



THE WAR OF THE GUILDS



The Free City of Vallor has always been an important hub of commerce on the continent. It is one of the largest repository of ancient knowledge in all of Signum - a bright spark of hope in the growing darkness. It is also an apple of discord for the greedy god, for great power and untold riches hide beneath the city, attracting mercenaries and adventures from every corner of the continent.

In ancient times, a powerful cataclysm struck the lands of Signum when the ancient Chaos Dragon Vortirus was brought back to take revenge on the gods that had banished him. Most of the continent was destroyed, though none of the havoc that rent the land asunder reached the walls of Vallor.

The War of the Guilds began with the death of the Duke, and all of Vallor's nobility viewed one another with great suspicion. The Guild of Merchants accused the Guild of Shadows of his death, and

vowed to conduct a thorough investigation of their assets. In return, the Guild of Shadows accused the Guild of merchants of his death, and felt that they were about to be framed for his murder. They claimed that their involvement with the Thieves' Guild was just that - thieves. Assassination was definitely not a part of their operations in Vallor.

Soon discontent erupted from all of the Guilds - Mercenaries, Jewellers, and Architects alike. Wild rumours spread throughout the City - such as the Duke had been poisoned by an assassin's trained bee; cursed by a powerful necromancer; or even such outlandish claims that he learned of his future from a fortune-teller and committed suicide. Some even thought that the Duke was still alive, having fled from the City with his mistress and leaving a dead double in his stead. Regardless of what had truly happened, one thing was for certain - Vallor no longer had a Duke.

The Duke served a valuable role within the Guilds. The Duke's job was to arbitrate the endless disputes between the various guilds that made up Vallor. Without a Duke to settle the disputes, each guild was now trying to promote their own candidate for that role to give them greater influence within the City. In the beginning, it was largely insults, threats, and arguments, as each Guild had their own claim to the position. It wasn't long before the Guilds started to openly battle one another. The militia was unable to restore order, as they were faced with well armed private armies hired by the Guilds. Entire blocks were wet ablaze across the city, and not a single fief managed to avoid being dragged into the war between the Guilds. As a result, everyone began to live in fear of being caught in the next round of crossfire between these powerful groups. Even with this violence occurring, none of the Guilds could seem to gain an advantage over the the others in this conflict.