

Factions (Greater)

The major groups of people in the Wild Blue.

- ["The Organizations"](#)
- [Haven \(Faction\)](#)

"The Organizations"

General Description:

A collective of various organizations that came together and founded Nightport many years ago. They also remotely control Cloud City. Each organization has their own inner structure and laws that vary drastically, but the "law of the land" typically applies to outsiders. The leaders or representatives of each organization come together to collectively discuss affairs and make decisions. Despite their piratical ancestry, they're really quite civil...usually.

Sub-groups:

- [The Fire Angel Association](#)
- [The Orange Scarves](#)
- [The Jade Razor](#)
- [The Cobalt Sisterhood](#)
- [The Voiceless Ones](#)

People of Interest:

- People
- Here!

Known Alliances and Enemies:

- [Haven \(Faction\)](#) (Trade and War Alliance)
- The Empire (Cease Fire)

Haven (Faction)

General Description:

The leadership of Haven is electoral and each guild, union, or district has fair and equal representation within the government. While not a perfect system, there are strict checks and balances in attempt to prevent significant wealth disparity and the formation of classes within the social structure.

Sub-groups:

- Factions
- Here!

People of Interest:

- Places
- Here!

Known Alliances and Enemies:

- ["The Organizations"](#) (Trade and War Alliance)
- The Empire (Cease Fire)