



SKY PIRATE

LORE COMPENDIUM

The Factions

Imperial Navy

The wizards had a contingency plan for their fall - remote outposts stocked with supplies and machines, overseen by artificial intelligences with the knowledge to restart society. Only one of these sites was spared from destruction, the home of the AI named "Authority". Its protocols were harsh but effective in curtailing instability in its region, and word spread quickly of a haven for survivors willing to cede their autonomy in exchange for food and shelter. Order in every aspect of existence is the goal of the Empire. Their citizens enjoy a high standard of living due to the Sets, procedures created by the AI, ensuring that every citizen is doing what they were born to do. Vocations, diet, social circles, education, activities and even war are controlled through the various Sets. The Empire are outwardly expansionist and believe that every island must become part of the Empire to ensure that order is kept in the world. Anyone may willingly join the Empire, even those who have fought with them before, and every citizen enjoys the same quality of life regardless of origin. Those who resist the Empire are met with judicious military action and subsumed into the Empire.

Locations

- Authority
 - The only wizard outpost to survive The Shattering was home to an AI designed to restore order to the world in the event of a catastrophe. The island was terraformed by the wizards to have every required biome for life to flourish. Now the seat of government of the Empire, Authority stands as the backbone to the Imperial Navy.

The Pirate Fleets

Disorganized bands of bandits and free spirits found safety in numbers, and once they took to the skies, the Pirate Fleets we know today were born. The Pirates are a loosely organized group of Captains that run varying sized Fleets of skyships. They make a living off of plundering the Traders's ships and raiding Imperial settlements. The Pirates believe in the innate freedom of the skies and do not believe in a central authority. The numerous Fleets make their own decisions on where to go, who to trust, and what to believe in. Freedom is the fundamental ideal of the Pirates. Slavery is viewed as an abominable practice, and its prohibition is the least debated aspect of Piratical custom.

Locations

- The Pirate Fleets have no formal home island. They are free spirits who prefer the gentle currents of miasma to the solidity of rock. Their fleets always include Mess ships and entertainment barges to provide all the comforts of home while in the air.

Trader League

Everyone has a price. Running parallel to the rise of piracy, three families seized control of the nascent trade routes between islands, and their influence grew in proportion to the vital importance of the services they provided. This Trader League may masquerade as a benevolent commercial enterprise, but their near monopoly on shipping affords them ample opportunity to expand their profits through their control of the criminal underworld. Each family is headed by a Baron who represents their family's interests in the League. The wealthier your family, the more power your Baron has in deciding prices and trade routes for their goods and services. There are lesser known families that run more honest operations, hawking wares at islands and delivering news and packages between islands. These merchants are well liked among the Neutral Peoples and tolerated by the Empire.

The criminal underworld, filled with smugglers, racketeers, and other downbeats answer to the Amundus family. The vast network of efficient mail services and freight shipping is managed by Tech-E and their multitude of loyal robots. Diplomatic transmissions and the coordination of high profile trades between islands are handled by the silver-tongued vampires of the Sangre family.

Locations

- Malliket
 - Rumored to have once been a megaplex manufacturing facility for the wizards before The Shattering, Malliket is an island like no other. It's surface and caverns are strewn with various bits of arcane technology and machines that still move, performing some long forgotten task. The island's surface has been rebuilt into a glorious city, home to the Trade League. As the heart of nearly all trade in the known world Malliket is a refuge for scientists, tinkerers, and charlatans. The bustling cityscape is broken only by a towering structure with hundreds of docking points and a massive series of elevators. Many of the caves beneath the city are interlinked with drains and sewers, supporting a vast criminal network.
- The Sangre Spire

- A massive spire of rock and steel was erected by the Sangre family to serve as their seat of power on Malliket. The spire contains hundreds of skydocks for the Sangre fleet to maintain their ships and load cargo.
- The Amundus Abattoir
 - The skies are full of edible fauna that help sustain those lucky enough to take them down. The Amundus family made a name for itself by hunting and supplying meat for the civilized world. Their appearance may frighten some but to many the sight of an Amundus means a full belly. Their meat packing industry is located deep in the caves under Malliket in the Amundus Abattoir.
- Postal Tech
 - Postal Tech is the premier news, freight, and delivery system in the civilized world. Tech-E runs an efficient fleet of mail vessels that keep the peoples of the world connected with news from loved ones, designer goods, and even illicit goods if you know how to order them.

The Ghost Court

The Empire isn't the only shadow of the old world haunting the new. Long before the Shattering, the wizards fought an epic war to overthrow a monarchy of powerful lichs known as the Eternal Court. The wizards won the war and cast the Eternal Court and all of its machines into a magical dimension stabilized by the core of the planet. For thousands of years, they have slumbered, plotted, and raged. The event that shattered the world had the side effect of releasing these tyrants, who have wasted no time in re-establishing themselves as a fearsome power. Their immense stores of knowledge and advanced technology combined with their magical capabilities make them quite dangerous, though they no longer inhabit corporeal forms, and seem to be plagued by infighting within their ranks. Their overarching goal is to reclaim sources of arcane energy, in order to restore their ancient power. King Adarath and Queen Valii have declared the world theirs and work in tandem to bring it to heel.

Locations

- Hakam's Heart
 - The seat of the Eternal Court, Hakam's Heart is a shifting island of illusions and magic. Those who venture there report a feeling of being watched at every hour and a deep tiredness of the soul. King Adarath and Queen Valii occupy the throne and are constantly pushing the boundaries of reality on their quest for more power.
- The Atheneum
 - The world's largest collection of information, the Atheneum is curated by High Archivist Xandus. Xandus was chosen by the King and Queen to ensure that The Eternal Court's knowledge is always available yet never shared with the unworthy.

The Devoted

The Shattering gave birth to the Leviathans, enigmatic beasts that float through the Maelstrom. Little is known about them, as there have been very few ships to survive an encounter to recount the tale. However, there is an organization of people who worship these creatures, and have dedicated their lives to studying and serving them. They call themselves The Devoted, a nod to their founding mission and ethos. They have discovered ways to commune with the Leviathans, and their ships appear to be partially or completely organic, though the origin of their bioships is a closely guarded secret. Reports from the frontier suggest that the Devoted can even call down legendary Leviathans to turn the tide of battle.

Locations

- ??? - The location of the Devoted's islands are unknown to the world's powers. So closely are the secrets guarded that even defectors from the Devoted's ranks have no recollections of their time in the organization.

Neutral (Unaffiliated Peoples)

Too smelly for a city? Why does everyone think we're smelly? We smell fine. Pricks.

Locations

- Cloudreach
 - The one truly free city, Cloudreach, is a glorious example of what the unaffiliated peoples stand for. Your name and your word are worth more than any faction affiliation in the city. Cloudreach spans the entire island of Solbrite. A towering column of bedrock, Solbrite is a natural treasure trove of fertile soil, winding rivers, and valuable minerals all set in a perfect cylinder that clambers through the clouds, searching for the sun.

FACTION RELATIONSHIPS

- Devoted & Ghost

- The Eternal Court views the newly released and mutated Leviathans as a threat to their plans in the short term and actively seeks to eliminate them. This brings them to conflict with the Devoted, who are fiercely protective of their brood.
- A vocal minority among the Eternal Court believes the Leviathans could be a crucial asset in their campaign to reclaim dominion over the mortal coil. Some among the Devoted work with this minority to gain access to the ancient rituals pertaining to the ancestors of the Leviathans found deep in the Atheneum.

- Imperial & Pirate

- Pirates are natural enemies of The Empire as they create strife and anarchy where they exist. At least, that's what the leadership of The Empire tells its people. The Pirates don't want the Imperialists telling them all the right moves to make with their lives and supporting them along the "right" path. They want to live freely and maybe drink too much one night or elope with the wrong person. They view The Empire as mindless slaves to their Sets, living unfulfilled lives.

- Despite their anarchal ways, The Empire still recruits those with backgrounds in piracy and villainy. The hungrier Pirate Fleets sometimes join The Empire for a source of stability. These recruits often become influential admirals and officers within the vast navy of The Empire. Some Imperial citizens realize how controlled and measured their lives are and seek a change. These citizens are smuggled out to join the wild and free life of the Pirates.

- Ghost & Imperial

- The Eternal Court views the Empire as usurpers to the hegemonic role they covet. They were once the sole rulers of the world and will not let a fledgling empire get in their way. The Empire views the Eternal Court as an existential threat to the equality that its citizens experience in everyday life. The machinations and power imbalances of the Eternal Court must never cast its shadow on the peoples of The Empire.
- The Eternal Court is not above strategic alliances in order to secure territory or assets needed to expand their influence. They have many gifts to give to those willing to give up their mortal lives. Some ambitious Naval Officers defect, willing to risk all for a longer life and a chance at greatness.

- Pirate & Trader

- The Trade League has a tenuous relationship with the Pirates. Their holds often contain riches beyond imagination, juicy targets of an aspiring Pirate Fleet, requiring the Traders to purchase the guard services of Pirate Fleets willing to work for them. These wealthy merchants are often confused when they get raided in a “peaceful” trade route, having paid the necessary tariffs to a local Pirate Fleet. What these Traders don’t realize is that they have to make agreements with every Pirate Fleet in the area or they’re fair game. The anarchist structure of the Pirates coupled with the full cargo holds of the Traders often brew conflicts when trading outside of the Imperial trading lanes.

- While plundering a hold full of riches is a quick fix for a cash strapped Fleet, mercenary work for the Trade League offers a more stable income. Some Pirate Fleets guard Traders from other Pirates, Ghost Relic Hunters, or even skirmish the Imperial Navy to provide distractions for their smuggling runs and/or heists.

- **Imperial & Trader**
 - The Trade League operates in a gray zone of the Empire's philosophy. They are allowed to exist outside of the Empire's zone of influence due to the lack of a Set dictating how external trade should be performed. Clashes with Traders often occur when Imperial Customs Officers confiscate goods or when smugglers are caught within Imperial skies. The excessive tariffs and contraband raids imposed by Imperial Internal Affairs has long been a thorn in the side of the Trade League.
 - The Traders find plenty of business within Imperial Power borders and thrive off of the relative wealth therein. They have the most developed trade routes, often with agreements with the local Pirates that ensure goods get delivered on time and safely. Imperial Citizens benefit from a small allowance of exotic goods from periodic trade fairs and letters from loved ones far away.

- **Trader & Ghost**
 - The Eternal Court's chief competition in the field of relic hunting comes from the acquisitions arm of the Trader League. Their motivations vary, but their shared goal of amassing all of the world's magical artifacts make them rivals. The Ghosts don't deal in coin, which is an inherent threat to the lifestyle of the Traders who measure everything in how much coin it can earn them.
 - Some artifacts are too challenging to acquire without teaming up, and it's not unheard of for some Traders to risk the Court's dark deal. The secrets of eternal life intrigue the Sangre family and to a lesser extent the rest of the League.

- Devoted & Pirate

- Younger and weaker Leviathans are a valuable prize for Pirate poachers as there is always a demand for their meat and viscera. The offerings used for the Devoted summoning rituals are often worth grabbing as well. The Cult of the Devoted stop at nothing to protect the young Leviathans and often the crackle of storm clouds and looming shadows are the last things seen or heard by a foolhardy Pirate fleet caught poaching.
- Every so often, the Devoted message falls on receptive ears among the Pirate ranks, leading to the occasional corsair trading their cutlass for hulltender robes. There are some Devoted who find the submissive lifestyle smothers their desires for adventure and freedom. Those who are able to slip the robes often find themselves working in a Pirate crew though they never seem to remember how they got there.

- Trader & Devoted

- The Trade League is interested in exploiting the Leviathans. There is a fledgling market in Leviathan remains and the bioships capacity for specialization tantalizes the Trader shipping specialists. So far the rank and file of the Devoted have been impossible to buy off and informants rarely come back with their sanity.
- The Devoted often require obscure goods for their rituals and they prefer to deal with the Trader Acquisitions Arm rather than the Eternal Court's Relic Hunters.

Glossary

Powder

At the time of the Shattering, every wizard was instantly consumed by the magical cataclysm that rent the world asunder. The powdered remains of the wizards contained magical energies, remnants of the power their owners once held. This Powder can be condensed and burned as a prodigious energy source. It can be collected slowly from the air by a variety of low-tech means.

In order to collect it in sufficient quantities, it must be mined from powder reefs or with more advanced air filtration devices.

Miasma

The seemingly empty sky between islands is actually a curious fluid, permeated with fine magical powder, in which objects sink slowly, like water. It also has currents, meaning that it's a common sight to see debris slowly floating through the sky between islands. The miasma keeps all of the remaining landmasses of the world afloat. Geologists reckon that the elevation we live in must be the point where the miasma is compressed enough to push back, which is why sky travel is possible, though at a relatively constrained elevation.

Ships

Pre-shattering engines that run on magic still exist, but few if any people know how to maintain them or build new ones. Other ships use propellers and balloons in order to slowly wend their way through the sky.