

# THE GUIDE TO ELOS MERCER GUILDS

**M**ercer guilds form the backbone of the economy across Elos, though many governments might wish to deny it. Specialists in their fields, Mercers take on contracts that would otherwise be impossible for any standard local guard, wizard or cleric to complete.

Once signed, contracts are binding, with great dishonour being brought upon the guild should a contract ever be broken. Nevertheless, Mercer guilds have flourished in the past few decades, with many new guilds forming under governmental approval to prevent a monopoly on contract work from arising.

## MAJOR GUILDS - OVER 200 MEMBERS

### THE CRIMSON DAGGERS

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**Leader:** Elinora Osharrn

**Member Count:** 650+

**Locations:** Jykstrav, Aldarin, South Rymin, Dane

**Specialisations:** Anti-trafficking, anti-smuggling and drug ring busting

**Icon:** A pair of crossed red daggers

A major guild based in Deveros, Aldarin. Often hired by merchants, nobles and other wealthy individuals of the state to deal with major issues within towns and cities, often targeting these issues at the source. They are renown for taking out large drug lords within the countryside of Aldarin and South Rymin, where many seek refuge away from the larger cities. They rose to popularity 5 years prior to the campaign after taking out Candon Manderish, a drug lord dealing heavily in Pesh and Vulper, who was holed up in Blue Hold.

Guildmembers are known to be hospitable to other Mercers and commonly form temporary alliances to work on contracts together should it benefit both parties. Due to this, the guild has received large amounts of state funding, serving as a pseudo troubleshooting team for the kingdom of Aldarin. The Gathering of The Many in Jykstrav have allowed them to operate within their countries borders, though should war break out again, it would be unlikely they would remain there.

**Notable Members:** Candice "Bloodveld" Hilgar, Osaw "The Crow" Lever, Pal'dolyn Velthrunitali

### CRUX

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**Leader:** Felgrim Peruval Del Coda

**Member Count:** 1300+

**Locations:** Jykstrav, Aldarin, South Rymin, Dane, Fyndar, Emondas, Lyros Del Melidar, Peliox, Zygarde

**Specialisations:** Protection, Long-term hire

**Icon:** A flared silver cross

A large number of military were put out of business after retreating to Dane post the Rymin conflict, seeing what was best for their families to survive. In anticipation of this, Felgrim Peruval Del Coda, a Colonel of the Old Rymin military, formed Crux. This guild took in any members of the Old Rymin military living within Dane looking for work and put them about on protection and live-in guards for nobles.

The guild boomed, growing to become 500 members strong within a few months. Felgrim therefore extended out the reach of the guild, allowing those who wished to open up halls in major cities across Elos under his representation. From these halls, any who wish can hire Mercers to protect their trade caravans, estates or high profile people. Today, the guild stands as the largest known official Mercer guild in Elos, operating in most of the major cities across the continent.

**Notable Members:** Nakal Smith, Vaisa "Moon Walker" Quinadlyn, Matthew Dorveth

### STARLIGHT

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**Leader:** Lady Quindilar of Lil'ain

**Member Count:** 450+

**Locations:** Aldarin, South Rymin, Fyndar, Emondas, Zygarde

**Specialisations:** Monastery Protection, Pilgrimage, Purging of Evil

**Icon:** A star with a ray of light shining downwards

Based in Emondas, Starlight originally began as a small sect of clerics devout in upholding the name of Meliam and offering protection to those who wished to practice their religion. Often serving as temple guards or protecting those who wish to go upon pilgrimage, Starlight has found a following of clerics from across the lands seeking work.

Starlight has also found itself heavily involved in the Rymin conflict, offering aide upon the battlefield to those fighting against the undead as well as passing judgement upon those brought back to life so that their souls may pass on. As such, a guildhall can be found in Longbreach where a large quantity of Starlight mercers can be found offering aide to the war effort under the hire of the South Rymin government.

**Notable Members:** Rakhnkim Aw'ase, Ineath "Beacon" Nysend, Sarah "Farseer" Older

### THE WALKERS

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**Leader:** Unknown

**Member Count:** Unknown

**Locations:** Fyndar

**Specialisations:** Spying, Assassination, Tracking, Protection of Fyndar

**Icon:** A bow crossed with an arrow, wrapped in leaves and vines

The Walkers are widely considered to be a secondary source of income for Fyndar, as well as known to deliver intelligence to Fyndar about movements of Emondas towards their borders. Acting as spies, assassins and guardians, The Walkers protect the borders of Fyndar against intruders as well as guiding merchants through the forests of their homeland.

Little is known about the organisation, who leads it or their numbers. Fyndar likes to boast an unending supply of trained troops from their only Mercer guild but some consider it to be a ruse, with their real numbers much lower than those suggested. The Walkers are known to take certain contracts under governments outside of Fyndar, such as tracking and hunting vicious monsters. The prices of hire are always steep but they are known to rarely fail in an assignment.

**Notable Members:** Lilith Meluil, Theren “Vine Weaver” Deluon, Jumithaal “Winter Stride” Leyawynn

## THE SKY GUARDIANS

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**Leader:** Alox Lothran

**Member Count:** 700+

**Locations:** Zygarde, Emondas, Peliox, Lyros Del Melidar

**Specialisations:** Protection, civil service and investigation

**Icon:** A pair of spread wings with two claws crossed between them

An all-Dragonborn guild based mainly with Zygarde, which focuses around the protection of airship pathways through dangerous territories. The Sky Guardians was formed mostly out of necessity, with the decline of airships in the past few decades due to a number of attacks from various monstrosities that took down a number of notable ships. The guild sprung up from the idea of Alox to provide armed professional protection for airships, not just on the ships but around them in the skies, eliminating any perceived threats before they have a chance to down them. As such, the guild has seen an influx in numbers, some saying they are singlehandedly keeping the airship trade in business.

**Notable Members:** Ordax “Wind Cleaver” Muth’raal, Lyro Al Vespa, Burnix Jel’dul

## THE MYTH SLAYERS

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**Leader:** Sayzav Dimar

**Member Count:** 250+

**Locations:** Aldarin, Jykstrav, Jordveil Isle

**Specialisations:** Specialised Contracts, research

**Icon:** A blue sword crossed with a book

With the rise of specific monster deformations and mutations thanks to the remnants of The Dusk Shroud, The Myth Slayers specialise in the study, analysis and eradication of such creatures. Many of these creatures pop up in legend and lore, with the guild taking an immediate interest in any new stories - going out of their way to document and research the creatures before allowing them to meet their demise. This information is then published and distributed to libraries across Elos for other Mercers to utilise against the creatures should they appear again. The guild is known to work closely with Sif Selaine, though he is not considered an official member.

**Notable Members:** Othric Lanthro, Drarad Iskilar, Elvias “Black Mask” Older

# MINOR GUILDS - UNDER 200 MEMBERS

## ASHCREST DETECTIVE AGENCY

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**Leader:** Vard Maine

**Specialisations:** Investigation, subterfuge and sabotage

**Icon:** A half crested moon shining down a beam of light being focused by a detective's looking glass

An Ashensworn guild based mainly within Magnos, the capital of Mistveil, which deals predominantly in investigative cases when local guards are unable to find out the culprit in a crime, and the crime denotes the pay of a Mercer guild to be solved. Renown for solving the hardest cases within Elos, such as The Paxwick Disappearances of 982PDC, the agency has spread to hold guildhalls in most major cities, though their work still mainly focuses around the corporate and mercantile cases within Magnos.

**Notable Members:** Assis "Ringer" Corthax, Vesden Alcor, Ohena Delaris

## THE WHITE WOLVES

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**Leader:** Valhar Hyfang

**Specialisations:** Lycanthropy, Curses

**Icon:** A white wolf's head on a black background

This guild is based around the containment of Lycanthropy around the continent. Due to the dual moons of Ithilion, Lycanthropy takes more complicated forms, with the Lycanthropes of Adrios seemingly retaining more control over their mental stability whilst the Lycanthropes of Aethana taking more feral forms. Due to these complications, The White Wolves are trained in dealing with varying cases and taking the correct action in each case. It is rumoured that Lycanthropes even walk amongst their ranks, which they accept readily with the ethos of "know your enemy".

**Notable Members:** Pax "Needle Claw" Osdro, Vincent Val'myrr, Xumo "Silver Sting" Logger

## DUSK WATCH

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**Leader:** Vandelith Pik'thar

**Specialisations:** Monster hunting, protection

**Icon:** A wall crested with a setting sun

A guild formed in Jykstrav that operates to the northern border with Halthos, they spend most of their time in the wilds under contracts from The Many of Jykstrav hunting monsters and various creatures that are causing the locality issues. They stemmed from a military group of the same name which watched the border between Halthos and Jykstrav, though due to the stoic nature of Halthos' military, have seen redundancy in this area in favour of hunting monsters.

**Notable Members:** The Hollow Stalker, Hyfar Ingireth, Leon Jidrynn

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**Leader:** Cicero Jilfar

**Specialisations:** Magic, rituals and summoning

**Icon:** A circle of runes with the teleportation sigil for the guildhall of Pace

Often a situation will arise where silver and steel cannot meet the requirements of the contractor. Pace set out to resolve this issue, offering a wide range of services from magical protection of property to summoning creatures to drive off troublesome monsters to sending in highly equipped sorcerers to destroy a hive of Gidlacks. Where the physical cannot work, Pace takes over.

**Notable Members:** Sulus Deraine, "Book Weaver" Kilgo, Villigan Estrange

## THE HARROW HARLOTS

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**Leader:** Nidal Fel'thorn

**Specialisations:** Assassination, blackmail, smuggling

**Icon:** A jester's hat with daggers instead of baubles on the tips

A pseudo-secretive guild based within the dense jungles of Lyros Del Melidar, seemingly being able to co-exist with the almost feral tribes that live there. Their nature of work takes a criminal turn, whether it be taking out influential nobles, blackmail them into handing over their estates or smuggling illicit goods through their lands, The Harrow Harlots excel in all of these. The all-female guild has seen extreme disdain from most countries on Elos, with many members having high bounties on their heads - though within the safe haven of Lyros Del Melidar, they are practically untouchable.

**Notable Members:** Unknown, Unknown, Unknown

## DRIXIS

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**Leader:** High Commander Toxos Al'cor

**Specialisations:** Military sabotage, strategy, tactics

**Icon:** A shield with a scross unrolling in front of it

Often hired by nobles for their private armies, or in rare cases by a country's military to sabotage another, Drixis thrive on the battlefield. They are masters of tactics and strategy, whether it be on land, on water or in the air - they will be able to figure out some strategy to optimise victory conditions for their contractor. A few work as saboteurs, being able to work their influence into the ranks of the enemy whilst causing disruption and fear.

**Notable Members:** General Palsy, Commander "Blue Flame" Lumix, Commander Vadrax

## **GUNS & PUNS**

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**Leader:** Icerio “Two Mile” Figit

**Specialisations:** Tinkering, research

**Icon:** A flintlock pistol shooting confetti

With the influx of tinkering and mechanical weaponry over the past century, Guns & Puns has grown in size rapidly, with tinkering enthusiasts streaming from all across Elos to join. The guild focuses on the advancement and field testing of new weaponry, which sometimes makes them unfavourable to hire for contracts due to the uncertain nature of the weaponry they'd be using. Despite this, they continue to grow and blueprints of their technology are released consistently for budding tinkerers.

**Notable Members:** Belingo Sprocket, Lilly “Clockwork Rose” Pendingar, Silsil Hunford

## **FLEDGLING GUILDS - UNDER 50 MEMBERS**

**THE DAWN DEVIANTS**

**MUSTERBRAND**

**THE FREE FIGHTERS**

**NIMBLE**

**THE BLUE TULIPS**

**PERSISTENCE**

**BULLSEYE**

**THE AMBER LEGION**

**THE BRAVE BRIGADIERS**

**TEMPEST**