

Darthvord Clan [DVC]

The Darthvord Clan - Seekers of Redemption

Quote

For one day and one night, the Sons of the Light rode through the gates of Medula, descending into the mountain, singing praises to the Lord and shouting taunts at the dark forces that surely awaited them within. Armozel, who was riding mid-column, entered the mountain at sunset.

Neither he, nor a single one of his shining paladins, was ever seen again.

~ ECHOES OF CIMERON 1:22

WHO ARE WE?

Darthvord Clan is a community within the MMO World of Pax Dei.

We seek to create an immersive and meaningful experience for members and the broader community by creating everyday activities within the world for people to engage in. From trading, politics, crafting, exploring & adventuring and one day waging war.

The clan is divided into three divisions. **Warriors, Crafters & Priests** (*not exclusive/can be in all three*) and the community organisation and leadership is based on these three pillars.

The **Four Grand Master Paladins** oversee the management of The Clan whilst The **Grand Master Prophet** ensures the adherence to the Will of The Almighty and enforces anti-heretic practices via the **Holy Paladins**.

In circumstances where the **Grand Master Paladins** are **unable** to reach a verdict or said actions are found to be:

Clause A) Against the perceived will of The Almighty

Clause B) Risk a repeat of Armozels Folly

The Grand Master Prophet will have the final authority.

The Church of Armozel works alongside other members of **The Monastic Orders** to ensure adherence to **The Will of The Almighty** and maintain strict compliance across the lands.

KEY GOALS

- Establish Darthvord Village
- Build active membership base of clan to 30+ members
- Establish a strong network of Alliances & Treaties with other communities and organisations who share the same values and ideologies.
- Work towards maintaining a bustling trade network for crafting materials and support Crafting Professions / Establishing Grand Masters for these professions

DARTHVORD VILLAGE

- Build a strong community of like-minded individuals within an immersive and meaningful setting
- **The Trinitarian Tavern** – A gathering point for villagers and visitors in-game to share tales of from across the known lands along with 'Notices' to the Tavern Noticeboard (*Forum + Discord*)

- [Community Marketplace](#) – The local Open-Markets where people can come to purchase materials and equipment
 - Stalls for individuals to promote their goods and services along with 'Notices' to the Marketplace Noticeboard (*Forum + Discord*)
 - [Clan Guildhalls](#) – Alongside a building in-game, each guild has a Private Noticeboard (*Forum + Discord*)
 - [Darthvord Guildhall](#) – Members of the Craftsman Guild
 - [Armozel Barracks](#) – Members of the Paladins of Armozel
 - [Church of Armozel](#) – Members of the Clerics of Armozel
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FUTURE GOALS

- Design and build the Armozel Cathedral
 - Dedicated to the Redemption of the Fifth Redeemer
 - Hosts Religious Events
 - Stores Religious Relics & Lost Artifacts
- Establish Darthvord Keep as a stronghold for the Clan
- Engage alongside other Factions in an Alliance for PvP
- Enable additional Tools & Website Features to support Clan Members ability to Communicate & Organise Information & Events in-game