

The Guilds of
Dijnafool



The Blade & Bow Society

A tool for Every trial

Heraldry

Blade/Bow shaped as a Key

Colors

Black, White

Primary Religion

All

Allies

Unknown

Enemies

Unknown

Suggested Peoples

All

Goals

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

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

History

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

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



The Blade & Bow Society

Continued



History

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

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

Characteristics

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

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

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

Motivations

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

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



CroKuta

Feed off Chaos

Heraldry

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

Colors

Black, Brown

Primary Religion

The Mist Dragon

Goals

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

History

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

Characteristics

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

Motivations

Cause chaos if there is none!!

Allies

Imperium

Enemies

Most

Suggested Peoples

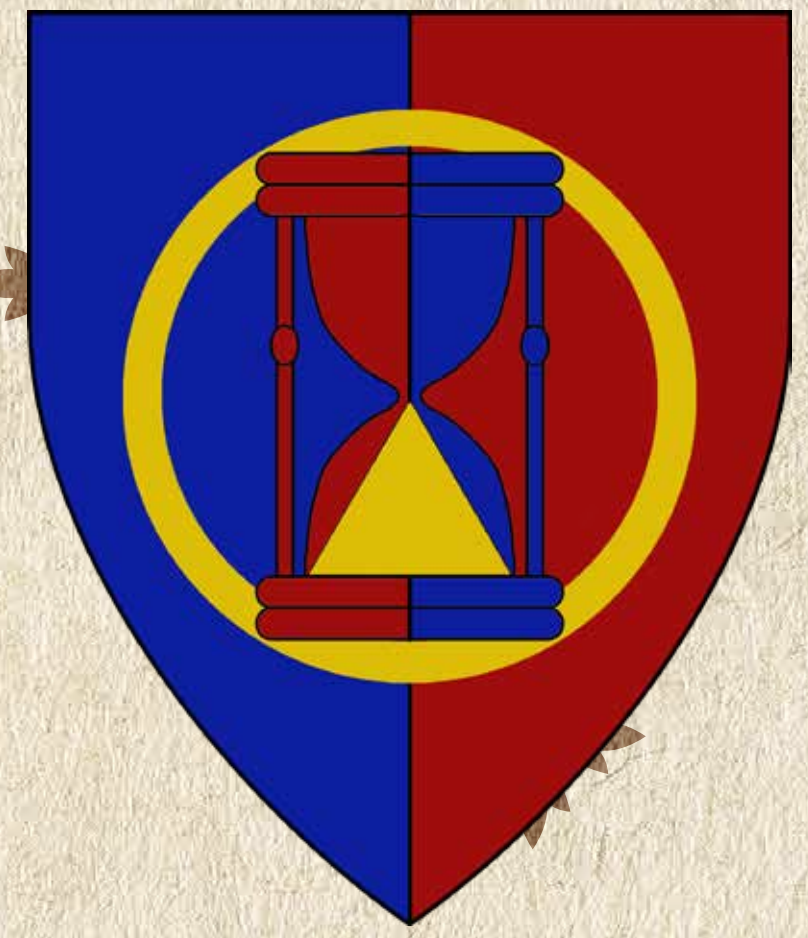
All





The Fulcrum Acolytes

Philosophers of Logic



Heraldry

Hourglass with sand inside a Circle

Colors

Red, Blue and Gold

Primary Religion

None

Goals

To Uncover Hidden Truths

History

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

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

Characteristics

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

Motivations

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



The Golden Blades

Coin, Company, Contract



Heraldry

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

Allies

The Lodge; Yours, if the price and the job is right.

Colors

Goldenrod and Dark Blue

Enemies

No formal enemies.

Primary Religion

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

Suggested Peoples

All

Goals

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

History

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

Characteristics

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

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

Motivations

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



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.



Hroiland

The Call of Roland



Heraldry

A Malarcana 5-fold Cross with a Bat and Crown

Colors

Gold/Sable

Primary Religion

Malarcana and Helios

Goals

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

History

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

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

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

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



Hroiland

Continued



History Continued

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

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

Characteristics

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

Motivations

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





Karnifal

People of the Carnival



Heraldry

Sparrow Clutching an Apple

Colors

Orange / Blue / Purple

Primary Religion

Cliona

Allies

Most

Enemies

Hroiland

Suggested Peoples

All

Goals

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

History

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

Characteristics

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

Motivations

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





Lleng Haul

Region of the Sun



Heraldry

Estian Scales & Imperial Mantling

Colors

Sable, Gules, Argent, Or

Primary Religion

Helion

Goals

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

History

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

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

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





Lleng Haul

Continued



Characteristics

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

Motivations

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





Lex Talionis

An Eye for an Eye



Heraldry

The Evil Eye

Colors

Red, Purple, Blue

Primary Religion

All

Goals

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

History

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

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

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

Characteristics

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

Motivations

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





The Lodge

One With the Lands



Heraldry

Hunting Horn and Longbow

Colors

Green, Brown, & Black

Primary Religion

Cernunos and their Aspect: The Green Man

Allies

Voiaj Mereu, Jument Savaj, Solis Caligo, others

Enemies

Potentially Hroiland

Suggested Peoples

All

Goals

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

History

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





The Lodge

Continued



Characteristics

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

Motivations

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





The Marchwardens

Keepers of the March



Heraldry

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.





Menatu Vandor

The Forest of Knowledge



Heraldry

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

Colors

Green / Blue / Silver

Primary Religion

Eluna

Allies

Torst Drukar, The Fulcrum Acolytes

Enemies

Legionum, Hroiland

Suggested Peoples

All

Goals

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

History

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

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



Menatu Vandor

Continued



Characteristics

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

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

Motivations

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

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



Morladrona

Thieves of the Sea



Heraldry

White field. Red X. Black octopus

Colors

Black/Red/White

Primary Religion

Allies

Sellars Keep, Valraven

Enemies

The Marchwardens

Suggested Peoples

Human, Elf

Goals

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

History

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

Characteristics

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

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

Motivations

The pursuit of adventure and battle in the name of bountiful wealth. To rise in the ranks of their crew and guild to become captains in their own right. Any who try to take the seas from a pirate has made a enemy. Any who shares a full cup and coin is friend.





Noctum Caligo

Night Mist



Heraldry

Yggdrasil Tree in the Moon

Colors

Green / Silver / Purple

Primary Religion

Eluna

Allies

Solis Caligo, Hellfire, Morladrona

Enemies

Ligue de Freehold, Hroiland

Suggested Peoples

Half-Fae

Goals

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

History

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

Noctum Caligo is a guild of primarily Dark Half-Fae. Dark, mysterious, and dangerous, these demi-humanoids have no problem fighting back against those that stand against them. The internal workings and motivations of the guild are largely secret. Since their arrival on the continent, Noctum Caligo have been in nearly constant battles with many religions and churches, causing some to speculate that they are controlled by a dark force.

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

Characteristics

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

Motivations

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



The Order

The Way of Steel



Heraldry

A black flaming sword on red field

Colors

Black & Red

Primary Religion

None

Allies

None

Enemies

Anyone that opposes The Way of Steel

Suggested Peoples

All

Goals

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

History

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



The Order

Continued



Characteristics

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

Motivations

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



Sellar's Keep

Mercenaries of the Shadows



Heraldry

A Snake with Dagger and Coin Purse

Colors

Black / Silver

Primary Religion

Velt Ester

Allies

MorLadrona, Crownless Royals

Enemies

Lleng Haul

Suggested Peoples

All

Goals

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

History

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

Characteristics

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

Motivations

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





Solis Caligo

Guardians of the Forests



Heraldry

Tree of Life inside the Sun

Colors

Green/Gold

Primary Religion

Caernos

Goals

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

History

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

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





Solis Caligo

Continued



Characteristics

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

Motivations

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





Torst Helvellyn

Brave, Strong, Loud



Heraldry

Hammer and Anvil over a volcano

Colors

Blue / Brown / White

Primary Religion

Helion or Heralds of the Mist dragon

Goals

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

History

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

Characteristics

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

Many Heralds of the Mist Dragon can be found among members of the guild, as the original Herald who first glimpsed its evil visage within the mists, Gawain Eugarlgon, was among those who first traveled to Hynafol. Though the Crownless Royals do not have their subjects, they have developed a system in which they always have an army on the ready to move when the time is right. They are also not above hiring mercenaries to further their ambitions.

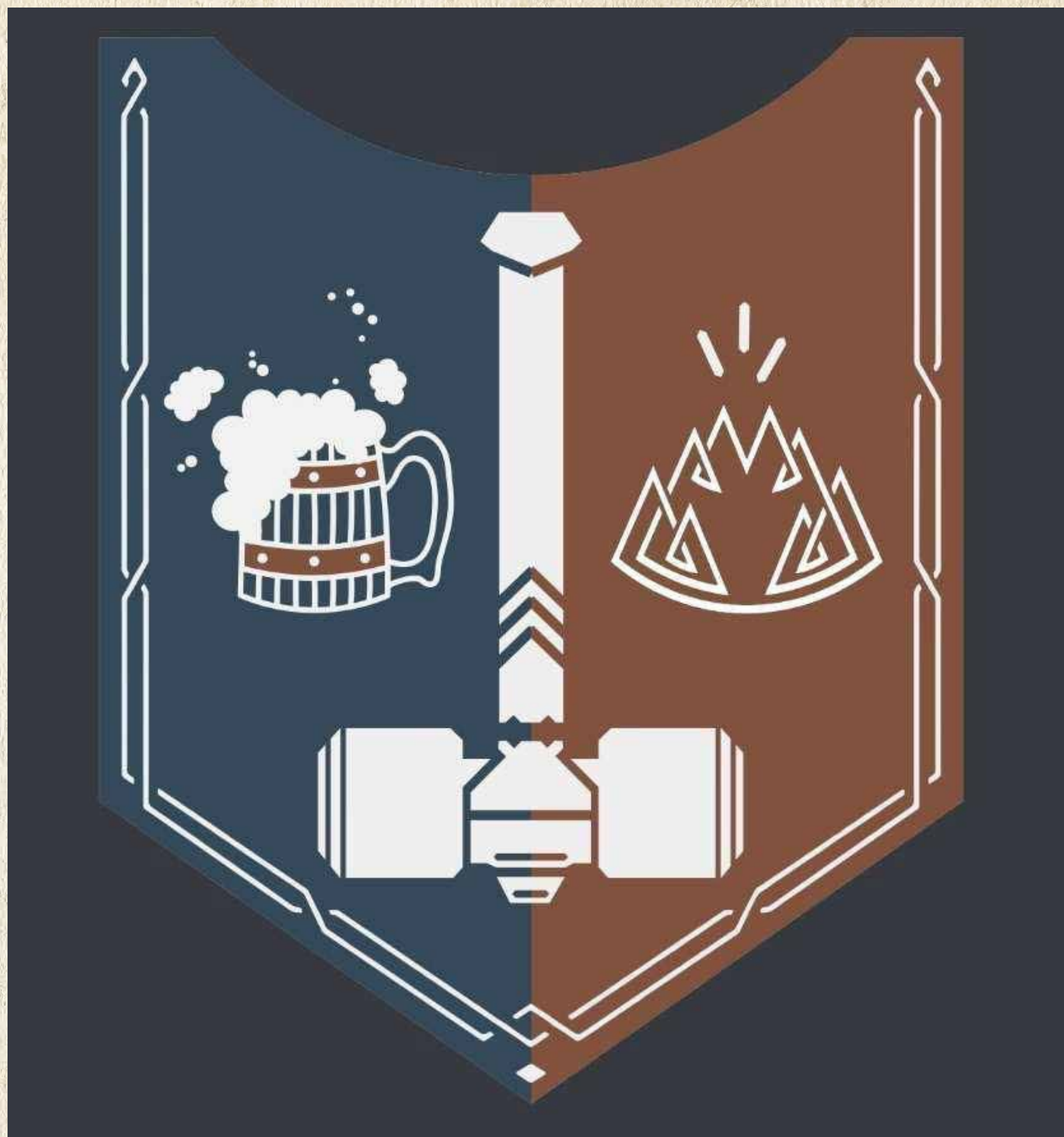


Torst Helvellyn Continued



Motivations

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



Valraon

A Voice in The Darkness



Heraldry

Raven's Skull Dripping With Blood

Colors

Grey / Purple

Primary Religion

The Old Ways

Allies

Imperium Dominionum

Enemies

The Marchwardens

Suggested Peoples

Human, Dwarf, Fae

Goals

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

History

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

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

Characteristics

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

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

Motivations:

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

Cast our rituals and spells so stave the night





Voiaj Mereu

Forever Traveling



Heraldry

Seven Stars

Colors

Maroon / Gold / Purple

Primary Religion

caernos/caerna

Allies

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

Enemies

None

Suggested Peoples

All

Goals

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

History

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



Voiaj Mereu

Continued



Characteristics

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

Motivations

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

