

The Kingdoms of
Dynafol



The Known World



Ligue de Freehold

Freedom For All



Ordo Cervi, The Marchwardens, Nova Vitae, City of Fulcrum

The Ligue de Freehold is a federation of land holding guilds and cities to the Northwest of the inland sea. This Ligue's history is a recent development only formed after the Cataclysm wrenched Arthur's rule from the land and left these guilds and the cities they oversee left to fend for themselves. In the wake of the power vacuum left by Arthur's disappearance many forces vied for power all over the known world. The cities that formed the Ligue de Freehold banded together under their one shared value: freedom for individuals. This league of freely held cities and territories derives its name from the fact that each guild, land, territory, and kingdom within its membership is made up of freely held land and cities.

Ordo Cervi is the oldest guild in the Ligue de Freehold; though their cities are not the oldest in the Freehold. The Order of the Stags formed shortly after the Cataclysm as a commercial and military expedition to visit lands and people to the far north of their mountain cities. However, it wasn't long before their numbers swelled and the lands and cities that they inhabited relied on them for protection.

Led by a small order of Knights and commerce savvy nobles the guild expanded their operations and offered protection to the cities and towns dotting the hills of their mountains. While Kingdoms have previously ruled this portion of the map, since the Cataclysm there has not been a uniting government for the peoples of the land. The guild was a natural fit to offer the structure and military might to fill the void. The Ordo Cervi consider themselves to be allied closely with The Marchwardens and Nova Vitae; Ordo Cervi was the first to call for the Freehold Ligue to be formed.

The Marchwardens have long inhabited their ancestral home known as The March; and are an ancient order given the title of The Wardens, and hence The Marchwardens by the old ones, their ancestors. Their thriving port cities today serve as a hub for all on the northern seas; and offer protection from other seafaring folk that would use open harbors and coastal villages as their personal pillaging ground. As a group of privateers that are as skilled on the open seas as they are on land; The Marchwardens were happy to join the Ligue de Freehold and bring with them their wealth, sea protection, and many warriors and merchants to the other freely held cities.



Ligue de Freehold

Freedom For All



Allies

Kingdom of Vandor, Sol Wyld

The Ligue de Freehold has good working relations with Vandor and has since before its inception. Both Vandor and the member guilds of the Ligue have common principles regarding human dignity, the discovery of knowledge, and individual self preservation. Before the Cataclysm, elves were regularly seen in the cities and ports surrounding the Freehold. Since The Cataclysm contact between the Ligue and Vandor has been sparse, but occasionally trading ships and messengers are found between the cities.

The Ligue de Freehold believes in the sovereignty of the individual, and most places gladly welcome outsiders into their cities, towns, and guilds. With the exception of the Fulcrum Acolytes the other peoples that inhabit the Freehold have settled the area and have become a melting pot of cultures, ideas, and customs. When the Fae appeared from the mists unable to return, many found sanctuary in the guilds of the Freehold. Some have even remained to dwell in the Freehold's lands. The Freehold found a welcome ally in the court of Sol Wyld. As their nearest southern neighbor they trade freely, and have often offered to lend a helping hand should the need arise.



Ligue de Freehold

Freedom For All

Enemies

Imperium Dominium, MorLadrona, Streng Lofte, Nox Wyld

Many citizens of the freehold were formerly living within the borders of the crumbling empire. To this day, many slaves, displaced people from the constant wars, and those looking for a better life flee across the inland sea to find a new home in the Freehold. In particular Nova Vitae has long made its mission to see the end of the Empire as nearly all of its members have fled the Empire's holdings. Citizens of the empire and their ships, although irregularly, sometimes visit the freehold and they are tolerated, but not welcomed. Recently, a ship that visited the Freehold on a diplomatic trade mission was confiscated for harboring spies. The Empire vehemently denies the claims and has demanded the ship and crew be released with payment for loss time and embarrassment. The Freehold has denied the request.

While the Freehold is open to trade with everyone for they want the economic advantages and commerce, any ship flying the Morladrona flag is quickly denied entry to the port. The pirates of Morladrona have relentlessly harassed the port cities and coastal areas of the Freehold. The Marchwardens have a standing order to pursue any Morladrona ship on sight. While the Fulcrum Acolytes had to deal with relentless attempts of any ship leaving fjord by these brigands. Needless to say, the Freehold does not tolerate Morladrona and their attempts to take what is not theirs.

The relationship between Streng Lofte and the Freehold is complicated. Early attempts were made to invite the people of Streng Lofte into the Freehold, but talks would always fall apart. The Freehold has attempted to establish diplomacy and trade routes many times only for the negotiations to fizzle out, or one side to feel slighted by the other and the agreement is canceled. Most leaders of the Freehold believe that the ideals of Streng Lofte combined with their relationship with Morladrona untenable in any kind of working relationship.

The Fae from Nox Wyld and their courts do as they please. Often seeming random, cruel, and unnecessary to the people of the Freehold. When the Fae originally appeared the members of the Ligue de Freehold graciously welcome and all who would enter and live peacefully. The night fae that formed Nox Wyld refused any and all offers. The Night Fae seem to not care one bit for personal freedom or the rights of others, doing what they will. This chaos and utter disregard for anyone outside of their courts is only further enhanced by the Nox Wyld's association with Hellfire; a member of The Empire.



Imperium Dominionum

To Be Great Once Again

Legionum, Hroiland, Llung Haul, Hellfire

The Imperium Dominionum is a shadow of its former glory, power, and military might... but don't tell that to its citizens, member guilds, and leaders. The Empire, as it's simply referred to often, once stretched from its current home of Lupis Terram and covered the inland sea on both sides and rested on the doorstep of both the Elvish Kingdom of Vandor and the dwarven Kingdom of Drukar.

The Imperium Dominionum finds its origins in a land that is believed to be southwest of Lupis Terram. Though its capital city and successive ruling Emperors and Empresses were far off, that didn't stop the legions under their command from subjugating the vast majority of the land around the inland sea.

This Empire arrived on the shores of Lupis Terram shortly after the Cataclysm and made quick work of the lack of knights, standing armies, and disarray the kingdoms and guilds were left with after Hynafol and the mists disappeared. With little communication, and all members of Arthur's court lost forever, the legions had little trouble "bringing the Emperor's peace" to the lands of the inland sea.

One thing The Empire did bring was stability to the region. Towns were erected with advanced building techniques far superior to the local inhabitants. Roads of smooth stones were laid across the land. Anything that could be neat and orderly was done so with force.

Anyone that stood in the way of the Imperium Dominionum legions were subjugated, and often enslaved. Rebels, dissenters, and political opponents were quickly and harshly dealt with - usually by public execution.

Over time the Imperium Dominionum created many enemies for themselves that constantly harassed them on their western borders....

Then, around the year 280 the legions were called back, they left the inland sea, and all but a contingent remained on Lupis Terram. The Legionum, as the contingent refers to themselves, remained, seemingly cut off from the rest of this once great empire.



Imperium Dominion

To Be Great Once Again



While The Legions is but a shadow of its former glorious empire, that does not mean that they do not wield immense power and hope to restore their hold on the lands surrounding the inland sea. Legionum largely controls Imperium Dominion today, with a few allied guilds held loosely together with promises made to each guild under their control.

The members of Hroiland have lived on the peninsula of Lupis Terram as far back as their histories stretch. At the end of the Cataclysm, Hroiland was hit with a double dose of bad luck. First, they were the southernmost guild protecting the mainland from incursions from the south. After the loss of their leader another foe arrived on their shores they could no longer resist: The Empire. Hroiland allied themselves both out of necessity, and then out of a desire to not be completely subjugated and use their willing position to keep their identity. Hroiland's utter hatred of magic melded easily with the orderliness and power that flowed from Imperium Dominion. Members of Hroiland are dubious as to the Empire's claim that they can restore order to the world, because as Hroiland sees it that can't be done without the eradication of magic of all kinds

Lleng Haul is an old order restored on their island homeland. After its revival and rapid ascension to power in their homelands the Empire quickly took note. Envoys were sent, deals were worked out, and an alliance was formed. Members of Lleng Haul have their own vision of justice and the deal with Imperium Dominion gives Lleng Haul the opportunity to meet out justice using the Empire's resources and power. Whether the long term goals of the Empire and Lleng Haul are compatible remains to be seen.

The once great and prosperous lands of Hell Fire have been laid to ruin since the days of the Cataclysm. With the magic gone and their power quickly diminishing Hell Fire turned to the only help they could find: Imperium Dominion. The Empire gladly accepted them into their growing alliance of guilds along the eastern shores. In exchange Hellfire has been promised any and all information regarding how magic may be returned to their land. The Empire requires Hell Fire to guard their northern territories and hopes to use the lands of Hell Fire to secure the inland sea once again. It remains to be seen whether Hellfire will be able to coexist with Hroiland inside the Empire if magic is ever restored to their land



Imperium Dominium

To Be Great Once Again

The remaining Legions left on our continent have continued to hold the vast lands and cities of Lupis Terram. The once great imperial cities have lost much of their splendor over the last 400 years, but not their wealth, population, nor their ingenuity. The members of Legionum hold out hope that one day their empire will be restored: whether that's through order and subjugation or the return of their Empress and the full might of her army. Until that time Legionum wields their power, makes their plans, and continues to attempt to restore the Imperium Dominium to its former glory.

Allies

Slepnir's Fjord, Sellar's Keep

The Empire likes to keep the marauding, pillaging vikings of Slepnir's Fjord in their employ. The Empire pays the vikings to keep anyone from sailing around the coast, and occasionally sends them on voyages to assist in other battles. Their relationship is always transactional, but with deep pockets it's not often that you'll find members of Slepnir's Fjord on any other side of a conflict than standing next to The Empire.

Sellar's Keep and their services are open and available to anyone for the right price... and the Imperial Dominium's pockets are still deep. When the Empire wants news, information, goods, or an assassination attempt made on the other side of the sea... well Sellar's Keep will do it. On the other hand, Sellar's Keep loves getting information out of The Imperium and turns around and sells it to the other kingdoms. The Empire knows this and tolerates it because their services are worth the price.



Imperium Dominion

To Be Great Once Again



Enemies

Kingdom of Vandor, Ligue de Freehold, Jument Sauvage, Crownless Royals

The Elves stood against the Empire and were one of the only forces strong enough to stop them from advancing north and surrounding the inland sea completely at the height of their domination. The elves continue to be a thorn in the side of the Empire using their long lifespans to out plan and out maneuver the Empire in its current state to keep them in check.

The league is made up of guilds whose citizens are either directly freed from The Empire or descendants of those who were once under The Empire's thumb. The Ligue despises the empire and wishes to see it be driven back across the sea or snubbed out indefinitely. The Empire on the other hand would gladly welcome the Ligue back in to be subdued, ruled, and put into order once again...

At the Empire's height Jument Sauvage dealt the legions the mortal blow that caused them to finally lose their grip around the inland sea. Once they were driven back, the fierce warriors on horseback of Jument relentlessly drove the legions out of every town and city until they were finally free of the Empire's presence. To this day, Legionum and the other guilds of the Empire cannot step foot on the mainland to the east of the inland sea without fear of galloping hooves coming for them.

Many of the Crownless Royals are crownless because of the Imperium Dominion. As the Empire moved west and subdued kingdom after kingdom the royalty was disposed of and nobles were left penniless. Many of the nobility from these overthrown and now lost kingdoms have coalesced into the Crownless Nobles. However, as with any group hungry for power and the return of their lands, the Crownless ones have been known to make overtures to The Empire to reconsider. Only time will tell as the Crownless Royals begin to make moves whether they'll look to ally with The Empire, or take them on...



Kingdom of Vandor



Knowledge is Power

While King Arthur ruled in a time of peace the Elves found comfort in the north in the Kingdom of Vandor. The magic and mists allowed easy travel between the Elves and their allies in the Kingdom of Drukar which promoted trade between the north and south of the known world.

The Elves traded knowledge and skills with the Dwarves who were equally skilled in the ways of crafting and science forming a tight bond between the two kingdoms of long lived peoples.

When Arthur was struck down and taken away to be healed the high elves of the library were called to his aid. However, when the mists vanished the high elves became lost along with Arthur, the mists, and the knowledge of Hynafol.

Because of this cataclysm, the trade routes between the elves and dwarves became difficult and treacherous. Travel between the Kingdoms meant crossing mountains, the inland sea and fey woods, or traveling by water past many ships and deep waters with monsters in their depths.

Following the cataclysm, the Elves' magic was gone. With magic drained from the elven forest, the Kingdom of Vandor's defenses against those that wished to do them harm began to fail. The trees of the forest used to breathe and move on their own, sending those of ill will on circling paths that would spit them out where they first entered the forest. The trees, now unable to shift, can no longer conceal the library when wars rage. The library has become an easy target for those who crave knowledge or those who crave to destroy it.

The elves banded together to create the guild called Menatu Vanfor. The guild operates out of the Grand Library, built upon the holy ground where Eluna recovered the shining comet Astaria's Gift, which aided her in her ascension to full godhood. The Library, built with the aid of the goddess, has stood for millennia, accumulating knowledge all the while. Eluna's blessing on the massive structure keeps the tomes and scrolls held within from succumbing to entropy, ensuring that they don't crumble over time. They also serve to keep any non-Elves from entering; a defensive measure against the human war bands that threaten it.



Kingdom of Vandor

Knowledge is Power



Eluna's blessings have become increasingly problematic as the Library has gradually come to be on quite good terms with the surrounding human and dwarven nations and could really use more staff. Unfortunately, Eluna is either unwilling or unable to remove the blessing that keeps the wards functioning, and any mortal attempting to do so would likely destroy the structure entirely, so the guild has adapted and learned to make do.

In part because the structure of the Library cannot accept non-Elves, and in part because every center of learning accumulates support staff, a settlement slowly grew up around the guild. In modern times, given the sheer scale of time that the Library has stood, the city of Astoria is now one of the oldest continuously-lived-in settlements on the continent.

While it isn't the largest city in the world, by any stretch, its age is obvious, and its streets twist like a basket full of snakes. All sorts of interesting things can be found in its markets, and the schooling opportunities there are incredibly hard to overstate (not least being the Astoria Academy, below). In times before the Cataclysm, it sported a thriving trade in magical goods and services, and the Astorian merchant houses are salivating over the idea that magic might be returning along with the Mists of Hynafol.

Astoria Academy

The Astoria Academy, named after the city that grew around the Grand Library, is an adjunct facility to the Library, sitting directly adjacent to the Library's campus. It teaches the children of the guild, as well as those of nobility or merchants able to pay for its intensive scholarly education. It makes no distinction on a student's or faculty-member's ancestry, and accepts Elves and non-Elves alike. It is a relatively young institution, only existing for the last three centuries.

The Academy has scholarships available to promising students of any economic background, and is liberal with awarding them, through scholarship students are told up-front that their tuition is only going to be paid if they continue to show promise.



Kingdom of Vandor

Knowledge is Power



Astoria Academy

The Academy acts as a hub for non-Elven scholars to gather, teach, perform research, and/or request for books to be copied from the vaults of the Library. These scholars are employed by the Academy rather than the Library, though the two organizations often cooperate with joint expeditions or research teams. The Academy and the Library also have a thriving trade in copying and selling rare books to those in need of specific tomes.

The Academy also functions as Menatu Vandor's diplomatic center, allowing non-Elven diplomats to meet, mingle, and make deals with the guild's officials in a comfortable and secure setting outside of the Library's wards.

The Academy and the Library jointly sponsor public schools across the continent, the Astoria Network, creating a list of educational tomes that they make myriad copies of, and offering scholarships to the Academy for those who are willing to be teachers at a public school. Their foremost goal is universal literacy, with universal numeracy a close second, and they have been remarkably successful in this effort so far. The school network is also one of the primary means by which the guild discovers and recruits bright new talents, both Elven and non-Elven.

Allies:

Kingdom of Drukar, The Fulcrum Acolytes

The alliance between Drukar and Vandor remains strong despite the reduced contact since the cataclysm. The rich history between the two guilds holding strong over the years of separation, the elves of Vandor continuing to speak highly of the craftsmanship of the dwarves.

In more recent years, the Fulcrum Acolytes have become close allies with the Kingdom of Vandor. The citizens of Fulcrum Acolytes pass through their kingdom, League De Freehold, with the help of Ordo Cervi and The Marchwardens to come study at the Astoria Academy; their sharp brains able to match wits with those of the Elves.



Kingdom of Vandor



Knowledge is Power

Enemies:

Imperium Dominium

Imperium Dominium has begun plotting attacks to overthrow and occupy the Kingdom of Vandor. With no magic protecting Vandor, spies have been sneaking into the academy and library.

Hellfire's loss of dark magic has resulted in its lands returning to its desert origins. In their desperation to restore their lands, they plot to conquer the knowledge of the elves believing that Elven knowledge will restore their sorcery and power.

Hroiland's desire that magic and the teaching of magical arts never be returned to the kingdoms, has them lurking in the forests to attack Astoria.

Legionum's home kingdom, Imperium Dominium, has fallen into ruin while the Kingdom of Vandor is growing by allowing humans into the area to learn and live together. Legionum believes the Kingdom of Vandor is a threat to their vision of the empire that they wish to create.

During an attack on Vandor, a section of the library was set ablaze, destroying an altar and books containing teachings by Eluna. Because of this sacrilege, it is said that Eluna cast a spell over the library; the last seen after the cataclysm. This spell keeps all non-elves from the library in order to protect it.



Kingdom of Drukar

From the Earth We Rise

The Kingdom of Drukar is a Kingdom thought to be as old as The Known World itself. The dwarves, who inhabit Drukar, are said to have come from the 'Heartstone' of the earth. Carved from the very stone itself. Some believe the 'Heartstone' is the stone the Lady of the Lake used to imprison Excalibur.

The dwarves, rose from the depths of the earth, mining their way through the darkness until, one day, they broke through to the surface. Having never seen the sun before, they began to worship it. They carved tunnels bringing its light into large cavernous cities below the surface. The dwarves are master stone masons. Their underground cities are brimming with halls of stone that took dwarf craftsmen centuries to carve. The Kingdom of Drukar split into two factions of dwarves. The Underdark dwarves and the Shield dwarves.

The Underdark dwarves lived and fought deep below the earth's surface, keeping beasts and dragons from the surface world at bay with their skilled swordsmanship and fighting tactics.

The Shield dwarves lived closer to the surface, managing and maintaining the Kingdom of Drukar, developing settlements, towns, and trade.

King Arthur was closely connected to the dwarves. When the 'Heartstone' released Excalibur to the King he earned their trust and loyalty. The Kingdom of Drukar blossomed under his reign. The dwarves earned a reputation as the world's leading blacksmiths, jewelers, engineers, and masons.

Allies

Kingdom of Vandor, Solis Caligo

The Kingdom of Drukar became close allies with the Kingdom of Vandor. For many years they traded knowledge and crafts, becoming stronger together.

Drukar also allied with Solis Caligo. The fae's sharp wit and cunning further enhanced the craftsmanship of the dwarves. They worked together making magical items that were traded across the land.



Kingdom of Drukar

From the Earth We Rise



Enemies

The Crownless Royals, Hroiland

The Royals to the east became increasingly jealous of the great kingdom built by the dwarves. They took to battling on either side of the river with Torst Drukar in an attempt to claim what the dwarves had built. When the cataclysm occurred, trade was cut off from the Kingdom of Vandor. Without King Aurthur's protection and the disappearance of the mists and magic, the dwarves became targets besieged by attacks from the crownless Royals.

The cataclysm left the Royals once great kingdom in ruins and the magical jewels purchased from the dwarves, useless. They believed that if they took 'Heartstone' from the dwarves, they would be able to rebuild their once great kingdoms. However, The Kingdom of Drukar refused them entrance into their mountains on the other side of the river.

Hroiland hated the magical items that came from the Kingdom of Drukar. He believed the chaos and power that could come from the magic of a stone was blasphemous. After King Arthur's disappearance, Hroiland demanded that Imperium Dominium never again trade with the dwarves. Hroiland's quest is to find and destroy the 'Heartstone' and in so doing remove magic from the land permanently and keep another King like Arthur from ascending the throne.

Over the years, the dwarves of the Kingdom of Drukar retreated deep into the mountains for protection. They are rarely seen on the surface. The heavy stone doors into their mountain remain closed and locked tightly and the surrounding towns are seemingly abandoned.

A few centuries have passed since the last sighting of a dwarf. No new trade or items have come from within the mountains. Many believe that with the disappearance of King Arthur and the mist that the dwarves have returned to the heart of the earth from where they came.



The Lands of
Dynafol



Tir O Valyant

Where all can mingle



Sol Wyld

The full fae reside primarily in 'the other world' also known as 'the Faewylds'. These creatures seem to have been created between the living earth and magic of the gods. The few known full blooded fae formed 6 courts: summer, fall, winter, spring, day and night. These courts ruled in the Faewyld and while in the known world were then divided into two independent lands. Sol Wyld and Nox Wyld.

When Arthur fell and the cataclysm happened, the full blooded fae were either called to aid Arthur or left through the remainder of the mists to the faewyld, leaving those who did not know the way, or of only partial fae blood, abandoned on the other side with promises of their eventual return.

Solis Caligo

As years pass and magic fades, the fae left behind begin to forget their ancestral stories and begin to make up their own. They decide to make a home for themselves in the forests of Tir O Valyant camping amongst the trees and sunrays. The flower meadows and streams they call home. Fae circles of mushrooms pop up around the lands, and there seems to always be a song on the wind.

Allies

Torst Drukar, Menatu Vandor

The Sol Wyld faes became fast allies with the Kingdom of Drukar, fascinated with their crafting, intelligence, and strength of family. They worked together under King Arthur's reign to bring prosperity, beauty and magic to the known world. Being avid storytellers themselves Sol Wyld faes would travel through the mists to visit the elves in the Kingdom of Vandor, trading stories, mysteries, theories, and quick matches of wit. It was not uncommon to see fae, elf, and dwarf sharing drinks and conversations so lively, one could barely recognize their language as the common tongue.

The fae have kept a close alliance with Menatu Vandor, attempting to help recall what they can from their memories of the world years before, and discover how their glamour works and where the fae came from. Though often the fae tell the elves stories they have created from their own imagination, holding some seeds of truth, and some seeds of exaggeration.



Tir O Ualyant

Where all can mingle



Enemies

Hroiland, MorLadorma

Hroiland hated the fact that even as the magic faded from the land, the fae remained. They saw an opportunity to ensure the weakened fae never regained a stronghold in the new world. With the help of Legionum and Imperium Dominium, Hroiland relentlessly attacked the Sol Wylds, preventing a permanent settlement for Solis Caligo.

MorLadrona is also in a constant battle with the Sol Wyld over who has control of that strip of the coast. While rarely engaging in actual combat, Solis Caligo has been known to watch as captains hide their treasure. Once the ships have left to resume plundering, the tricky fae dig up and move the treasure. However, they are always kind enough to leave a cryptic, and not at all helpful, treasure map to the new location of the loot. Some keep the treasure for themselves and only return it to the captain of the ship in exchange for a story of their recent ventures.



Tir O Valyant

Where all can mingle



Port Nathair

The metropolis of Port Nathair is the largest city to form and prosper after the cataclysm. During King Arthur's rule it was a simple trading town on neutral ground, where all could come to sell and buy goods from across the land. An easily defendable city guarded by mountains to the south and the inland sea to the east, there remained only one road going in and out of the area.

After the cataclysm and travel through the mists became impossible, Port Nathair began to grow as land travel became more common. The metropolis remains a neutral zone in the Tir O Valyant, with all guilds welcome within its gates.

But beneath this bustling city lies a shadowy secret. While the faces of the people smile and hide behind the masks of civility they are forced to wear, the town hides a seedy underbelly.

Sellar's Keep

It is known, somewhere in this town is the headquarters of Sellar's Keep, a secret mercenary group that deals in everything from assassinations and kidnappings, to letter passings and rumor mongering. Though little else is known of this secretive guild, it is said if you leave a request with an offering to the King of Beggars your request may just be fulfilled.

Allies

MorLadrona, The Crownless Royals

This guild is known to work closely with MorLadrona, helping in their smuggling efforts and selling goods on the black market.

The Crownless Royals often contract them to help gain political advantage with whisper campaigns and rumor mongering.



Tir O Ualyant

Where all can mingle



Enemies Lleng Haul

Most outspoken against Sellar's Keep is the Lleng Haul, with a history of clashes between the two guilds, polar opposites of each other. One in the sun trying to keep justice and peace, the other in the shadows sewing chaos.



Little more can be said about this Sellar's Keep, for anyone who has said anything seems to be missing their ears and tongue.



Craig Mor

Where the fighters roam the plains



The Craig Mor is made of mostly plains and grasslands. a large forest on the west, going along the coast of the inland sea, and in the center of the Mor large sharp cliff faces that are home to many mountain goats and other creatures.

Jument Sauvage

Jument Sauvage has taken to making their homes in the plains lands. Taming the wild horse and guarding the Tir of Exyle and the east shore. A constant eye kept on Imperium Dominium to ensure they do not try to breach the Mor from their shores.

This land is more primitive than some of the advanced cities around the known world. The men and women of Jument Sauvage enjoy the more simple life of the farm lands and wide spaces the Mor has to offer. Making their homes simple huts and houses, for most of their time is spent outside. The days there are spent training in many different ways, and joy is abundant in their work.

Allies

The Lodge, Streng Lofte, Torst Drukar

Jument and The Lodge came to an agreement to share the Mor, in exchange for trading techniques in fighting monsters and training horses. The Lodge also agreed to watch their shore of the inland sea to keep the Mor in a peaceful state.

Back when the vikings of Streng Lofte traveled the many seas, before planning to settle down, they became close allies with Jument Sauvage. Both holding a strong affection for family ways, cleanliness, and fairness to all in their guilds. A strong bond between the two continues to grow after the cataclysm.

When Jument Sauvage was first claiming their lands, Torst Drukar came to their aid, teaching them how to work with the earth and giving tools to help the village. Without having heard from the dwarves in many centuries their technology and tools have not advanced, but they still use the teachings they had received.



Craig Mor

Where the fighters roam the plains



Enemies

MorLadrona, Imperium Dominium

MorLadrona used to attempt to sail into the straight from the south, to take land upon their shores away from the desert of the Tir of Exyle. But Jument never agreed with the way the pirates lived, stealing from others for their own gain, hoarding and hiding. Adding that to the people of Jument the pirates seemed loud, drunk, and stink worse than an unmucked horse stall. After one of the pirate captains stole the beloved horse of the current Boudica all of Morladrona was forever banned from sailing near the mor again.

Jument Sauvage has a strong hate held towards those that believe the world would be better under the strict rule of one kingdom yet again. Pledging to fight their hardest against Imperium Dominium and keep them off the shores of Craig Mor, never to fall to their rule unless by death.



Craig Mor

Where the fighters roam the plains



The Lodge

When the cataclysm rid the world of magic, yet beasts still roamed the land, The Lodge banded together to clean the world of the monsters and beasts. They set up chapter houses in many locations around the known world.

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.

Allies

Jument Sauvage, Voiaj Mereu

Making a deal with Jument Sauvage, they set up in the forests next to the inland sea for their main lodge. A location that allowed them quick travel to all places of the known world.

The guild grew close with Voiaj Mereu, often traveling together throughout the lands to different chapter houses, or being hired by Voiaj to escort them through the most dangerous of passes.

Enemies

Undefined

While peaceful with most guilds they are more likely to solve issues with problem guilds through their individual chapter houses. Always quick to take up arms against slavers, bullies, or those who will put others down for their own gain or pleasure.



Tir of Exyle

Wondering in the Ruins



The land of the Tir of Exyle once fell under the rule of the Old Empire. The kingdom fell due to the combined efforts of Boudicca, the people of Craig Mor and a retreating empire that shrank back to its original holdings. With the empire in ruins, the area was renamed the Tir of Exyle.

After the cataclysm the Tir became home to the Crownless Royals, a group of royals that have gathered in the ruins of the Reman Empire to try and rebuild their own place in the world.

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

Allies

Sellar's Keep, Imperium Dominium

Often traveling across the waters to Port Nathair to gather supplies as well as recruit more displaced royals to their guild. While in Port Nathair the Crownless Royals are known to work closely with Sellar's Keep, hiring the secretive guild to help the royal's advancement in the known world.

They are also allies with Imperium Dominium, specifically closest with Legionum and Hroiland, using the islands between them to quickly pass into each other's lands and past Jument Sauvage. However they butt heads with the Llung Haul for interfering in tasks the Royals give to Sellar's Keep.



Tir of Exyle

Wondering in the Ruins



Enemies

Menatu Vandor

The elves of Menatu Vandor and the Crownless Royals have never gotten along. The Royals dislike the fact that they are not allowed into the library of the elves. Many of the rumors they have hired Sellar's Keep to spread are intended to contradict knowledge the elves have shared, in an attempt to discredit them and keep them contained in the Kingdom of Vandor. A constant chess game is played between the two guilds.



Machuld Mor

Where the Wild Run Free



A collection of islands off to the west, run by the sea faring people of Morladrona and the night fey of the Nox Wyld. A place not for the faint of heart nor slow witted. The waters are said to be filled with creatures still unknown and magic isles to be discovered. The dark forests to the south overrun with night fae hiding in the shadows waiting to trick you out of your most prized possessions.

MorLadrona

The sea-faring people of Machuld Mor ran the waters of this area, living off the bounties they found, either by chance, or by force. During King Arthur's rule they were more confined to the shores, the mists overtaking many of the islands they wished to explore. After the cataclysm the adventures for these folks became endless. And for years now they have been making new discoveries upon seemingly uninhabited shores.

They formed a guild named Moraldrona, setting up a system to live, mostly, at peace with each other. This organization made them quickly take full control and advantage against any travelers through the water. Taking whatever it is they please from those entering their territories.

Allies

Noctum Caligo, Sleipnir's Fjord

Morladrona became close with Noctum Caligo, bonding over their love of trickery to the outsiders. Often working together, driving people into the dark woods for the fae or out into the ocean for the captains. Along with many nights of loud drinking and sea shanties that could be heard across the Mor, these two guilds are strong allies.

Sleipnir's Fjord is considered a brother guild to Moraldrona. Each taking control of separate island systems. The only ships to ever pass through the Mor mostly unharmed were those of Sleipnir's, for they were the best in battle and wits to stand up to MorLadrona. After a drinking contest between the two guilds left all with no memory of who won they decided to become allies in the known world.



Machuld Mor

Where the Wild Run Free



Enemies

The Marchwardens, Llung Haul

The Marchwardens and Llung Haul have tried, with great effort, to contain MorLadrona's chaos to the shores of Machuld Mor. Often bar fights between Llung Haul and MorLadrona happen in Port Nathair when the sun guards catch the sea farers smuggling goods through the black market. The Marchwardens are in constant battle to keep the ships away from their northern islands, as MorLadrona often stop on their shores on the way to visit Slepnr's Fjord.

While the sun fae of Sol Wyld dislikes the pirates for digging up their earth to hide their findings, Morladrona finds it a great game to have another search on a map; and is always happy to tell their adventure stories to the fae who will listen.



Machuld Mor

Where the Wild Run Free



Noctum Caligo

The fae reside primarily in 'the other world' also known as 'the fae wilds'. These creatures seem to have been created between the living earth and magic of the gods. The few known full blooded fae formed 6 courts: summer, fall, winter, spring, day and night. These courts ruled in the Faewyld and while in the known world were then divided into two independent lands. Sol Wyld and Nox Wyld.

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. Many of the 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. Visitors are rarely accepted, but you will find members of Noctum Caligo across the continent conducting business, and visiting other kingdoms.

Allies

Hellfire, Mentatu Vandor, Torst Drukar

They became allied with Hellfire and Menatu Vandor, all looking for a way to return magic to the land, or solve where the magic has gone. Hellfire's studies of sorcery intrigue the fae. The academy of Menatu Vandor also held knowledge on how the fae came to be, some of the night fae desperate to return to full human form. A bond was made between the two guilds.

They also became closely allied with Torst Drukar and their underdark faction. Working together in the dark depths of the earth to uncover the mysteries the darkness holds. However all that were with the dwarves when they closed the doors to the mountains have not been seen in centuries.



Machuld Mor

Where the Wild Run Free



Enemies

Hroiland, Steng Lofte

Hroiland often makes their way into the Nox Wyld in attempts to rid the land of the magical creatures they deem abominations of nature. Along with the attacks of Steng Lofte who originally wanted to establish their new homes farther south but were kept out by the night fae and MorLadorna. While Steng Loft has made its home farther north, they curse the winter court of the night fae for every winter storm that hits their shores.



Tir Digon

Home is Here



The Tir on the west side of the known world is a mountainous region, the north and eastern shores are made up of sheer rock cliffs and chilled winds bringing winter storms from the mountains to the east. The seafaring folks of MorLadrone along the southern shores, Streng Lofte making their homes up on the northern cliffs, and the City of Fulcrum building their schools between the two sets of mountains.

Streng Lofte and Sleipnir's Fjord originated from Norwyn, separating and making their homes on opposite sides of the known world. Streng Lofte, after fighting with many guilds across the land settled on the cliffs of Tir Digon, able to make the land fertile and prosperous.

Allies

Jument Sauvage, The Marchwardens, The Fulcrum Acolytes

Streng Lofte became allies with Jument Sauvage and The Fulcrum Acolytes learning how to turn the land to their needs. Jument taught them the ways of farming and animal care, while the acolytes taught them how to write their histories down in scholarly fashion in order to form a great organized home.

The Marchwardens and Streng Lofte became allies through the equal respect for keeping the peace of the land through strong swords and shields. The two guilds often lean on each other in battle to take down greater foes.

Enemies

MorLadrone, Legionum

MorLadrone is constantly causing havoc on their shores when they travel north. One of the places Streng Lofte tried the hardest to make their home was the lands of Legionum. Legionum has yet to forget the destruction Streng Lofte caused to their already battered home, peace between the two guilds have yet to be found.



Tir Nuada

Here We Roam



Tir Nuada used to be a fertile land thanks to the Hellfire guild, using their sorcery and magic to help the land prosper and grow. Once the cataclysm hit and magic faded from the land; the south became a desert, and the north barren forests of hard pine.

Sleipnir's Fjord broke away from Norwyn and Streng Lofte, wanting to continue their travels and escapades on their ships and discover new lands rather than settling down. They made their fjord in Tir Nuada, the islands of the north east once being inaccessible due to the mists. Sleipnir's Fjord found home in the north east islands of the Tir, while Hellfire kept its home, adapting to the desert and making their homes in the dunes.

Allies

MorLadrona, Hellfire, The Crownless Royals, Jument Sauvage

Sleipnir's Fjord became close allies with MorLadrona, trading stories of adventures and treasure hunts, as well as the love of drinking. Hellfire often trades with Sleipnir for odd items they find in the isles. Items Hellfire believes may have once been magical in nature and can help in their studies to bring back their sorcery.

Sellar's Keep works closely with Sleipnir's Fjord, moving the items they have raided through the black market, making profit for both guilds.

Jument Sauvage and Sleipnir's are said to have a sibling like rivalry between the two, while considered close allies the sparring and battling between the two is always rambunctious and often ends in many injuries and shared drinks between the two.

Enemies

The Marchwardens, Lleng Haul

The Marchwardens and Lleng Haul both attempt to keep control of the raiders, working to keep them confined to their Fjord. Lleng Haul setting up on their island and The Marchwardens protecting their isles in the north.

Separating from Streng Lofte has always left a feeling of bad blood between the two that even living on the other side of the known world does not feel like enough distance from their 'brother' guild.



Isle of Karn

A Bard's Paradise



A fanciful island off in the north eastern part of the known world. Used to be dry and dead, and of no interest, rarely visited. And then after the cataclysm it began to grow and change. Blessed by Cliona the grass grew bright green and soft across the whole island, fruit trees of all kinds sprouted, and birds' songs can be heard day and night.

The island became populated by a rundown performing group that calls themselves Karnifal. As their island grew, so did their talents and skills, their shows suddenly requested across the land.

They began to perform a show they called "The Night Of Magic " which one must receive an invite in order to attend. The night of magic was held in a different location every year in order to prevent uninvited guests from sneaking in. It is said the game and prizes of the night also change.

The most interesting fact of this Isle is no one knows who the ringmaster is, for every night of magic the role is played by another bard.

Enemies

Hroiland

Hroiland believes that The Isle of Karn somehow still holds magic in the known world. Though all the bards have assured the world that everything they do in their act is just that, an act. Hroiland has tried to sail to the shores of the island numerous times only to somehow have their ship turned around, or the isle never grow larger or closer in distance. Hroiland has also tried to crash every Night of Magic event held by Karnifal and discover the true ringmaster of the guild.

