

*The Guilds of*  
**Dynafol**







# Ordo Cervi

*Order of the Stag*



## Heraldry

Stag

## Colors

Green / Beige / Red / Gold

## Primary Religion

The Holy Shoe

## Allies

March Wardens, Nova Vitae

## Enemies

Legionum, Crownless Royals, Streng Lofte

## Suggested Peoples

All

## Goals

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

## History

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

## Characteristics

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

## Motivations

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







# The Marchwardens

*Keepers of the March*



## Heraldry

ThunderHawk

## Colors

Black / Purple / Yellow

## Primary Religion

Children of the Ash

## Allies

Ordo Cervi, Nova Vitae

## Enemies

MorLadrona, Sleipnir's Fjord

## Suggested Peoples

All

## Goals

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

## History

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

## Characteristics

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

## Motivations

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







# Nova Vitae

*New Life*



## Heraldry

Winged Horse

## Colors

Gold / Dark Blue / White

## Primary Religion

Unknown

## Allies

Ordo Cervi, Solis Caligo

## Enemies

Legionum, Sleipnir's Fjord

## Suggested Peoples

All

## Goals

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

## History

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

## Characteristics

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

## Motivations

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







# Lleng Haul

*Region of the Sun*



## Heraldry

Scales of Justice

## Colors

Black / White / Orange / Red

## Primary Religion

The Torchbearers

## Allies

Unknown

## Enemies

Unknown

## Suggested Peoples

All

## Goals

To first and foremost enact justice. Protect the people of Hynafol from those who may do evil. To stand for Peace and Justice, which can only be established through rule of Law.

## History

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 the commonwealth are unable to address. These events can range from large-scale assaults from other guilds, or it may be to take down large monsters that threaten nearby villagers, or even root out some corruption among the other guilds.

## 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 Mist began to clear the Llang Haul rushed to be the sole 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.







# Legionum

## *Region of the Empire*



### Heraldry

Double-headed Wolf

### Colors

Blue / Purple

### Primary Religion

Invictus

### Allies

Sleipnir's Fjord, Hroiland

### Enemies

Ordo Cervi, Nova Vitae

### Suggested Peoples

Human

### Goals

To re-establish their former empire. To ensure that Hynafol is never ruled by one person again. To research and obtain any power that may reside in Hynafol.

### History

Legionum, or The Legion, as they are often referred to are the last remnants of a once great Empire that stretched from a foreign land well into the continent after the time of the Cataclysm. As that empire waned, legend has it that only one battalion of their soldiers remained, forever hopeful for the return of their beloved Empire. In the years since the Empire's collapse Legionum have worked tirelessly to repair their strength, increase their numbers and see order once again return to the continent.

### Characteristics

Above all things the Legionum, prizes making order out of chaos. They despise all things that do not fall in line, or are outside what they consider the natural order. They take great pride in the relics of their Empire that can be found from the very small to the large walls, roads, and structures that their forebears built. Though, they could scarcely tell you how they were constructed, nor why their Empire fell. As all soldiers, however, they have their vices, and at Hynafol you can often find them in the pubs in the evening.

### Motivations

The Legion believes that there is only one way to peace and that is through order. The Legionum seeks to bring balance back to the continent, not by magic, nor by the power of Hynafol, but by the order that only their Legionnaires can bring. The Legion is no fan of the "stories" of this Arthur character, and if the mist should open, they will side with whomever can bring the most order and structure to the continent.







# Torst Drukar

## *Adventure Home*



### Heraldry

Anvil Encircled in Rays

### Colors

Brown / Blue / Green

### Primary Religion

Helion

### Allies

Menatu Vandor, Solis Caligo

### Enemies

Crownless Royals, Hroiland

### Suggested Peoples

Dwarf

### Goals

To nurture and reap the bounties of the land, and ensure that Hynafol doesn't fall to those that would disturb their work and homes in the earth. To bring honor, wealth, renown to their people through their trade and workings of natural resources. To live and serve under the guidance and protection of the Earth and Sun.

### History

Proud, strong, and hearty the dwarves believe themselves to have been wrought from the Earth by the very Sun himself. The Sun whom they worship and call many names, the most common being Solus, set them upon the earth to bring out the most wondrous works of stone, metal and gems from the earth. When Solus created the first of their kind he used a flaming, still molten and malleable ruby as their heart. And so it is said that the heart of every dwarf burns with the love of the earth and gems.

The dwarves make their homes in halls of wondrous stone deep underground in the mountains. Carving intricate tunnels, massive halls, as well as home and hearth throughout a weaving complex in the heart of the mountains. Contrary to tall tales told about them, however, the dwarves often come to the surface and are not a subterranean people. Through their endless study of the Earth and it's component parts they have gained vast knowledge about how to work metals, gems, and other natural materials.







# Torst Drukar

## Continued



### Characteristics

These guild members live on the land around and inside the mountains, their lives so devoted to the Earth and it's bounty that they age slower than most. A guild known for their stubborn nature and cynicism, though those negatives were often contrasted nicely by their bravery and tenacity. Living and working from the mines and caves of the mountains to hone their individual crafts. While not everyone in the guild holds the religion to high esteem it is commonplace to still wear the symbol and be seen in temples. Becoming an ally to this guild is difficult, but once the alliance is made it holds strong as a mountain, as long as you do not betray its people in any way, for they will remember.

### Motivations

The protection and preservation of their work under the earth from anything that would disturb their progress. Especially, dragons. To work the lands of Hynafol in search of knowledge and natural riches.





# Sellar's Keep

## *Mercenaries of the Shadows*



### Heraldry

Faceless Mask

### Colors

Black / Silver

### Primary Religion

Arkadya

### Allies

MorLadrona, Crownless Royals

### Enemies

Lleng Haul

### Suggested Peoples

All

### Goals

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

### History

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

### Characteristics

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

### Motivations

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







# 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.







# Voiaj Mereu

## *Forever Traveling*



### Heraldry

Seven Stars

### Colors

Maroon / Beige / Purple

### Primary Religion

The Lady

### Allies

None

### Enemies

None

### Suggested Peoples

All

### Goals

To come to Hynafol looking for all that is and was. To gain much from simply walking through, working, and bartering. To seek and obtain old relics and tomes that are known to be hidden in the world of Hynafol.

### History

This guild is for those who don't have a place to fit in: maybe you're an outcast, you're a hermit that needs company, you're a natural traveler who can't stay in one place for long, or your original people are now gone your lands, gods, and homes have been stripped away. The Voiaj Mereu is ready to welcome you with open arms.

They commonly travel in caravans, small groups, and little "found" families. They have no lands of their own, nor lay claim to any specific area. Their lives are constantly on the move, making connections across the land with other travelers and creating a system of information gathering across all the kingdoms.

### Characteristics

The earthly people of this guild take great pride in their worship of the earth and the animals that inhabit it. Shying away from violence, it is a peaceful guild, practiced in herbology, soothsaying, and the ways of nature. Considering trees as sacred, particularly the oak, this guild is described as a shamanic religion. It relies on holistic medicines from their master herbalists and contact with the spirit world in order to treat, and sometimes cause, illnesses.

### Motivations

The Voiaj Mereu seek to continue their peaceful lifestyle, promote peace within the lands, and nurture all manners of life.







# MorLadrona

## *Thieves of the Sea*



### **Heraldry**

Octopus

### **Colors**

Red / Beige / Brown

### **Primary Religion**

Calypso

### **Allies**

Sleipnir's Fjord, Noctum Caligo

### **Enemies**

The Marchwardens, Llung Haul

### **Suggested Peoples**

Human, Elf

### **Goals**

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

### **History**

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

### **Characteristics**

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

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

### **Motivations**

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







# Solis Caligo

## *Sun Mist*



### **Heraldry**

Tree of Life inside the Sun

### **Colors**

Greens / Yellow

### **Primary Religion**

Cernunos

### **Allies**

Torst Drukar, Menatu Vandor

### **Enemies**

Legionum, Hroiland

### **Suggested Peoples**

Fae

### **Goals**

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

### **History**

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

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

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

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







# Solis Caligo

## Continued



### Characteristics

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

### Motivations

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





# The Crownless Royals

## *The Court of Exiles*

### Heraldry

Sickle behind Royal Chess Piece

### Colors

Gold / Purple

### Primary Religion

Tempus

### Allies

Hroiland, Legionum, Sellar's Keep

### Enemies

Lleng Haul, Menatu Vandor

### Suggested Peoples

All

### Goals

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

### History

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

### Characteristics

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

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





# The Crownless Royals

## Continued

### Characteristics

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

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

### Motivations

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







# Streng Lofte

## *Strict Vows*



### **Heraldry**

Winged Axe

### **Colors**

Yellow / Blue / Orange

### **Primary Religion**

The Old Way - Thor

### **Allies**

Jument Sauvage, The Fulcrum Acolytes

### **Enemies**

MorLadrona, Legionum

### **Suggested Peoples**

Human

### **Goals**

To create their own kingdom on the continent. To acquire rich lands to expand into to give their mightiest warriors lands of their own. To use the powers of Hynafol as a means to an end.

### **History**

The oldest raider guild in the land. Settling for a time in the lands of other guilds, they finally landed on fertile ground of their own. The Streng Lofte believe in the traditions of their ancestors, follow closely their ways of life, and honor their forebears where possible. They do things the old way, and worship the old gods, Thor foremost among them.

They found power early on through conquering, and venturing to plunder resources. Creating many enemies before they finally conquered a land they could call their own. In the latter years since, however, these raiders have turned more to settling and building their cultures into the lands they conquer. However, their allies often look to them for leadership in times of struggle. Never ones to turn down a fight, they are ferocious with the round shield, the axe, and the sword.

### **Characteristics**

Subdued compared to their cousins in Sleipnir's Fjord, these folk wear simpler clothing and less extravagant jewelry. They seek to live simple lives enjoying their families. They wear traditional clothing to their way of life, but can be seen brandishing golden armbands and necklaces paying homage to Thor's mjolnir. Nevertheless, they are fearsome, organized, and devastating warriors whether they are taking land for their families or defending themselves against other kingdoms.

### **Motivations**

Forever looking to expand their lands, they see an opportunity to potentially join forces and gain allies as a possibility of plunder. Knowing there was another way to gain power and riches meant yet another excursion to these warriors.







# Menatu Vandor

*Knowledge Forest*



## Heraldry

Laurel Encircling Tomes

## Colors

Green / Blue / Silver

## Primary Religion

Eluna

## Allies

Torst Drukar, The Fulcrum Acolytes

## Enemies

Legionum, Hroiland

## Suggested Peoples

Elf

## Goals

To bring the discovered tome from the grand library to Hynafol in search of its origin, answers, and missing pages. To establish a basis of trade in knowledge with those traveling from unknown lands to Hynafol and bring back stories to expand the known world. To progress forth in their achievements.

## History

Elves are believed to be one of the oldest peoples of the continent. They age much slower than other peoples, are much less concerned with the day to day functions of the rest of the world, and have fewer children. Their numbers have never returned to their former amounts since the Cataclysm.

The Menatu Vandor hold themselves in the highest esteem, taking great pride in their grand library. Before the Cataclysm it was by far the largest library in all the kingdoms. It held stories told from the beginning of time. Only elves, and especially members of Menatu Vandor, are allowed to enter the library. And, only scholars that have contributed to the library's collection of tomes may enter its inner sanctuary where vast depths of knowledge are held.

After the Cataclysm the Menatu Vandor lost their oldest and most prestigious members as they never returned from Hynafol. To those that remained a greater loss was felt. Their tomes, books, and scrolls about the continent and other parts of the world remained intact; however the information about Hynafol was lost. These tomes, written in Hynafol, were clearly magical in nature. With the disappearance of the mist, so the writings of Hynafol also disappeared.







# Menatu Vandor

## Continued



### Characteristics

To these elves information is like currency. It is mandatory for members of this guild to have ventured off at least once and brought back a tome of their own creation to be added into the library. Once done they may earn the sash of a scholar, allowing one to enter the grand library to continue their studies. Many spend years seeing how far back in history their story can reach. Every advancement in knowledge you bring back from off the island will raise your status.

Occupations range from library assistants, tutors, professors, to scientists practicing their experimentations. A peaceful and intelligent group they believe all arguments can come to a compromise through thorough debate and politics, though with their long lives those debates can span decades.

### Motivations

The high elves discovered a tome, deep in the dark underbelly of the grand library, seeming to hold secrets to why the guilds have been summoned to Hynafol once the messengers returned with their announcement. The tome itself, missing pages, faded, and burned, is held closely by the guild as they adventure to Hynafol, some to continue their knowledge, others making their first venture to earn their tome.





# Hellfire

## *Students of the Mist*



### Heraldry

Tome on Fire

### Colors

Black / Maroon

### Primary Religion

Salazaar

### Allies

Solis Caligo, Noctum Caligo, Menatu Vandor

### Enemies

Hroiland

### Suggested Peoples

All

### Goals

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

### History

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

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

### Characteristics

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

### Motivations

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







# Noctum Caligo

*Night Mist*



## Heraldry

Tree of Life inside the Moon

## Colors

Green / Silver / Purple

## Primary Religion

Eluna

## Allies

Hellfire, Menatu Vandor, Torst Drukar

## Enemies

Streng Lofte, Hroiland

## Suggested Peoples

Fae

## Goals

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

## History

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

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

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

## Characteristics

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

## Motivations

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







# Sleipnir's Fjord

*The Inlet of Odin's Horse*



## Heraldry

Eight Legged Horse

## Colors

Grey / Crimson / Black

## Primary Religion

The Old Way - Loki

## Allies

Hellfire, Jument Savage, Mor Ladrona, Sellars Keep

## Enemies

Lleng Haul, Marchwardens, Streng Lofte

## Suggested Peoples

All

## Goals

To raid and seek glory! To use the power of Hynafol to topple the old kingdoms and orders, and retake their homeland. To prevent any would-be tyrants from gaining the powers of Hynafol.

## History

Refusing to recognize the authority of any King, the peoples of Sleipnir's Fjord left their homes and lands when their brethren in Streng Lofte decided to found their first Kingdom. Preferring exile to fealty, these clans and tribes banded together into a mighty fleet under the banner of the eight-legged horse, a symbol of freedom. They set out for the unknown, seeking adventure, plunder, and the power to one day overthrow the kings which rule their homeland.

Years have passed, and the peoples of Sleipnirs Fjord have dispersed across many lands, founding settlements, and raiding throughout the nine realms. These tribes and clans continue in the fiercely independent traditions of their forebears, electing the leaders that will lead them in pursuit of plunder, glory, and the power to topple kingdoms!

Now however, the eight-legged horse Sleipnir has returned, summoning the clans from across the Nine Realms. Bidding them to reform the Great Fleet and sail to Hynafol, for there they can find their people's fate! The banners of the Eight-legged horse are unfurled once again, and woe to any who seek to rule, for the people of Sleipnir's Fjord do not kneel!







# Sleipnir's Fjord

## Continued



### Characteristics

A rabble-rousing and chaotic group, the Clans of Sleipnir's Fjord are warriors, adventurers and raiders brought together from many different places but united by a common heritage. Opportunistic, the clans are just as likely to raid as they are to trade, or come to your aid. Fully embracing the traditions of their ancestors, they continue the tradition of electing their leaders from among their ranks, Jarls and Thanes being raised up on their merits rather than their blood. Fierce and honor-bound warriors, the fighters of Sleipnir's are not to be dismissed out of hand striking hard and fast, often without warning. Often dressed in darker materials and leather, with accents of bright colors, their dress reflects their personalities: Chaotic and Free Spirited.

### Motivations

Though the individual members of Sleipnir's may desire many different things- wealth and glory, fame and power- the guild is united in three goals:

1. The overthrow of existing kings and tyrants,
2. The reclamation of their homeland,
3. Preventing the rise of any who would uphold the Old Orders and Kings.

The secrets of Hynafol will determine the fate of these aspirations, and so Sleipnir's Fjord seeks to seize that power for themselves, or at least make sure power falls into the hands of those whose interests align with theirs.







# Jument Sauvage

## *Wild Mare*



### Heraldry

Crossed arrows behind a horse

### Colors

Brown / White / Tan

### Primary Religion

Boudihillia

### Allies

Streng Lofte, Torst Drukar

### Enemies

Legionum, MorLadrona

### Suggested Peoples

All

### Goals

To be the strongest force of women led warriors in the land. To reclaim the ways of the horse and strike down any patriarchal hierarchy. To trade with Streng Lofte for young, displaced female warriors.

### History

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

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

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

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





# Jument Sauvage

## Continued



### Characteristics

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

### Motivations

They come to show other people the way of their culture. Though they might be small in number at home, they are always seeking to add to these free and bountiful lives with more of their own.





# Hroiland

## *The Call of Roland*



### Heraldry

Hand Gripping an Oliphant Horn

### Colors

Black / Yellow

### Primary Religion

Malarcana

### Allies

Legionum, Crownless Royals

### Enemies

Solis Caligo, Noctum Caligo, Hellfire

### Suggested Peoples

Human

### Goals

To never again let magic loose on the world. To keep other kingdoms and guilds from using magic to “pollute” the world.

### 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. Other guilds and kingdoms would come to Hroiland’s aid when their leader would blow the magic Oliphant horn to sound the alarm. Before the Cataclysm help never failed to arrive.

After the Cataclysm the lands of the continent were thrown into disarray and the lands of Hroiland were an easy target. The leaders of Hroiland repeatedly called for help from the surrounding kingdoms and guilds. Finally, an invading and marauding army was on their doorstep. Down to the last warrior the members of Hroiland defended their shore from the attackers until their leader, atop his horse, blew his oliphant horn so loud and for so long that his temples burst and he perished. The horn did not work and most of the members of Hroiland did not survive the battle.

From that day on the surviving members of Hroiland knew two things: they would never rely on magic again and they would never rely on others for their survival.





# Hroiland Continued



## Characteristics

Adorned in plain earthly toned colors, the people of this land show their status by the amount of gold and silver they wear. Chains, circlets, and even painted tattoos representing their “wealth without wizardry” mined from the earth itself with working hands rather than magical crafting.

## Motivations

Hroiland never wants to see magic relied upon again, nor its effects felt anywhere. They abhor magic and all of its effects and desire for the peoples of the continent to rely upon one another instead of magic.







# The Fulcrum Acolytes

*Philosophers of Logic*



## Heraldry

Hourglass inside a Circle

## Colors

Red / Blue

## Primary Religion

Tempus

## Allies

Streng Lofte, Menatu Vador

## Enemies

Seller's Keep, Sleipnir's Fjord

## Suggested Peoples

Human, Elf

## Goals

To uncover the hidden truth of the world.

## 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 and working clothes, 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.







# The Lodge

## *One With the Lands*



### Heraldry

Hunting Horn and Longbow

### Colors

Green, Brown, & Black

### Primary Religion

Caernos

### Allies

Voiaj Mereu, Jument Sauvage

### Enemies

Sleipnir's Fjord

### 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.

