

Locations

The major and minor places across the Wild Blue.

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Adrift in the Blue

General Description:

The worlds of the Wild Blue float in a sky of breathable gases circling a small, cold star. Scholars believe that the star is made from pure Essence—the strange energy that sorcerers channel for their magic. This “solar system” is much smaller than you might think—it takes about six weeks to cross from one side to the other on a standard sky ship. Most of the worlds of the Empire are so closely positioned that it takes only a day or two to travel from one to another.

Major Territories Visited:

- [Ilysium](#)
- [Cloud City](#)
- [Nightport](#)

Encountered Groups:

- The Imperial Guard
- The Crew of "The Blusing Countess"

Cloud City

General Description:

All that remains of the Great Dwarven Nations, Cloud City is the ancestral home of the dwarves of The Cobalt Sisterhood. In modern day, it functions as an illegal mobile mining platform that doubles as a home for thousands. The city chases the large storms of the Wild Blue in hopes of easier access to the thick gases of the depths that get kicked up, which it then sells to the Free Worlds. With the right equipment, ships can mine these gases for pockets of diluted Essence. Chasing the storms can lead the city into Imperial skies and the occasional run-in with an Imperial cruiser.

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

Haven

General Description:

The most prominent of the Free Worlds. Here, in the sprawling city hubs, the Trade Union tries to impose some order on the bickering clans and factions of the Free Peoples. Slavery is outlawed here, so many ex-slaves make Haven their home.

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

Ilysium

General Description:

The capitol world of the Empire, home to the great noble houses. Ilysium is rich and decadent, attended by servants, slaves, and the elite bodyguards of the nobility.

Points of Interest:

- Ruins of an Unnamed Research Facility
- ????

Present Factions:

- The Great Noble Houses
- The Imperial Guard

Nightport

General Description:

Unlike other worlds, Nightport does not rotate, which means one face is always in darkness. It is on this side that pirates and smugglers have built a hidden port city in which to carry out their nefarious dealings. This hive of scum and villainy is a dangerous place, but almost anything may be bought or sold there, including secrets. There is a smaller, isolated settlement on the star-facing side of the world. This is jokingly referred to as "Lightport," because it's funny. Also because the pretentious elven researchers that reside there gave it a pretentious name that's difficult to pronounce.

Points of Interest:

- The Docks
- The Back Market (Stall Vendor Area)
- The Crooked Row (Main Market Row)
- [The Whispering Pits](#)

Present Factions:

- ["The Organizations"](#)

Olympia

General Description:

The staging world of the Imperial Sky Fleet. From here, expeditions are launched into the colonial expanse and all across the Wild Blue. Olympia is also home to the finest brewers and distillers in the Empire.

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

The Imperial Expansion

General Description:

Debris and stuff!

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

The Lower Depths

General Description:

The heavier gases form a dense layer of fog below the “sky” of the Wild Blue. This fog is corrosive —people need to wear gas-masks to breathe and most airship hulls will start to corrode after a single exposure. Pirates and other criminals sometimes use the lower depths to evade Imperial patrols and launch raids from hiding. Unfortunately, the depths are home to sky squid and other monstrous things....

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

The Remnants

General Description:

A swirling maelstrom of spinning world-shards. The Remnants are almost impossible to navigate, even for the best airship pilots. It's said that the pirate king, keeps his secret fortress somewhere deep within the Remnants and only those who know the secret of the true course can ever reach it.

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????