

Factions are ancient institutions born of times of tumult and chaos. Before the reigns of kings, these organizations sought to preserve order and to protect the regions in which they resided. They were the earliest forms of military more akin to militias. In the millennia that have passed since their inception, factions have changed with the times. No longer needed for war, they became loose bands of sell swords and mercenaries - applying whatever skills they had to petty squabbles and feudal vendettas, so long as the cause had ample coin to pay.

Today, they are little more than bands of rogues. All of their former righteousness and glory seemingly swept into the ash heap of history. No longer finding their reason for being in a cause, more oft then not they are feral. Most feudal lords and great houses seek to eradicate faction cells before they can swell into numbers that might bring carnage and thievery to their lands. It is for this reason that successful factions choose to work in the shadows. Bring too much notice through killing and stealing and the weight of the crown will be brought to bear - and no faction can survive such wrath.

To my knowing there are but six factions still in a state that could be deemed existence. They are:

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