as quick as it has happened it would go away.

The Inanis as a race are not necessarily evil or dark. Many find a way to hide behind a fake mask. But other Inanis know the mask for what it is and only around others who also were a mask can an Inanis be themselves.

History:

Overall the Inanis have no known history, their memories are lost when the Fiend invaded them. It is said that the Fiends came to this world to help the Revenants, and when the Archons and Erune arrived a titanic battle erupted. In the end it drove the Humans to create the Great Seal and lock all three Etherial's into one place.

The fiends fight against the walls of the Great Seal with every part of their form. It is their ultimate wish to be free.

So most Inanis do not have a history to pull upon.

Physical Appearance:

The Inanis have two horns protruding from their head, many times in the curled like a rams horns but they can appear straight as well. They also have a red shade to the skin around their eyes. They often lack outward displays of emotion except when engaging in destructive behavior.

Costume Racial Suggestions:

The Inanis will do their best to mimic the attire of the community they reside in, simply because it helps to ease the population and allow them to blend in somewhat.

Most of the time they feel better in dark colored cloths, usually dark blues and blacks but without a real culture to push towards this they usually just adapt.

Religion:

For the Inanis they run into conflict with religion. Deep down they feel betrayed by a deity that would let a Fiend take them as it did. But that doesn't mean they all feel that way. Some turn their back on the forces of the Abyss, and many are unwelcomed by the Worshipers of the Sun. So they join the Church of Life hoping to be able to feel again. Many of these hopefuls give up, leading a secular life. Others join the Church of Death, feeding their desire to destroy by eradicating Revenants, masking their urges with socially accepted actions.

Great Seal:

Most Inanis feel something close to happiness knowing the Seal exists simply because it spites the Fiends. Many would go out of their way to keep the Seal in place. They all know that deep down the Great Seal causes the Fiends themselves pain. How can someone not be happy about tormenting their torturers.

Customs and Holidays:

Week of the Forgotten- in the middle of winter the Inanis often engage in the Week of the Forgotten. This week serves as a catch all for holidays, birthdays, anniversaries, and other milestone dates that the Inanis have lost. The tradition serves as a way to placate those who share their lives with Inanis. While not universally followed, most Inanis find out about this 'holiday' and start to practice it.

Family Structure:

The Inanis have no special family structure, they often lack the emotional depth needed to maintain familial relationships. All Inanis are sterile and unable to have offspring. If an Inanis has a family from before, they would cause them extreme anguish to be in their presence.

Courtship Rituals:

It would almost be impossible for a Fiend to truly feel love. They may appreciate someone, they may feel mutually needed by someone, but that person could be replaced by someone else who had equal worth. As such it's hard to build real long term relationships.

Why Play One:

The Inanis hold a story of conflicts with themselves. They always struggle with their desire to be human again and their lack of empathy. They look at two people who have built an ever lasting bond together and deep down scream and struggle.

The Inanis are great for players looking to solve the mystery of their own past while struggling with the pain it inflicts on them. It is great for players seeking revenge on a greater power, telling stories of redemption over the dark things they did when the Fiend had their body, decent into destructive madness, or character who walk a razor edge.

Roleplay Notes:

The Inanis are often recruited for dangerous tasks, not so much from a desire to help, but from a lack of interest in self-preservation. Anything that fills the time is worth doing assuming something better does not come along. No one can tell truly what side an Inanis is on. After all they could easily betray everyone without a second thought.

Remember that Inanis have emotions; they are not robots or following some sort of logical directive. Instead they struggle to sort those emotions out. They have a limited range of real feeling and rest is fake. The limited range tends to be based around their inner trauma as such those few emotions they can tap into seem to be negative.

Special Relationships with Other Races {friends or enemies}:

The Wardens take it upon themselves to find and aid new Inanis, in the hopes that they can improve their lives and prevent the Inanis from becoming a mirror of the Monsters that were driven out of them.. In many ways, the Wardens are the one positive aspect of their life at the beginning.

The Revenants and Inanis share an origin in the same pantheon, but most Inanis resent the Abyss and often abuse the Revenants because of it. It is not uncommon for an Inanis to describe themselves as Revenant Slayers and take particular glee in hunting down any of the undead.

Special/Famous Groups:

Retribution Society- A secret cult of Inanis (and maybe a handful of Serphs) who believe they can restore their memories by finding and ritually killing the Fiend who turned them. They view this path as a way to return to whom they were. In this dogma most believe that they would have a reverse of the breaking that happened and they would forget all the torment they went through.

Special/Famous Individuals:

Azeribus (A-zeer-a-bus) – This Inanis is a well known Revenant Slayer. He is said to stalk the Great Seal looking for Revenants who travel alone. Rumor has it that he has even killed High Lord Mortese once.

Nortix- This Inanis is looked at as a traitor by the others. He is said to be the lapdog of several Fiends and manipulates others in order to do their bidding.