

# The Wild Blue (WIP)

Still working on this, so some links may be broken and info is most certainly not complete!

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# Factions (Greater)

The major groups of people in the Wild Blue.

# "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)

# Factions (Sub)

Sub-groups of the Greater Factions of the Wild Blue

# The Fire Angel Association

## General Description:

Made up of those of the Crimson Sky Rebels who decided to settle on Nightport after the Independence War. They oversee general affairs and diplomacy on behalf of Nightport, and to a lesser extend, Cloud City.

## People of Interest:

- Places
- Here!

## Known Alliances and Enemies:

- Factions
- Here!

# The Orange Scarves

## General Description:

The Orange Scarves were a mercenary organization who sided with the Free Worlds during the Independence War. In present day, they are one of the five organizations that control Nightport, and to a lesser extent, Cloud City. They function as law enforcement and administration of affairs for "work orders" and "commissions."

## People of Interest:

- Places
- Here!

## Known Alliances and Enemies:

- Factions
- Here!

# The Jade Razor

## General Description:

Descendants of those who chose to descend from The Roof of the World to aid the Free Worlds in the Independence War. Unable to return home, they settled on Nightport. The Jade Razor oversees a checks and balances system to keep the leadership honest and focused on the good of the people, not their own personal gain.

## People of Interest:

- Places
- Here!

## Known Alliances and Enemies:

- Factions
- Here!

# The Cobalt Sisterhood

## General Description:

Descendants of the last known remaining dwarven civilization, The Cobalt Sisterhood found a home on Nightport after the Independence War. While Cloud City is all that remains of their ancestral homeland, they've pledged themselves to Nightport and largely control their economic and trade affairs.

## People of Interest:

- Places
- Here!

## Known Alliances and Enemies:

- Factions
- Here!

# The Voiceless Ones

## General Description:

Not much is known about The Voiceless Ones nor their origins. They function as intelligence and research on behalf of Nightport.

## People of Interest:

- Places
- Here!

## Known Alliances and Enemies:

- Factions
- Here!

# Historical Events

# The Clock War

## General Description:

A greasy civil war between the Empire and the Expansion fought by over artificially-intelligent clockwork servants. As the decadence of the noble houses grew, so did technology to meet its needs, culminating in the creation of clock-men designed to serve every whim. They started as toys and status symbols in court, but soon began to replace people in several menial jobs. After an isolated incident of supposed insubordination, the Empire outlawed clock-men and destroyed all the soldiers they made. Some escaped and had to be hunted down. A few escape the Empire's reach and hid in the more remote regions of the Expanse, while others made it all the way to the Free Worlds.

## More Info:

Info Goes Here!

# The Independence War

## General Description:

The war in which The Free Worlds declared independence from the Empire.

## More Info:

Info Goes Here!

# Locations

The major and minor places across the Wild Blue.

# 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:

- ????
- ????

Locations

# 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:

- ????
- ????

# Myths, Folklore, and Urban Legends

# Black Blade

## General Description:

The empire denies his existence, the pirates of [the Remnants](#) fear to even mention his name. Said to be a cursed, immortal pirate who wields an impossibly powerful weapon; a vile, black cutlass. He is said to command a crew of demons and monsters, figurative and even literal.

# The Lifeblood Settlement on the Clockwork World

## General Description:

Robot dinosaurs and honest nobles?!

## Tales and songs:

“ There once was a brilliant and powerful noble man. One day he decided to venture out into The Wild Blue, driven to discover new territories and extend the empire's reach into the untamed Imperial Expansion. His goal was to found a new settlement to bring order to the chaos of this untamed region. He found a strange land, that was filled with bizarre clockwork wildlife. Even the plants were made of metal and glass. He and the kin of the Lifeblood lineage battled and slew these ancient beasts, their magic from the purity of their bloodline overwhelming the wilds and shaping it into their own image. The weight of the chaos being lifted, the new world ascended beyond the Roof of the World.

-Imperial Fairy Tale

“ Oh hey you of free land and sky,  
Have you heard the tale of this noble guy?  
The love he sough was deemed impure,  
So death and exile were the only cure.  
They burnt his wife and severed his head, And sent their children adrift, left for dead.  
Lost and aimless in the Wild Expanse, They found salvation, a second chance.  
Against metal (and) beasts that plagued the land,  
'Twas their only chance, their final stand.  
Their spirit and might and will and brawn, The settlers stood victorious, saw a new dawn.  
Their new land was beautiful, fruitful and green,  
But above all else they were finally free! Though short-lived and tragic,

They lost all rock lost it's magic,  
To the depths they fell, as free men.


-Long Forgotten Free World Drinking Song

More Info:

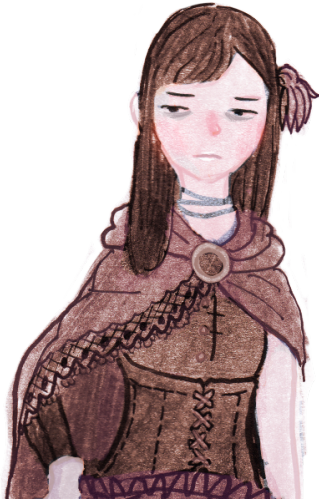
# People

The various people across the Wild Blue and beyond!


# Arabella Hilless

<div>General Information:</div> <p>Bones hired her as a mercenary. She has a lip piercing and a provocative nose piercing. Arabella is straight to the point, and quick to trust, as if eager to make friends, possibly resulting from being bullied as a child. She is uncharacteristically afraid of small animals.</p>	
<div>Notable Traits:</div> <p><b>Species:</b> <a href="#">Human (Native)</a> <b>Combat Style:</b> Exceptionally practiced Street-Fighting <b>Profession:</b> Mercenary</p>	<div>Appearance:</div> <p><b>Hair Color:</b> Light Brown <b>Eye Color:</b> Blue <b>Skin Color:</b> Light Human-like</p>


# Cheerful Marley

<p><b>General Information:</b></p> <p>A strange woman that just joined the crew one day and no one really questioned it. She currently works as a cook and alchemist on [Insert Ship Name Here]. Ever apathetic and often contributing her own unique brand of..."optimism," she very much enjoys conversation, despite how difficult and forced it may seem to her.</p>	
<p><b>Notable Traits:</b></p> <p><b>Species:</b> <a href="#">Totally Human (Native)</a></p> <p><b>Combat Style:</b> Chi Manipulation</p> <p><b>Profession:</b> Cook/Alchemist</p>	<p><b>Appearance:</b></p> <p><b>Hair Color:</b> Black</p> <p><b>Eye Color:</b> Pale Blue</p> <p><b>Skin Color:</b> Pale Human-like</p>


# Clara

<div>General Information:</div> <p>A sheriff in the wild frontiers of Haven and sometimes the surrounding skies between the Free Worlds. She values justice, but also empathizes with those who have no choice but to break the law to survive.</p>	
<div>Notable Traits:</div> <p><b>Species:</b> <a href="#">Fau'nim</a> (Taura) <b>Combat Style:</b> Gunslinger <b>Profession:</b> Sheriff</p>	<div>Appearance:</div> <p><b>Hair Color:</b> Black <b>Eye Color:</b> Dark Violet <b>Skin Color:</b> Fair Human-like</p>


# Graff "The Fat Man"

<p><b>General Information:</b></p> <p>Owner and sole (non-Bones-made abomination) worker of "The Missing Finger," a small dining stand in the vendor stall area of Nightport's market. He is a rather large man who seems to have quite the history of piracy and adventure based on his looks. He is, in fact, missing one of his fingers. He's very well-connected with some unsavory types and can find unofficial work and hard-to-get information for those who are looking.</p>	
<p><b>Notable Traits:</b></p> <p><b>Species:</b> <a href="#">Human (Native)</a></p> <p><b>Combat Style:</b> Brawling</p> <p><b>Profession:</b> Cook</p>	<p><b>Appearance:</b></p> <p><b>Hair Color:</b> Black</p> <p><b>Eye Color:</b> Brown</p> <p><b>Skin Color:</b> Tan Human-like</p>


# Hani Steelquill

<div>General Information:</div> <div><a href="#">Roza Morningfall's</a> apprentice at the "A Bit of a Scrap" imbued armor shop. She seems unenthusiastic or uninterested and is often seen reading a book.</div>	
<div>Notable Traits:</div> <div><b>Species:</b> <a href="#">Dwarf Vampire (Native)</a> <b>Combat Style:</b> Unknown <b>Profession:</b> Imbuing Apprentice</div>	<div>Appearance:</div> <div><b>Hair Color:</b> Sandy Brown <b>Eye Color:</b> Pale Green <b>Skin Color:</b> Fair Human-like</div>


# Irene Autumnbrand

<div>General Information:</div> <div>Info Goes Here!</div>	
<div>Notable Traits:</div> <div><div>Species:</div><div>Combat Style: Unknown</div><div>Profession: Unknown</div></div>	<div>Appearance:</div> <div><div>Hair Color:</div><div>Eye Color:</div><div>Skin Color:</div></div>


# Jackie Morningfall

<p><b>General Information:</b></p> <p>Cousin to <a href="#">Roza</a>, Jackie is the receptionist at <a href="#">The Whispering Pits</a>' Office of Enforcement. She seems ferociously loyal to <a href="#">The Orange Scarves</a> and the leadership of Nightport itself, though she heavily questions the viability of <a href="#">The Voiceless Ones</a>' place in the government. Known to be a hopeless romantic, she also comes off as if she considers everyone else to be an idiot.</p>	 A black silhouette of two figures. On the left is a person wearing a top hat and a long coat. On the right is a person with their hair in a bun and wearing a dress or coat. They appear to be standing close together.
<p><b>Notable Traits:</b></p> <p><b>Species:</b> <a href="#">Human Vampire (Native)</a> <b>Combat Style:</b> Unknown <b>Profession:</b> Administrative</p>	<p><b>Appearance:</b></p> <p><b>Hair Color:</b> Red <b>Eye Color:</b> Gold <b>Skin Color:</b> Golden Human-like</p>


# Kieran Padove

<div>General Information:</div> <div>Captain of The Blushing Countess. He's laid back and really doesn't let much get to him. He's very often accompanied by a harsh smell of a very specific kind of smoke.</div>	
<div>Notable Traits:</div> <div><div>Species:</div><a href="#">Elf</a></div> <div><div>Combat Style:</div>Unknown</div> <div><div>Profession:</div>Salvaging</div>	<div>Appearance:</div> <div><div>Hair Color:</div></div> <div><div>Eye Color:</div></div> <div><div>Skin Color:</div></div>


# Konohito

<div>General Information:</div> <div>Long-time rival of That Guy. Currently traveling aboard The Blushing Countess.</div>	
<div>Notable Traits:</div> <div><div>Species:</div><a href="#">Human (Native)</a><div>Combat Style:</div>Ninjutsu<div>Profession:</div>Mercenary</div>	<div>Appearance:</div> <div><div>Hair Color:</div>Black<div>Eye Color:</div>Brown<div>Skin Color:</div>Medium Human-like</div>


# Nambra

<div>General Information:</div> <div>Info Goes Here!</div>	
<div>Notable Traits:</div> <div><div><b>Species:</b> <a href="#">Human Vampire (Native)</a></div><div><b>Combat Style:</b> Unknown</div><div><b>Profession:</b> Unknown</div></div>	<div>Appearance:</div> <div><div><b>Hair Color:</b> Black</div><div><b>Eye Color:</b> Pale Gold</div><div><b>Skin Color:</b> Pallid Gray Human-like</div></div>


# Raztasz

<div>General Information:</div> <p>Owner and head chef of "Delights from the Deep," a restaurant in the main market row of Nightport. He's very nimble, and usually thinks before he acts. Intermittently asks questions during conversations. Raztasz is a bit of a perfectionist, which is likely what annoyed his wife into recently divorcing him. He practices cooking methods using goblin blood due to it's ever-changing properties, granting a unique and surprising dining experience.</p>	
<div>Notable Traits:</div> <p><b>Species:</b> <a href="#">Goblin (Native)</a> <b>Combat Style:</b> Unknown <b>Profession:</b> Chef</p>	<div>Appearance:</div> <p><b>Hair Color:</b> Blonde <b>Eye Color:</b> Pink <b>Skin Color:</b> Mood-ring</p>


# Rixxi Rustrivet

<div>General Information:</div> <p>Just a super cool goblin that hung out with the crew of the [Insert Ship Name Here] for a while. I was basically the IRL equivalent of a tutorial quest-giver. But they're all set to go off into the world! I'm so proud of them. Maybe I'll see them again someday. Who knows?! Anyway, I have to figure out how to format this stupid wiki thing!</p>	
<div>Notable Traits:</div> <p><b>Species:</b> <a href="#">Goblin ("Exotic")</a> <b>Combat Style:</b> Gunner <b>Profession:</b> Mechanic</p>	<div>Appearance:</div> <p><b>Hair Color:</b> Rusty Red <b>Eye Color:</b> Teal <b>Skin Color:</b> Green</p>


# Roza Morningfall

<div>General Information:</div> <p>Roza is the owner of the "A Bit of a Scrap" imbued armor shop in the main market row of Nightport. She is socially impulsive, optimistic, and constantly flattering people. She seems to have random bits of long-forgotten knowledge, possibly from glimpses into the past resulting from her unique method of imbuing.</p>	
<div>Notable Traits:</div> <p><b>Species:</b> <a href="#">Human Vampire (Native)</a> <b>Combat Style:</b> Unknown <b>Profession:</b> Imbuing Master</p>	<div>Appearance:</div> <p><b>Hair Color:</b> Dirty Blonde <b>Eye Color:</b> Pale Brown <b>Skin Color:</b> Tan Human-like</p>

# Usouwynn Hardbelt

<div>General Information:</div> <p>She is the daughter of one of the finest shipwrights in Nightport. While she specializes in restoring "recovered" ships, she and the other workers of the Hardbelt Shipyard are capable of creating fine vessels from the ground up. Usouwynn is almost always accompanied by two assistants, an elf and a gnome, who often bicker between themselves. She speaks in a hushed whisper, as if always trying to prevent others from overhearing her conversations. Some say that she easily holds a grudge, which might might lead some to believe that her husband stays with her because he's too afraid to leave.</p>	
<div>Notable Traits:</div> <p><b>Species:</b> <a href="#">Dwarf</a> <b>Combat Style:</b> Unknown <b>Profession:</b> Shipwright</p>	<div>Appearance:</div> <p><b>Hair Color:</b> Dyed Black <b>Eye Color:</b> Blue <b>Skin Color:</b> Brown Human-like</p>

# Weermirk

<div>General Information:</div> <div>First mate of The Blushing Countess. Had tea with Undine Moondancer.</div>	
<div>Notable Traits:</div> <div><b>Species:</b> <a href="#">Goblin (Native)</a> <b>Combat Style:</b> Blooded Magic <b>Profession:</b> Tinkerer</div>	<div>Appearance:</div> <div><b>Hair Color:</b> Purple <b>Eye Color:</b> Lime green <b>Skin Color:</b> Mood-ring</div>

# Species

The different variants of people from the Wild Blue and beyond!

Species

# Dwarf

## General Description:

Info Here!

## Notable Traits:

- Traits
- Here!

## Notable People:

- People
- Here!

Species

# Elf

## General Description:

Info Here!

## Notable Traits:

- Traits
- Here!

## Notable People:

- [Kieran Padove](#)

Species

# Els'thaan

## General Description:

Info Here!

## Notable Traits:

- Traits
- Here!

## Notable People:

- People
- Here!

# Fau'fau

## General Description:

Fau'fau are almost indiscernible from animals minus a few tells. While most variants of this species don't have the capacity to speak humanoid languages, they can learn and understand them. They also tend to be quite a bit larger or smaller than the species they share ancestry with.

## Sub-species:

- Goat
- Hamster

## Notable Traits:

- Traits
- Here!

## Notable People:

- "Hamtaro"

# Fau'nim

“ I hope this world has catgirls in it, just like from one of my Japanese animes.

-Gilbert Fedora

## General Description:

Fau'nim are extremely similar to humans in appearance and biology with the exception of subtle secondary traits of various species of animals such as ears, horns, tails, and sometimes eyes. Some display subtle mannerisms, behaviors, or abilities akin to the animal that they share their secondary physical characteristics with.

## Notable Traits:

- Subtle or minor secondary animal traits
- Animal characteristics are dominant and with extremely few exceptions, can not skip generations.

## Sub-species:

- Cattle (Taura/Tauro)
- Canine
- Feline
- Reptile

## Notable People:

- [Clara](#)

# Fau'vir

## General Description:

Somewhere between human and beast, Fau'vir are reclusive and scattered throughout the Wild Blue. It is extremely rare to see them living among the other species, but not entirely unheard of.

## Sub-species:

- Bear
- Wolf

## Notable Traits:

- Traits
- Here!

## Notable People:

- People
- Here!

# Goblin ("Exotic")

“ You want me to what? Glide over to the other ship with my WHAT?! I have NO clue what you're talking about.

-Rixxi Rustrivet

## General Description:

Goblins not native to the Wild Blue. No one seems to know where they come from. Probably because they never asked. It's okay though...it's complicated. They lack the strange, evolutionary features of [native goblins](#).

## Notable Traits:

- Short
- Green
- SUPER COOL
- Everyone loves them
- Some of them consider every day of the week to be [Tuesday](#)

## Notable People:

- [Rixxi Rustrivet](#)

# Goblin (Native)

## General Description:

Goblins native to the Wild Blue. Very similar in appearance to "exotic" goblins, but with a few evolutionary quirks.

## Notable Traits:

- Sharp teeth and claws.
- Gills on their necks, though sometimes in other places
- Underarm membrane that can be used for gliding
- Goblins unconsciously change color based on their emotion. They can control this somewhat, but intense emotions are nigh impossible to overcome.
  - Fear causes goblins to turn yellow.
- Goblins also unconsciously change color based on their morality.
  - Evil goblins tend to appear red

## Notable People:

- [Raztasz](#)
- [Weermirk](#)

# Human ("Exotic")

“ We fight over all kinds of things, like which Star Trek is the best one, whether you should you watch subs or dubs... [My world is] quite a tumultuous place. Which waifu is the best. ...And don't get me started about the console wars.

-Gilbert Fedora

## General Description:

Similar, if not identical to the [humans](#) of the Wild Blue.

## Notable Traits:

- Ideal physique
- Euphoric
- Enlightened by intellect

## Notable People:

- Gilbert Fedora

Species

# Human (Native)

## General Description:

One of the more common species across the Wild Blue.

## Notable Traits:

- Traits
- Here!

## Notable People:

- [Konohito](#)

Species

# Undead

## General Description:

Once living, now un-living.

## Sub-species:

- Ghost/Wraith
- Whatever the Heck Dr. Bones is

## Notable Traits:

- ????
- ????

## Notable People:

- ????
- ????

# Vampire (Native)

“ Can one who has died inside still truly be alive?

-[Konohito](#) to Captain Kieran Padove, The Blushing Countess

## General Description:

Most commonly [human](#), but other species becoming vampires isn't unheard of. While technically alive, they share many traits with those among the [undead](#).

## Notable Traits:

- Traits
- Here!

## Notable People:

- [Hani](#)
- [Jackie](#)
- [Nambra](#)
- [Roza](#)