

DARK APOCALYPSE VIRIDIAN SKYE



RISE OF THE SAROTU

BY: IGNISSERPENTUS

DATE OF RELEASE: APRIL 2015

EMAIL : IGNISSERPENTUS@DAMAGEINC3D.NET

[DAZ STORE](#) | [DAMAGE INC](#) [WEBSITE](#)

LIST OF CONTENTS

:: SKYE CHARACTER OPTIONS ::

- CUSTOM HEAD MORPH
- CUSTOM BODY MORPH
- CUSTOM EARS MORPH
- CUSTOM BONY SPINE/SHOULDER BLADES MORPH
- CUSTOM HUMAN NOSE
- CUSTOM HUMAN PUPILS
- FULL VIRIDIAN SKYE MORPH
- HUMAN CHARACTER PRESET
- SAROTU CHARACTER PRESET
- 1 DEFAULT APPLY 1ST SKIN MAT
- 1 TATTOO APPLY SKIN
- 6 EYE COLORS
- 5 DUAL EYE COLORS
- 1 HUMAN EYE APPLY (MUST BE APPLIED LAST)
- LIP GLOSS LOW, MEDIUM AND HI OPTION
- LIPS ROUGH AND SMOOTH OPTION
- 5 TATTOO MAKEUPS
- 5 NATURAL MAKEUPS

:: DARK ROGUE CLOTHING ::

- BODICE
- PANTS
- BOOTS
- MASK
- GAUNTLETS
- ARMLET
- THIGH ARMOR
- OVERCLOTH
- PAULDRON

:: PROPS ::

- SAROTU SPEAR (LEFT AND RIGHT HAND PARENTS)

:: CLOTHING & PROP MATS ::

- BLACK COBRA
- JADE LASHER
- SCARLET SCORPION

:: POSES FOR GENESIS 2 FEMALE ::

- POSE 00 – GENERAL POSE
- 01-10 RIGHT HAND SPEAR POSES
- 11-20 LEFT HAND SPEAR POSES

INSTRUCTIONS

:: CHARACTER ::

VIRIDIAN SKYE INTRODUCES THE FIRST SAROTU CHARACTER IN THE DARK APOCALYPSE SERIES. THIS CHARACTER IS NOT HUMAN... ITS, AS IVE BEEN TOLD MY BY SON... MORE ELFIN (BUT REALLY, IT WAS DESIGNED TO BE SOMETHING SIMILAR TO AN ORC WITHOUT BEING EXACTLY AN ORC, WITH EXTRA CREATURE FEATURES TOSSED INTO THE MIX)

THE THING TO NOTE WITH THIS CHARACTER... ITS NOT GOING TO BE EVERYONE'S CUP OF TEA. IT IS NOT REALLY INTENDED TO BE HUMAN, BUT RATHER A SAROTU. THAT SAID, THERE ARE SOME OPTIONS TO MAKE IT LOOK MORE HUMANESQUE (WHICH ILL GET TO IN A MINUTE)

FIRST, YOU WILL BROWSE TO YOUR CHARACTER FOLDER IN DAZ STUDIO. IN HERE, YOU WILL SEE DAMAGE INC/DARK APOCALYPSE/VIRIDIAN SKYE.

THE FIRST TWO FILES ARE CHARACTER PRESETS – THESE WILL LOAD A VARIANCE OF OPTIONS ALL AT ONCE (FULL MATERIALS AND MORPHS) THE FIRST ONE IS HUMAN.... THE SECOND ONE IS SAROTU. THAT DOES NOT MEAN YOU CANT MIX IT UP, HOWEVER – THESE ARE JUST QUICK LOADS TO GET YOU CLOSEST TO WHERE YOU WANNA GO. SO YOU CAN USE THE TATTOOS WITH THE HUMAN, OR NATURAL TEXTURES WITH THE SAROTU AND SO FORTH.

TO FURTHER DISCUSS THE HUMAN OPTION.... THIS WILL PULL OUT THE SAROTU MORPH FEATURES SUCH AS THE EARS, DILATED PUPILS, BONY SPINAL COLUMN AND PROTRUDING SHOULDER BLADES... IT WILL SMOOTH THE BROW AND MAKE THE NOSE HUMAN. HOWEVER, IF YOU ZOOM IN CLOSE, YOU WILL NOTICE THE PUPIL ISN'T QUITE MATCHED (THIS IS BECAUSE THE TEXTURE'S PUPILS ARE VERY SMALL, COZ THEY WERE DESIGNED FOR DILATED PUPILS... SO THEY ARE NOT NORMAL SIZED) THERE IS HOWEVER, AN OPTION ADDED CALLED EYES – HUMAN, WHICH WILL TURN THE SCLERA/LACRIMALS TO NORMAL, AND BLACKEN THE PUPIL ON DIFFUSE. YOU MUST APPLY THIS MATERIAL LAST, AFTER APPLYING THE EYE COLOR YOU WANT (AND IT WILL WORK WITH ALL THE EYE COLORS, INCLUDING THE DOUBLES) THE COMBINATION OF ALL THESE OPTIONS WILL GIVE YOU A HUMAN CHARACTER. BUT NOTE, THERE IS NO HUMAN DIAL, LIKE THERE IS THE SAROTU VERSION... THE HUMAN VERSION MUST BE APPLIED FROM THE CHARACTER PRESET (OR YOU CAN DIAL IN ALL THE MORPHS MANUALLY ONE BY ONE, INCLUDING THE HUMAN OPTIONS... BUT ITS MUCH QUICKER TO JUST USE THE HUMAN CHARACTER PRESET)

THE NEXT SET OF OPTIONS, ARE THE SKIN MATS. THESE TWO WILL APPLY ALL – BE IT NATURAL OR THE TATTOO OPTION. THESE ARE FULL LOADS, SO THEY WILL LOAD EVERYTHING ACROSS THE CHARACTER (INCLUDING GUMS AND ALL THE OTHER PARTS)

NEXT ARE EYES.... THERE ARE 6 EYE COLORS, PLUS DUAL OPTIONS. THE DUAL OPTIONS MAKE THE EYE THAT'S UNDER HER SCAR GRAY (AS IF THAT EYE HAS GONE BLIND FROM WHEN THE SCAR OCCURRED) BUT THAT IS COMPLETELY OPTIONAL, AND YOU CAN USE THE NORMAL ONES TO HAVE BOTH EYES THE SAME COLOR. THESE MATS WILL ONLY CHANGE THE EYES. AS MENTIONED ABOVE, THERE IS ALSO A HUMAN EYE OPTION (WHICH MUST BE APPLIED LAST – SEE THE ABOVE COMMENTARY ON THE HUMAN OPTION FOR MORE DETAILS)

NEXT ARE LIP OPTIONS – YOU CAN CHANGE THE GLOSS TO LOW, MED OR HIGH. YOU CAN ALSO CHANGE THE BUMP FROM SMOOTH TO ROUGH. THESE WILL NOT CHANGE THE MATERIALS THEMSELVES, BUT ONLY THE SPECULARITY AND BUMP (SO NEED TO WORRY ABOUT REAPPLYING ANYTHING – BUT YOU WILL WANT TO USE THESE LAST, AS REAPPLYING MATERIALS AFTER THEM WILL CHANGE THESE SETTINGS TO DEFAULT)

NEXT ARE THE MAKEUPS. THERE ARE TWO SETS... NATURAL, AND TATTOO. YOU CAN, HOWEVER, HAVE THE BODY TATTOOED, AND THE HEAD NORMAL, AND VICE VERSA IF YOU WISH (AS THESE TATTOOS DO NOT GO PAST BOUNDARIES THAT WOULD MAKE THAT IMPOSSIBLE) THESE MATERIALS ONLY CHANGE THE FACE.

ALSO, OF NOTE... THE SCAR ON HER FACE DOES NOT COME OFF. BECAUSE THE NATURE OF THE CHARACTER IS HARD AND VIOLENT, I FELT THAT LEAVING IT WAS NECESSARY (EVEN IF SHE CAN BE TURNED HUMAN) PLUS, IT WOULD HAVE EFFECTIVELY DOUBLED ALL THE MAPS, MAKING THE SET UNNECESSARILY LARGE.

FINALLY... THIS CHARACTER WAS PURPOSELY DESIGNED WITH HIGH SSS, BECAUSE ITS AN (ORIGINALLY) AN UNDERGROUND CREATURE AND I WANTED THE SKIN TO LACK MELANIN, AND BE ALMOST TRANSLUCENT TO BRING THAT CONCEPT TO LIFE. HOWEVER, IF YOU AREN'T CRAZY ABOUT IT, THERE IS ONE SSS CONTROL TO LOWER THE SSS TO NORMAL. YOU MUST USE THIS OPTION ABSOLUTELY LAST, AFTER YOU LOAD THE OTHER OPTIONS. TO GO BACK TO THE HIGH SSS, USE THE NORMAL MATERIALS.

THERE ARE ALSO 9 MORPH DIALS TO THIS SET. THEY ARE:

THE HEAD (IN ACTOR/HEAD/FANTASY SCI FI)

THE BODY (IN ACTOR/FULL BODY/FANTASY SCI FI)

THE EARS (IN EARS/FANTASY SCI FI)

THE NIPPLES (IN UPPER BODY/CHEST/FANTASY SCIFI)

THE NAVEL (IN UPPER BODY/WAIST/FANTASY SCIFI)

THE HUMAN PUPILS (IN EYES)

THIS IS INTENDED TO BE USED IN TANDEM WITH THE HEAD MORPH, AS IT WILL NOT FUNCTION ON ITS OWN (IT IS A REVERSE DEFORM MORPH TO PULL OUT THE DILATED PUPILS BAKED INTO THE HEAD MORPH ITSELF)

THE HUMAN NOSE (IN NOSE, TOP LEVEL)

THIS IS INTENDED TO BE USED IN TANDEM WITH THE HEAD MORPH, AS IT WILL NOT FUNCTION ON ITS OWN AS JUST ANY NOSE. THIS WAS DONE AS REVERSE DEFORM MORPH, SO THERE WOULD BE A HUMANIZED OPTION.

THE BONY SPINE/SHOULDER BLADES (IN BACK/FANTASY SCI FI)

FINALLY, YOU HAVE THE FULL VIRIDIAN SKYE MORPH (THIS LOADS ALL SAROTU OPTIONS) THIS MORPH IS IN ACTOR/PEOPLE/FANTASY SCI FI. THERE IS NO FULL HUMANIZED MORPH DIAL (YOU MUST USE THE CHARACTER PRESET TO LOAD THIS – OR DIAL IT IN MANUALLY FROM THE PARTIALS)

YOU CAN DIAL IN ONLY WHAT YOU WANT, OR USE THE FULL MORPH TO DIAL IT ALL IN AT ONCE. OF COURSE, ITS MUCH QUICKER TO USE THE CHARACTER PRESETS, BUT THE OPTIONS ARE THERE IF YOU WANT THEM.

THERE ARE ALSO INJ/REMOVES INCLUDED, TO QUICKLY INJECT AND REMOVE THE HEAD AND BODY MORPHS OF THE HUMAN AND SAROTU.

:: CLOTHING ::

THE SET INCLUDES CLOTHING – WHICH WILL BE IN YOUR GENESIS 2 FEMALE LIBRARY, IN CLOTHING AND IN THE DAMAGE INC/DARK APOCALYPSE/VIRIDIAN SKYE FOLDER. ALL THE CONFORMERS ARE SEPARATE, SO YOU CAN ADD JUST WHAT YOU WANT.

BODICE: THE BODICE IS A TANK TOP WITH A CORSET, AND WORKS PRETTY STANDARDLY. IT HAS SOME ADJUSTMENT MORPHS, SHOULD YOU NEED TO USE THEM. BECAUSE THIS IS AN OVERLAPPING ITEM, IT HAS MATCHING ADJUSTMENT MORPHS ON THE OTHER PIECES (SEE ALSO: PAULDRON)

PANTS: THE PANTS ALSO ARE VERY STANDARD – JUST ADJUSTMENT MORPHS ARE INCLUDED WITH THIS. BECAUSE THIS IS AN OVERLAPPING ITEM, IT HAS MATCHING ADJUSTMENT MORPHS ON THE OTHER PIECES (SEE ALSO: BOOTS, THIGH ARMOR AND OVERCLOTH)

BOOTS: GENERALLY PRETTY STANDARD. IT HAS ADJUSTMENT MORPHS. THERE ARE ALSO A FEW MOVEMENT MORPHS, TO MAKE THE CLOTH AT THE FOOT MOVE AROUND A BIT (TO LOOK MORE NATURAL, AS SHE MOVES AROUND) BUT THESE ARE FEW AND DO NOT MOVE QUITE AS MUCH AS THE OTHER ITEMS WITH CLOTH DO. ALSO NOTE, THE ADJUSTMENT MORPHS THAT ARE PREFIXED WITH A “P” WORK WITH THE MATCHING MORPHS IN THE PANTS (SO IF YOU HAVE ADJUSTMENTS DIALED INTO THE PANTS THAT COINCIDE WITH THE BOOTS, YOU MUST DIAL THESE MATCHING MORPHS IN ON BOTH ITEMS)

GAUNTLETS: THE GAUNTLETS HAVE CLAWS ON THEM... WHICH EACH POSE INDIVIDUALLY. I DID IT THIS WAY, SO THAT IF YOU SHOULD BEND THE FINGERS BACK, THE CLAWS CAN BE ADJUSTED TO ACCOUNT FOR THAT. BUT THEY CAN ALSO BE POSED JUST FOR KICKS, TO MAKE THE GAUNTLET LOOK DIFFERENT OR MORE WICKED. THERE ARE 8 CLAWS IN ALL, 4 ON EACH HAND – AND EACH HAS BEND, SIDE-SIDE AND TWIST ROTATIONS. BESIDES THAT, THERE ARE JUST ADJUSTMENT MORPHS.

OVERCLOTH: THE OVERCLOTH IS MUCH LIKE THE MASK... IT HAS EXTRA POSABLE PARTS. IN THIS CASE, 3 IN ALL (AS OPPOSED TO THE MASK WHICH ONLY HAS ONE) THIS IS TO GIVE YOU GOOD MOVEMENT AND ABILITY TO ADJUST IT TO THE LEG BENDS. BUT IN ADDITION, IT ALSO HAS MOVEMENT MORPHS TO GIVE SOME EXTRA MOVEMENTS, AND A LEG BEND MORPH (IN ADJUSTMENT MORPHS) SO YOU CAN BEND THE LEG AT 90* TO THE SIDE – AND THIS SINGLE MORPH WILL WORK WITH THE JOINTS ON THE CLOTH. I, HOWEVER, DO NOT RECOMMEND USING THE OTHER MOVEMENT MORPHS WITH THE ROTATIONS (THIS WILL THROW OFF THE JOINTS) THE FRINGE ALSO HAS ROTATIONAL MORPHS INCLUDED. OTHER THAN THAT, IT HAS ADJUSTMENT MORPHS, AS WELL AS A COUPLE OF JCM'S THAT WILL AUTOMATICALLY FIX THE LEG BENDING FORWARD. ALSO NOTE, THE ADJUSTMENT MORPHS THAT ARE PREFIXED WITH A "P" WORK WITH THE MATCHING MORPHS IN THE PANTS (SO IF YOU HAVE ADJUSTMENTS DIALED INTO THE PANTS THAT COINCIDE WITH THE OVERCLOTH, YOU MUST DIAL THESE MATCHING MORPHS IN ON BOTH ITEMS)

PAULDRON: THE PAULDRON IS PRETTY STANDARD... IT DOESN'T DO ANY TRICKS. BUT IT HAS ADJUSTMENT MORPHS, LIKE EVERYTHING ELSE. IT HAS A SERIES OF ITS OWN ADJUSTMENT MORPHS, AND IT HAS EXTRAS, PREFIXED BY "B" THESE MATCH THE BODICE'S ADJUSTMENT MORPHS EXACTLY... SO IF YOU DIAL THEM IN ON THE BODICE, YOU NEED TO ADDITIONALLY DIAL THEM ON THE PAULDRON TOO. THEY ARE JUST MARKED WITH THE B ON THE PAULDRON ITSELF, FOR QUICKER REFERENCE (THEY ARE NOT MARKED B ON THE BODICE)

THIGH ARMOR: THESE WORK PRETTY STANDARDLY. THERE ARE, HOWEVER, JCM'S THAT WILL IGNITE WHEN YOU BEND THE THIGHS FORWARD AND BACK. THIS IS TO MAKE THE STRAP LOOK PERFECT IN THOSE POSITIONS, RATHER THAN CRUNCHED UP OR OVERLY STRETCHED (AS THEY DID IN DEFAULT) HOWEVER, YOU MAY GET SOME POKE WHEN THEY ARE AT A HALF-WAY POINT. FOR THIS, YOU CAN USE THE ADJUSTMENT MORPHS INCLUDED TO FIX IT. OPTING FOR THIS ROUTE WAS BETTER THAN MAKING THE STRAPS OVERSIZED TO ACCOUNT FOR IT. OTHER THAN THAT, IT HAS ADJUSTMENT MORPHS TO FIX ANY OTHER POKES YOU MAY ENCOUNTER. THE ONES THAT HAVE THE PREFIX "P" WORK WITH THE PANTS EXACTLY (SO IF YOU HAVE ADJUSTMENTS DIALED INTO THE PANTS, YOU MUST DIAL ITS MATCHING ADJUSTMENT MORPHS ON THE THIGH ARMOR)

ARMLLET: THE ARMLLET IS VERY STANDARD... IT JUST HAS SOME ADJUSTMENT MORPHS TO USE AS YOU NEED THEM.

MASK: THE MASK IS PRETTY STANDARD – IT HAS A POSABLE AREA AT THE BOTTOM, WHICH WILL SWAY IN ALL DIRECTIONS AND TWIST. IN ADDITION TO THAT, IT ALSO HAS MOVEMENT MORPHS, TO GIVE YOU SOME EXTRA, MORE NATURAL WINDBLOWN LOOKS THAT YOU CAN ALSO USE – KEEP IN MIND THOUGH, YOU MAY NEED TO USE ADJUSTMENT MORPHS WHEN USING THEM IN TANDEM WITH CERTAIN FIGURE MORPHS. AS EVERYTHING ELSE, IT ALSO HAS ADJUSTMENT MORPHS AND A COUPLE STYLES, SUCH AS REMOVING THE WRINKLES AND MAKING IT LONGER OR SHORTER.

:: CLOTHING MATS INCLUDED ::

THE CLOTHING INCLUDED ALSO HAS EXTRA MAT OPTIONS. YOU WILL FIND MATS IN THE MATERIALS FOLDER WITH THE CLOTHING (IN GENESIS 2 FEMALE:CLOTHING: DARK APOCALYPSE:VIRIDIAN SKYE)

FIRST, THERE ARE 3 FULL MATS FOR THE CLOTHING. YOU MUST SELECT EACH INDIVIDUAL PIECE TO APPLY THE MATS. THE MATS AND COLORS ARE AS FOLLOWS:

JADE LASHER (TAN/GREEN)
SCARLET SCORPION (RED/BROWN)
BLACK COBRA (BROWN/BLACK)

*EACH OVERCLOTH FEATURES A TRIBAL VERSION THE ANIMAL THEY REPRESENT

ALSO OF NOTE, THE MASK, OVERCLOTH AND BODICE SHIRT HAVE SEPARATED MATERIALS FOR THE CLOTH, SO YOU CAN MIX AND MATCH THEM WITH THE OTHER MATERIALS (EX: IF YOU'D PREFER THE TAN SHIRT AND THE REST BLACK, YOU CAN DO THAT) BUT ONLY THE TATTERED CLOTH ON THOSE THREE PIECES ARE SEPARATED.

SPEAR MATS:

THE SPEAR MATS MATCH THE OUTFIT MATERIALS BY COLOR, AND ARE INCLUDED WITH THE OUTFIT MATERIALS, IN THE MATERIALS FOLDER.

ALL THE MATS HAVE DISTINCTIVE MATERIAL ZONES, SO YOU CAN SELECT THE ENTIRE OUTFIT AND SPEAR, AND APPLY THEM ALL AT ONCE.

:: USING PROPS ::

THIS SET CONTAINS A SPEAR WEAPON. IT IS LOCATED WITH THE CLOTHING (AND THERE IS A RIGHT AND LEFT HAND FOR THE SPEAR) THESE ARE PARENTED PROPS, AND THEY WORK WITH 20 OF THE POSES INCLUDED. TO USE IT, LOAD GENESIS 2 FEMALE, BE SURE TO SELECT HER AND CLICK THE PROP YOU WISH TO USE.

SEE THE POSE SECTION BELOW FOR MORE INFO ON USING THE MATCHING POSES.

:: USING POSES ::

THERE ARE POSES INCLUDED IN THE SET. THERE IS ONE SINGLE POSE THAT'S JUST A REGULAR POSE, AND THE REST ARE INTENDED TO WORK WITH THE SPEAR THAT COMES IN THE PACK.

THE POSE FILES GO IN SEQUENCE: 0 IS THE REGULAR POSE. THEN, 1-10 ARE FOR THE RIGHT HANDED SPEAR, AND 11-20 ARE LEFT HANDED SPEAR. THE SPEAR POSES ARE HIERARCHICAL POSES, AND WILL POSE THE STAFF PROPERLY WHEN USING IT (NOTE, THE THUMBS ARE ALSO LABELED WITH WHICH HAND TO USE) BUT YOU MUST USE THE PROPER SPEAR WHEN USING THE POSES (USING THE LEFT ON THE RIGHT HANDED POSES, FOR EXAMPLE, WILL MISALIGN THE SPEAR)

ALL POSES WORK OUTSIDE OF LIMITS, SO BE SURE TO TURN OFF LIMITS IN DAZ STUDIO BEFORE USING THEM (OR YOU WILL GET UNINTENDED RESULTS)

NOTE, THE POSES DO ACCOUNT FOR THE CLOTHING... FOR EXAMPLE, I HAVE OPTIMIZED TWISTING, DROPPING TO THE FLOOR WITH THE BOOTS ON AND OTHER SUCH THINGS. BUT WHEN USING THE POSES, YOU MAY HAVE TO USE ADJUSTMENT MORPHS IN CERTAIN SCENARIOS (MOST NOTABLY, THE OVERCLOTH AND IN SOME CASES, THE MASK) YOU WILL ALSO NEED TO EITHER POSE THE OVERCLOTH, OR THAT FAILING, USE THE LEG BEND SIDE MORPH/OTHER MOVEMENT MORPHS WITH CERTAIN POSES.

:: OTHER NOTES & REQUIREMENTS ::

THIS SET INCLUDES TEMPLATES FOR EVERY MODEL IN IT, SHOULD YOU WISH TO MAKE YOUR OWN TEXTURES AND ADD-ONS. THEY ARE LABELED BY MATERIAL ZONE AND COLOR CODED FOR EASIER USE.

TEXTURE RESOLUTIONS:

CHARACTER SKIN TEXTURES ARE 3500 x 3500

CLOTHING TEXTURES ARE 2048 x 2048

PROP TEXTURES ARE 2048 x 2048

PROMOTIONAL CREDITS:

- REPTILIAN FOR GENESIS 2 MALE AND DINOKONDA FROM DAZ
- VERMILLION DAWN, PRISONER OF WAR AND SHRIEKER BY ME AT DAZ
- WILD HAIR BY VALEA AT DAZ
- MISCELLANEOUS BACKGROUNDS BY DIDI_MC
- SACRED HILL, THORNS OF TIME AND DRUID CAVE BY DANIE AND MARFORNO
-

:: KNOWN ISSUES AND TROUBLESHOOTING ::

NO MAJOR KNOWN ISSUES

SEE THE SECTIONS COVERED IN THE TUTORIAL FOR MORE INFORMATION ON THE CONTENTS OF THE SET. EACH SECTION COVERS USING THE SET IN FULL INSTRUCTION.

IF YOU FIND YOU EVER HAVE A QUESTION OR NEED FURTHER TECHNICAL SUPPORT, FEEL FREE TO CONTACT ME. I AM USUALLY ALWAYS AROUND (BUT JUST IN CASE, ALLOW 24-48 HOURS FOR A REPLY)

YOU CAN CONTACT ME DIRECTLY BY EMAIL : IGNISSERPENTUS@DAMAGEINC3D.NET



DARK APOCALYPSE – VIRIDIAN SKYE

THE FIRST SAROTU CHARACTER HAS ARRIVED.... AND SHE REPRESENTS A DESCENT INTO DARKNESS. FOR SHE, EVEN THOUGH A SAROTU BY BIRTHRIGHT, IS NOT EVIL. SHE TURNS AGAINST HER OWN KIND AND FIGHTS FOR THE HUMAN RACE.

BUT BEFORE I CAN TELL HER STORY.... WE MUST FIRST UNDERSTAND WHAT THE SAROTU ARE.

THE SAROTU IS A RACE OF CREATURES THAT ORIGINATE UNDERGROUND. IT IS SAID THEY WERE ONCE HUMAN, BUT THEY CHANGED AFTER HUNDREDS OF YEARS OF DWELLING BELOW THE SURFACE, AND FEEDING OFF OF LOWER LEVEL SPECIES. THEY CAN FINALLY COME UP ABOVE GROUND, BECAUSE THE SUN HAS TURNED TO BLOOD (THEREFORE, ITS NOT AS BRIGHT AS IT ONCE WAS – THEY ARE QUITE SENSITIVE TO UV) AND THEIR MAIN OBJECTIVE IS TO TAKE OVER THE WORLD AND ENSLAVE HUMANKIND. AS A RACE, THEY ARE QUITE CRUEL, VIOLENT AND WICKED CREATURES. BUT WICKEDNESS IS NOT INHERENT IN ALL – SOME ARE NOT QUITE AS CRUEL... SOME EVEN REBEL, BECAUSE OF THEIR NASTY NATURE.

BECAUSE THE SAROTU ORIGINATE FROM THE UNDERGROUND (WHENCE SHRIEKERS COME) SHRIEKERS DO NOT OUTWARDLY BOTHER WITH THEM... SHRIEKERS ONLY HUNT OTHER ANIMALS AND HUMANS. THIS GIVES THEM AN ADVANTAGE THE HUMANS HAVE NOT. THERE ARE OTHER CREATURES OF THE WORLD THEY TOO, HAVE AN ADVANTAGE WITH... SUCH AS BEING NATURALLY IMMUNE TO LASHER VENOM (THEY EVEN RIDE THEM, AND OFT USE THEM AS THEIR STEEDS)

THEY ARE BRED TO KILL FROM BIRTH (EVEN THE WOMEN) THEY ARE TRAINED IN COMBAT, AND ARE PURPOSELY ABUSED AND BEATEN DUE TO A SIMPLE CONCEPT – SUCH THINGS MAKE YOU TOUGH FOR WAR. FOR THIS REASON, MOST OF THEM ARE SCARRED AND BATTLE-TORN. THEY KNOW HOW TO FIGHT AND ARE GOOD AT STRATEGIC BATTLE (THEY ARE QUITE INTELLIGENT CREATURES, ON THE WHOLE) THEIR WEAPON OF CHOICE IS A SAROTUIAN SPEAR, WHICH HAS A FERRULE AT THE END. THEY DO ALSO WEAR ARMOR MADE FROM BONES AS WELL.

THEIR PERSONAL CHARACTERISTICS ARE DIFFERENT THAN HUMANS, HOWEVER. THEY HAVE VERY PALE, ALMOST TRANSLUCENT SKIN. THEIR EYES ARE ALSO DIFFERENT, WITH DARKENED, BLOODSHOT SCLERAS AND THEIR PUPILS ARE PERMENTLY DILATED (DUE TO THE BRIGHTER LIGHT ON THE SURFACE OF THE EARTH) THEIR NOSES ARE NOT QUITE HUMAN, IN THAT THE NOSTRILS ARE HIGHER AND THEIR NOSE ITSELF IS POINTIER. THEY ARE THIN CREATURES WITH BONY PROTRUSIONS. BUT THEY ARE QUITE TOUGH DESPITE THEIR FRAIL APPEARANCE. THEIR BONE DENSITY IS JUST HIGHER THAN HUMANS (HENCE THE PROTRUDING) VERY PROBABLY FROM THOUSANDS OF YEARS SLEEPING UPON STONE AND EARTH. LAST BUT NOT LEAST, ARE THEIR EARS... THEY TOO, ARE DIFFERENT (AND ORC-LIKE)

THEY ARE A TRIBE, NOT REALLY A MONARCHY... AND THERE IS A RULER (WHO STAKES THEIR CLAIM BY USURPING.... VIA VIOLENCE AND ULTIMATE DEATH, TO TAKE THEIR PREDECESSORS PLACE) THIS LEADER RULES OVER THEM ALL BY THE SHEER CRUELTY THEY EXUDE (FEAR IS THE DOMINANTING FACTOR AT PLAY) AND THEY ARE THE NASTIEST OF THEM ALL. THERE IS A HIERARCHY THAT IS ESTABLISHED, AND CERTAIN RESPECT IS GIVEN TO THOSE HIGHER UP. THAT IS, UNTIL THE LEADER IS USURPED.

THE FINAL PROMINENT FEATURE - THEY ALSO DON RED TATTOOS.... FOR EACH KILL THEY'VE MADE (NOTABLY HUMAN KILLS) A MARK OF THEIR CRUELTY. FOR, RED IS THE COLOR OF BLOOD.

THE CURRENT LEADER OF THE SAROTU IS KOL (AND HIS CONSORT, SA'TYRA) AND THEY HAVE A DAUGHTER.

SKYE

AS ALREADY HINTED AT, SKYE HAS GONE ROGUE – SHE IS NOT EVIL AS HER TRIBE (ONE OF THE FEW THAT HAVE A SENSE OF MORALITY) AND ULTIMATELY TURNS AGAINST HER BRETHREN.

HER ACTUAL NAME IS SK'YARA (SKYE FOR SHORT) THE NAME "VIRIDIAN SKYE" IS A PLAY ON WORDS. THE VIRIDIAN PART COMES DOWN TO HER TATTOOS – FOR EACH OF HER OWN THAT SHE SLAUGHTERS, SHE MARKS HERSELF IN THE COLOR VIRIDIAN INSTEAD... A MARK OF HER REBELLION. THIS IS WHY HER TATTOOS ARE RED (SYMBOLIZING BEFORE SHE TURNS) AND VIRIDIAN (SYMBOLIZING AFTER)

HER FATHER IS KOL... THE LEADER OF THE SAROTU, AND THE CRUELEST OF THEM ALL.

SHE STARTS OUT LIKE MOST – OBEYING HER FATHER, AND SLAUGHTERING HUMANS. BUT THE GUILT OF THE LIVES SHE TAKES, COMPOUNDS... AND AT SOME POINT, SHE REBELS. BECAUSE SHE IS NOT INHERENTLY EVIL (EVEN THOUGH, AS HER FELLOW TRIBESMEN, SHE IS BRED FOR KILLING AND IS QUITE THE WARRIOR) SHE DOESN'T AGREE WITH THE KILLING/ENSLAVING OF OTHER RACES AND SHE DETESTS HER FATHER, WHO HAS ONLY EVER SHOWN HER HATE AND ABUSE (THIS IS THE SAROTU WAY) BY CONTRAST, SHE IS A FAR MORE EVOLVED VERSION OF THE SAROTU – DEADLY, YET NOT WITHOUT A CONSCIENCE.

AT FIRST, HER REBELLION IS HIDDEN – SHE WEARS A MASK TO HIDE HER TRUE IDENTITY (EVEN THOUGH ITS WELL KNOWN SHE IS A SAROTU) IF KOL FOUND OUT HIS OWN DAUGHTER BETRAYED HIM, HE WOULD MOST DEFINITELY PUT HER TO DEATH.

IT IS, HOWEVER, LATER REVEALED WHO SHE REALLY IS.

EVENTUALLY... SHE WILL HAVE NO CHOICE BUT TO DEFEND HERSELF AGAINST HER FATHER, TO SPARE HER OWN LIFE.... AND TO ULTIMATELY CHALLENGE HIM FOR HIS RULE.

BUT IS VERMILLION DAWN THE SAVIOR OF THE HUMAN RACE.... OR IS IT SKYE? ONLY TIME WILL TELL. SKYE, TOO, HAS AN ULTIMATE DESTINY... FOR SHE IS THE FIRST OF THEIR KIND TO EMPATHIZE FULLY WITH THE HUMANS, AND ONE WHO IS BRAZEN ENOUGH TO ACT ON IT.