
Guilds of Aesteria

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WORLD



1.1 Kingdom of Aesteria

- Land of adventuring guilds *Adventuring Guilds*
- Controls the main land mass (1/3 the size of Europe)
- Large mountain range on the western border keeps it isolated from the rest of the continent
- Feudal system with duchies, counties, and baronies

1.2 Duchy of Tileri

- Controls the large peninsula in the northwest
- Duke of Tileri is a vassal of the King of Aesteria
- Very powerful duchy known for industry and supplying of military arms (could be arcanotech)
- Lord is arch-duke or non-royal prince

1.3 Duchy of Aesteria

- The capital duchy of the Kingdom of Aesteria
- Duke of Aesteria title is held by the King of Aesteria

1.4 Other realms

- Free cities (i.e., city-states) to the south
- Raiders to the north (Vikings)
- Nomads to the east (steppe people)

HISTORY OF THE KINGDOM OF AESTERIA

2.1 Pre-1037

- Northern region were broken into multiple petty kingdoms
- Sothern region more tribal and run by nobel houses
- Tileri and Aesteria are two of the more powerful kingdoms in the north
- “Balance of powers” kept region and power divided in the smaller kingdoms

2.2 1037 - 1039 (War of the Tileri Succession)

- The last of the ruling family of Tileri dies leaving no dynastic heir
- The King of Aesteria has the strongest claim on the Tileri crown and presses his claim
- An apprehensive coalition of northern kingdoms forms to counter the power imbalance of a combined Aesterian/Tileri crown
- The War of the Tileri Succession begins
- Due to weak initial response and in-fighting in the coalition forces, the King of Aesteria was able to consolidate power in the region
- After not being able to make ground against Aesteria the coalition surrendered and quickly fragmented
- The Kingdoms of Tileri and Aesteria became duchies under the new Aesteria crown

2.3 1041 - 1051 (War of Northern Unification)

- Actually a series of smaller wars
- Seen by some historians as an extension of the War of Tileri Succession
- The Kingdom of Aesteria subjugated the other northern petty kingdoms as duchies

2.4 1051 - 1068 (Interbellum Period)

- King of Aesteria dies in 1053 and his eldest son takes the crown
- A succession war was avoided by the new king granting his brother title of the Prince of Tileri
- Kingdom of Aesteria consolidates and integrates

2.5 1068 - 1075 (War of Southern Unification)

- King of Aesteria begins conquest of southern tribes
- The decentralized nature of the tribes begins to open many fronts
- King begins signing treaties with some tribes to join him in exchange for more autonomy in the kingdom
- After several successful treaties the Kingdom of Aesteria extends an open invitation to any tribes/houses wishing to join the kingdom in exchange for autonomy
- War ends and the Guild System (*Adventuring Guilds*) is formalized in the Treaty of ???
- At this point, the Guild System is only for previous noble houses/tribes that sided with the Kingdom of Aesteria

2.6 1129 (A new guild system)

- The Guild System is revamped to allow anyone with sufficient funding to start a guild

2.7 1180 (Now)

- “Current day”

ADVENTURING GUILDS

3.1 Overview

- Result of treaty so nobles could retain power in exchange for aid in unification war
- “Old world” guilds are former noble houses
- “New world” guilds are those formed after the treaty
- Guilds do not swear fealty to local lords, but life is easier if they respect them
- Organization and management of guilds and leagues are up to their respective heads
 - Leagues may influence how member guilds are run
 - “Old world” guilds/leagues tend to be run by descendant of the former noble houses (e.g., leadership is hereditary)

3.2 Leagues

- Guilds can join leagues for support
- League to help new guilds
 - Despite relatively weak member guilds, this guild holds a fair amount of influence and respect
 - Most view it as a noble endeavor to train new-comers and help perpetuate the guild system
 - Others see new guilds as unfit and see the league as diluting prestige of the guild system
 - * People with this view tend to be descendants of the former noble houses (i.e., “old world”)
- One or two leagues closely tied with former noble houses
- Specialist leagues (e.g., for certain job types)?

3.3 Titles

- Prince of the Guilds - head of the guild system, non-royal prince, elected by electors
- League Lords - head of a league of guilds, duke-level title, electors come from this group
- Guild Master - head of a guild, count- or baron-level title depending on guild prestige
- Guild Knight - a member of a sanctioned guild
- Titles are not hereditary
- Titles are not formally retained upon leaving a position, but may be used out of respect (e.g., for former league heads)
 - May want to consider more official emeritus titles