

The Guilds of
Dijnafool





Ordo Cervi

Order of the Stag



Heraldry

Stag

Colors

Green / Beige / Red / Gold

Primary Religion

The Holy Shoe

Allies

March Wardens, Nova Vitae

Enemies

Legionum, Crownless Royals, Streng Lofte

Suggested Peoples

All

Goals

To restore peace and prosperity to the lands and people that were once connected by Hynafol. To use their military might and wealth as a means to destroy those who would do evil.

History

Ordo Cervi, The Order of the Stag, was formed as a guild to bring many people left without a lord or kingdom to protect them in the aftermath of the Cataclysm. Initially, the guild was a mix of merchants, artisans, and displaced explorers. Formed with the intent of bringing others in need into their ranks the guild quickly grew in numbers and a military force was formed. As their numbers grew so did their influence and they quickly morphed into one of the most influential guilds in the region.

Characteristics

At first glance the Ordo Cervi does not look like your traditional military force. The guild and the lands that it inhabits has become a gathering place for those without a home or a land. When Ordo musters its ranks you'll see warriors donning armor and weapons from many peoples and cultures. On the battlefield Ordo Cervi will defend its people and lands fiercely, but they are not all business all the time. As denoted by the majority of their members being adherents of the Holy Shoe; these folk celebrate their victories and revel in their differences that have brought them together.

Motivations

The members of Ordo Cervi seek to have peace in all the lands that were once connected to Hynafol. They are committed to bringing prosperity to their lands and their neighbors. Everywhere they go, the Holy Shoe brings with them a spirit of merriment and camaraderie.





The Marchwardens

Keepers of the March



Heraldry

ThunderHawk

Colors

Black / Purple / Yellow

Primary Religion

Children of the Ash

Allies

Ordo Cervi, Nova Vitae

Enemies

MorLadrona, Sleipnir's Fjord

Suggested Peoples

All

Goals

To defend The March, even though it is less than valuable land, it is a wide expanse of large territory and it belongs to them. Additionally, it is home to one of the better trade ports on the continent. To seek the return of the ThunderHawk that used to reside in The March. To undo the damage of the cataclysm.

History

The Marchwardens came from a people who believe in the way of the Giants. They were given the title of Wardens by the old ones, as they were keepers of the land. The old ways long gone, the Marchwardens still keep the land of the March and have since turned their beloved homeland into a thriving port. The Wardens have become quite prosperous which has given them the ability to spread their reach and search for the path to return to their old ways. The damage caused by the Cataclysm has made their way of life all the more difficult, so now they use their skills and wealth to aid in undoing what was done.

Characteristics

The Marchwardens primarily come from a thriving port in their homeland. Years of sailing and working the seas has given them a skillset that translates well to the battlefield. The Marchwardens make excellent skirmishers and archers due to their natural roguish charm. Although they sail, they fight, they're clever, and they drink, NEVER call them pirates. They are, of course, privateers; professionals who earn their wealth through legal, albeit cunning, means.

Motivations

They wish to go back to a time as when Arthur reigned, when there was peace and knowledge of the old ways was accessible. They seek prosperity through commerce and guile. They await the return of the ThunderHawk to its rightful home in The March.





Nova Vitae

New Life



Heraldry

Winged Horse

Colors

Gold / Dark Blue / White

Primary Religion

Unknown

Allies

Ordo Cervi, Solis Caligo

Enemies

Legionum, Sleipnir's Fjord

Suggested Peoples

All

Goals

To fight for freedom for all of Hynafol. To protect the downtrodden, subjugated, or forgotten people of the land. To restore the lands to the times of peace as during Arthur's reign, and ensure that, when restored, the systems in place are just and fair.

History

Nova Vitae is composed of those that have been exiled, outcast, or escaped from enslavement. From all over the land, free people flock to this group of warriors that has grown in numbers since the founding members escaped their previously desperate fate. Hearing of the victory of the kingdoms in the northern lands, Nova Vitae journeyed to gather more of those that had been freed by an evil empire. Finally, they settled into lands of their own where they have given freedom to all who join their cause.

Characteristics

Those of the Nova Vitae are well known to have the face and smile of new life. Bright gold, blue, and white show off their spirit. Proud of their freedom, they often adorn themselves with feathers, horse manes, or runic face paint; symbolic of their ability to run and fly free. Their sigil, the winged horse, epitomizes this ideology. Nova Vitae invites all who wish to live in a land of free, merry, and inspired warriors. These freedom fighters are committed to wrecking any effort to subjugate, enslave, or prey on the misfortune of others.

Motivations

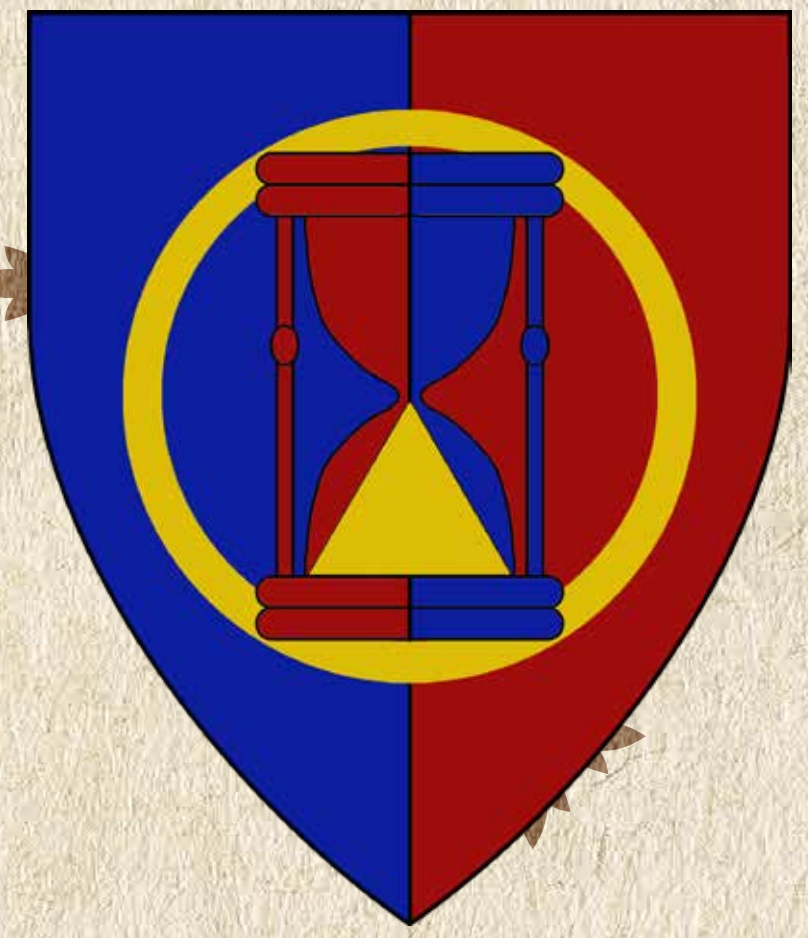
They will not rest until they stop those who would subjugate or enslave, and ensure that Hynafol is a place of freedom. They oppose all who would stand for tyranny and oppression.





The Fulcrum Acolytes

Philosophers of Logic



Heraldry

Hourglass with sand inside a Circle

Colors

Red, Blue and Gold

Primary Religion

None

Goals

To Uncover Hidden Truths

History

In the mountains sprawl tall spires, vast gardens, and most importantly: oratoriums and meeting stadiums. The city of Fulcrum houses some of the most elite philosophers and politicians in the world. From the study of continental economics to infinitesimal life cycles, the people of Fulcrum have the most curious society on the continent. Knowing there is reason behind every assumption, belief, and action; they would debate and pick apart all sides of a scenario.

Acolytes from this intellectual area have joined together to venture to Hynafol. Knowing that much can be ascertained from other cultures, and longing to study others, they look to be logic of the land.

Characteristics

So often do these folk stand about and speak that they rarely have such use for armors outside of the Keepers of Balance, Fulcrum's highly trained guard force, but would rather wear robes and silks, or lavish colored felts. They are conversationalists and thinkers. Though they may enjoy grand debate, they are not all talk. The Acolytes use their silver tongues and intelligence to spread their influence across the world.

Motivations

There is not only much to learn from a gathering of other cultures, but also much to influence. There is yearning for these folk to branch out beyond the politics of their own land, but meddle in others as well.





Lleng Haul

Region of the Sun



Heraldry

Estian Scales & Imperial Mantling

Colors

Sable, Gules, Argent, Or

Primary Religion

Helion

Goals

To bring justice upon those who would bring harm and evil to the peoples of the known world.
To promote peace and justice in the world, which can only be achieved through the establishment of the rule of law.

History

Before the Cataclysm, the Knights of the Lleng Haul were a bright beacon of justice and chivalry in the known world. However, even their light could not escape the enveloping shadow wrought by the cataclysm. Like many others in that bygone age, the Knights of the Legion vanished without warning, slain en masse by an unknown enemy, leaving behind only legends & the empty fortress of Dun Helein.

Just before the mists of Hynafol were once again opened to the peoples of the world, coins bearing the image of a sun made their way into the possession of a handful of people who, compelled by this strange token, journeyed to the Fortress of Dun Helein. There was the light of Justice rekindled, and the Lleng Haul reborn. Seeing common goals with their neighbors, the Imperium Dominium, the Lleng Haul pledged its service to the Empress, and vowed to defend the Imperial Realm & its Sovereign so long as their cause remained just.

As it stands, the Lleng Haul are a militarized faction who believe that justice and order are paramount. They respond whenever they believe events have gotten out of control and may be beyond the scope of what those involved may be able to handle. Knights take it upon themselves to organize and take on these larger threats that local powers may be unable to address. These events can range from large-scale assaults from other guilds to great and terrible monsters that threaten nearby villagers, or even corruption within other guilds.



Lleng Haul

Continued



Characteristics

Lleng Haul prioritizes the concept of Justice over the letter of the law. In the eyes of one of their knights, the spirit of Justice is the highest form of good; For everything that is graced by the rays of the Sun is worthy of joy. It is commonplace for a Knight to step in when they see a victim unable to help themselves, even from the local law of the land; especially if they believe the law is unjust in that scenario. The Lleng Haul pride themselves on being the first to run in and defend those who are unable to defend themselves from the unjust.

Motivations

As the Mists of Hynafol began to clear, the Lleng Haul rushed to be the primary word of justice in the land. No amount of lawlessness in the entire world would satiate these knights' hunger for justice, and, from their perspective, Hynafol is currently filled with chaos.



Hroiland

The Call of Roland

Heraldry

A Gold Ox and The Horn of Roland

Colors

Black and Golden Yellow

Primary Religion

Malarkana and Helios

Goals

Bring stability to the home kingdom through cooperating with the Empire, through the Church of Helios and through the never-ending vigilance of our witchhunters.

History

The members of Hroiland were a loyal people defending the southern lands from all manner of raiders, pirates, and invasive armies. They were committed to keeping their lands and those to the north safe from invasion. Guilds and allied kingdoms from far and near would come to Hroiland's aid when the paladin-general, Roland, blew his magic Oliphant horn to sound the alarm. Before the Cataclysm help never failed to arrive.

But in the final moments of the Cataclysm, Roland fell in battle with his army decimated, for magic had failed Hroiland! Roland's Oliphant horn did not sound and no one came to Hroiland's aid. King Charles succumbed to a melancholic malaise in his palace and the parliament-princes of Hroiland fled the capitol city, Mousillon, leaving it a ghost town.

The kingdom fell into Darkness. Highwaymen stalked the western lowlands, malefic covens raised stone circles in the eastern highlands attempting to resummon the magic taken from them by the Cataclysm, monstrous beasts infested the northern forests, and the princes delved into dark debaucheries and blood-rites in their southern wine-country chateaus.

As the princes drank themselves into oblivion, far from the travails of the free-folk, the League of Bourgmestres established various orders of wardens to watch over the kingdom. These orders included the Border-Rangers (proud woodsmen bearing great axes and longbows), the Shire-Reavers (roguish swordsmen moving silently in the night to maintain peace on the roads) and the Nightwatch, expert monster-hunters trained by the Malarkane, a rather grim cult who evangelized a life without arcane magic or religious miracles.



Allies

Imperium, Llung Haul

Enemies

Any who use magic/religion to control others

Suggested Peoples

Humans, or any who reject magic



Hroiland

Continued



History Continued

They honored the dark anti-god Malarcana, an entropic entity worshiped out of fear and appeasement by the free-folk. Malarkane monastic academies were founded to train Nightwatch inquisitors skilled in the crossbow, warhammer and longsword, utilizing investigation and interrogation, so that they may hunt down threats to the free-folk; threats that engage in the use of magic to manipulate or dominate the weak.

The Nightwatch was composed of Witchhunters, Ghosthunters and Demonhunters, the former being the most prolific & the latter being the most experienced and inscrutable. The Ghosthunters, however, were the rarest and generally the least mentally stable of the Nightwatch. All wardens continue to this day to defend the free-folk whilst the blood-princes hide in their dark chateaus, trading a sweet wine known as “Verre de Sang” or “Sangria” to foreign diplomats in exchange for political favors, diplomatic influence, and new courtesans.

Characteristics

Hroilanders have acquired a reputation for narrow-mindedness which may sometimes be deserved, sometimes not. It's a grim and forlorn country but new hope is returning, due as much to the stalwart and suspicious nature of its common folk as to the vigilant resolve of its wardens and priests. They know a grim existence, but they also know how to have a good time and ignite warmth in the darkest of nights. Their trust is difficult to earn but equally hard to lose once gained. Their humor is sardonic, but their faith in each other is unwavering.

Motivations

Hroiland never wants magic dependence and blind faith to be relied upon again, nor their effects felt anywhere. They abhor magic and all of its manipulations; they'd rather the peoples of the continent would rely upon one another's forthrightness, sense of justice, hard work and cooperation! If others use magic, best to tread carefully. Leave the magic to the Fae and let humanity grow and become strong as they were meant to be. Lately the Church of Helios has gained followers amongst the wardens and adventurers of Hroiland, who confront darkness every day as they defend their homeland and venture into the realm of Hynafol.



Hellfire

Students of the Mist



Heraldry

Tome on Fire

Colors

Black / Maroon

Primary Religion

Salazaar

Allies

Solis Caligo, Noctum Caligo, Menatu Vandor

Enemies

Hroiland

Suggested Peoples

All

Goals

To bring magic back to the land. To ensure that when Hynafol is restored the magic that may come with it is returned to their land. To seek out the magic and magical artifacts that may remain at Hynafol.

History

This guild comes from a place that used to be home to some of the most powerful mages, wizards, and magic users on the continent. The kingdom that once flourished there was renowned for their use of artifacts that gave great power and influence to the kingdom.

When the Cataclysm happened and the mist was closed, that kingdom quickly deteriorated into obscurity. Only a small group remained to pick up the pieces of the once majestic kingdom. Little is known about how Hellfire has been recuperating, or how successful they have been in their search for magic.

Characteristics

The desire for magic has reached all of the peoples of the continent and this guild reflects that in its members. They come from all peoples of the land: humans, elves, dwarves, fae. United in their desire to lay claim to magic once again. Robes often make up their everyday dress, crystals that may contain power are worked into their jewelry, tomes that were once powerful spell books are all coveted by the members as they hope and seek for relics and items of power.

Motivations

Hellfire desires to get their hands on magical power, one way or another. The guild is united in its desire for magic, but only time will tell if they can remain united in returning magic to their land, and all of the lands of the continent, or if members will attempt to use magic for their own benefit.





Menatu Vandor

Books hold knowledge; Knowledge grants power



Heraldry

Three tomes surrounded by laurels

Colors

Green / Blue / Silver

Primary Religion

Eluna

Goals

To recover the lost knowledge of the past, to share what lore they gather with any who would work to make a better future, and to ensure the Kingdom of Vandor's and the Grand Library's safety and prosperity.

History

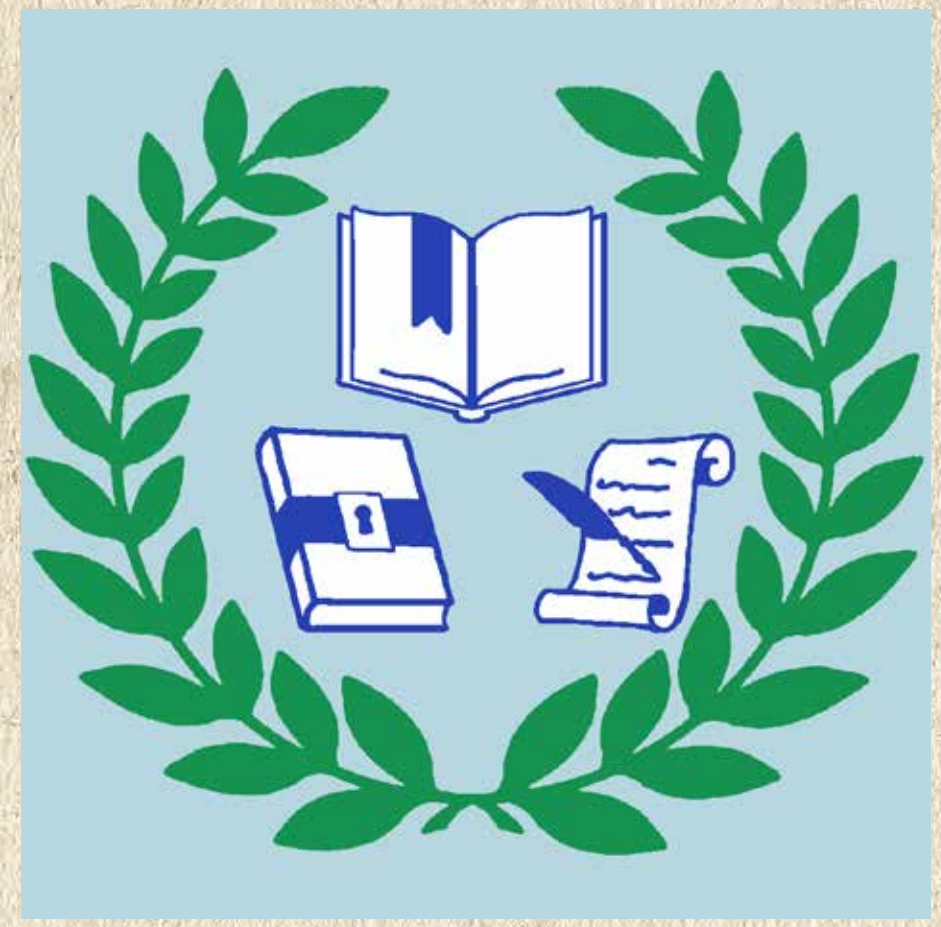
The Grand Library of Eluna has stood for millennia, an integral part of the Kingdom of Vandor throughout its history, accumulating knowledge all the while. When the Cataclysm struck, an entire wing of the Library burned and almost all of the adult members of the Library's staff were lost in Hynafol. The Kingdom, ravaged in turn by the loss of magic and some of its shining cities, could ill-afford to deal with the rebuilding of the structure and its organization, and so created the guild of Menatu Vandor to tend to the Library separate from the Kingdom's administration.

In the centuries since, Menatu Vandor has rebuilt much of the Library's former glory, offering their services as lorekeepers to those who would trade in money or knowledge, or who would aid them in their quest to recover the lore that was lost to the Cataclysm. The great city of Astoria, built around the Library and administered by the guild, is renowned across the Continent as a great center of learning, with the Astoria Academy at its heart the envy of all other scholars, save perhaps those of Fulcrum.



Menatu Vandor

Continued



Characteristics

Knowledge is prized above nearly all else within the guild. Seniority is based as much on how much new knowledge one has brought in or recovered as it is on martial or administrative skill and accomplishments. Those who have gathered new lore and presented it to the guild in the form of a Tome are granted the title of Scholar, and the right to wear a sash representing the sect of the guild that they belong to.

The guild is loosely divided into three sects: the Arakhora, librarians, scribes, and soldiers, whose task it is to ensure that the guild and its tomes remain safe, secure, and orderly; the Telarali, those who go forth to investigate and uncover new knowledge wherever it may be found; and the Aeristeri, charged with teaching and spreading the knowledge held by the guild, as well as leading any diplomatic efforts with other organizations when such are necessary.

Motivations

The guild has three aphorisms that guide it:

"Knowledge must be earned." Never cease in your efforts to find new lore, and never share knowledge without ensuring that doing so will benefit yourself, the guild, the Kingdom, or the world.

"Knowledge must be preserved." Never again shall the Library burn. We must all work to ensure that knowledge is never lost, guarding it with sword and shield or with librarian's careful craft.

"Knowledge must be shared." What knowledge you have dies with you if you do not share it with others. For what we hold to be of any actual worth, it must be used and shared with those who could benefit from it.





Voiaj Mereu

Forever Traveling



Heraldry

Seven Stars

Colors

Maroon / Gold / Purple

Primary Religion

caernos/caerna

Allies

the lodge. any others who support peaceful travelers on their doorstep.

Enemies

None

Suggested Peoples

All

Goals

To come to Hynafol looking for all that is and was. To gain much from simply walking through, working, and bartering. To seek and obtain old relics and tomes that are known to be hidden in the world of Hynafol, and to collect the stories from all those who have traveled here. To explore a new land alongside every other traveler, to journey together.

History

This guild is for those who don't have a place to fit in: maybe you're an outcast, you're a hermit that longs for needs company, you're a natural traveler who can't stay in one place for long, or your home is original people are now gone – your lands, gods, and family homes have been stripped away. No matter the situation, tThe Voiaj Mereu is ready to welcome you with open arms. They commonly travel in separate caravans, small groups, and little “found” families. They have no lands of their own, nor lay claim to any specific area, but various smaller groups of the guild can be found traveling through almost every country, kingdom, land, city, town, at any season of the year. Once a year they find themselves collecting together for a specific event, usually called a crynhoad, be it a wedding, funeral, birthday, or some other reason to celebrate, and many members of the guild will collect in a single spot for the trip, before leaving on their separate journeys once again. Their lives are constantly on the move, making connections across the land with other travelers and creating a system of information gathering across all the kingdoms. They have a longstanding relationship with the Lodge, and can more often than not be found taking shelter near one of the Lodge's buildings.



Voiaj Mereu Continued

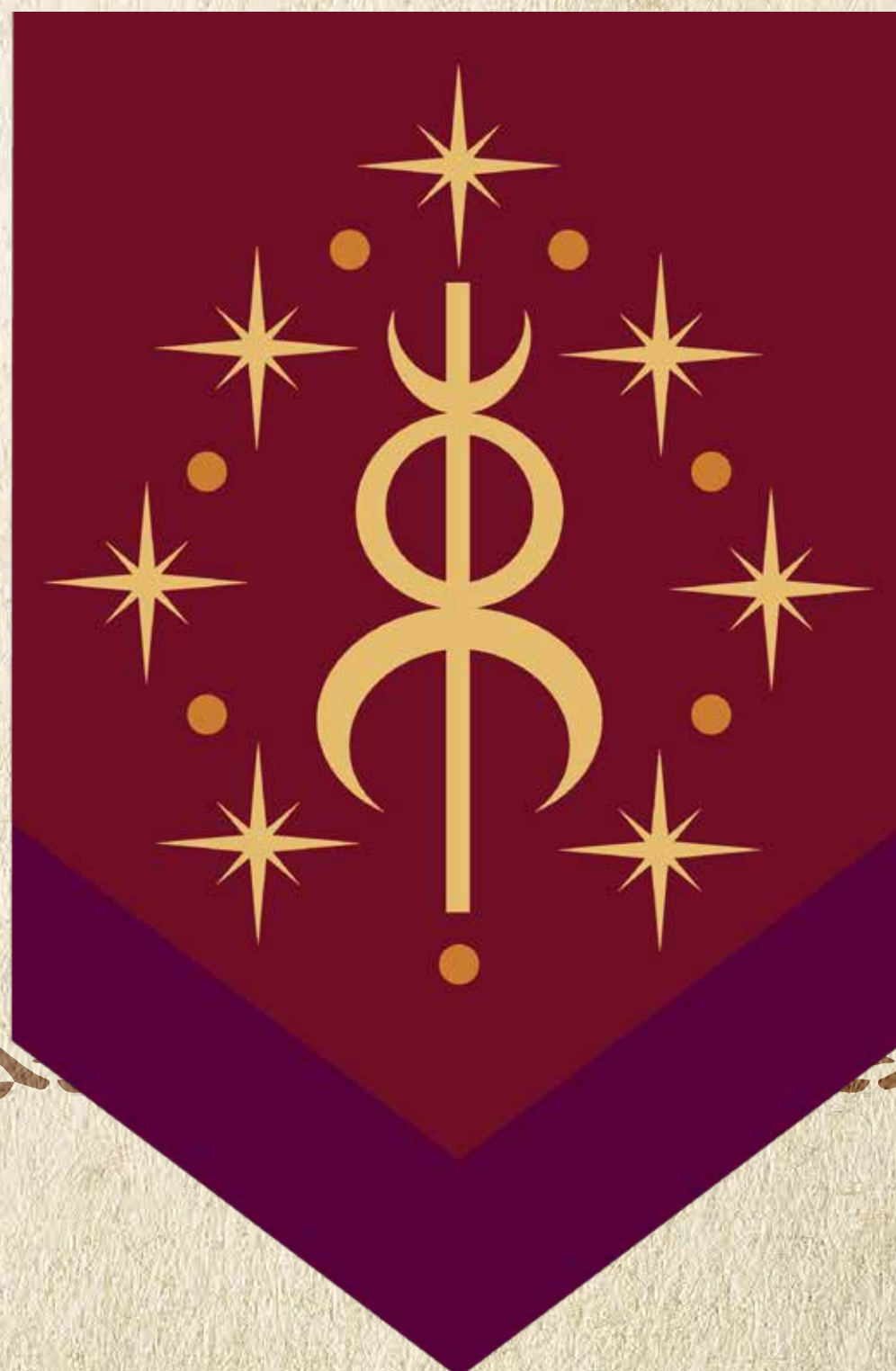


Characteristics

The nomadic people that make up the Voiaj Mereu come from all walks of life, all locations, all families and places and backgrounds, and it is that variety that they believe brings them strength. They take great pride in their accepting, welcoming ways - all of us are at different points in our journey of life, it all just comes down to who you have alongside you, if anyone at all. The earthly people of this guild also take great pride in their worship of the earth and the animals that inhabit it - all life, peoples and nature and the land itself, is a part of the journey. Shying away from violence, but not afraid to protect themselves and their fellow travelers if necessary, Voiaj Mereu is a primarily peaceful guild, practiced in herbology, soothsaying, and the ways of nature. Considering trees as sacred, particularly the oak, this guild is often described as a shamanic religion. It primarily relies on holistic medicines from their master herbalists, holy peoples of Caerna, and contact with the spirit world in order to treat, and sometimes cause, illnesses, though they are not the type to force their beliefs or ideas on any member that joins. They believe there is truth in every point of view, and will accept and support any beliefs and opinions that do not bring harm or destruction to fellow travelers.

Motivations

The Voiaj Mereu seek to continue their peaceful lifestyle, promote peace within the lands, and nurture all manners of life. They look to be a welcome reprieve for any and all, no matter where they might be in their journey. They will provide shelter where they can, a community where needed, and to collect and share the stories of all those who travel, and will travel, throughout all of time.



Sellar's Keep

Mercenaries of the Shadows



Heraldry

A Snake with Dagger and Coin Purse

Colors

Black / Silver

Primary Religion

Velt Ester

Allies

MorLadrona, Crownless Royals

Enemies

Lleng Haul

Suggested Peoples

All

Goals

To gain and maintain secretive important information and build relations to use as power. To fulfill orders placed with the guild, whatever the task may be. To ensure that those in systems of power don't get too comfortable with their status and standing.

History

A guild who lives in the shadows, at the fire side of countless camps, possibly even in your own home. This guild operates in secret, although its members may be known; their missions are kept close to the chest. Known to be a group of mercenaries, professional soldiers, scientists, magicians, scholars, healers, and assassins; for hire in any job they deem will advance their guild in power.

Characteristics

A group of highly skilled individuals, taking laws and societal norms in their own hands. Some call them vandals, outcasts, vigilanties, while others call them miracle workers, fighters for freedom, brothers in arms. As a part of this guild you are sworn to the secrecy of other members, and of the inner functions and workings of the political and information systems. Once an order has been placed with this guild, as a member, you will receive tasks you must complete or be exiled from the guild.

Motivations

They wish to maintain their secret influence on the land and its peoples without giving themselves away. To pay homage to and respect the way of the shadows.





The Lodge

One With the Lands



Heraldry

Hunting Horn and Longbow

Colors

Green, Brown, & Black

Primary Religion

Cernunos and their Aspect: The Green Man

Allies

Voiaj Mereu, Jument Savaj, Solis Caligo, others

Enemies

Potentially Hroiland

Suggested Peoples

All

Goals

To bring trained rangers and train other capable people to venture into the mists if they return. With few natural political enemies due to the benign "Hunting lodge" nature of their front, the Lodge members fit in everywhere, and will aim to take contracts to investigate strange happenings, aid in tracking efforts, and generally keep a loose network of eyes and ears everywhere to be prepared. To be a safe haven for demi-humans, who some see as 'unnatural', but are clearly descendants from the time of the mists, and are truthfully no more or less dangerous than any other person.

History

The Lodge has a chapterhouse in most every nation. Multiples in those with different geographical terrain areas, since there will be different game and hunting opportunities there. Since on the surface, they're just a chapter-based hunting lodge organization, any lands where hunting is needed, sport, or hobby, will likely have a chapter of the Lodge there. As for the legends, the Lodge was created to quietly KEEP those legends, which are revealed to members who encounter something strange in their hunts, or become trusted enough to be brought into the inner circle, and shown the old records of what things once lurked in them, and taught to prepare and teach for their return.





The Lodge

Continued



Characteristics

Lodge members tend to be woodfolk or people of the land/sea of varying persuasions. Everyone from Rangers and trackers to reformed bandits are welcome, with a healthy smattering of herbalists and the like since woodcraft isn't all knives and arrows. This makes them natural allies with the more peaceful Voiaj Mereu, who often send the Lodge their more ... exuberant prospects. Regardless of background, since some Lodge members grew up in it like a family tradition, and others joined after a timely rescue or aid to their village, three strict rules are enforced. Help people in need. Demi-humans are also people. Protect the land from needless destruction.

Motivations

To pass on the knowledge from the time of the mists, and train to protect people from the things that spawned the stories that mothers still use to make their children behave. To maintain an active presence in every nation, so that they can ascertain the signs of the return of the mists as soon as they appear. To be a safe haven for demi-humans and those who have seen these things, or signs of them, that are not elsewhere believed or aided.





MorLadrona

Thieves of the Sea



Heraldry

Octopus

Colors

Red / Beige / Brown

Primary Religion

Calypso

Allies

Sleipnir's Fjord, Noctum Caligo

Enemies

The Marchwardens, Llung Haul

Suggested Peoples

Human, Elf

Goals

To plunder Hynafol of any treasures that can be found. To build and 'ascertain' ships to control the waters around Hynafol. To live the pirate life to the full extent of the term.

History

A guild of the sea faring people, those who make their living from the bounties given from the sea, and the bounties taken from folks of the land passing through their seas. This rowdy group, led by a Pirate Queen, is made up of thieves, soldiers, mercenaries, and sailors alike, who have devoted their lives to chaos, excitement, adventure, and the constant search of treasures.

Characteristics

Members of this guild often have a rough-and-ready appearance that shows off their criminal lifestyle, rogue personalities and adventurous, seafaring pursuits. While many spend their days in search of treasure, many ships are said to be lost looking for the many hidden isles of legends.

For finding these lands and coming home with stories may be enough to clear your name of crimes you've caused in the past. When these folk come onto land they are known to be rowdy and have a strong love for drink, chaos, and gambling. They can often be found taking over pubs and bars, leading crowds in sea songs. These nights can quickly turn into brawls between rivaling crews.

Motivations

The pursuit of adventure and battle in the name of bountiful wealth. To rise in the ranks of their crew and guild to become captains in their own right.





Solis Caligo

Sun Mist



Heraldry

Tree of Life inside the Sun

Colors

Green/Gold

Primary Religion

Caernos

Allies

Everyone

Enemies

None

Suggested Peoples

Fae

Goals

To gather demi-humans, and other Fae Fok, from other lands and realms to help in the quest to reclaim and rejuvenate Hynafol's power. To find protection and respite from those that would do them harm. To discover their origins, and as much as possible, the truth about the Fae Wylds.

History

Solis Caligo is a guild of, primarily, otherworldly sun Fae formed in the Fae Wylds. The members are as beautiful and seductive as they can be terrible and deadly.

When these Day Fae are seen they always look like everyday peoples: humans, elves, and dwarves with distinctive characteristics that clearly set them apart. They always have the distinctive ears of their fae form, but may also have the ears, or accents of their animal form. Flowers may grow from their skin, or they may be covered in other fanciful markings that set them apart. Part of the leftover effects of the Fae Wylds is their ability to increase, or decrease, the Fae characteristics at will in a process they call Glamour.

The Solis Caligo are tightly connected to the elements of nature, so while they can be beautiful they also hold a bit of savagery behind them. The members of this guild are oath bound to their word, however, that does not mean they follow the laws placed by others, but are known to trick many into deals and oaths.

They are avid storytellers though will be just as happy to tell you a story that is true, as they would one they make up. This guild welcomes all who are lost, abused, rejected or so forgotten. They often recreate new members' stories into grandiose tales to be shared in the form of song.





Noctum Caligo

Night Mist



Heraldry

Yggdrasil Tree in the Moon

Colors

Green / Silver / Purple

Primary Religion

Eluna

Allies

Hellfire, Menatu Vandor, Torst Drukar

Enemies

Streng Lofte, Hroiland

Suggested Peoples

Fae

Goals

To bring back the power of Hynafol for their own uses.

History

These are the demi-humans that haunt many good folks' dreams, make you fear walking alone at night, and raise the hair on your neck. Many of the stories surrounding Noctum Caligo are misunderstandings caused by their appearance. Other stories are completely true.

The Noctum Caligo is a guild of primarily, but not all, Night Fae. Dark, mysterious, and dangerous these demi-humans have no problem fighting back against those that stand against them. The internal workings and motivations of the guild are largely secret. From their arrival on the continent the Noctum Caligo have been in nearly constant battles with many religions and churches. Causing some to speculate that they are controlled by a dark force.

The guild has settled primarily in a deep forest at the base of a large mountain. Visitors are rarely accepted, but you will find members of Noctum Caligo across the continent conducting business, and visiting other kingdoms.

Characteristics

Noctum Caligo is a guild of primarily Night Fae, as they often refer to themselves, but there are members that descend from other peoples across the continent that have taken up their cause. The Night Fae also have the after effects of the Fae Wylds and can change their appearance slightly with Glamour. As with their day cousins they largely retain a mostly human appearance with fae ears nearly always showing, along with the other distinguishing features of the Night Fae.

Motivations

Noctum Caligo follow no rules except their own. They follow their own ambitions to create the world they wish to live in.



Solis Caligo

Continued



Characteristics

The Solis Caligo is a guild primarily, as they call themselves Day Fae, light, bright, and cheery in nature. However, you should not take them lightly as they will merrily trick you into giving them their way. There are also members of the Solis Caligo that are not Fae, but have been taken in for various reasons.

Motivations

The Solis Caligo seek for many things: to establish a home in the new lands they find themselves, to discover their origin, and to protect the innocent and downtrodden as many of the members once were.



The Order

The Way of Steel



Heraldry

A steel sword aflame, on a field of red and black

Colors

Black & Red

Primary Religion

None

Goals

The Order seeks above all to enact and perpetuate the circumstances that lead to war. They do this so that they are afforded the opportunity to grow their army with capable warriors who recognize that the only way is The Way of Steel. This cyclical action is something that The Order has been doing for generations. Recruiting the best warriors in the world requires defeating them first to show them the error of their ways.

History

The Order was founded millenia ago to free the peasants and serfs of the known world from the shackles of oppression that had held them down. He grew weary of the Nobles, Kings, Queens, and privileged class as a whole taking advantage of the labor of great men and women suffering under dire circumstance. This originally noble intention led to the creation of The Order as we know it today. Over the years, The Order has made it their main objective to expand, bringing more and more under their influence and protection. To cultivate a lifestyle that separates the cruelty of indentured servitude that so many are born into from natural born ability. They have sailed and marched across many lands in the years since their inception, toppling empires, crushing cruel leaders and nations under their fists like flies. Centuries ago, The Order discovered a material that became paramount to their ever expanding war machine; Void Steel. Weapons, armor, and tools of war were crafted using this metal for generations until all of the smiths possessing the knowledge to forge Void Steel were hunted down and murdered by enemies of The Order in an effort to stop their production of these exceptional weapons that were turning the tide. Now The Order is in search of the lost technique required to forge these weapons using the mysterious Void Steel.

Allies

Torst Drukar

Enemies

Any guild driven to maintain peace

Suggested Peoples

All



The Order

Continued



Characteristics

The Order is home to many peoples from many different backgrounds. With the original intention of the guild being to provide a home to those without one, naturally The Order is a very diverse force. They are clad in black armor and clothing, a menacing presence to be sure. They are known for singling out combatants during battle and challenging them to prove their worth. If The Order finds the enemy worthy, they may be offered a spot in the guild. They are a truly democratic organization; all of their decisions are made by a Moot that includes all members of the guild. If the majority agrees with something, that is what happens. The Order has a reputation of being ruthless, disagreeable, and difficult, seeking to start a fight with anyone at any time.

Motivations

The Order is primarily motivated by discovering the lost technique of forging Void Steel weapons in their venture to Hynafol but their secondary goal is and always will be vanquishing their enemies. Seeking out capable warriors to grow their army and clan requires being in a constant state of conflict, and luckily that is exactly what they want. They are motivated by the glory and rush of bloodshed on a burning battlefield and are willing to give their lives at any moment to further that end. They also wish to educate the peoples of the known world that they are in fact not sheep, but wolves, they need only to decide that for themselves.



Jument Sauvage

Wild Mares



Heraldry

Crossed arrows before a horse

Colors

Brown / White / Gold

Primary Religion

Boudihillia

Allies

Torst Helvellyn, ValRavn, Imperium

Enemies

March Wardens, Crownless Royals, Sellar's Keep

Suggested Peoples

All

Goals

To be the strongest force of women led warriors in the land. To reclaim the ways of the horse and strike down any patriarchal hierarchy. To protect and offer safe harbor to any women or creature who stands upon their lands.

History

These Celtic warrior women are often viewed as an immoral, uncivilized society. The Jument Sauvage knows this is only held by peoples to help them rationalize their subjugation of other people. A fierce band of warriors led by women, the Jument Sauvage have known their share of subjugation.

This guild formed originally when one woman, with her daughters, rode on a war chariot and led her people in a vengeful fight for freedom from patriarchy and misogyny in their kingdom. This founding warrior, Boudica, wore a golden torc and multicolored tunic, hair the color of a lion's mane that fell to her hips and carried a spear. Boudica led her daughters, and all who would join their cause to victory and never looked back.

This guild knows no gender distinctions: men and women share everything in common, including glory on the battlefield. However, where they progress in equality, they have not progressed as far in civilization. Other guilds such as the Crownless Royals look down on their more primitive nature.

Boudica has now become the name for the highest woman of power, often being decided through pageants, trials, and battles to find the rightful owner to the title. Many women train their whole life to achieve this title, even going so far as to remove one breast so as to not be impeded from drawing back their bows. It is an honor in the guild to be given the name, and all the responsibility and power that comes with it.



Jument Sauvage

Continued

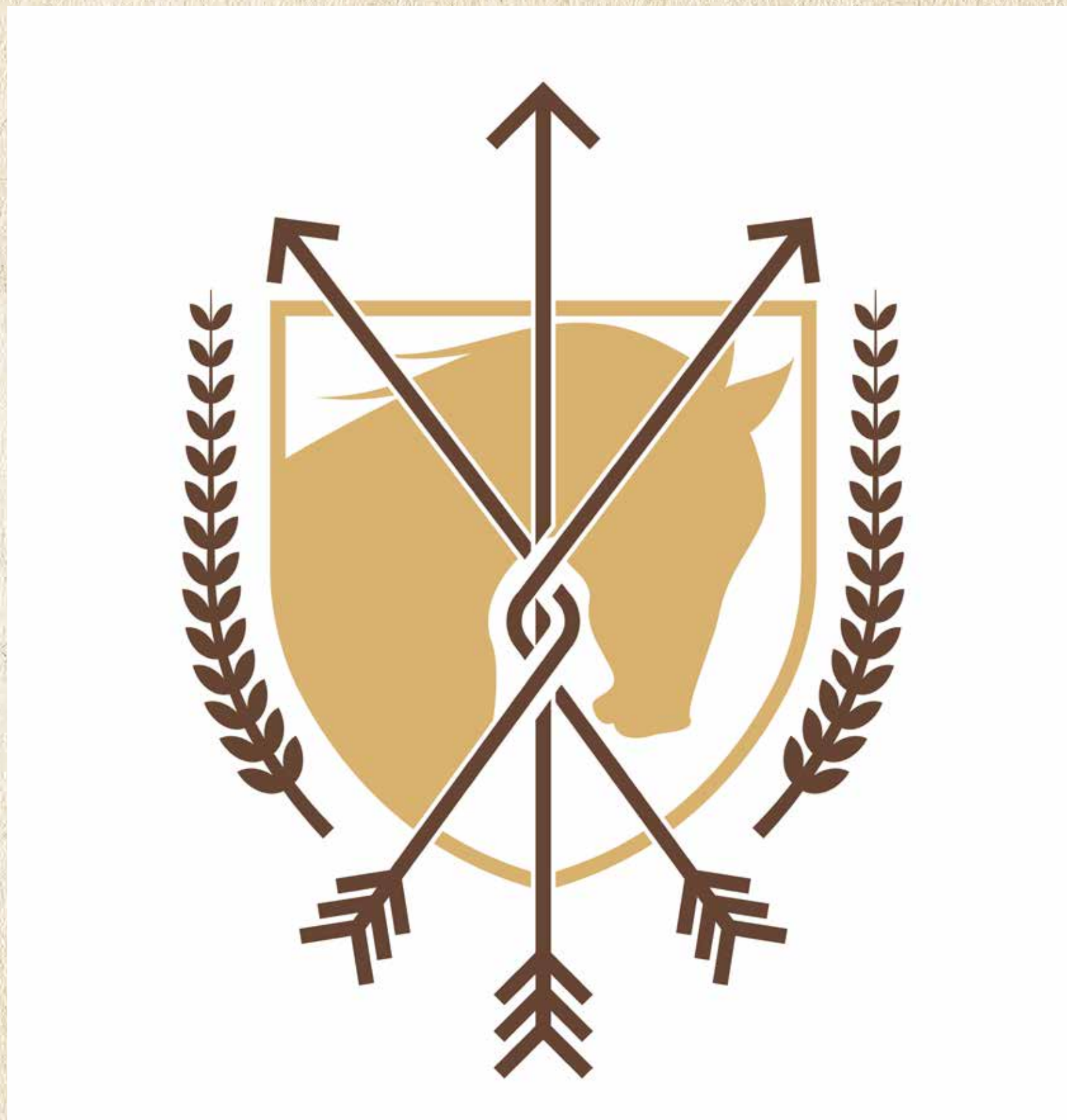


Characteristics

A guild known for its brutality, strength, and concurring ability. They are a fierce people commonly adorned with furs, braided hair, painted faces, and a strong constitution. Celtic knots and symbols decorate their jewelry, armor, and art. The war horses are of legend, and the warrior's ability to wield a bow upon horseback is unmatched. Trained in ranged combat, these fighters tend to wield bows and spears.

Motivations

They desire women to be equals in all things across the world. They seek to protect women, birth, and the creatures of the land. They seek to live and give life, wild and free.



Valraon

A Voice in The Darkness



Heraldry

Raven's Skull Dripping With Blood

Colors

Grey / Purple

Primary Religion

The Old Ways

Goals

As we have learned of the magic the Mist holds and the deathlessness it enforces. We believe that almost unlimited power may come of it. Enough to repel or even defeat the lingering threat. We wish to acquire enough energy to make ourselves stronger than the Darkness itself.

History

Two brothers once visited this realm long ago. Long before Drekhaugr was known as Norwyn. The ancient druidic people that lived there taught them their magicks. And in return they taught them their ways of combat. The two protected their shores for a decade while they preformed their arts.

The druids were plagued by visions of some coming curse, an ink that blots the sky. They crowned the brothers as the Twin Kings, in belief that they had a part to play. Crowns of Bone and Blood. The two formed the Valravn as protectors of the Druids. For 20 years they served as kings. Fending off all manner of creature and man. One day they both vanished. Locking away the crowns and promising they would return. Now the Valravn must form again and head back to Drekhaugr to prepare for the encroaching dark.

Characteristics

We are, what some would call, frightening. Appearance depends on role within. Some adorned in fur, others rarely with a shirt. The Volva wearing a headress, the Val themselves adorned in Plated Steel.

The Valravn guild are vikings to their core and as such we have their characteristics. Loud, sometimes drunken, always battle ready.

Motivations:

To reunite and give voice to the Vikings. To gather together and be stronger for it.

Cast our rituals and spells so stave the night





Karnifal

People of the Carnival



Heraldry

Sparrow Clutching an Apple

Colors

Orange / Blue / Purple

Primary Religion

Cliona

Allies

Most

Enemies

Hroiland

Suggested Peoples

All

Goals

To bring art, music, and joy to the land of Hynafol. To host the most entertaining show in the land! To use their charm and guise to garner secrets about Hynafol from the public.

History

When looking to find the true history of the guild little is found beyond speculations. The only fact known is a deal was made between the founders and the goddess Cliona, a goddess of love and beauty, who is said to have three brightly colored birds who eat apples from an otherworldly tree, and whose sweet song heals the sick people. A guild filled with the top performers from all lands: music, poetry, acting, painting, and all forms of the arts are practiced by this brightly colored and lively guild.

Characteristics

You can pick out a Karnifal performer by the brightly worn colors of their garb, as well as by the small symbols of a bird or an apple. They have also been known to put on random performances outside of the norm in marketplaces, meeting halls, even classrooms just to cause a bit of joyful chaos.

Motivations

The members of this guild are often hired out as bards and writers by all the kingdoms outside of Karnifal, spreading music, happiness, and stories all across the land.



The Crownless Royals

The Court of Exiles

Heraldry

Sickle behind Royal Chess Piece

Colors

Gold / Purple

Primary Religion

Tempus

Allies

Hroiland, Legionum, Sellar's Keep

Enemies

Lleng Haul, Menatu Vandor

Suggested Peoples

All

Goals

To return to their ancestors once prominent positions of nobility. To recruit those who feel dispossessed of their lands or titles to their cause. To gain a strong foothold in the politics of Hynafol and ensure their beliefs are ingrained in the systems to come.

History

The Crownless Royals come from assorted kingdoms and found one another in a remote and desolate part of the continent. These outcasts now inhabit abandoned ruins. For one reason or another, these nobles were dispossessed of their lands and most do not feel that their current home is a true one. Together, however, they have created a court of practical importance. This guild has been around for centuries, and are eager to take on newly dispossessed nobles.

Characteristics

The guild is run by a Council. This Council determines and enforces law as a court, and typically consists of a diverse representation of the Crownless Royals. While this group believes in stratification, they are here without their feudal subjects and treat each other with a sense of formal equality when it most suits them. Legally, they get things done efficiently and rely on the written word.

Though the Crownless Royals do not have their subjects, they have developed a system in which they always have an army on the ready to move when the time is right. They are also not above hiring mercenaries to further their ambitions.



The Crownless Royals

Continued



Characteristics

Each member of this guild has signed the Pledge of Verity, which establishes their rights and protects them from tyrannical leadership that they do not want. The Court of Crownless Royals tends to run seamlessly. They have set up a system and follow it, often making them appear more organized than other guilds.

Indeed, they have among them more experience in courtly affairs than any other guild, and are most open to the idea of advantageous political marriages, seeing spycraft as an art form, and being patrons of both art and war whenever possible. The appearance of generosity, even in lean times, is of utmost importance, and it has created a camaraderie among this group.

Motivations

Some need vengeance; others have been traumatized by war; a few have run away to avoid unseemly situations or scandals. Though different, their longing for civilization creates a uniformity. Coming to Hynafol they seek to expound upon this and garner titles for themselves.

