

# Factions

## Weatherworking Guilds

**Power Base:** Major settlements with storm observation infrastructure

**Goals:** Preserve and advance psychic knowledge, maintain control over storm prediction

**Methods:** Political influence, withholding services, training monopolies

**Conflict:** Internal schisms over sharing knowledge vs. maintaining elite status

## Water Management Castes

**Power Base:** Control of aquifers, purification facilities, and distribution networks

**Goals:** Ensure equitable water distribution (or consolidate power, depending on settlement)

**Methods:** Rationing, pricing, dispute arbitration, occasional sabotage of rivals

**Conflict:** "Water is life" philosophy vs. "water is currency" pragmatism

## Caravan Guilds

**Power Base:** Trade routes connecting settlements

**Goals:** Maintain free movement of goods, profit from scarcity, prevent inter-settlement conflict

**Methods:** Negotiation, protection services, information brokerage, occasional smuggling

**Conflict:** Loyalty to settlements vs. loyalty to guild; honest trade vs. exploitation

## Deepkin Warmth Circles

**Power Base:** Night-side cave settlements, geothermal vent control

**Goals:** Preserve Deepkin culture, secure geothermal resources, maintain autonomy from twilight belt

**Methods:** Collective decision-making, resonance-based communication, occasional isolation

**Conflict:** Integration with twilight belt vs. cultural preservation

## Wind-Kin Alliances

**Power Base:** Beastwalker communities, bonded creature populations

**Goals:** Protect native fauna, maintain bonding traditions, prevent exploitation

**Methods:** Guerrilla tactics, sabotage of ecologically damaging operations, diplomatic advocacy

**Conflict:** Harmony with nature vs. human survival needs

## The Archivists

**Power Base:** Earth knowledge repositories, data crystal collections

**Goals:** Preserve human history, decode ancient technologies, understand Duskara's mysteries

**Methods:** Research, exploration, jealous guarding of information

**Conflict:** Knowledge as public good vs. knowledge as power

---

Revision #6

Created 2025-11-28 13:27:27 UTC by zeruhur

Updated 2025-11-28 14:55:18 UTC by zeruhur