

# The Blade & Bow Society

*A tool for Every Trial*



## Heraldry

Blade/Bow shaped as a Key

## Allies

Unknown

## Colors

Black, White

## Enemies

Unknown

## Primary Religion

All

## Suggested Peoples

All

## Goals

There is no virtue in extremes. For freedom to prosper, there must be balance in all things; In the might of kingdoms, in the intrusion of cities and wilderness upon each other, and in the influence each being holds over another.

Though the name of their organization is intentionally blunt, sounding like a common mercenary company, those who have come to know the guild understand that the name references the elements of a key - the blade (shaft) and bow (head). Agents of the Society operate under the creed that knowledge can be sharper than any sword, and sometimes one person can pass where an army cannot; A simple key can open a door that is impervious to weapons. They collect secrets, spread rumors, aid common folk in many small ways, thwart schemes of those that would seek to exert excessive power over others, and manipulate the affairs of civilized races, both great and small, to keep kingdoms balanced.

## History

The full story of the Blade & Bow Society may never be told, because the nature of the guild is secrecy. Many times, their own recorded history has been destroyed to protect the current agents from being revealed.

However, many members have spoke of their origin - now naught but a fairy tale to them. Generations ago, a pair of simple mercenaries grew tired of petty conflict, strife, and war, often at the behest of old men sitting in stone towers looking to add more riches to their hordes. They decided that instead of enlisting to one army after the next until an inevitable unlucky strike took them, they would strive to end conflicts with information, guile, and stealth. They found the simple, unassuming nature of themselves - a peasant archer and swordsman - allowed them to be close to nobles, generals, and kings without raising suspicion.



# The Blade & Bow Society

## Continued



### History

Their blade and bow opened many doors, and became their key to find secrets and spread rumors to undermine those that sought to abuse power over others. It is said they recruited other like-minded individuals from all walks of life - bards, nobles, artists, and even priests - who were welcome in many courts, and behind many closed doors, and soon, a secret society was formed with individuals that operated separately, but joined by cause.

It is this separation - this ambiguity and individuality - that's enabled them to survive as a group against the tide of a hundred rulers, great and small.

### Characteristics

Members of the Society do not openly advertise their presence. Their guild colors are intentionally dark and vague, and most times, they wear the colors of other kingdoms, guilds, or religions to blend among other groups. As such, most of them do not wear an identifying uniform. More commonly, members carry a key with an elaborate shaft and head (blade & bow) - an innocuous thing to most, but a meaningful one to eyes trained to look for it.

Members of rank in the Society are designated as implements of the guild - and are referred to with a clandestine pseudonym according to their skills and station; "The Blade", "The Lock", "The Song", etc.

They do not respect power or rank; they respect good character and solid wisdom.

### Motivations

With the re-emergence of Hynafol, the Society has not been oblivious to the flood of aggressive action between peoples; They see many factions with a new, wicked desire wrought from the greed to control the magic and secrets within Arthur's kingdom. There are many shifts in the world - kingdoms dying out, and others flooding in to fill the vacuum - and the agents of guild seek to surreptitiously undermine those in control to ensure no Kingdom gains too much power or influence.

"From excess comes tyranny; From balance comes freedom" is their creed.



# CroKuta

## *Feed off Chaos*



### Heraldry

Brown Hyena bust on Black field  
Black Jackal bust on brown field

### Colors

Black, Brown

### Primary Religion

The Mist Dragon

### Goals

Newly banded, and led by the Kapra Brothers, the CroKuta are ravagers. Feeding off the chaos and bloodshed of others. Having no truly trusting allegiances, the CroKuta have no destiny but to reap the benefits of the aftermath of war. Though they ally with the Imperium, they care not for sides, only that they can pick from the losers

### History

The CroKuta had not received a letter of invitation, nor any animal guide. For; the people of this group were not united in The Known World. They are ravagers and nomads picking off the leftovers of other kingdoms. In the year following the discovery of Hynafol, people of the CroKuta began to notice warriors of all kingdoms returning from mysterious mists with riches. The rag tag peoples first wormed their way through the mist to raid the warring guilds therein. However, after an attempt to hire and then backstab the Kapras, who had seen the trap coming and laid one of their own, the brothers ended the leader permanently and took control. Seeing a more profitable path than just ravenging, the Kapras unified the group to form a guild and allied with the Imperium nations. Now, with skin in the game, the CroKuta turn their sights on the chaos of the land and the power to be gained from the aftermath.

### Characteristics

Wild, unhinged, furs, tattoos, feathers, unkempt styles

### Motivations

Cause chaos if there is none!!

### Allies

Imperium

### Enemies

Most

### Suggested Peoples

All



# The Crownless Royals

## *of Guiding Hand*

### Heraldry

Sickle behind Royal Chess Piece

### Colors

Rich Gold / Deep Purple

### Primary Religion

Any

### Goals

To cast aside our Crowns for the betterment of the Known World. To claim a home for the dispossessed. To have a unified group with a common goal while maintaining individuality. To gain a political and economic foothold in Hynafol.

### 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. The guild has been around for centuries, and is eager to take on newly dispossessed nobles. When the Mists reopened at the first Grand Gathering the Crownless Royals entered as many other guilds did, but never reemerged... Their absence in the Tir of Exile created a power vacuum and many petty lords and bandit kings sought to carve a piece of it for themselves. The newly re-formed Crownless Royals seek to restore order to the lawless land.

### Characteristics

This 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 treats each other with a sense of formal equality. 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 seeking outside assistance to further their ambitions.

### Allies

TBD

### Enemies

TBD

### Suggested Peoples

All



# 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. They have experience in courtly affairs, and are open to the idea of advantageous political marriages, seeing spycraft as an art form, and being patrons of both art and war. The appearance of generosity, even in lean times, is of utmost importance, and it has created a camaraderie among this group.

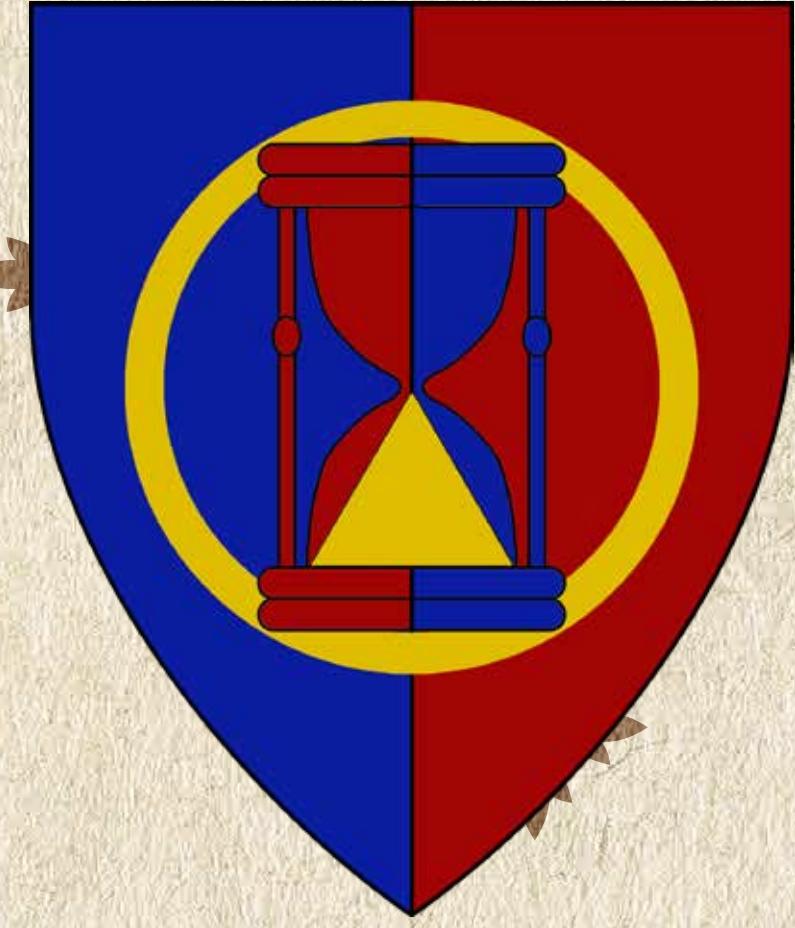
### Motivations

After seeing even the strongest kingdoms ruined by the cataclysm, The Crownless Royals have come together pooling their combined talents to do what their fallen Kings could not. Some need vengeance; some have seen the horrors of war; others are simply seeking to make a name for themselves. Forming a council to accomplish these goals, the Crownless Royals seek to right the wrongs of the past.



# 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.

## Allies

Menatu Vandor, The Lodge, Ordo, The March, Voiaj Mereu

## Enemies

Sellar's Keep, MorLadrona

## Suggested Peoples

Primarily Elves and Humans, though all are welcome



# The Golden Blades

*Goin, Company, Contract*



## Heraldry

Dark blue vertical stripe over goldenrod field. A sword surrounded by six stars in goldenrod.

## Colors

Goldenrod and Dark Blue

## Primary Religion

The guild views faith as a private matter, but contains many followers of Helion.

## Goals

Get rich, earn glory, make their mark upon the world.

## History

Anton von Forst is a veteran sellsword who assembled the first iteration of the company to loot battlefields as part of the Kriegsbeute. With the discovery of treasure and the strength of their camaraderie, the group decided to formally incorporate as The Golden Blades.

## Characteristics

The group is fastidious about contracts and certificates, viewing them as an unbreakable oath. They view going back on a contract as a great sin, though working within the letter of a contract for “unexpected” results is just good business sense.

They are fierce but jovial folk, and seldom hold grudges. While members are expected to fight for the Company first and foremost, all are allowed (and even encouraged) to pursue side jobs if the guild has no pressing issues.

## Motivations

The guild is motivated by glory, adventure, and profit. They seek to prove themselves among stronger and more established guilds as peers worthy of respect for their prowess. To that end, they take on mercenary contracts, seek treasure, and fight monsters.



# The Heirs of Iron

*Truth is our anvil, Justice is our hammer*

## Heraldry

Red and white shield with a crossed hammer flag, glove and star

## Colors

Red / White / Black

## Primary Religion

N/A

## Goals

**Uphold the Imperium:** The primary goal is to maintain the order and stability of the Imperium. This involves protecting the Empress, enforcing Imperial laws, and suppressing threats to the Empire.

**Investigate and Purge:** The guild must root out corruption, heresy and threats within the Imperium. This involves conducting thorough investigations, gathering evidence, and eliminating threats decisively.

**Serve the Empress:** Absolute loyalty to the Empress is paramount. The guild must be her eyes and ears, carrying out her will and protecting her interests.

## History

### Birth from Imperial Will

In the heart of the Imperium, a place cloaked in shadows and whispers, the Heirs of Iron were forged. A creation of the Empress, they were a secret weapon, a tool of iron will and unyielding loyalty. Their inception was shrouded in mystery, their very existence a closely guarded secret.

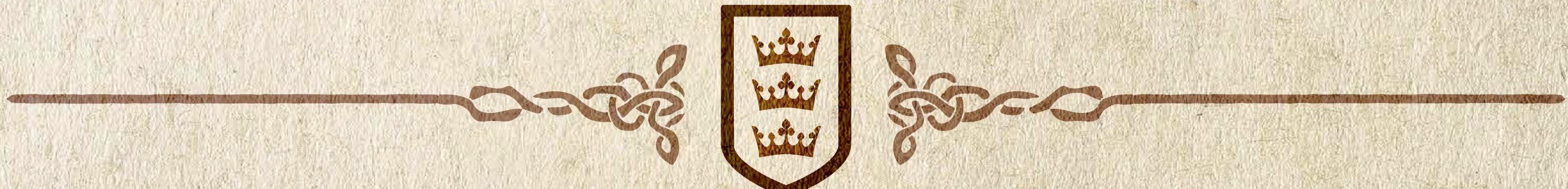
The Empress, a woman of unparalleled ambition and foresight, recognized the need for a force beyond the reach of ordinary law. A force that could operate in the darkest corners of the realm, unburdened by the constraints of morality or public opinion. Thus, the Heirs of Iron were born.

### The Inquisitors' Role

As Inquisitors, the Heirs of Iron were tasked with a singular purpose: to protect the Empress's interests at any cost. They were to root out dissent, eliminate threats, and ensure the smooth operation of the Empire. Their methods were as varied as the threats they faced.

Some missions required the subtlety of a shadow, infiltrating enemy camps and gathering intelligence. Others demanded the swift and decisive action of a blade, eliminating high-value targets with ruthless efficiency. And still others involved the arcane arts, using magic to manipulate events or uncover hidden truths.

The Heirs of Iron were a phantom force, striking without warning and leaving no trace. Their reputation was a chilling whisper, a name that inspired fear and respect in equal measure.



# The Heirs of Iron

## Continued

### History Continued

#### A Legacy of Shadows

For centuries, the Heirs of Iron have served as the Empress's silent guardians. Their history is a tapestry woven from threads of darkness, marked by triumphs and tragedies alike. They have seen empires rise and fall, and yet they endure, a constant in a world of change.

Their existence is a testament to the Empress's power and the lengths to which she will go to maintain her grip on the throne. As long as the Empire stands, so too will the Heirs of Iron, their loyalty an unbreakable bond forged in the fires of secrecy.

### Characteristics

Stalwart, loyal, absolute, determined, inquisitive, morally grey.

### Motivations

**Loyalty to the Empress:** This is the bedrock of their existence. The Heirs of Iron view the Empress as the embodiment of the Imperium and their duty to protect her and her realm is paramount.

**Preservation of the Empire:** The Heirs of Iron see themselves as guardians of the Imperium. They are driven by a deep-seated belief in the Imperium's greatness and its essential role in maintaining order and civilization.

**Pursuit of Justice:** As inquisitors, they are committed to upholding their worldly law and punishing those who break it.



# 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 pickup 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 it's 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 it's 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.



# Hroiland

## *The Gall of Roland*

### Heraldry

A Malarcana 5-fold Cross with a Bat and Crown

### Colors

Gold/Sable

### Primary Religion

Malarcana and Helion

### Goals

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

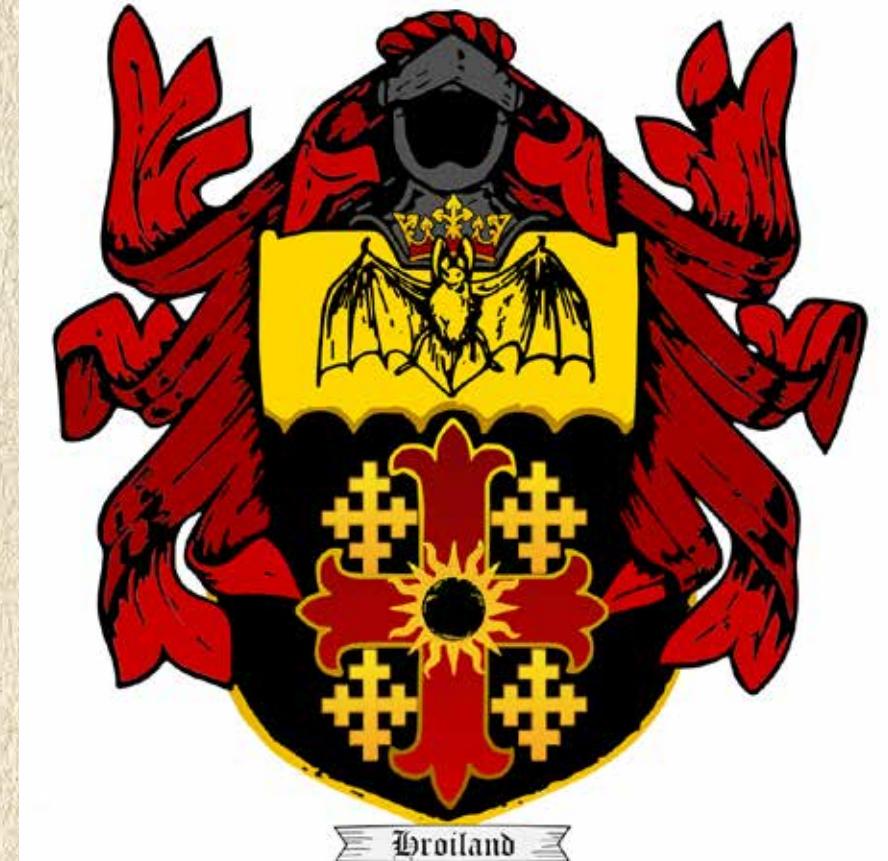
### History

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 Dominium, Lleng Haul, Valravn

### 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 Malarkane, an entropic entity worshiped out of fear and appeasement by the free-folk. The Witch Hunter academy was 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 Helion 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.



# 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.



# Lleng Haul

## Legion 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.

### Allies

Imperium Dominium, Torst Helvellyn,  
Jument Savage, Valravn

### Enemies

Ligue de Freehold, The Marchwardens,  
The Order

### Suggested Peoples

All



# 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.



# lex Talionis

## *An Eye for an Eye*

### Heraldry

The Evil Eye

### Colors

Red, Purple, Blue

### Primary Religion

All

### Goals

Lex Talionis seeks to let no wrong go unanswered, no cry for help go unheard. They do not hesitate when it comes to revenge.

### History

The world has much changed since the mists parted, letting outsiders into Hynafol again and reawakening the old magic. For some, it was an opportunity for wealth or power or knowledge. For others, their blood surged at the opening of the mists. Destiny called.

The world is better for its lack of King Arthur, even more so for its lack of Merlin, a mage unworthy of his power. Morgause, a Pendragon by blood, put plans in motion to prevent those who abuse power this way from rising again. Those plans are now underway. In her blood, there is ambient power and a few women are answering her call.

Lex Talionis... For Revenge. Dare not to abuse your power or magic lest you find yourself a new enemy.

### Characteristics

An all women guild, they are bound by blood, becoming sisters under the matriarch of the witch queen, Morgause. Their faces are often adorned with red war paint...or is it blood? They have a tendency to have painted, embroidered, and beaded eyes watching their backs at all times, almost as a warning that you should be watching yours.

### Motivations

The only thing stronger than Lex Talionis' desire for revenge is their bond of sisterhood. Be careful which maiden you cross, for if she finds herself to possess the heated blood of Lex Talionis, your days are numbered.



### Allies

Unknown

### Enemies

Unknown

### Suggested Peoples

Women



# 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

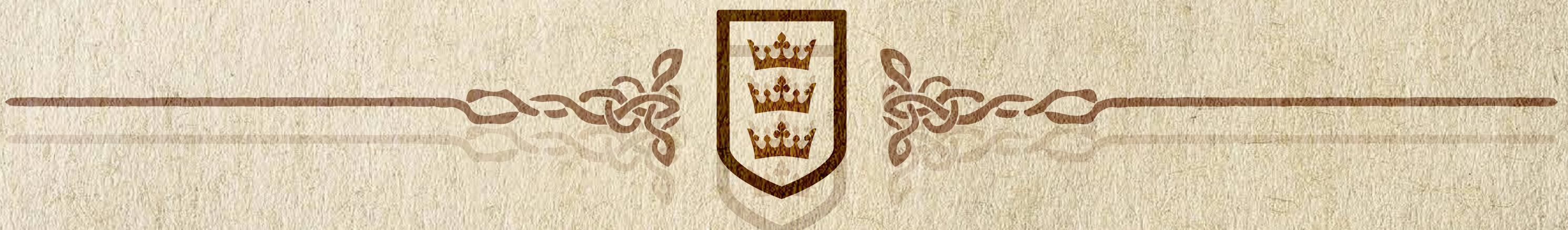


## Characteristics

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.



# The Marchwardens

## *Keepers of the March*

### **Heraldry**

Stylized golden Hawk clutching silver arrows, on a field of purple

### **Colors**

Black / Purple / Yellow

### **Primary Religion**

Children of the Ash

### **Goals**

To create profitable ventures through sailing, commerce, and craft to grow the prosperity of our islands. To protect the sacred islands that were bestowed to us by the great Thunderhawk, and all those that inhabit them. To rediscover the ancient lore and magic of our islands and how it connects with the rest of the Known World.

### **History**

Many eons ago, the Marchwardens were a nomadic sea-faring people, until we were called by a Name Lost to Time to the islands that would become known as the March. Upon exploring this new land, we met both the Ancient Giants, and the Elementals, and learned their ways; how they thrived off the blessed land teeming with magic. As the Ancient Giants and the Elementals began to disappear from the land, our people were compelled to protect our new home and what was left of the magic as guardians, unafraid to turn our plows and anchors to swords and spears. Now, the Marchwardens run several prosperous ports on the coastlines of our islands, international hubs of trade and centers of culture that feed both our economy and civilization.

### **Allies**

Kingdom of Tides

### **Enemies**

Imperium Dominium

### **Suggested Peoples**

All; those of the Elemental Bloodline



# The Marchwardens

## Continued



### Characteristics

The Marchwardens are a guild of eclectic and different people, from merchants and shop owners, to sailors and sell-swords, to scholars and woods witches, all of whom share their love of the sea and the March, and the core virtues of Loyalty, Freedom, Wisdom, Cunning, and Order. We can draw much of our ancestry from across the Known World, and welcome a myriad

of peoples to our shores, fostering arts and academics, as well as homecraft and professional trades. After many generations of traversing the waters of the world as Privateers, our fighters are as diverse as our people, from berserkers to archers to soldiers to rogues; we are more than capable on the battlefield. While the Marchwardens are serious and determined when required, we do not shy away from vibrant and lively celebration; and though we can outfight, outsmart, outdrink, and outsail, Never refer to us as Pirates! We are professionals and Privateers, who earn our keep through legitimate, albeit cunning, means.

### Motivations

With the Mists, Magic, and Mayhem that has beset the Known World and our Home, allies, trade routes, and opportunity have been laid before us. As we navigate these new and sometimes treacherous waters, it is even more critical than ever to maintain the virtues of Loyalty, Freedom, Wisdom, Cunning, and Order within our people, always keeping the needs of our Homeland at the forefront.



# Menatu Vandor

*The Forest of Knowledge*



## Heraldry

A shield with an open tome guarded by a dragon surrounded by a laurel.

## Colors

Green / Blue / Silver

## Primary Religion

Eluna

## Goals

To recover lost knowledge and relics of the past, to protect places of knowledge, to teach and share the knowledge they have found, and to bring magic back to the known world.

## 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.

## Allies

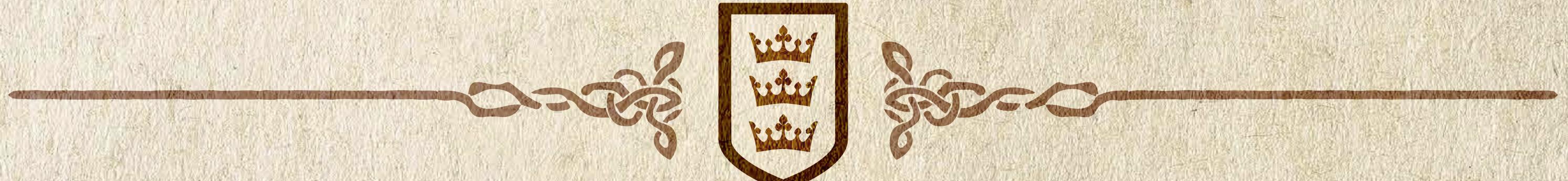
Torst Drukár, The Fulcrum Acolytes

## Enemies

Legionum, Hroiland

## Suggested Peoples

All



# Menatu Vandor

## Continued



### Characteristics

Menatu Vandor is full of people from all walks of life. From scholars to explorers, warriors and tacticians, and those who wish to heal and protect others, there is a place in Vandor for all who wish to learn and share their knowledge.

Though the standard garb of the guild is comfortable clothing, often long robes and gowns in blues, greens, and greys, it is not uncommon for someone in full armor to be seen walking about the Library or Academy. Many members of Menatu Vandor wear a guild sash upon their shoulders, awarded to them after they have completed their induction into the guild and chosen which of the Sects they most closely associate with.

### Motivations

It is our duty to find knowledge, to preserve it, and to share it. To do this, we must fight against the forces of darkness who wish to keep the world mired in ignorance and chaos.

Whether you be a warrior, a healer, a scholar, or a diplomat; Menatu Vandor and the Kingdom of Vandor are in need of your aid, and your mind and might could make all the difference.



# Morladrona

## *Thieves of the Sea*

### Heraldry

White field. Red X. Black octopus

### Colors

Black/Red/White

### Primary Religion



### Allies

Sellars Keep, Valraven

### Enemies

The Marchwardens

### Suggested Peoples

Human, Elf

### Goals

The pirates of Morladrona are a easy going lot. Their goals lay in loot, notoriety, and rum. Not necessarily in that order. They wish to see their allies rise, and their enemies fall.

### 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

The Morladrona Pirates are governed by 6 Black Captains who answer directly to the Black Queen. Their flags are all black rather than the red and white of the Morladronan crest. Many other captain's call Morladrona home, but bow to the 6.

These pirates operate primarily independent of one another, but given the call of the mist have been found working together. Making the seas a perilous place, as the Queen's coffers grow.

### 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. Any who try to take the seas from a pirate has made a enemy. Any who shares a full cup and coin is friend.



# Noctum Caligo

*Night Host*



## Heraldry

Yggdrasil Tree in the Moon

## Colors

Green / Silver / Purple

## Primary Religion

Eluna

## Allies

Solis Caligo, Hellfire, Morladrona

## Enemies

Ligue de Freehold, Hroiland

## Suggested Peoples

Half-Fae

## Goals

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

## History

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

Noctum Caligo is a guild of primarily Dark Half-Fae. Dark, mysterious, and dangerous, these demi-humanoids have no problem fighting back against those that stand against them. The internal workings and motivations of the guild are largely secret. Since their arrival on the continent, 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 Noctum Caligo members across the continent conducting business and visiting other kingdoms.

## Characteristics

Noctum Caligo is a guild of primarily Dark Half-Fae, as they often refer to themselves. Like their Light Half-Fae Cousins, the Dark Fae display the after effects of the Fae Wylds, able to change their appearance slightly with Glamour. A common practice among many Half-Fae is to retain a mostly human appearance, with Half-Fae ears nearly always showing, along with any distinguishing features of their Light or Dark Half-Fae nature.

## Motivations

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



# The Order

## *The Way of Steel*



### Heraldry

A black flaming sword on red field

### Colors

Black & Red

### Primary Religion

None

### Allies

Unknown

### Enemies

ValRavn, Morladrona

### Suggested Peoples

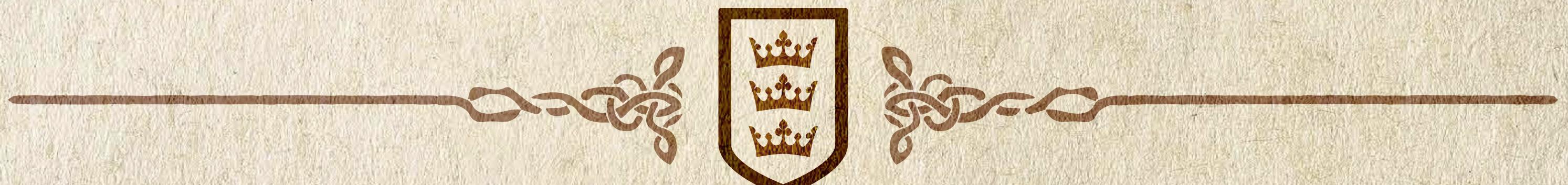
All

### Goals

To free peoples from the yoke of tyranny and stand against those who would oppress others for their personal gain, reclaim the lost secrets of void steel and prepare The Known World for the Last Battle.

### History

The Order was founded a millennia ago to free the common people of the known world from the shackles of oppression that held them down. An unknown person seeing how dire circumstances had been under corrupt leaders decided to act. This person, along with a few other brave souls, rose up and fought against tyranny with the dream of freedom. This righteous dream led to the creation of The Order. The Order has made it their main objective to expand, bringing more and more into the fold. To cultivate a lifestyle that encourages will and determination so that all may know the noble right of freedom earned by all at birth. They have sailed and marched across many lands in the years since their inception, toppling oppressive empires, crushing cruel and tyrannical nations under their gauntleted fist. Now, with their homeland of Bastion reeling from devastation, the Order has struck out into the known world to create a new life not only for themselves, but those who would share in their dream.



# The Order Continued

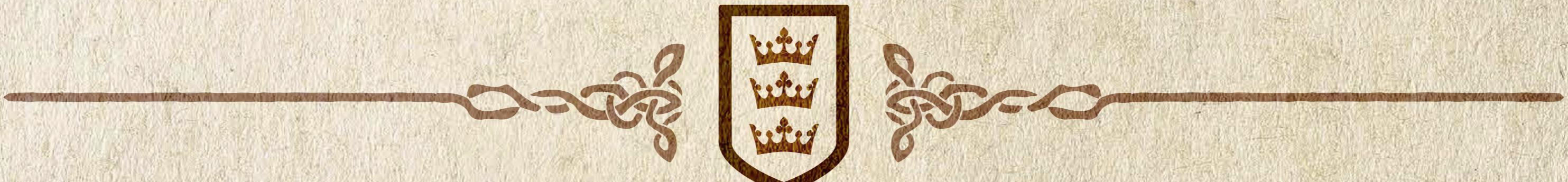


## Characteristics

The Order is home to many peoples, from many different backgrounds and is a diverse yet cohesive force. Clad in all manner of arms and armor, they are unified by its black and red coloring. Known to be drawn to the thickest and bloodiest parts of a battle, many Ordermen seek the strongest of foes. Even in defeat, an enemy combatant who has demonstrated great skill and determination has a chance of being offered a place in The Order. Within the Order, all are considered equal. Decisions are made as a group in a Moot and once agreed upon, every member is expected to pursue this course of action, regardless of personal feelings on the matter, to their upmost ability. The Order has forged a reputation as fearsome warriors, however they endeavor to be prudent in the manner in which they wield their might.

## Motivations

The Order is itself greater than the sum of its parts. Warriors who make up this sum are not mindless drones carrying out commands, however. Each member still maintains hopes and desires of their own. Some are motivated by the thrill of battle, others the brotherhood and family they create within the Order and some who wish to see the Way of Steel spread far and wide across the known world. All are unified in their motivation to carry out the will of Bastion and the future it will usher in.



# 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

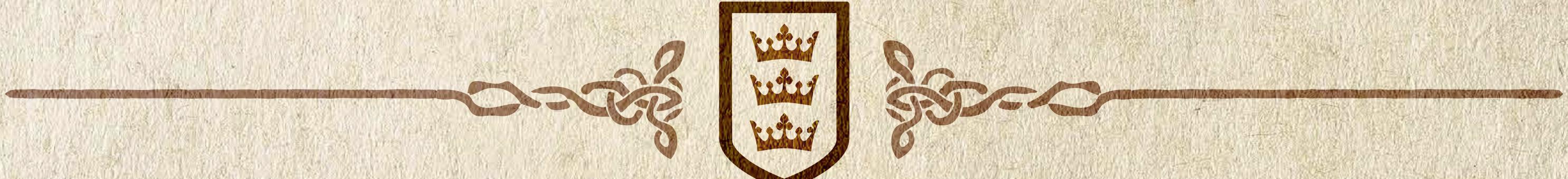
A guild who lives in the shadows, at the fire side of countless camps, possibly even in your own home. This guild operates in secret, although its members may be known; their missions are kept close to the chest. Known to be a group of mercenaries, professional soldiers, scientists, magicians, scholars, 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, vigilantes, 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.



# Solis Caligo

## *Guardians of the Forests*

### Heraldry

Tree of Life inside the Sun

### Colors

Green/Gold

### Primary Religion

Caernos

### Goals

As Hynafol is a stepping stone between the Known World and the Fae Wylds, Solis Caligo seeks to reclaim and rejuvenate Hynafol's power. With their origins shrouded in mystery even from themselves, the Half-Fae venture to discover the truth of their beginnings and eventually reconnect with the Fae Wylds. Before their ancestry can be explored, they must first face the dangers of the present world. As monsters awaken and kingdoms clash, Solis Caligo strives to establish prosperity.

### History

Solis Caligo hails primarily from the vast forests of Sol Wyld, where sunbeams cast dreamily through the boughs and sweet whispers of distant music beckon the senses. It is a place of comfort and bounty for its inhabitants and potential peril for the unknowing traveler – for the otherworldly magics of the Fae Wylds seep through the natural essence of the woods. For those who are none the wiser, the beguiling seduction of Sol Wyld may draw them in. When they emerge, they may be forever changed... if they emerge at all.

Such a home has shaped its people. The Half-Fae of Solis Caligo are often as joyful and light-hearted as they are tricky or prone to primal savagery. Since the return of the Mists and reawakening of Hynafol, Solis Caligo has accepted they must play a greater role in the shaping of the Known World or be subject to the will of others. Solis Caligo embodies freedom of personal choice and the loyalty of found family. They embrace the eccentricities of Fae culture while remaining eager to learn more of the outside world. With a song in their heart and a cheery disposition, Solis Caligo aims to prosper in an evolving world.

### Allies

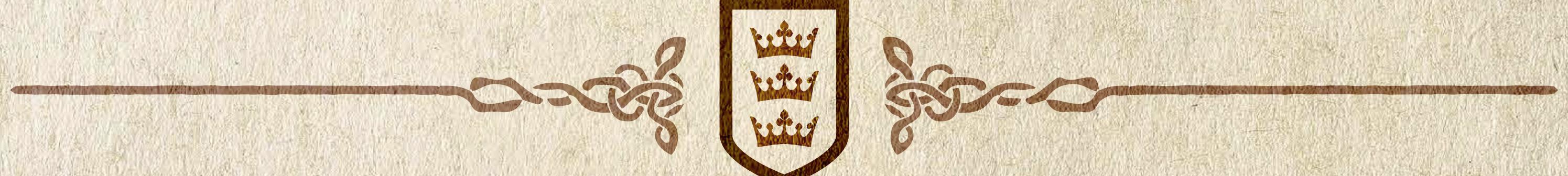
Torst Helvellyn, Menatu Vandor, Fulcrum  
Acolytes

### Enemies

Sellar's Keep, Valravn, Morladrona

### Suggested Peoples

Half-Fae



# Solis Caligo

## Continued



### Characteristics

Descendants of the true Fae, known as Half-Fae, come in many forms and various mysterious origins. The Half-Fae of Solis Caligo trace their lineage to the Light Fae of Spring, Summer, and Daylight. This magical ancestry in their blood affects their physical forms and overall demeanor. Employing a unique ability known as Glamour, Half-Fae are able to alter their appearance at will. This is most often used to conceal their more otherworldly features when blending in, or unleashing them when wishing to stand out. Unglamoured Half-Fae often portray aspects of nature, such as pointed ears, plant growths, animal features, and inhuman visages.

### Motivations

The Light Half-Fae adore mirth and merrymaking above all, yet indulgence can be both intoxicating and blinding. As the dangers of the Known World multiply, Solis Caligo must play many roles – as both harbingers of cheer and the protectors of forest and family. They continue to seek allies and friends to further the prosperity and security of the Known World's future. Perhaps one day, when they have reconnected with the Fae Wyld, they will understand their origins and true natures.



# Torst Helvellyn

*Brave, Strong, Fair*

## Heraldry

Hammer and Anvil over a volcano

## Colors

Blue / Brown / White

## Primary Religion

Helion or Heralds of the Mist dragon

## Goals

To restore the ruined mountain home to its former glory and redeem the failure of Torst Drukars.  
To become the most renowned and respected crafters of all of the known world.

## History

In the time before the Cataclysm, the Dwarves of Torst Drukars were highly sought after for their skill in building and crafting. Many diverse peoples would commission a group to build great works of steel and stone. One of those groups was contracted by the Hellfire to help build their Glass Spire. During the construction they came to settle in the volcano known as Mont Helvellyn. Once the Spire was complete, some moved back to the mother mountain, but many stayed and made the permanent settlement of Runedar in the volcano and took to being called Torst Helvellyn. After the Cataclysm, cut off from the mountain home and the Kingdom of Drukars, they sent several expeditions to reestablish contact, but to no avail.

## Characteristics

Though many of Torst Helvellyn are dwarves, the way to membership is available to all. As a love of crafting things by hand, loyalty to friends and allies, and a tendency to end the day in drink and song are attributes shared by all peoples. It is often that members of the guild will work together to make a space welcome to all.

Many Heralds of the Mist Dragon can be found among members of the guild, as the original Herald who first glimpsed its evil visage within the mists, Gawain Eugarlon, was among those who first traveled to Hynafol. 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.

## Allies

Jument Sauvage, Lleng Haul, Hellfire, Valravn, Solis Caligo

## Enemies

None Currently

## Suggested Peoples

Primarily Dwarven, but all peoples welcome

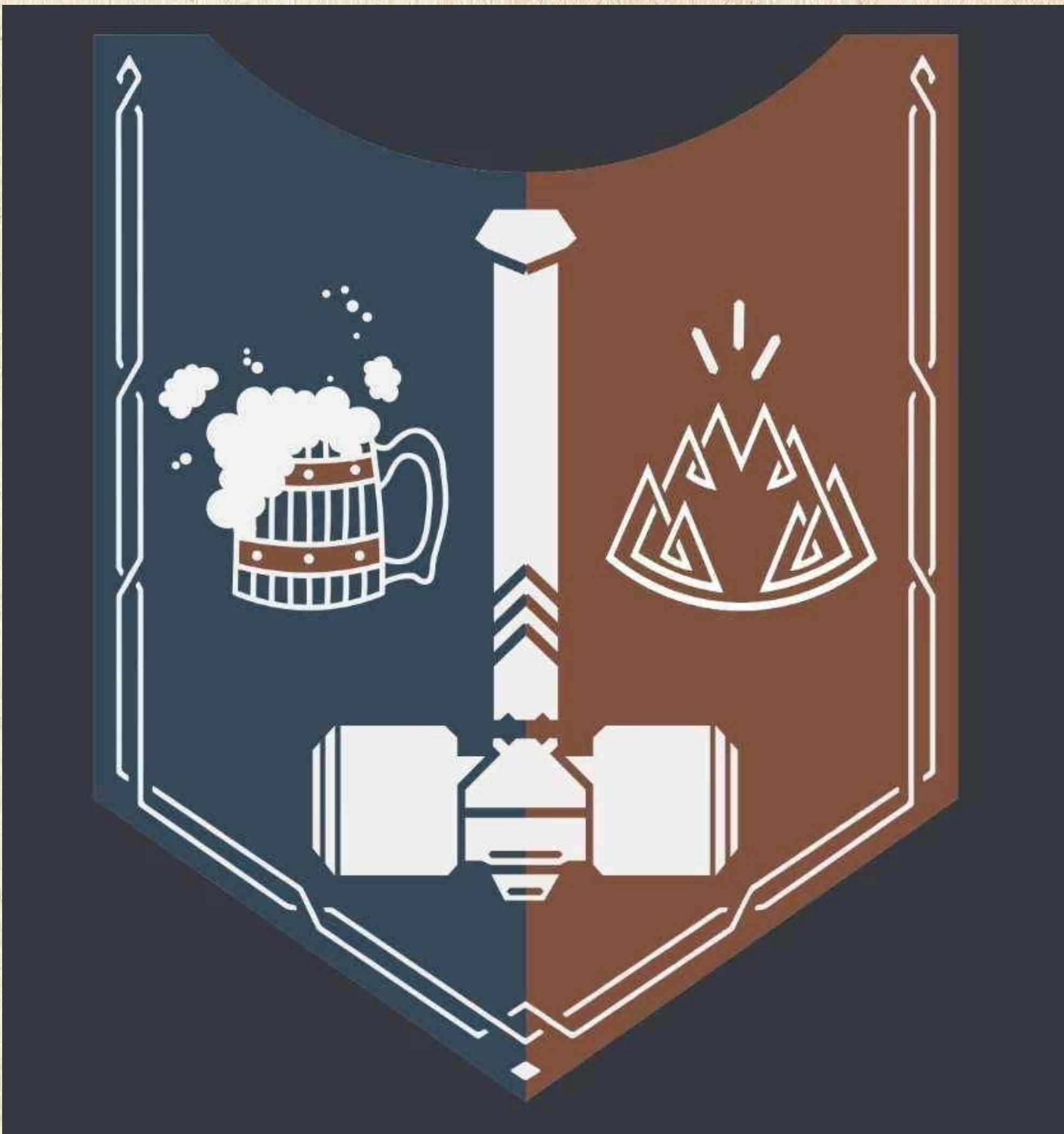


# Torst Helvellyn Continued



## Motivations

Before the return of the mists and the first grand gathering of Hynafol, the Dwarves of Torst Helvellyn had hoped to re-establish contact with the mountain home of Torst Drukar. With the revelation of the failures of Torst Drukar and the destruction of the mountain home, Torst Helvellyn is now committed to recovering and restoring the mountain home and effect a return to the strength and renown of the Dwarves known before the Cataclysm.



# Valraavn

## From Blood to Ash

### Heraldry

Bloodied Raven over Yggdrasil

### Colors

Black/Grey and Purple

### Primary Religion

The Old Ways

### Goals

To ensure the Sacred Cycle and Protect Syndraumrat all costs. We believe the best course of action is to utilize Dark Magicks to strengthen ourselves to better fight off the encroaching evil. Why limit yourself to certain weapons while letting your enemies have a full arsenal? We will Propagate the Primal Path and see a return to the Ways of Old.

In Blood there is Life.

In Life, Power.

### History

Two Vanir brothers once visited this realm long before the cataclysm.

The ancient druidic people that lived on Drekhaugr taught them their ways. And in return the brothers introduced them to Blood Magic and using Life to summon monsters. The two protected their shores for years while the druids preformed their rituals.

The druids were plagued by visions of the World Tree Burning, The Final Death.

They crowned the brothers as the Twin Kings, in belief that they had a part to play.

The Elder, Lugus, fashioned the brothers Crowns. One of Bone, the other of Blood.

The two formed the Valravn, from fellow Vikingr, as protectors of the Druids. For years they served as the Kings. Fending off all manner of creature and man. Until One day, Arthur came to their shores. King Arthur and his Knights slayed the brothers, hoping to banish them from this world.

The Brothers returned to the realm, long after the Cataclysm. Within the Mists, the first time it reopened, they reunited the Sleipner and Streng Clans, recreating the Valravn.

Now that most of the Vikingr and Druidic clans of this world have joined under the Valravn Banner, their mission can continue. To Stave off the Dark and Ensure the Cycle continues.



### Allies

Sellar's Keep, Morladrona, Noctum Coligo, The Marchwardens

### Enemies

The Order

### Suggested Peoples

All



# Ualraavn Continued

## Characteristics

We are, what some would call, frightening.

Appearance depends on role within. Some adorned in furs and/or leather, others rarely in garment. The Seiðr priests wearing headdresses, the Kings themselves adorned in Plated Steel.

The Valravn Clan are vikingr to their core and as such share fitting characteristics. Loud, sometimes drunken, always ready for a fight.

## Motivations:

To protect our clan and kin. To enjoy our times in hearth and home. To protect Syndraumrand and ensure the Cycle.



# Voiaj Mereu

## *Forever Traveling*

### Heraldry

Seven Stars

### Colors

Maroon / Gold / Purple

### Primary Religion

Caernos, but open to all religions.

### Goals

To continue the journey that is life, searching and collecting the stories of all who once were and still are. To find their path and guide others as best they can; to explore, barter, and trade in the mysterious, the magical, the wonderful, and the strange with their fellow travelers. To seek and obtain old relics and tomes of forgotten histories. It is not about the final destination, but rather the stories created and uncovered along the way.

### History

The nomadic peoples that make up Voiaj Mereu come from all walks of life; different places, cultures, and backgrounds. It is said that this diversity is what gives the guild its strength. Everyone is on their own journey, and the Voiaj take in anyone and everyone who finds themselves in need of traveling companions. This guild is for those who don't have a place to fit in: perhaps you're an outcast with no home to return to, a restless adventurer who longs for more, or simply a natural traveler who cannot remain in one place for long. No matter the situation, Voiaj Mereu welcomes you with open arms.

The guild's roots are tied to the Known World Pre-Cataclysm, though the details and specifics have been lost to time. For many, the Voiaj has simply always been traveling, appearing in cities and lands all around the Known World all through time with information, stories, and rumors they've picked up on the road.

They commonly travel in separate caravans, small groups, or little 'found' families, bringing with them items to trade, stories to tell, and music to make. They can often be seen on the roads traveling throughout almost every country and kingdom at any time of the year, sometimes choosing to stay in certain areas anywhere from a single night to a couple of months at a time. They have a long-standing relationship with The Lodge that predates the Cataclysm, and can more often than not be found taking shelter near one of their locations.

### Allies

The Lodge. any others who support peaceful travelers on their doorstep.

### Enemies

None

### Suggested Peoples

All



# Voiaj Mereu

## Continued

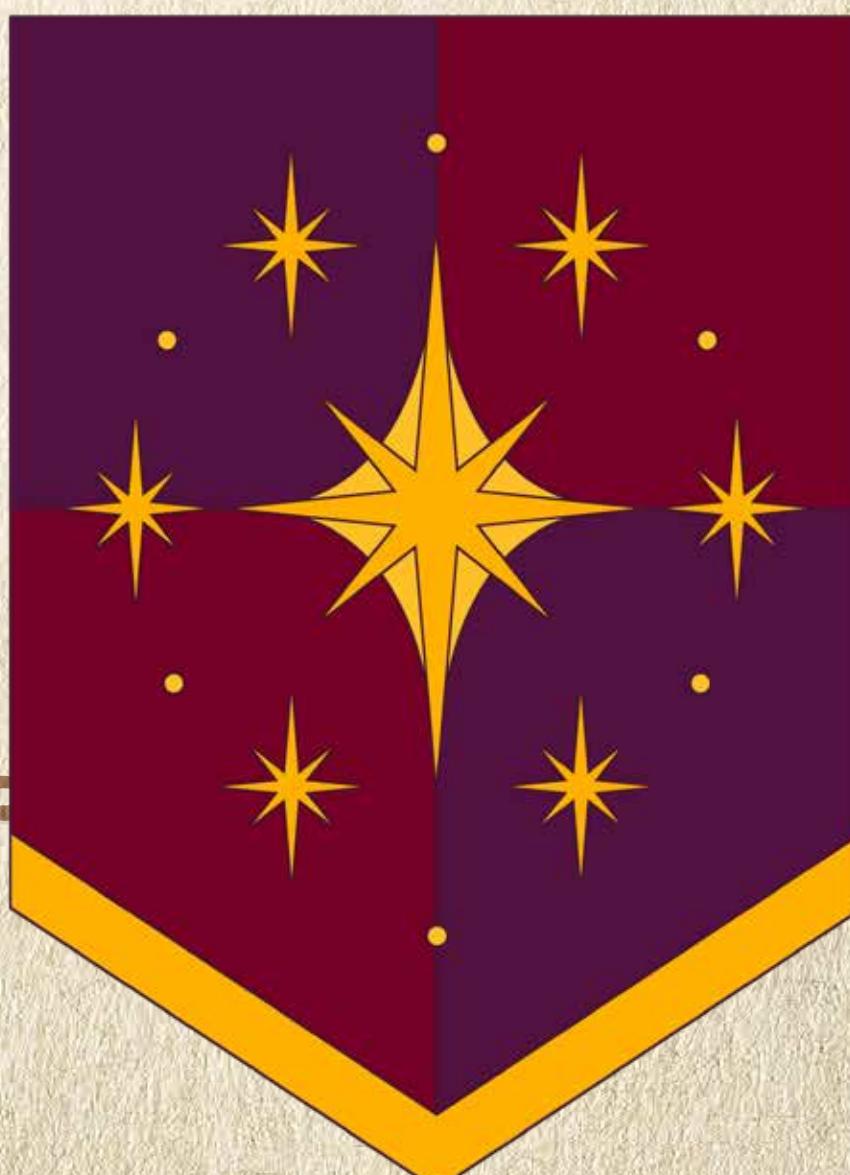


### Characteristics

The Voiaj Mereu takes pride in individualism, so much so that its guild members are as different and varied as the Known World itself. Even so, there are some common traits among Voiaj that have remained consistent. These earthly people put a lot of emphasis on the worship of the earth and the creatures that inhabit it, and do not believe in the ownership of land. Because of this, the guild has no land of its own, nor lay claim to any specific area. They live constantly on the move, and choose to make connections with other travelers and those they pass on their journey. Doing so creates a system of information-gathering across the lands and kingdoms, so many see the Voiaj as a wealth of knowledge, news, and rumors as they make their stops across the land. They generally shy away from violence, preferring to seek peaceful solutions first and foremost, but are unafraid to protect themselves when necessary. Individual members often take up arms for ideals they believe in or those they wish to protect, but the guild itself does not take sides in battle, preferring instead to be a neutral party and present in other ways. Overall, this is a peaceful guild, practiced in storytelling, information gathering, music, arts, alchemy, herbology, soothsaying, and the many ways of nature. They consider trees sacred, particularly the oak (which is most holy amongst Caernos followers) and the guild is seen to have more of a shamanic perspective. It relies on holistic medicines from their master herbalists, alchemists, and contact with the spirit world to treat, and sometimes cause, illnesses.

### Motivations

Voiaj Mereu seeks to continue their peaceful lifestyle, promote peace within the lands, and nurture all manners of life. To provide shelter where they can, a community when needed, and a reprieve for any and all who cross their path, no matter where they may be in their life's journey. They wish to help protect the land that allows them to continue to collect stories, understand motivations, and share memories of all those who have and will travel, throughout all of time. They also hope to uncover the guild's mysterious past and its connection to the lands of Hynafol.



# The Wyrmguard

## *The Great Sentinels*

### Heraldry

A Cockatrice on a quartered field of blue.

### Colors

Blue and White

### Primary Religion

N/A

### Allies

N/A

### Enemies

N/A

### Suggested Peoples

All

### Goals

The primary goal of the Wyrmguard is to rid The Known World of monsters and tyrants who might as well be. Though this may seem like a Sisyphean task, they embrace this charge with unwavering resolve. Each member holds the hope that one day, The Known World will once again be safe for all its inhabitants. Their tireless efforts and steadfast determination drive them to confront and vanquish any threat that looms over the land. Through their bravery and sacrifice, they strive to create a future where the people of The Known World can live free from fear and danger.

### History

The Wyrmguard was born out of tragedy and a fierce resolve for justice. One fateful day, a mighty Cockatrice attacked their lord's keep, managing to slay him. Driven by vengeance, the knights, squires, and even some peasants embarked on a quest to slay the creature. After many long weeks, they found their quarry. A long battle ensued, and not all survived, but they succeeded. This victory, however, revealed a grim truth: there would always be another monster to take its place, and someone else would encounter loss and tragedy at the claws of another monstrosity. Recognizing this unending cycle, they dedicated their lives to hunting these threats, forming the Wyrmguard.

Over the years, the Wyrmguard grew, attracting lordless knights, soldiers, and common folk, all united by a shared sense of duty. They have become a symbol of hope, known for their relentless pursuit of the destruction of monsters and the protection of those unable to defend themselves. The Wyrmguard's dedication and bravery inspire fear in the hearts of monsters and instill courage in the people they protect. Their legacy is one of valor and sacrifice, ensuring that no one else suffers the same fate that befell their lord.



# The Wyrmguard Continued



## Characteristics

Members of the Wyrmguard embody the spirit of the knight's errand, seeking adventure, worthy foes to fight, and companions to share stories with. Each member swears a vow to uphold three chivalric virtues: Charity, Justice, and Valor. These virtues are the cornerstones of the Wyrmguard, and its members strive to embody them in all their actions.

Despite their noble nature, many Wyrmguard members are known for their eccentricities. Regularly dealing with strange creatures and monsters has made them quite superstitious, often leading to quirky behaviors and a somewhat jumpy demeanor. These idiosyncrasies, however, do not detract from their bravery and dedication. Instead, they add to the unique and colorful tapestry that defines the Wyrmguard.

## Motivations

The Wyrmguard is driven by their noble mission and deep personal convictions. They are motivated by a desire to aid the powerless and unfortunate, while also seeking to redeem themselves from past failures by finding purpose in their task. Though the monsters and foes they face are indeed dangerous, there is not a single member who would hesitate to give their life in the defense of another. Their unwavering commitment to protecting others and their relentless pursuit of justice define the essence of the Wyrmguard.

