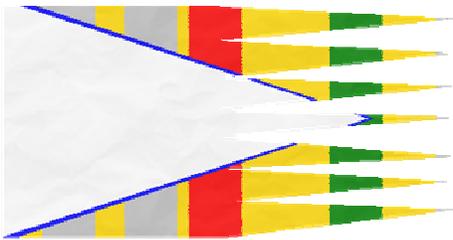
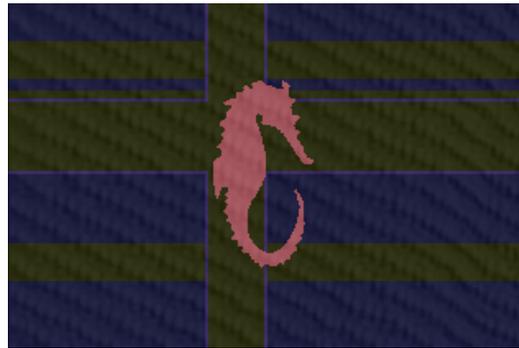


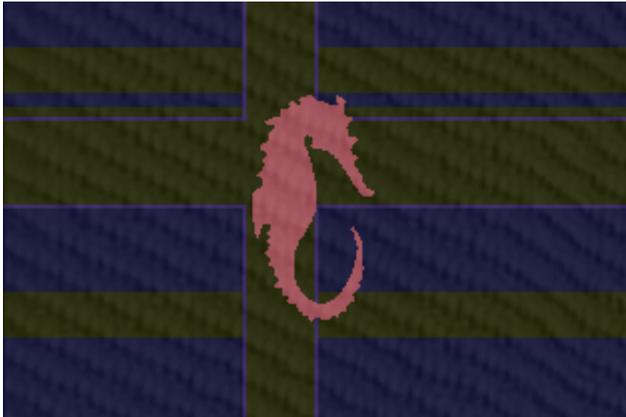
# 10 faction flags

by

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### **The United Marine Provinces**

A coalition of baronies and fortresses along the coast of the Kendrik Ocean, the United Marine Provinces all together are about half the size of any of the neighboring kingdoms. Their small size means they have little in the way of military might, but their true influence comes from their power over trade.

All but two of the major ports along the Kendrik Coast are a part of

the Provinces, and most of the smaller ports of any note are in the Provinces as well. Any attempt by one of the larger kingdoms to gobble up a barony or fort that flies the seahorse flag will immediately be met by crippling blockades, and heavy taxes on all of its allies as well. Every few years there are rumblings that one of the major kingdoms will try to invade the Provinces wholesale, but this will never happen – it's in all of the kingdoms' interests to have the major ports be in the hands of a relatively neutral party.

Though the Provinces have no standing navy, they do sometimes commission mercenary crews to wipe out any particularly troublesome pirates. Anyone who sees the seahorse flag flying from the mast of a ship knows to stay away; the mercenaries have a reputation for torching ships first and asking questions later. Who's to say that the charred wreck of a cutter wasn't crewed by pirates, when none of that crew is alive to argue the point?

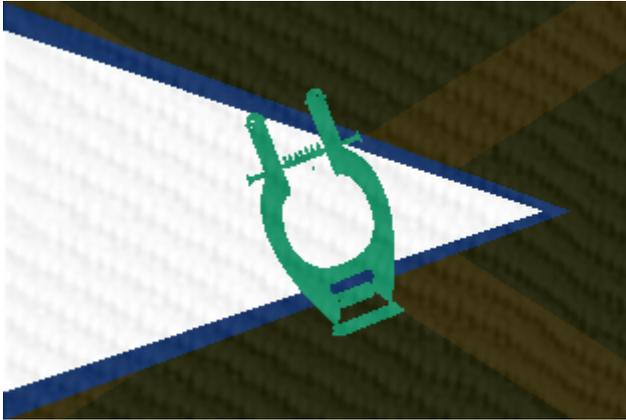


### **The Kingdom of Iridin**

A silhouette of the Founding Prince adorns the Iridin flag. It is said that the original flag, the one flown by the Prince's Rebels as they retook their embattled kingdom, lacked the silhouette. The earth-toned flag wasn't clearly visible from afar, and gave the rebels a standard they could rally to while keeping their enemies from spotting their exact location. After the rebels' victory, the grey silhouette was

added as a symbol of their triumph. They no longer needed to hide their banner; the rightful heir was one the throne once more and their work was done.

Today Iridin is a peaceful place, ruled by a line of Princes who never forget that their first allegiance is to their people. It is said that somewhere in a storeroom deep in the palace is a stockpile of rebel flags, waiting to be flown once again should they be needed.



### **Lyre and Lore Company**

A traveling group of players, bards and musicians, Lyre and Lore's flag is a welcome sight along the road to many isolated villages. The company has a traveling circuit two years in length, and so each visit brings a bounty of outside news and new songs, as well as coin and goods, to the towns and outposts along its way.

The company has been traveling the same route for over a century, and

much of the territory has changed hands in that time. None of the invaders cared much for a small band of minstrels, until a few soldiers killed a singer by mistake. The small village they were occupying rebelled, requiring an entire battalion to divert from the main front and retake the town. Ever since then, it has been known in all the neighboring regions that anyone wearing the insignia of the green lyre is not to be harmed.



### **The Wolf-Walkers**

A secretive cult, the Wolf-Walkers hide out in forests and rarely venture into civilization. The group is thought to be composed mostly of druids, witches, and others with earthy magic, though no one knows for sure. Some say that most of the group has supernatural power of one kind or another, while others say that they're a common band of brigands with a few hedgewitches and some clever tricks.

Either way, the group is a major hassle for any merchants passing through their territory, and a severe obstacle for military forces on the move.

No one knows exactly what part of their ideology motivates the cult to attack caravans and let lone travelers alone, but it's hard to get more than a single cart through their woods. They appear out of the forest without warning, striking with arrows and spells. Sometimes the corpses of those they kill show up on the edge of the forest days later, but more often they're never found at all. Some rumors go that they desecrate the bodies as part of their dark rituals, but most people believe that they don't even respect the fallen enough to return them to their kinfolk.



### **The Coiled Serpent**

A shadowy political faction, the Coiled Serpent draws its members from the elite of the merchant class, as well as a lesser nobility and even a few of the better known entertainers of the region. While not outright rebellious, they are known to be discontent with the status quo. It's less a matter of principle, and more a matter of self-interest; none of the members of the Coiled Serpent are currently in charge, and they'd like that to change.

The group's power comes as much from its secrecy as from the personal influence of

any of its membership. No one can be quite sure which law or official the group is in favor of or against, and so often those trying to second-guess the group's intentions will end up playing right into their hands.

A few of those who've been crossed by the Coiled Serpent have hired investigators and assassins to go after the group's members, but most of these attempts have met with failure and retribution.

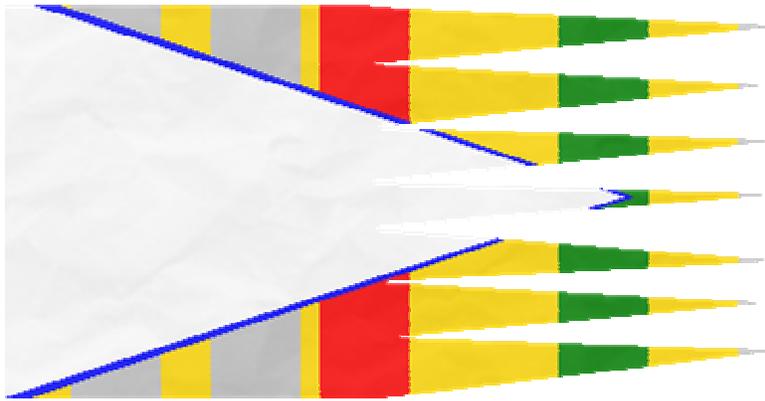


### **The Griffon Rampant**

Named for the device on their flag, this order of knights and templars is dedicated to upholding freedom and justice – in that order. The blue stripes are the color of the sky and sea, representing the freedom to travel anywhere and do anything. The gold represents mortal coin, a pale imitation of what the group believes truly matters. The red, of course, is the blood that will be shed in pursuit of both.

The Griffon Rampant are often former soldiers or temple guardians who grew weary of waiting for the world to change, and decided to take matters into their own hands. They are warmly welcomed in some kingdoms, and banned on penalty of death in others. Where they are welcomed they act

almost as an extension of the local law enforcement, vigilantes with a divine mandate. In other places, they encourage rebellion against authorities they see as too restrictive.



### **The Knights of the Joust**

Every five years, the prince of Iridin holds a royal joust. Brightly colored pennants fly from every building in the capitol, and heralds carry the same flag throughout the kingdom to announce the event.

There are days of feasting both before and after the joust, and every merchant in the city raises their prices at least by half. Some joke that the gold and silver on the flag are for all the coin the shops make, rather than the more traditional interpretation that they represent the shining glory to be won on the field. The band of green is for the field itself, and the red for the blood inevitably spilled during even the safest contest. The blue-rimmed white triangle is the same as the flags that are traditionally waved to signal the start of each pass of the joust.

The knights who win the joust share a unique bond, and each winner pledges to come to the aid of the others in times of need. Only once has this happened, when one of the knights was assassinated in his own keep. The others tracked down the killer, and took turns running the keep until the slain knight's son was of age.



### **The Priesthood of the Skies**

Every pantheon has a sky god, and the Priesthood of the Skies believes that all these gods are one. Since such gods are usually the leaders of their pantheon, the True Sky God must be the most powerful of all deities. A divine puppet master controlling cultures through their pantheons, the True Sky God is the only god worth worshipping.

The priesthood seeks to advance his goals on earth, manipulating societies as he manipulates the skies above. They disguise themselves as clergy of other religions, leading rituals in the names of any sky or weather god that's popular in the region. The priests try to convert acolytes to their cause, and raise their sky god above all the others in the pantheon if he isn't in that place already. They also involve their temple into local politics, channeling funds from nobles and politicians into the temple's coffers, and from there into the hidden storehouses of the priesthood.



### **The Bloody Falcon**

A notorious band of slavers, the Bloody Falcon are no ordinary plunderers and kidnapers. They only enslave magic users, tracking their targets for weeks or even months before striking with special spells and shackles that repress magic. Their slaves are highly prized, as it's much cheaper in the long run to buy a kept pyromancer or necromancer than to pay fees to a free one.

Casualties are high in the group, as even with all the preparation in the world, arcanists are not easy prey. Still, many aspiring mercenaries and slavers flock to the crimson and black banner. The work is dangerous, but it pays far better than normal slave trading, and those few members of the group who survive leaving it can command high fees for assassinations and kidnappings of their own design.



### **The Axes of the Purifier**

A scourge against evil – which includes anyone they perceive as immoral – the Axes of the Purifier believe they are the heralds of a long-awaited messiah who will return purity to the land. They slay demons, devils and monsters of all kinds, but deal the same harsh justice to thieves, adulterers and gamblers.

The Axes believe that the purpose of all good creatures is to fight evil, and so anyone who does not actively seek out and destroy beings of darkness is as bad as a demon. They've been known to impress both men and women of fighting age into their militia, and sometimes kidnap children to indoctrinate them to their ideals. They see this as saving the children from their sinful and slothful parents, giving them a chance to live a better life in the service of goodness.

Though individual members of the Axes are harshly disciplined, the group as a whole is fragmented. There are branches scattered throughout many kingdoms, all with their unique take on the core ideology. Bloody battles have been known to result when two branches get together to debate ethical dilemmas.

## Want more flags?

All of the flags in this pdf were generated by the flag generator in the Kingdom Builder Generator Pack II, with absolutely no alteration (aside from resizing a couple of them).

The flag generator lets you choose the shape, colors and features of your flag, or let all of those be random. You can use your own images – automatically converted into silhouettes – or make flags with the over 300 images already in the generator.



The Kingdom Builder II also has text-based generators that make place names, armies, fashions, laws, important NPCs, events and more.

You can find the Kingdom Builder II on RPGNow or at [http://chaoticshinyproductions.com/kingdom\\_pack2.php](http://chaoticshinyproductions.com/kingdom_pack2.php)