

Businesses

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The Bonehawk Mercenaries

Founding Date

510

Type

Guild, Fighter / Mercenary

History

With the ending of the First War but continued border disputes, towns were finding themselves in need of protection with proper support from their hold's military. A small number of groups began gathering members and hiring out muscle for coin, but the Bonehawk Mercenaries were by far the most popular. With popularity came growth and soon all the other mercenary groups were left in the dust.

Shortly before the Emergence, nearly the entire standing forces of The Bonehawks were hired by The Shield of Basin to defend Cuswar against a fiendish invasion. Nearly five thousand soldiers took up residence around Fort Basin of Mirefield_ for several months, doing battle against the Nerra known as Ryscag and his army of devils. When the general was finally defeated his forces scattered, most assumed returned to the Hells.

Word of this victory spread far and wide and in the following years the Bonehawks saw unprecedented profits and recruitment numbers.

Fouquet Family Firearms

Founding Date 902 AGW

Type Corporation, Conglomerate

Alternative Names

F3, Fouquet's

Gold and smoke.

Assets

F3 owns several warehouses, and factories for producing firearms, as well as hundreds of storefronts throughout Ovenica where their firearms are sold.

History

The Fouquet family were quick to jump on the trend of firearms after their invention. Having already had good fortune in the furniture business they made millions when the War for Stonehill began and they won top bid for supplying Cuswar's armies with well made firearms. Since then F3 has been known for creating expensive, quality firearms with an aesthetic unmatched by any other firearm manufacturer in Ovenica.

Greysong Traders

Founding Date 506 AGW

Type Guild, Merchant

While its title may suggest otherwise, the Greysong Traders are mostly an extravagant courier service. With a large fleet of wagons they are the primary organization used to move goods in a large scale across all of Ovenica.

Assets

The Greysong Traders have a fleet of wagons, cars, and airships which make up the bulk of their caravans. Additionally they have a small supply of regular drivers and pilots who lead the caravans. All other assets such as protection and grunt work employees are outsourced.

History

Originally founded during the First War of Ovenica, The Greysong Traders would take troops, weapons, and food from Harwood Citadel to the frontlines. When the war ended they expanded their business in order to focus on transportation of goods all over Ovenica.

Since the invention of vehicles such as cars, and the limited use of teleportation magic, the Greysong Traders have managed to stay afloat by jumping on funding these technologies. Now their main focus is using their small fleet of airships to send bulk goods and passengers all over the continent.

Orion Alabaster's School of Etiquette

Founding Date 709

Type Educational, School/Academy

With the quickly rising population of Kurleigh Castle, so too did rise the population of nobility. People from all across Ovenica flocked to the grand halls of the dwarves and with them came the nobles expecting high quality treatment. Orion Alabaster was a gnome who had served under a noble family for several years. His father, and his father's father had also served this family. Upon reaching Kurleigh Castle, all the members of the family he served mysteriously died and their wealth, mansion they had just purchased, and the land it was on went to him, as there were no other heirs. He used this newfound wealth to start a school to help train up and comers in the fine art of serving noble houses. Everything from how to set a table to making sure you were the only one capable of understanding how the finances worked.

Since its founding many students have come through the school, and each one has gained prestigious employment under noble houses.

Voyage Trust

Founding Date 770

Type Financial, Bank

Founders Manoa Douglas

Structure

Voyage trust is meticulously and bureaucratically run by several individuals spread across the continent who keep track of everything within the organization. While low level employees and managers take care of the physical business of running the banks, these higher level bureaucrats make sure there is never so much as a few silver misplaced.

Public Agenda

Voyage Trust strives to bring a unified experience across Ovenica and provide a safe place to store valuable possessions and currency. It is one of the few organizations allowed to function outside of Prathia while still maintaining its headquarters in Harwood Citadel.

History

Voyage Trust was created with the intention of bringing together the people of Ovenica into a more unified society. Anyone who can prove their residence within one of the major cities or smaller villages can access the vaults of the organization or exchange currency for a small fee.

Initially due to the, often large, travel times between hamlets and capital towns this did very little but provide the nobles with a place to store their family heirlooms while the common folk continue to live how they always have. In recent years however, with fast and instantaneous transportation available, Voyage Trust has done very well for itself, ballooning in size and wealth faster than most could have predicted. Now as the only real banking option within Ovenica it continues to grow exponentially as more and more money is poured into it's seemingly limitless coffers every year.