

GUILDS OF DORMERE



THE EYE

The Eye the leading criminal element in Dormere controls pretty much most of Slums and Ghetto District, they offer support to those asylum seekers for their own purposes, often woman and children end up in prostitution due to sheer desperation. Not opposed to taboo Sultan Kurada also takes in non humans and ties them up in debts they can never pay or expect to be free of. In truth the politicians fear the day this unofficial guild will make a coup for the Metropolis. As it stands the leader is all but fine being a mere figure head and running his corrupt empire. There are two groups to fear greatly in Dormere, the Eye and Noxus Morte, although while Noxus Morte is respected and even revered with monarchistic structure, The Eye is a different beast, it always punishes those who betray them and rumour has it he controls most of the entire Metropolis, although that is merely fear mongering.

To get a letter from the Eye is experience akin to being told you are being executed, and strangely enough they can prevent executions. You are either a friend, a slave or an enemy, to them they keep business going like clockwork and prevent upheaval in the slum district, riots or such are quickly cowed, as long money keeps flowing, no one will speak for the poor, disadvantaged and asylum seekers.

They may well keep the policy of hatred and racism rife, for if people are desperate, they will do anything to be free of this state. Even sell their metaphorical soul or morals.

Noxus Morte



There is a phrase spoken greatly in Dormere, 'When royals tremble at the feet of butchers, you should fear for your life.' the Noxus Morte are a strange group, with trappings of Regal and almost mimicking monarchies they have their own Kings, Queens and Heirs. A spectacular structure that reaches great heights, only those chosen to be part of the guild are welcome in the hall. Though rumours of lavish eating and esoteric orders is spoken. Noxus Morte, have existed since Dormere was founded, it is due to this people view them as part of the Monarchy, rumour is they are the handlers, the ones who sort out issues, although that in the end is speculation.

Noxus Morte may be rarely seen, but if they are in great numbers, expect a change of Government or something far more devious, otherwise they travel alone, skilled in their art to such a degree some claim it has to be sorcery or some form of magic. Of course they say nothing and those that break these oaths, despite their loyalties are dealt with brutally.

Not long ago, a massacre took place in the bar, a letter written in the blood of their own stated, 'Break the word, break the bond. You are to blame for this song.' they will never reveal the true side of this group, and no amount of guessing could ever come close.

To be put it another way, no one knows whom the leader is, whether King or Queen, for those who ever see them, are dead. They lead and also decide, rarely do they act.

The Eye may hold the power, but Noxus Morte, hold the knife over the Eye's back.

The ORDAINED



There is no truly incorruptible face within the Guilds unofficial or official in Dormere, but there are those who operate more legitimate businesses. The Ordained are the leading Merchant's voice, they control the huge market district and control the prices, those who work outside the guild pay huge fees to be not have business razed or be murdered. They can be thugs, but when the mask is worn they are good shopkeepers and store owners.

The leaders of the this guild is a council separate to the monarchy of Dormere, members are guarded heavily and sometimes they employ magicks to keep themselves safe. It is said The Ordained could halt the city entirely, from trade to goods, they own the storages warehouses, silos and the land the farmers use.

The Ordained perform dances much like that of bartering, but they are smart enough to get something for nothing, and yet appear disappointed. As long as The Ordained stick with the interests the Metropolis

food and wine will keep on existing, but not even the military could prevent The Ordained from starving the city.

The monarchy tremble in fear at this reckoning that could come.

Especially as with growing influx of asylum seekers, refugees, it now means food is even more important commodity.

Exiles of Burning Mayhem

(THE EXILES)



The Exiles as they are known for short and for ease of speak are a group almost as old Noxus Morte and are the a-typical mercenary group, most nobles have paid for the use of their kind of force and utter disregard for anyone except those who procure coin. The group is not known for their loyalty as those

who offer higher prices are under their sway. This creates problems in the past as during major coups they switched sides and reversed balance of power.

How does a group gain such a name as Exiles of Burning Mayhem, well it could be largely due to fact they are led by a utterly deranged pyromancer named Etimazz, his nickname in the Inferno Magica as why he founded a mercenary group rather than magician guild is because he has a distinct way of creating fear. Dormere once had a Temple known as the Palace of Terror, it was to a minor lowly God, but they had hired the Exiles for protection. Noxus Morte fearing their growing sway hired the group for more and thus one of the most horrific massacres of Dormere history took place.

The Night of Burning Pyres

The Exiles are formed of criminals, thugs and more, but not even they are safe from Etimazz anger, and many a time even the Exiles end up in his unholy bonfires.

Etimazz is old, older than most know, but extremely cunning.

The Orbaras



The Orbaras while a guild are not technically like the others, not prone to the other tactics or dark practices they have more power due to what they control. Many people of Dormere have innate talents for

magic, thus there are many many schools and practices associated with the arcane. This means at least a vast majority of schools are controlled by them. Whereas many would take advantage of this, they are happy with just being lesser as their founder has the ear of the monarch, but in this day and age that means little.

As a whole they allowed education in all forms of sorcery, magics and wizardry, nothing is too far or extreme, Although it is performed under very watchful eyes and protected circumstances. There is such fear at this rampant use that to use magic outside the guild imposes steep fees, as they maintain the bubble over Doremere, preventing sandstorms burying it completely. Although unlike The ORDAINED they never hold city to ransom, they merely make Doremere the sanctuary it is.

The leader of the guild is the most complicated thing, since the founder Cenbeorht Orbaras no longer the leader and instead maintains Doremere Grand Arcane Libarium, his daughter Aelied Orbaras is the current guild leader and encourages equality in the teachings of the craft in all ways.

The golden storm



The Golden Storm are likely the most lawful and honourable individuals in all of Dormere and act pretty much as the law for much of the metropolis, although incapable of truly crushing any of the problems guilds the Golden Storm still act as the police and if anyone or group of people from a guild acts up they are likely to be arrested by them. In essence they keep the peace and via courts and laws they act in righteous manner.

There comes a problem of sorts, the Golden Storm are still a product of Dormere and their culture, while a little more understanding and less likely to bully or oppress people, they are still culturally of this place. Thus they are xenophobic and exceedingly nationalistic, but whereas most doors for non-humans in Dormere are closed, The Golden Storm are not opposed to other lowly races from joining, in fact the current General second only to Knights Commander is Dalriel Plainore a tiefling who rose up the ranks and is attempting to change Dormere's view on lesser races. This is becoming even more difficult with the rise of immigrants after the almost annihilation of Shuthdar as a whole.

At best they are order to the chaos that the other guilds live for, the current Knights Commander is Verc Lowspear known by the title *Elysian Vengeance*.

The Sand Shadows

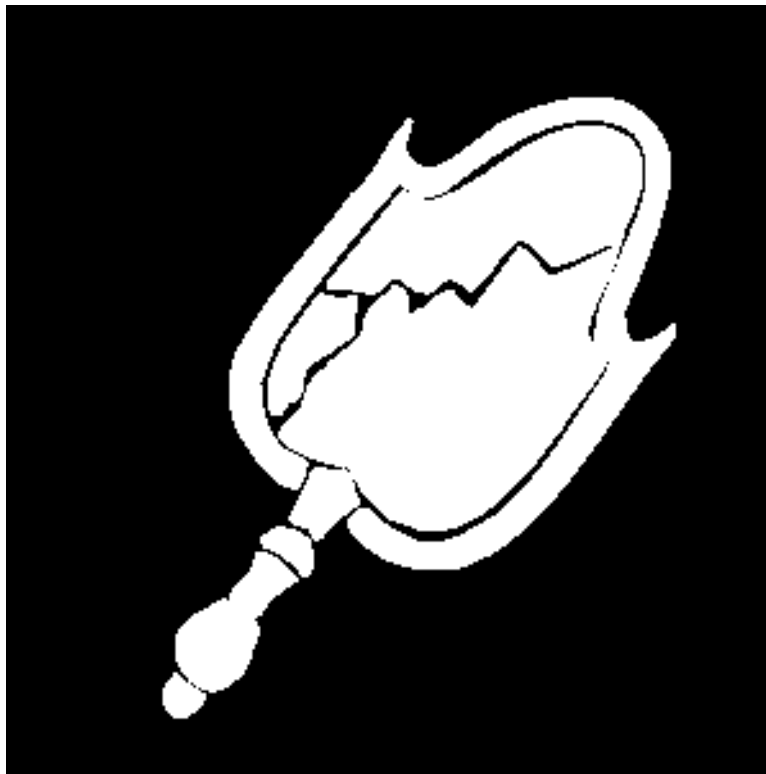


Although like The Exiles the Sand Shadows are far more trusted by illegal and criminal elements, even The Eye trusts The Sand Shadows more for small jobs, it could be largely due to the fact that while they are bandits they rarely turn on their own and unlike the Exiles they don't have a maniac that leads them.

Don't mistake this for them being less dangerous, while they may be less sadistic in how they handle their jobs, they are prone to robbing and killing merchants travelling between areas, unless a hefty toll is paid. Due to this there is a growing rift developing over The Exiles and Sand Shadows and budding alliances, the Silent Children stand with the bandits and even allow them entry or pass through 'The Crookeds'. As a whole the Sand Shadows are thieves and robbers, but they are skilled at an old magic unknown to most in Golarion or Shuthdar, the magic of the desert.

Creating vistas and grand structures that rival most, able to morph and weave the storms into energy to fuel the cities they build. The Sand Shadows have an oath and code, they never reveal their location, but unlike the other guilds they operate secretly within depths of The Raging Fields, those who claimed to have seen them, speak of huge sprawling towers and castles composed completely of the sand, and the winds and weather don't penetrate or break through. It's as if they control the never-ending sandstorms.

The silent children



And lastly you have the guild which most who don't have a voice join, the ones without prominence, power or authority, they simply live. This Guild is largely supported by immigrants and is largely considered by most of the others to be source of the biggest problems in 'The Crooked's' the street where most immigrants, non-human, Non-Dormere individuals are forced into, full of sub-standard housing and a place for no one to feel safe. The Silent Children symbol is two fold a mirror being that people only see themselves when they speak for them and a mouth stitched shut or without a tongue. They are thieves, vagabonds and provide gold, food and other supplies for those who.

The Silent Children loathe authority and power, they live like the others in crooked, each member has special masks which literally are mirrors with only eye holes, they could even be magic users. In essence there is not even a leader to this group, they act as group deciding by a group. They will never resort to murder or massacre.

Little is known of the organization and being their greatest supporters are those genuinely hated, if anything is known, it is unlikely be shared. This is the one group which unconditionally cares for those who don't have a voice and even though they are thieves their black market is cheap and their goods fine.

The Silent Children are quick, cunning and agile, moving through the streets without a trace, kill one another comes back, you can't silence those already without a voice.