

Memories of Graewynn

Redvale NPC Factions Guide 2024



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In Game Knowledge Disclaimer

All information provided here is what can be easily learned without any kind of special contacts or knowledge of the groups. Some of this information may not be entirely correct as the motives and movements of the groups described below may change over time or have ulterior motives.

Ahkiresh

Traits: Secretive, Scholarly

Standing: 2

Current Goal: Unknown

Among the factions around Redvale, the Ahkiresh are the most secretive. All that is known is they are experimenting with dangerous things. It is known they have some interactions with demonic forces, however, that relationship certainly seems more in favor of the Ahkiresh rather than the demons.

Conclave of Spirits

Traits: Backing (-3), Peaceful, Rural, Troupe, Humanitarian, Alliances (Sept of Lunalia, Mikta Family), Enemies (Spears of Absolution, Cult of the Sacred Mountain)

Standing: 10

Current Goal: Find a way to save their corrupted siblings from the taint of the cursed mountain.

- Acquire items of significant power able to remove the corruption seeping from the mountain itself.
- Warn Redvale of coming threats from the Mountain.

While they call themselves a Conclave, they are more a circus of chaotic beings unified under the threat of losing themselves to the corruption seeping from Dal Umma. Comprised entirely of spirits, the Conclave has allied itself with Redvale out of sheer necessity. Some folks within Redvale have determined a way to cleanse the corruption, but it comes at great personal cost to those involved.

Guided by an ancient spirit of fire who calls herself Ember, the Conclave has now set out to find a way to fix their people while also protecting their strange solid allies. To most the Spirits of the Conclave would appear strange and unusual because it is not common to see spirits manifested and running around. Members of the Conclave have suggested the wall between worlds has been thinned around Dal Umma and makes it easier to slip across.

Most spirits of the Conclave seem innocent enough, however, they are still dangerous. What may be deadly to mortal beings may be a game to them. Caution is advised when dealing with spirits who seem naïve or risk injury.

Court of the Shrouded Crag

Traits: Secretive, Peaceful, Enemies (Spears of Absolution, Cult of the Sacred Mountain, Misty Morn Mission, Ahkiresh)

Standing: 6

Current Goal: Unknown

A year ago, a Fae Regent known as the Silent Prince suddenly appeared and took over the Shrouded Crag in a aggressive coup. Rumors suggest the Prince has some tie to the people of Redvale and has taken over the Court as his way of offering protection to the town. While often mercurial and mysterious, the Shrouded Crag has been very tight lipped about their activities and exactly what their connection to Redvale is at present.

There are rumors circulating that another player has become involved in the Court's politics and is creating quite a stir. While details are scarce, it would seem there is a bit of a power struggle within the Court.

The Prince himself is known to be quiet, often talking to small groups rather than addressing the crowd. Whatever his aims are he is known to be a Joyless Regent with a taste for fear and pain. People have spoken of the Prince had come to Redvale looking for a hunt, but then through some strange twist of events now looks over the town as if they were his own people.

Cult of the Sacred Mountain

Traits: Secretive, Faithful (Cult of the Mountain), Aggressive

Standing: 2

Current Goal: Spread their madness/faith to as many people as possible.

- Rebuild their ranks after an assault by the town of Redvale
- Break into the caves beneath the Mountain to learn more about the patron of their faith.

Claiming the 'Corpse Mountain' is their holy land, the Cult has taken to trying to drive away others from the Mountain. At first they seemed like just a bunch of lunatics gathering around the mountain believing it to be the tomb of their deity, however, as time has gone on they have shown some strange powers, and a penchant for strange, often illogical behavior.

The Cult itself exposes itself to Blood of the Mountain, an bizarre and volatile substance which is said to cause intense hallucinations and madness. Nearly all of the Cultist are certifiably insane, and often fall into a fugue state to perform strange tasks as if guided by some unseen hand.

While they were squatting in what became Redvale, the inhabitants of Redvale did not have good initial interactions

with the Cult. Since then, the Cults activities have escalated to violence. The Cult has also interfered with the Skyspear finding their own ways into the mountain in search of their deity.

Dunnigan Farms

Traits: Secretive, Rural, Peaceful

Standing: 6

Current Goal: Expand their farms and sell their crops to surrounding communities.

- Have a bountiful harvest.
- Protect themselves from bandits.

Before Redvale had established itself, the Dunnigan Family ran one of the larger farms in the region. Despite bandits, natural disasters, and poverty, they have since grown their farms with the aid of Redvale to be especially plentiful and capable of feeding many around. While the Dunnigans themselves are polite, they are generally very closed lipped about their affairs.

Having been burned in the past, the Dunnigans keep their business to themselves but will happily trade with anyone looking to purchase their harvest. For farmers, they show a shrewd cunning, often doing whatever they have to so they can grow their farm. Their prosperity has been shared with other farming families and many of the farmers in the region look to the Dunnigans as pillars of the community and what they may be able to achieve with hard work and dedication.

Recently they have taken to hiring tough aggressive farm hands to keep people off their property because they have grown enough to be targeted more regularly by bandits and marauders. Due to this many Dunnigans have taken to being even more careful about discussing any internal business with anyone outside the family or hired help.

The Lowlifers

Traits: Allegiance (Sai'tren), Backing (-1), Alliances (Skyspear Expedition, Putrid Fist, Mikta Family), Enemies (Spears of Absolution, Menatosh Bandit Cotorie, Reaver's Wake, Misty Morn Mission)

Standing: 7

Current Goal: Establish themselves as a cohesive group.

- Earn money through moving illicit goods around Graewynn and providing services for those inclined to deal with folks who don't care about the law.
- Protect themselves from the more powerful Menatosh Bandit Cotorie.

Originally lead by a man known as Kress who had delusions of becoming a bandit kingpin, Kress was betrayed from within his ranks by one of his own. The Lowlifers have established themselves as folks who know how to work with those often overlooked by the powerful. Their leader Balthazar was recently assassinated on his

way out of Redvale. Little is known about who oversees the Lowlifers, but they are still active.

At present they are in a turf dispute with the Menatosh Bandit Cotorie in the region. As far as the Lowlifers are concerned this is their territory to work with. They have established a working relationship with Redvale and the surrounding groups. They are not looking to have that taken from them and will resist the Menatosh in any way they can.

Menatosh Bandit Cotorie

Traits: Secretive, Aggressive

Standing: 3

Current Goal: Take control of the local illicit goods market and have a stake in more legitimate markets.

- Take control of trade routes by bribing or forcing their way into deals.
- Establish exploitative relationships with anyone they can bully into dealing with them.

The Menatosh are a crime family from the bandit city of Sai'tren east of Redvale. In the last year, they have turned their gaze to the west of Sai'tren as a golden opportunity to gain more customers for their illicit goods. While crime pays, the Menatosh see themselves as bankers and investors rather than criminals. Their finances are built off the smuggling, arms dealing, and selling information to those who would stand to profit from such things. Everything has a price tag to them, even people.

Menatosh are no strangers to conflict and while they might not have strong fighters, they make up for it by using blackmail, extortion, and even vandalism to put pressure on their targets to get their way. While they are not the most pleasant people to work with, they are wealthy and those who have what they want may find their profits increase significantly.

Mikta Family

Traits: Aggressive, Allegiance (Narseth Wastes), Backing (1), Troupe, Alliances (Lowlifers, Conclave of Spirits, Sept of Lunalia), Enemies (Misty Morn Mission, Spears of Absolution, Ahlkiresh)

Standing: 9

Current Goal: Mercenary work to gather resources and wealth to help send back home.

- Receive work from interested parties looking for mercenaries.
- Hinder the Fronii by any means necessary.

The Mikta came to the town ready to brawl, however, in traditional Gethral fashion they challenged the town to games of sport and feats of strength. Impressed by the town's mettle, the Mikta offered them their services as mercenaries. Since then the Mikta have launched a campaign of raiding the Fronii lines. Despite their efforts

they have wounded to tend to and at times have to pull back and lick their wounds.

Much of their earnings are won by the sword and often sent back to the Narseth Wastes with stories of glory and wealth. It seems every few months a new batch of fresh recruits returns and joins the Mikta. Currently lead by Christophe, the Mikta have enjoyed a successful year of raiding.

However, the Fronii have changed their tactics and have been luring the Mikta into ambushes to weaken them before sending in their heavier units. The Mikta have shed blood their own blood and that of the Spears of Absolution. While comprised primarily of Gethral, the Mikta do not seem choosy on what species a person is so long as they know how to handle themselves in a fight and are not afraid to get hurt.

Misty Morn Mission

Traits: Allegiance (Soli), Backing (20), Faithful (Yemanism) Peaceful, Troupe, Enemies (Sept of Lunalia, Mikta Family, Menatosh Bandit Cotorie, Lowlifers)

Standing: 7

Current Goal: Spread the word of Yemanism and convert folks willing to listen to their sermons.

The Misty Morn was sent to the region by the Soli to proselytize about Yemanism. Their entire goal is converting people to their faith. However, they have not been forceful about it. They have been allowed to perform their sermons in Redvale peacefully for quite some time now. They offer aid when they can. Many within the town distrust them since they are Soli, however, to date they have been pleasant and as diplomatic as possible.

The Misty Morn does have a small contingent of soldiers to protect them, as all Soli missions do at present. However, no soldier has ever stepped foot in Redvale and only the missionaries have ever entered as per their agreement with the town.

Aside from asking to give sermons, they have asked for nothing and provided the town with resources and information on technologies which may be beneficial to them.

Putrid Fist

Traits: Allegiance (Agrineas), Backing (1), Industrial, Alliances (Sept of Lunalia, Skyspear Expedition, Lowlifers), Enemies (Menatosh Bandit Cotorie, Spears of Absolution, Misty Morn Mission, Cult of the Sacred Mountain)

Standing: 7

Current Goal: Arm themselves for the coming Fronii offensive.

- Collect powerful Undead to send to Agrineas to be domesticated.

- Collect weapons and armor to arm their people.

An odd collection of individuals, the Putrid Fist is a group from Agrineas who have learned to domesticate mindless undead creatures to an extent. They have shown they can exert some level of control over the creatures using voice commands. Whether this is mundane or magical is not widely known. While they are cautious of outsiders, they have established friendly relations with the town of Redvale.

Having met their quota, they have received additional reinforcements from Agrineas and are preparing to fight back against the Fronii moving in on Redvale. While they have pledged to fight by Redvale, they are not willing to sacrifice themselves. They have sent word they will match Redvale's contributions to the fight against the Fronii.

Despite their obvious Mortaeen members, the Fist appears to be fairly adept at evading Fronii checkpoints after dealing with them in the southwestern part of Graewynn for some time. The unlikely alliance between the Sept of Lunalia and the Putrid Fist raised some eyebrows for a time, however, the two have begun working together and bridging a gap created not long after Hektram's Folly when many who died in Agrineas tried to return home, only to be turned away.

The Reaver's Wake

Traits: Aggressive, Allegiance (Mrok'nogog), Backing (3), Enemies (Menatosh Bandit Cotorie, Lowlifers, Cult of the Sacred Mountain, Dunnigan Farms)

Standing: 1

Current Goal: Pillage the town of Redvale

- Establish a foothold for their group after the winter.
- Pillage and loot for their pay.

Hailing from Mrok'nogog, the budding Ork'rus nation building itself within the Daemonwake to the northeast, the Reaver's Wake is a private group being paid by a well standing member of the leadership of Mrok'nogog to raid Redvale where one of his people was murdered. When the town was confronted about it, they blamed the Fronii who were also found dead at the scene. After interrogating several Fronii, including one officer, who had no idea what the Ork'rus were talking about.

They do not have the support of the full nation of Mrok'nogog, merely one powerful individual with a vendetta. Rumors suggest they are less organized than some militant units, but what they lack in tactics, they make up for in aggression. Their usual members are prone to fits of frenzy and look to cause as much damage as possible.

Sept of Lunalia

Traits: Allegiance (Erce), Backing (-2), Rural, Peaceful, Humanitarian, Alliances (Putrid Fist, Conclave of Spirits,

Mikta Family), Enemies (Spears of Absolution, Misty Morn Mission, Cult of the Sacred Mountain, Reaver's Wake)

Standing: 8

Current Goal: Arm themselves for the coming Fronii offensive.

- Move their non-combatant from areas likely to be attacked to a refuge within Redvale's borders.
- Send young warriors to get defensive training and preparation to fight the Fronii.

Comprised of several different species, the Sept of Lunalia comes from Erce. They are mostly peaceful, often seeking to help others where they can rather than fight. To date they have not had a lot to offer the town, however, the town has provided a refuge for their people and agreed to take on more refugees as the need arises with the Fronii encroaching on the Erce border.

The Sept of Lunalia has offered to help Redvale deal with a substance associated with Dal'Umma called Blood of the Mountain which has been seeping into the lands of Redvale. At this time, they have not gotten what they need to help, however, they remain optimistic they will in the future.

Their ranks are mostly full of healers, naturalists, and herbalists. While not aggressive, they will defend themselves when forced to do so. It would seem they have paired with the Putrid Fist to be snuck back into Erce to keep in contact with their allies there while also working to bridge the divide between Erce and Agrineas.

Skyspear Expedition

Traits: Allegiance (Altyr), Backing (6), Industrial, Scholarly, Peaceful, Alliances (Putrid Fist, Conclave of Spirits, Dunnigan Farms, Lowlifers), Enemies (Spears of Absolution, Cult of the Sacred Mountain, Menatosh Bandit Cotorie)

Standing: 7

Current Goal: Plumb the depths of the ancient Dwearn city beneath Dal'Umma, the cursed mountain.

- Dig deeper into the mountain, past the natural and unnatural hazards.
- Establish trade to continue to fund their expedition.

Claiming to be archeologists, the Skyspear have been working inside the curse mountain of Dal'Umma to unearth its secrets. Many of the Dwearn in this company are stout believers they need to find out what happened down there and bring the information back to Altyr. They have established a base camp near the mountain and have begun to dig. Their efforts have turned up a few trinkets so far which they have had to sell to continue to fund their operation.

In typical Dwearn stubbornness, they have been trying to do everything themselves, however, they are quickly

exhausting their people doing so. There are rumors they may reach out to Redvale for more assistance in the future allowing them to keep more from the delves their townsfolk have gone on in the past.

In a strange turn of events, the Skyspear have struck alliances with those they feel can aid in their mission in one way or another. Those who cannot give them what they want or need are often ignored and left to fend for themselves. The Sept of Lunalia for example, though their peoples were allies during the 5th Expansion War, the Skyspear have been cool towards them because the Sept members have voiced opinions saying the Skyspear should simply let the dead rest rather than dig them up.

The Spears of Absolution

Traits: Militant, Allegiance (Fronii), Backing 10, Faithful (Fronic Yemanism), Enemies (Putrid Fist, Reaver's Wake, Sept of Lunalia, Court of the Shrouded Crag, Cult of the Sacred Mountain, Mikta Family)

Standing: 1

Current Goal: Annex the town of Redvale for the Fronii Empire.

- Cut off the town from trade allies via checkpoints.
- Patrol the roads to ensure the safety of travelers.

The Spears of Absolution are a Fronii (a nation to the west of Redvale) unit sent to annex the town of Redvale. They are a military unit who has a long history of fighting the undead on the Wall of Martyrs to the south. They have been active in the annexation of several towns south of Redvale. Their expertise was called in since Redvale has been resistant. Rumors suggest they are methodical and determined. While their goals may feel unjust, they are known to be honorable and for keeping their word. They are not above laying ambush for their enemies.

They boast experienced veterans of combat known for their unit tactics and creating lines which are difficult to rush. It is not uncommon for them to employ guns and shield lines to hold off enemies. Each of them has lost friends and family to undead pouring out of Agrineas, they will not tolerate anything undead, sentient or not, existing. They are also known to employ their faith as a weapon.

Believing they are a force of order and justice; the Spears truly believe in their cause of bringing law and order to the chaotic lands of Graewynn.