

BLOOD SPACE GAZETTEER THE RADIANT IMPERIUM



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BLOOD SPACE GAZETTEER

THE RADIANT IMPERIUM

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ABOUT EVERYBODY GAMES

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games, and in 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit <http://www.everybodygames.net>! You can also follow Everybody Games on Facebook at <https://www.facebook.com/ttrpgeverybodygames> or on Twitter using our handle, [@EBGamesLLC](https://twitter.com/EBGamesLLC).

ABOUT ROGUE GENIUS GAMES

Rogue Genius Games was founded in 2013 by Stan!, LJ Stephens, and Owen K.C. Stephens as a spiritual successor to Super Genius Games. Rogue Genius Games focuses on creating fast, simple games such as *Gingerbread Kaiju* and expansions for Open Game License compatible games like *Mutants and Masterminds*, *Pathfinder* 1st and 2nd editions, and *Starfinder*. Rogue Genius Games also writes OGL material for other games, such as 5th Edition.

You can learn about Rogue Genius Games at <https://www.RogueGeniusGames.com>, or Lead Genius Owen K.C. Stephens' blog, which can be found at [owenkstephens.com](https://www.owenkstephens.com). Owen regularly engages with his fans on Facebook at <https://www.facebook.com/OwenK.C.Stephens> and on Twitter at https://twitter.com/Owen_Stephens. He also offers exclusive content to Patrons (<http://www.patreon.com/OwenKCStephens>).

ACCESSING: GAZETTEER...

ACCESS: GRANTED.

Welcome to the *BLOOD SPACE GAZETTEER*, brought to you by Everybody Games and Rogue Genius Games. We know you have tons of questions regarding our shared campaign setting, Blood Space, and we're here to answer them for you! From entire worlds to corporate interests and plots, Everybody Games and Rogue Genius Games are committed to giving you everything you need to run a campaign in the Xa-Osoro System (or live in it, if you're a player).

The Blood Space campaign setting is the brain child of Alexander Augunas, Matt Banach, Matt Morris, and Owen K.C. Stephens, and builds off of ideas that Everybody Games and Rogue Genius Games have seeded throughout the first two years of the *Starfinder Roleplaying Game's* existence. We hope that your appetite has been whet waiting for the Blood Space Gazetteer, and that this product satisfyingly meets and exceeds your expectations. Rogue Genius Games and Everybody Games firmly stand by the Blood Space campaign setting as an interesting place to live and adventure. It's a place where society has clearly progressed, but the world itself has been wracked by cataclysm and tragedy for over three centuries. The Blood Space campaign setting needs heroes to help them claim their rightful place in the galaxy—heroes like you!

– Alexander Augunas, Publisher of Everybody Games
– Owen K.C. Stephens, Publisher of Rogue Genius Games

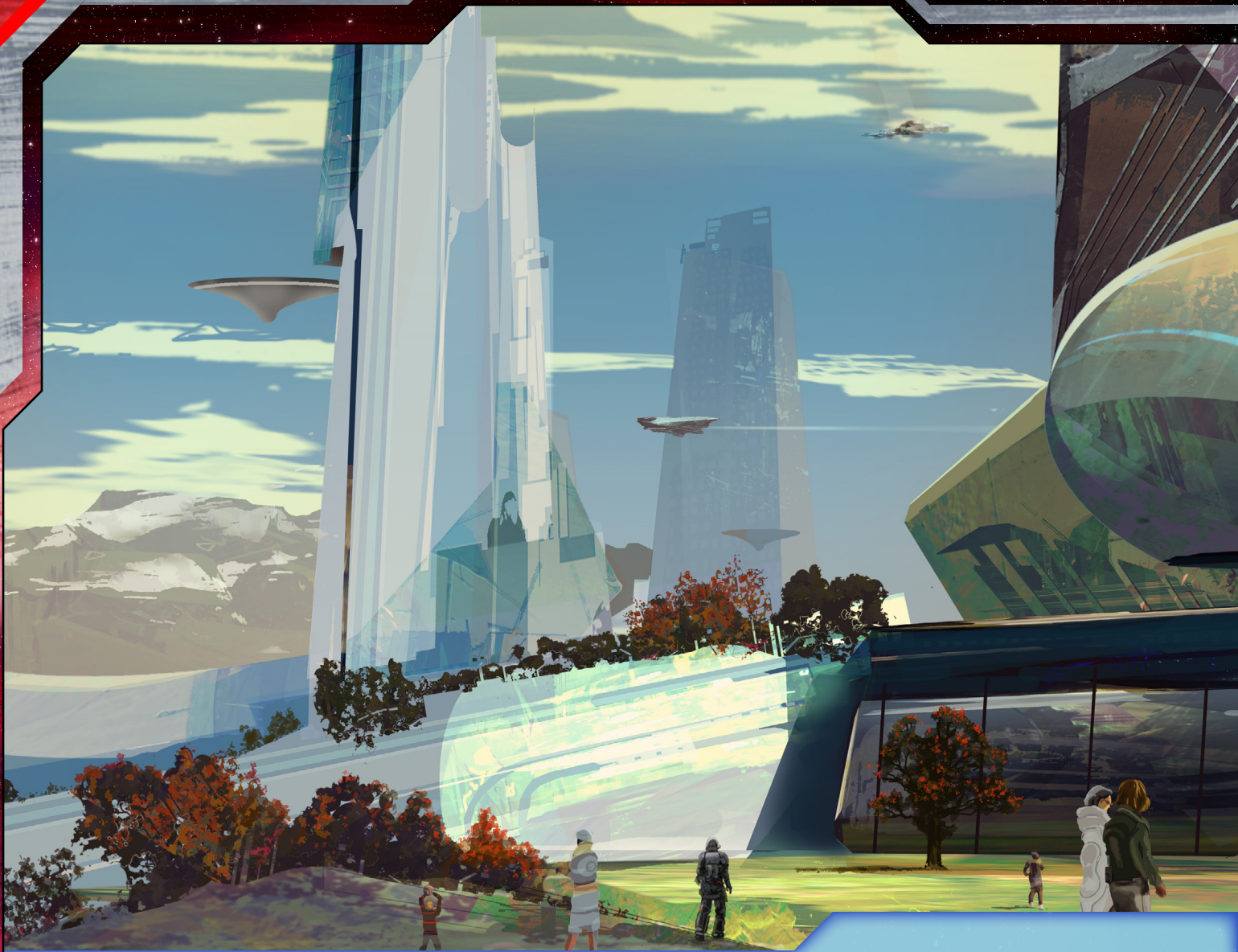


ACCESSING ARCHIVES QUERY: XA-OSORO SYSTEM

Hello, and thank you for purchasing *BLOOD SPACE GAZETTEER: THE RADIANT IMPERIUM*! The Blood Space campaign setting is an effort between Everybody Games and Rogue Genius Games to create a shared campaign setting to lend context to our *Starfinder Roleplaying Game* products. Blood Space has existed for as long as both companies have been producing third-party *Starfinder* content; our best-selling, first-ever product, the *Starfarer's Companion* has the very first inklings of this campaign setting sprinkled throughout its races entries, and we've been growing it ever since in nearly every Everybody Games product for *Starfinder* as well as in an assortment of Rogue Genius Games products. After over two years of tantalizing hints and tidbits of information, we're happy to finally bring YOU the Blood Space you deserve with our newest product line, the Blood Space Gazetteer. Each issue will focus on a specific part of the Blood Space campaign setting; usually a planet and its surrounding satellites. This issue spotlights the Radiant Imperium, the millennia-old government that controls the territories within the Xa-Osoro System.

Here are some things you should know about the Blood Space campaign setting when reading this entry.

- » **Azan** is the former home world of humanity and several other races in the Xa-Osoro System. When Osoro went supernova during the Regicide, the planet was blown apart and its sundered ruins became an asteroid belt.
- » **Blood Space** is a supernatural nebula that permeates the Xa-Osoro System. When the star Osoro went supernova following its collapse into a black hole, much of its matter was expelled outward in a wave of red clouds with horrifying mutative effects called blood space. Blood space's strange emanations have cursed many planets and moons with horrific afflictions, most notably a corruption called blood madness.
- » The **Nova Age** is the Xa-Osoran term for a phenomenon resulting in mass societal fugue experienced by everyone living in the Xa-Osoro System. As the Xa-Osorans made contact with other worlds, they've come to find that this fugue seems to have affected nearly every society in the galaxy to some capacity.
- » The **Radiant Imperium** is the central governing body of the Xa-Osoro System. Originally from Azan, they formed a system-spanning empire before the Nova Age. In wake of the Regicide, the Imperium nearly collapsed, split into numerous rival factions vying for control of the empire's resurrection.
- » The **Regicide** refers to the death of the star Osoro, one of the Xa-Osoro System's binary stars (the other being Xa). The Regicide occurred at some point during the fugue of the Nova Age, though its cause and culprit remain mysterious and hotly debated by scholars.



THE RADIANT IMPERIUM

"The Imperium is dead. Long live the Imperium."

- Toran graffiti, anonymous

THE RADIANT IMPERIUM

Declining empire ravaged by disaster and political in-fighting.

Type	Constitutional semi-elective monarchy
Capital	Metroheim, Tor (350 billion)
Population	4.9 trillion (39% human, 21% kitsune, 10% kobold, 10% nuar, 5% elf, 1% dwarf 1%, 13% other)
Languages	Azan (Common)
Religions	Church of the Solar Court, Trinity
Exports	Magic items, minerals, weapons of war
Threats	Economic inequality, government corruption, political infighting, slavers

Centered around the binary stars Xa and Osoro, the latter having collapsed into a miniature black hole during the Nova Age, the Radiant Imperium is the primary governing body of the Xa-Osoro System and the only government within that system that has been formerly recognized by both the Hyperspace Allegiance and the Vesk Empire as an independent government. In relation to the Hyperspace Station System and the Hyperspace Allegiance, the Radiant Imperium and the Xa-Osoro System are located within Local Space, same as the Vesk Empire and its star system. In terms of sheer distance, the Xa-Osoro System is located about three times as far from the Hyperspace Station System as the Vesk Empire in the opposite direction, meaning the distance between the Xa-Osoro System and the Vesk Empire is about four times the distance as that between the Hyperspace Station System and the Vesk Empire. Traditionally, the Radiant Imperium consisted of 12 worlds and their moons: Azan, Tor, Halameth, Ashaeth, Ulo, binary planets Eozzata and Ozari, Deizenra, Vaameinsh, Sheg'bga, Bactorm, and Zuulat. Following the Regicide, Azan was demolished into what is now the Belt of Azan, reducing the total number of worlds to 11, but after the arrival of the Ravnopolish—a dwarven citadel-class ultranought—the Radiant Imperium decided to bestow all rights and privileges of an observed planetoid to the colony ship, leaving some to claim the *Ravnopolis* as an unofficial 12th planet. Of course, this is only on official records—in actuality, Halameth is currently occupied by several different genie states that are currently at war with each other, Deizenra is all but completely uninhabitable by anyone except the local msvokas, and Vaameinsh, Sheg'bga, Bactorm, and Zuulat were transformed into lawless war zones by fiendish monstrosities that escaped into the system when blood space spewed forth from the death of Osoro. As a result, only 7 planets actively remain under Imperium control.

The Radiant Imperium is a constitutional monarchy with a semi-elected monarch. Although originally centralized prior to the Nova Age, the destruction of the Radiant Imperium's home world, Azan, in wake of the Regicide created strong decentralization sentiments in both the citizens of the Radiant Imperium and the officials they elected as a means of trying to prevent the worlds from falling into anarchy again should anything happen to the Radiant Imperium's headquarters. As a result, every world in the Radiant Imperium has its own planetary government run by a governor. While the governors have a measure of autonomy in regards to how they run their world, the Radiant Imperium controls the system's military and has exclusive power of taxation over imports, both of which it uses to incentivize the governors' cooperation.

Although it certainly tries to portray otherwise to the governors and other nations, the Radiant Imperium does not exist as a cohesive whole in the modern age despite wishful thinking and loud arguments to the contrary. In reality, dozens of imperial subfactions exist, each claiming different amounts of authority, territory, military might, and fractions of the legacy of the great empire that came before. While political and military efforts continue across multiple fronts to reunify the empire under a central command, the Radiant Imperium is deeply fractured, united only by the peoples' shared history.

HISTORY

Little remains of the Radiant Imperium's history before the Nova Age, as most of the government's records were kept in grand libraries located upon the world that was their seat of power, Azan, which shattered into an asteroid belt in wake of the Osoro's death, which saw the partner-star of Xa implode into a miniature black hole while also expelling forth a viscous, crimson nebula called blood space throughout the Xa-Osoro System. What records have been recovered by the Reclamation from the ruins of Azan indicate that the Radiant Imperium began as an archaic human empire on Azan thousands of years before the Nova Age. Worshipers of the Holy Light of Xa-Osoro, the Empire crusaded across Azan, annexing defenseless towns and conquering neighboring nations until, at last, the entire planet was united under the banner of their holy empire. But this wasn't enough for the Radiant Imperium—they took to the stars, slowly at first but with increased vigor and zeal as their technologies improved. Soon all worlds within the Xa-Osoro System were part of the Radiant Imperium, whether they wanted to be or not. Advanced for its era, the Radiant Imperium began terraforming worlds and gathering supplies to build fantastic inventions to honor and praise the binary stars their system revolved around. Yet for all their technological advances, the Radiant Imperium was backwards in many ways. The Imperium was ruled almost exclusively by humans, and while they acknowledged the elves and uramae as equals thanks to their advanced magical and technological understanding, they viewed most other sapient creatures within their empire

as second-class citizens, most notably kitsune, whom they frequently demonized and scapegoated.

During the Nova Age, however, the star Osoro died. During this Regicide, Osoro collapsed into a black hole suddenly while expelling its energy outward, ripping open space-time and spewing a blood-red nebula throughout the system that still exists at least three centuries later—blood space. Before the Regicide, the Radiant Imperium was ruled by a hereditary monarch, but the devastation unleashed by Osoro's death ravaged the Xa-Osoro System, perhaps the most notable loss being the destruction of the Radiant Imperium's seat of power, the planet Azan, and most of its government leaders and officials. Among those who perished was then-Empress Solyse Ultania. Records indicate that in wake of this tragedy, the survivors of the Regicide were thrown into chaos while the Senators who survived squabbled over the now-vacant throne. At the very end of the Nova Age, one of Empress Ultania's own bloodline, Baroness Isoi Ultania, managed to win the hearts of the people of Tor after she successfully bested Senator Wreyton Xez, a tyrant and unapologetic fascist, in single combat in front of a cheering crowd of spectators. The people elected Isoi Ultania their new Empress and she set about reuniting the fractured empire, city by city, then world by world. Isoi reigned for the rest of her life, and was succeeded by her closest living relative, Kyneri.

Unlike her mother, Kyneri was a cruel woman, remembered as the Blood-Mad Empress; true to her title, she was known for flying into fits of rage that often did not end until she ordered the execution of one of her subjects. After ordering the death of a popular elven singer and songwriter whose name was lost to history, the people revolted and forcibly removed Kyneri from office by decapitating her and those Senators most loyal to her by guillotine. Her successor and younger brother, Emperor Wesil Ultania, made his first order of business drafting a constitution so that if the people disproved of him (as he feared they might), they could remove him peacefully rather than publicly execute him. Wesil reportedly assumed that the people of the Radiant Imperium would remove him from the throne immediately, but to his surprise they chose not to. Wesil, remembered posthumously as Wesil the Wized, ruled for the rest of his life and the constitution he penned remains in use by the Radiant Imperium today, over 250 years later. Perhaps Wesil's greatest accomplishment, however, was orchestrating the mass production of hyperspace engines using the schematics that he secured via trade with vesk explorers that wandered into the Radiant Imperium by mistake in 28 AN, as when the mechanical god Trinity gifted the galaxy with the schematics the Radiant Imperium was gripped by anarchy and the schematics were lost. Ever-curious Wesil wished to see what wonders the gods had provided his people. After the first hyperspace engine was completed, Wesil commissioned a crew of pioneers to pilot the ship and sent them into Local Space, following a signal that their starships detected. This signal turned out to be the hyperspace beacon

located at the heart of Hyperspace Station, and so the Radiant Imperium made first contact with the Hyperspace Allegiance. Unfortunately, the Radiant Imperium found the Hyperspace Allegiance at war with the Imperium's unofficial allies, the Vesk Empire. Both sides demanded that the Radiant Imperium ally with them against their adversaries, but while Emperor Wesil considered allying with the Vesk Empire, they refused to officially agree to peace negotiations between the Imperium and the vesk, so Wesil ultimately decreed that the Radiant Imperium would remain neutral throughout the war, a policy upheld by all of his successors for the conflict's duration.

While the Hyperspace Allegiance and the Vesk Empire warred with one another, the Radiant Imperium did not stand idly by. Still grievously wounded by the destruction of Azan and facing numerous technological and societal setbacks from the apparent collapse of governance during the Nova Age, the Radiant Imperium set to work attempting to reestablish control over the Xa-Osoro System but found that it lacked the resources to do so, both in regards to trade goods and currency, especially compared to the likes of other governments. Emperor Wesil's eldest daughter and successor, Bynfao Ultania, sought to remedy this by offering autocratic power to megacorporations, allowing their CEOs to act as governors of their holdings on worlds without a formal government—specifically, this applied to 1010 Robotics on the 1010 SuperRing, the Dragonheir Concordance on their various facilities in the Belt of Azan and beyond, XinLong Galactic on the various floating cities on Ulo, and Whimsey Entertainment on Whimsey World, a fully terraformed theme park located several systems away from the Xa-Osoro System. Empress Bynfao's bid was successful in generating unprecedented amounts of revenue for the Radiant Imperium at the cost of severely hindering its ability to enforce its laws upon those regions, resulting in what some might call a corporate dictatorship in those regions.

Resources safely secured, the Radiant Imperium resumed its task of trying to reunify its holdings. While this proved easy enough for the likes of Deizenra and Vaameinsh, both of which became more inhabitable as a result of the catastrophes inflicted upon them by the Regicide, but Halameth was transformed into an elemental wasteland where vassals of the four genie empires wage endless war upon each other, Sheg'bga became home to a host of vile demons, and Zuulat was invaded by velstracs and other terrible entities from the Shadowscape. Empress Bynfao decided to commit the Radiant Imperium to the challenge, waging war against the Abyssal Tyrants of Sheg'bga and the velstracs attacking Zuulat. Thus began the Fiend Wars, a seemingly endless string of conflict that to date has accomplished little more than record-high profits for the system's weapons manufacturers.

In the years since the beginning of the Fiend Wars, the strong, united government founded by Empress Isoi Ultania has begun to show dozens of cracks as new political groups

spring into existence, joining an ever-growing cacophony of bickering and squabbling between self-interested Senators and corrupt Praetors. As the government became increasingly polarized, its efficacy steadily diminished. Although social progress was made, such as in the passing of the Kitsune Rights Act of 247 AN, such progress seemed ever flanked by ceaseless catastrophe and scandal until Emperor Jystern Ultania ascended to the throne in 290 AN. Emperor Jystern led a scandal-free administration for 15 years and was a known progressive seeking to weed out systemic corruption from within the Radiant Imperium, beginning with the military branch. Although in hindsight it comes as no surprise to a relatively dour populace that Emperor Jystern Ultania was ultimately assassinated in 305 AN. The first Emperor ever to be assassinated since the end of the Nova Age, Emperor Jystern's death was nevertheless a tragedy that shook the very foundations of the Radiant Imperium. A well-liked Emperor and a beacon of hope for many, rioting broke out among the masses and the various factions of the Radiant Imperium alike, each attempting to argue before the Senate regarding why their leader should be next to sit upon the Imperium's throne. As protests disrupted everyday life in the Radiant Imperium for weeks on end and political gridlock ground the machinery of the empire to a halt, it was ultimately Senator Gustonian Prax who stepped up with a solution. The leader of the current Senate's majority party, Prax declared himself acting Archchancellor and assumed executive control over the Radiant Imperium until a new Emperor or Empress could be crowned. 15 years later, the Archchancellor still reigns over the Radiant Imperium, however.

PEOPLE

Among the numerous sapient species that inhabit the Radiant Imperium, eight are considered to be particularly abundant in a social, political, and demographic sense. These species, as well as several less common ones, are described below.

DWARF

Of the major peoples of the Radiant Imperium, the dwarves are by far the newest, having arrived only a century or so following the end of the Nova Age in a grand galaxy-traveling citadel-class ultranought known as the *Ravnapolis*. A marvel of modern computer and cybernetic technologies, the *Ravnapolis* is far older than hyperspace engine technology, and embarked from the Hyperspace Station System at some point during the Nova Age with only a set of solar sails for propulsion. Many of the dwarves who arrived in the Xa-Osoro System several centuries ago were the same who left the Hyperspace Station System, however; the *Ravnapolis* was equipped with state-of-the-art stasis chambers that uploaded the dwarves' minds to a virtual world of their own design called the Cybervers. There the dwarves dwelled for untold centuries while their living bodies were placed under

RADIANT IMPERIUM TIMELINE

All dates noted here are noted in PN—Pre-Nova—or AN—After Nova. Pre-Nova refers to the years before the onset of the Nova Age in the Radiant Imperium while After-Nova refers to the years since the end of the Nova Age.

- » **Unknown.** The Radiant Imperium is founded by the Radiant Emperor, the name used for the now-mythological founder of the Radiant Imperium whose true name was lost to the Nova Age. In order to unite the peoples of his lands, the Radiant Emperor allies with the Cult of the Solar Court, a cabal of sun-worshippers who venerate Deios Xa and Deios Osoro.
- » **Unknown.** The Radiant Imperium begins a global campaign of conquest, annexing and conquering other Azan nations. This starts a period of ceaseless war for the peoples of Azan that lasts 5 decades and ends with all peoples on Azan belonging to the Radiant Imperium.
- » **3,575 PN.** The uramae begin constructing the *Evolution* and harvesting the resources of their home world, Uramesh, for life in space.
- » **3,500 PN.** Construction of the *Evolution* finishes. The majority of the uramae population jettisons into space, leaving Uramesh a dead world. To survive, those uramae who stayed behind transform themselves into mummies, becoming the undead mumiyah.
- » **3,491 PN.** The Radiant Imperium lands on Tor, its distant neighbor. Official records indicate that the Imperium found the planet uninhabited and began colonizing the verdant world for its resources.
- » **3,345 PN.** The Radiant Imperium makes first contact with the deoxyian uramae, who agree to join the Radiant Imperium by year's end. They are the first species to originate on a world other than Azan to join the Imperium.
- » **2,671 PN.** The Radiant Imperium makes first contact with the vanaras of Eogawa. Eager to learn from their human visitors, the leaders of Eogawa unanimously vote to join the Radiant Imperium after several months.
- » **2,671 PN.** The Radiant Imperium makes first contact with the bantosiai catfolk of Bantosian. Relationships sour after Imperium scientists discover the presence of bantic crystals—primal magic in crystalline that are naturally purified by extant species of trees native to the jungle world. Corporations, especially those of the deoxyians, pressure the Senate to authorize mining operations on bantosian despite the locals' protests, resulting in violence breaking out between the two groups' by year's end.
- » **2,664 PN.** The Radiant Imperium and the peoples of Bantosian attend the Provastasia Convention, which officially ends the Bantosian War. Numerous treaties and diplomatic agreements between those in attendance not only formalized wartime etiquette between the Radiant Imperium and other Xa-Osoran natives, but it also formalized the catfolk's induction into the Radiant Imperium. In addition to being granted citizenship and

extreme suspended animation conditions until their bodies finally died, the Ravnopolis storing their souls in specialized units much like those found within androids while their remains were kept from fully decaying, allowing the dwarves' bodies to be resurrected using unknown means once they entered Radiant Imperium space, at which point the starship's captain decided to end the starship's millennia-long mission and take up orbit around Xa between the orbits of Ulo and the Lovers. Fascinated by their technologies, the Radiant Imperium quickly offered citizenship to the dwarves of the *Ravnopolis*, which they eagerly accepted.

ELF

Ages before the first of the Radiant Imperium's emperors was a glimmer in their grandmother's eyes, an asteroid collided with the world that the elves of the Xa-Osoro System once called home, a planet located in the Hyperspace Station System. Utilizing a defunct portal network as an act of desperation, the elves who fled to the Xa-Osoro System had no way of knowing what awaited them on the other side of that gateway, nor did they have any means of returning. There would be no transponder on the world they arrived on, and none possessed the ancient secrets required to construct a new doorway home. Without any other options, the elves fled and arrived on Eozzata. Once there, the elves carved a life for themselves amid constant clashes with the dragonkin that dwelled there, though by the time the first humans of the Radiant Imperium arrived on Eozzata, the elves had settled there for thousands of years and Eozzata had known only peace for several elven generations. Masters of magic, the Eozzatan elves joined the Radiant Imperium willingly and easily earned themselves a place within the Radiant Imperium, using their mystic gifts to further the advancement of the Imperium's hybrid technologies.

HUMAN

Easily the Radiant Imperium's most populous species, the Imperium originated as a human empire Azan, long since lost to the Regicide. Ambitious and hard-working, humanity's toils and struggles saw the Imperium conquer all of Azan before extending their grasp out into the rest of the Xa-Osoro System's interstellar space, conquering the entirety of the system before the Nova Age's fugue set in. Before the Nova Age (and even after it, some would argue), humanity lorded over most other non-human species within the Radiant Imperium, treating many like second-class citizens at best. The destruction of the Radiant Imperium's primary world, Azan, has left humanity pondering much of their previous actions, and social progressives have worked long and hard for nearly three centuries towards equality and justice for all peoples of the Radiant Imperium, much to the chagrin of its most bigoted members. Despite this, humans command most of the social and political power in the Radiant Imperium, and are by and large the most common

species within the Imperium, present on nearly every world.

KITSUNE

Found just about anywhere humanity dwells in the Radiant Imperium, kitsune have long-since lived alongside humanity in their shadow, and share humanity's home world of Azan. Vulpine shapeshifters with the ability to assume a hereditary human form, kitsune have been hounded by humans for as long as their peoples' oral traditions can recall. Tensions between humans and kitsune stem from a mix of fear and ancestral purity, as many a tall tale pain kitsune as killers who seduce young humans with their shapechanging for ripping out their still-beating hearts and eating them. Many bigots also accuse kitsune of attempting to corrupt humanity, for while humans are capable of conceiving children with several other races, children born of such couplings usually resemble humanity to some degree. In contrast, pairings between humans and kitsune always result in a kitsune child. This has lead to human leaders othering kitsune across the Radiant Imperium's existence, to the extent that many kitsune left Azan and settled throughout the Xa-Osoro System in an effort to get as far away from their human-ruled home world as possible. When Azan was destroyed during the Regicide, however, the resultant reduction in available living space caused humans and kitsune to brush against each other one more, reigniting tensions between the two species. Numerous acts of violence against kitsune designed to maim their appearance in ways their shapechanging can't conceal became commonplace, with the most common being gouging out one or both of the victim's eyes. Although tensions remain high between humans and kitsune, recent civil rights successes—namely the passing of the Kitsune Rights Act of 247 AN—has dramatically improved kitsune life across the Radiant Imperium, to the extent that younger kitsune are more comfortable than ever going about their day in their true forms.

KOBOLD

Once extremely prevalent on the ruined world of Azan, the kobold population of the Xa-Osoro System was nearly wiped out when Azan was destroyed during the Regicide, as most of the kobolds' immense population refused to leave their ancestral, subterranean warrens and perished alongside their home world. All surviving kobolds native to the Xa-Osoro System are the descendents of employees of the Dragonheir Concordance, a kobold-owned megacorporation founded before the Nova Age that specialized in off-world mining operations, specifically on asteroids and gas giants, namely Ulo. When the Nova Age ended, over 90% of all living kobolds were Dragonheir Concordance employees, most of them born and raised in Concordance mining towns. Since the end of the Nova Age, life has become increasingly hard for these kobold employees, especially after the Corporate Deputization Act

of 100 AN effectively gave the Dragonheir Concordance sovereign authority over their asteroid mining facilities. Most kobolds born to a Concordance facility now spend their whole lives working the mines, often perishing in an accident. Economists analyzing the Concordance's business practices accuse them of engineering these facilities to keep the kobolds complacent and financially unable to quit for less-hazardous work, but every year more and more kobolds manage to leave the Concordance, often with financial assistance from one of several different non-profit organizations, and discover the bounties of the cosmos.

MECHANOI

Invented by the genius CEO and founder of 1010 Robotics, Hudson Malroen, mechanoi are fully robotic, sapient machines that possess numerous parts designed to allow them to almost perfectly mimic living creatures, to the extent that a mechanoi can be healed by magic normally reserved for living creatures only. Malroen's invention of the mechanoi seemingly coincided with the start of his 1010 SuperRing project, a project designed to create an artificial living space and solar energy collector around the twin binary stars Xa and Osoro. Malroen needed tireless workers that his corporation didn't need to pay to work, and so the mechanoi project came and went. By the time the Nova Age ended, it had become fashionable for wealthy people living in the Xa-Osoro System to own mechanoi attendants; butlers, grounds keepers, nannies, and more. Contact with the Hyperspace Station System ultimately led to the system's views on mechanoi servitude changing; android abolitionists arriving in the Xa-Osoro System were horrified at how mechanoi were treated in the system. Using political ties back in the Hyperspace Allegiance, the abolitionists orchestrated a hefty tariff on all Radiant Imperium goods that were manufactured by what they deemed to be mechanoi slave labor, sending the Radiant Imperium into an immediate economic downturn. Within a year, the Senate passes the Robotic Rights Act, granting emancipating all mechanoi in their territory and granting them immediate citizenship. Although mechanoi are still sometimes constructed in secret as slaves, often in abuse of the Corporate Deputization Act, the vast majority of mechanoi are free citizens. Of course, most mechanoi continue to perform the same tasks and duties that they were originally programmed for, only now they aren't expected to toil endlessly for no pay or recognition.

NUAR

Like many of the Radiant Imperium's most prominent species, the nuars are foreigners who came to settle in the Radiant Imperium. The first nuars arrived in the Xa-Osoro System suddenly, literally appearing from nowhere in numbers exceeding a million souls on Tor in 10 AN. Several decades later, these nuars would realize that they originated from the Hyperspace Station System, having left at some point

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all privileges thereof, the Bantosians were granted legal stewardship of their home world, with the caveat that they annually sell bantic crystals to the Radiant Imperium.

- » **2,454 PN.** The first bantic starship power core is produced. These clean-energy power sources greatly enhanced the speed at which Radiant Imperium explorers and colonist could travel throughout the Xa-Osoro System.
- » **1,400 PN.** The Radiant Imperium successfully conquers or annexes all 12 planets of the Xa-Osoro System.
- » **1,250 PN.** 1010 Robotics founder Hudson Malroen begins plans to construct the 1010 SuperRing.
- » **The Nova Age.**
- » **0 AN.** The Nova Age ends. Isoi Ultania, heir to the Soliston throne, defeats Senator Wreyton Xez in single combat and is crowned Empress by the people of Tor at age 32. She initiates a campaign of imperial reconciliation wherein she successfully reunites Tor, Ashaleth, Ulo, and the Lovers Ozari and Eozzati to the imperial banner.
- » **10 AN.** Over a million nuar suddenly appear in the labyrinthine depths beneath Tor. Empress Isoi grants the nuar citizenship and employs them in reconstructing and repairing the damaged cities of Tor.
- » **15 AN.** Isoi Ultania dies suddenly during the first recorded greenscar eruption on Tor, wherein hordes of bloodthirsty fey pour onto the streets of Metroheim from beneath the earth. Kyneri Ultania, Isoi's closest living relative, is crowned Empress at age 59.
- » **23 AN.** Kyneri Ultania is publicly executed by a crowd of protestors following after ordering the execution of popular elven singer and songwriter Lyrine Alayeon. Kyneri's eldest son, Wesil, ascends to the throne at age 21.
- » **25 AN.** Wesil drafts the Constitution of the Radiant Imperium, which places limits on the powers of the Throne, formalizes the roles of the Senate and Praetors, and offers a means by which citizens can vote out a sitting Emperor. The Constitution is popular amongst most citizens and is quickly ratified in all Radiant Imperium worlds. The Radiant Imperium formally enters its Reconstruction Era.
- » **28 AN.** A vesk exploration vessel arrives in the Xa-Osoro System, initiating first contact between the Vesk Empire and the Radiant Imperium. In exchange for the secrets of hyperspace travel, Emperor Wesil offers one of Ulo's mineral-rich moons, Zyccho, to the vesk. The vesk accept and rename the moon Vesk-71.
- » **40 AN.** After commissioning the construction of the system's first hyperspace engines, Emperor Wesil organizes a team of pioneers to explore hyperspace. Following a strange signal, the crew ends up at Hyperspace Station, and the crew makes first contact with the Hyperspace Allegiance on behalf of the Radiant Imperium. The Radiant Imperium finds the Hyperspace Allegiance locked in war with the Vesk Empire and declares neutrality, selling supplies and offering safe harborage to both

during the Nova Age by means of the Byways, a strange dimension that exists in cracks of unreality that exists between the planes. Normally labyrinthine, the nuars were able to navigate the impossible terrain of the Byways using their innate sense for mazes, and eventually wound up on Tor. They were granted immediate citizenship after Empress Isoi learned how effective their maze-core technology was, and set them to task repairing the various cities of Tor that were damaged during the Nova Age. Since then, nuars have become a common sight in the Radiant Imperium, perhaps more so than their original homeland. They're well-liked and respected by most, as they tend to keep mostly to their hidden enclaves and make themselves known to outsiders only when necessary.

URAMAE

Native to Uramesh, one of Ulo's myriad of moons, the uramae are violet-skinned humanoids with tentacle-like protrusions hanging from their lower necks, long and sinewy tails, and taloned digitigrade feet resembling those of a raptor. At least, that's how uramae look when genetically pure. The vast majority of uramae in the Xa-Osoro System are part of a subspecies known as the deoxyians, while the genetically unmodified wsjr are vanishingly rare, only having been successfully cloned from a genome reconstructed by their undead progenitors, the mumiyah. Millennia before the Nova Age is believed to have begun, a political majority of uramae dreamed of life among the stars rather than living their lives trapped on Uramesh. They used up all of their planet's resources in constructing a grand vessel, the *Evolution*, and took what they could not use with them into outer space. During the Nova Age, these uramae became obsessed with evolution, believing that they could engineer themselves into the perfect creatures with enough scientific knowledge and biological understanding. Over time, these uramae transformed themselves into the uramae subspecies now known as the deoxyians. Those who remained in Uramesh, by contrast, were left with little food, water, or even air for day-to-day survival. Pledging to rebuild their home world to its former glory, these uramae partook in ritual mummification, transforming themselves into the undead mumiyah that now rule Uramesh and are committed to its restoration, which they seek to accomplish by importing crucial elements necessary for life to their home world and by rebuilding the deceased populations, an effort that resulted in them successfully cloning genetically unmodified uramae about 25 years ago. As a result, the oldest of the wsjr uramae are only just young adults, with their populations steadily growing as the mumiyah clone additional children and encourage coupling between the young wsjrs.

OTHER

In addition to the aforementioned species, the following species can also be found in the Radiant Imperium.

» **Androids:** While the majority of androids in the Radiant Imperium are immigrants or visitors from the Hyperspace Allegiance, 1010 Robotics has reportedly acquired the blueprints for constructing new androids, and an increasing number of androids are built in the Xa-Osoro System itself using 1010 Robotics' designs.

» **Catfolk:** Known as bantosians in their native tongue, the catfolk of the Radiant Imperium are native to Bantosian, one of Ulo's moons. Physiologically, the bantosians appear similarly to humans, save with catlike features, retractable claws, tails, and fur, as opposed to the pahtras of the Vesk Empire, who are far more feline and less human in their appearance. When the Radiant Imperium first landed on Bantosian in 1,500 AN, their presence instigated a war between the two cultures over the bantic crystals that lay buried within Bantosian's crust. While the bantosiai won few formal battles, their guerilla tactics allowed them to gridlock imperial troops in an unpopular war of attrition until the Provastosa Convention, during which numerous diplomatic treaties and agreements brought the catfolk into the Radiant Imperium while leaving their home world in their custody. In wake of the Regicide, Bantosian was bathed in blood space, causing over 75% of the catfolk population to develop mutations that caused many to spontaneously and asymmetrically develop feline morphology, such as catfolk born with a single, digitigrade leg or half their face having a feline muzzle. Catfolk often have these mutations corrected in infancy when possible, but those living in poverty or suffering from extremely complex mutations are often unable to correct them.

» **Dragonkin:** In the Xa-Osoro System, dragonkin are native to the binary planets collectively known as the Lovers; Ozari and Eozzata. In ancient times, the dragonkin soared between these worlds, the path made clear once every year when their orbits intersected close enough to allow the dragonkin to take a weeks' long flight between the two worlds via the Lovers' Knot, a series of rings woven around the two planets that possessed a thin-but-breathable atmosphere. Historically at odds with the elves, the two species ended up setting aside their differences centuries before the Radiant Imperium developed starflight and became close partners, developing the unique ability to forge psychic links between the two species. Although most dragonkin remain on the Lovers' today, they can commonly be found with elven escorts anywhere Xa-Osoran elves might care to roam.

» **Gnolls:** Millennia before the Nova Age, gnolls cultivated a reputation for being fiercely cruel and cutthroat on their home world of Azan, a sentiment that isn't entirely inaccurate even if it doesn't apply to every gnoll. While peaceful gnolls just looking to make an honest living abound in the Radiant Imperium, when most people think of a gnoll they think of the terrifying slaver starships that blast corporate and civilian vessels off-course, pillaging

them for whatever they can find and enslaving the survivors to be sold as “collateral” for any damages suffered in the struggle. While slavers make up a vanishingly small percentage of the gnolls’ modern population, many suffer from cultural stigmatism because of this practice.

- » **Kasathas:** Most kasathas visiting the Radiant Imperium are pilgrims from their colony ship in the Hyperspace Station System. Known for their philosophies of cosmic duality, many kasatha solarians are fascinated by the harmony between Xa, a yellow star, and Osoro, a miniature black hole, and view the system as a perfect expression of their ideology. Since the two systems came into contact, kasathas have increasingly been founding temples to solarian ideology throughout the Radiant Imperium to study and meditate on Xa and Osoro.
- » **Lashuntas:** Hailing from the Hyperspace Allegiance, lashuntas are an uncommon sight in the Radiant Imperium; most living in the Radiant Imperium are contract workers or on student visas. This is simply because many lashunta find flaws in the environments of nearly all Radiant Imperium worlds and prefer to live someplace where the environment isn’t trying to kill them. Of all places in the Radiant Imperium, the largest population of lashuntas can be found on the 1010 SuperRing, if only because the artificial environments there are rather pleasant.
- » **Msvokas:** Native to Deizenra, the msvokas are short, avian creatures that feed upon radioactive isotopes. After consuming significant amounts of radiation, a msvoka must purge itself of its isotopic imbalances by undergoing a process wherein the adult “dies” and forms into a new, infant msvoka; this process has led to many referring to their species as “radioactive phoenixes.” Following the Regicide, Deizenra’s radioactive gases, which the msvokas fed upon, were stripped away from the planet’s core, leading to mass starvation and planet-wide panic. Today, msvokas are commonly found in nuclear power planets across the Radiant Imperium, where their appetites are put to use “eating” the radiation out of the by products of radioactive energy generation. Their ability to consume radioactive waste has also seen msvokas stationed on many a starship in the Radiant Imperium and beyond.
- » **Shirrens:** Almost as soon as interstellar travel between the Hyperspace Allegiance and the Radiant Imperium began, shirrens began exploring the Radiant Imperium. Ever inquisitive and in search of new experiences, the shirrens have quickly adapted to life in the Radiant Imperium, free to explore new cuisines and customs in a world that has been mercifully unscathed by the swarm and therefore have none of the prejudices that come with being genetically related to them. For now.
- » **Skittermanders:** Having immigrated to the Radiant Imperium alongside the vesk, skittermanders are most commonly found on Vesk-71 where they offer helpful assistance to all imperial citizens. On their home world,

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governments, much to both their chagrin.

- » **100 AN.** The Corporate Deputization Act is signed into law, spearheaded by Empress Bynfao Ultania, age 37 and successor to Emperor Wesil Ultania. Designed to offer political status and prestige to corporations, the law effectively allows the wealthiest corporations to purchase political influence and support from the Radiant Imperium, and grants many of the rights and privileges reserved for governors to corporations. While this results in huge tax revenues for the Radiant Imperium, it also gives corporations like 1010 Robotics, the Dragonheir Concordance, Helix, and XinLong Galatic autocratic powers upon any recognized space station or planetoid that is fully owned by that corporation.
- » **101 AN.** The Fiend Wars begin, launched by Empress Bynfao Ultania with the goal of reclaiming Sheg’bga and Zuulat from fiendish forces.
- » **137 AN.** Radiant Imperium merchants associated with XinLong Galatic make first contact with the People’s Alliance of Tor after they are rescued by a group of adventurers from the Terros System following a dhalochar attack. Thankful for the assistance, Empress Bynfao Ultania meets with the People’s Council of Terros directly and negotiates series of treaties and trade agreements with the People’s Republic of Terros that cements an alliance between the two governments.
- » **175 AN.** An effort organized by Baroness Natalia Ultania, a distant relative of Bynfao Ultania, begin campaigning for the abdication of the 105 year-old Empress.
- » **176 AN.** Empress Bynfao Ultania is abdicated via the vote, as ordained within the Radiant Imperium’s constitution. She is succeeded by Empress Natalia Ultania, age 45.
- » **199 AN.** The Hyperspace Allegiance places numerous tariffs on Radiant Imperium goods suspected to have been produced using mechanoi labor. The results are immediate, triggering a system-wide economic downturn.
- » **200 AN.** The Robotics Rights Act is passed. This revolutionary bill recognizes all mechanoi as sapient creatures, removes their classification as property, and grants all androids and mechanoi manufactured in the Radiant Imperium full citizenship, as would be provided to any living being.
- » **245 AN.** The Myoshi Koh protests begin, sparked after Koh and her unborn child died from a hate crime committed by Xaiver Yex, the son of an influential human Praetor. Yex murdered Koh, whom he was dating, a month after a one-night stand between the two led to Koh becoming pregnant. Enraged, he slashed out her eye and stabbed her in the gut. Kitsune of the Radiant Imperium were no strangers to hate crimes, but Koh’s struck a particular chord with civilians of all species because the murder was accidentally shown to the masses by a popular parkour performer, who stumbled upon the murder while live streaming.

skittermanders typically raise their children free-ranged, allowing their non-sapient whelps to wander the wilderness in search of food and fair game. It quickly became apparent that this was an irresponsible choice on Vesk-71, as skittermander whelps were quickly identified as an invasive species that put most of the moon's ecosystem in jeopardy. Now extensive whelp ranches exist across Vesk-71 where young whelps are kept in facilities that resemble a cross between a preschool and a pet day care. Curiously, skittermanders raised at such facilities seem to develop their sapience quicker than those permitted to roam free in the wilderness of their home worlds, much to skittermander amazement.

» **Vanaras:** Native to Eogawa, one of Ulo's moons, the vanaras are a species of primates with a bodily physiology similar to that of humans, save they have prehensile, hand-like feet and fur coating most of their bodies. All vanaras belong to one of two subraces; the lithe longtails, who have prehensile tails, and the stout whitecapas, who have powerful, muscular builds. The vanaras eagerly joined the Radiant Imperium after making contact with them, as their society was less technologically advanced than the Radiant Imperium by comparison. Life for the vanaras was peaceful for millennia even after joining the Radiant Imperium until the Nova Age, when Eogawa was bathed in foul blood space following the Regicide. Blood space's mutative properties transformed a single strain of therianthropy into an airborne illness that infected millions. While that strain has seemingly gone extinct, therianthropic monsters still prowl Eogawa, permanently trapped by Ulo's ever-present light as though the massive ice planet were a year-round full moon.

» **Vesks:** Although some are visitors from the Vesk Empire, the majority of vesks living in the Radiant Imperium were born and raised on Vesk-71, one of Ulo's moons. Vesks from Vesk-71 tend to be more relaxed than their heavily militarized counterparts in the Vesk Empire, more influenced by everyday life in the Radiant Imperium. Vesks from the Vesk Empire spit these wayward soldiers for their softness, which they compare to that of humans, and claim that they aren't true vesks at all.

» **Wayangs:** Little is known about the wayangs or where they come from, save that they were stranded in the Xa-Osoro System after being cast out from the Shadowscape for reasons lost to the Nova Age. Scattered across the system, wayangs could be found in small enclaves wherever there was shadow, adding to the enigma of their true heritage. For as long as their kind has been stranded in the mortal realms, the wayangs loathed the brightness and followed a philosophy called the Fading that states that each wayang soul is damned to serve a sentence in the realm of brightness equal to the length of a mortal lifetime, and that simply ending one's existence isn't enough to fulfill this requirement—wayangs who do so

will simply find themselves reincarnated into the wretched light again and again. The Fading refers to the fading of this curse; once the curse fades completely, the wayang dies, sheds the pains of mortality, and becomes unthinking and unfeeling shadow, at one with the eternal darkness. Leaders of the Fading saw Osoro's sudden collapse into a black hole as a confirmation of their teachings' ineffable truth and quickly built a starship cathedral from which their kind could worship Osoro in peace called *Dissolution's Child*. Most wayang in the Xa-Osoro System live and venerate Osoro there, though there is likewise a strong wayang presence on the shadow-swept world of Zuulat.

» **Ysoki:** Despite being immigrants from the Hyperspace Allegiance, robust ysoki settlements exist throughout the Radiant Imperium, especially in Tor and on the 1010 SuperRing, where the scurrying ratfolk feel most at home. For many ysoki, life in the Radiant Imperium is hard but also poses a tempting opportunity for a quick-witted person who's willing to take a few chances. They commonly serve on starships ferrying people and goods between the Hyperspace Allegiance and the Radiant Imperium, and are often corporate liaisons between corporations hailing from these two nations.

GOVERNMENT AND MILITARY

The Radiant Imperium is a constitutional monarchy comprising of nearly two dozen worlds and assorted territories found throughout the Xa-Osoro System and beyond. Among the most prominent are Tor and its moon, Tenguholme; Ashaleth and its moon, Navigavor; Tor and several of its most prominent moons, Bantosian, Eogawa, Lunox, Uramesh, and Vesk-71; the Lovers, a pair of binary planets named Eozzata and Ozari. Three artificial worlds also belong to the Radiant Imperium: the 1010 SuperRing, the renowned dwarven citadel-class ultranought, the *Ravnopolis*; and a deoxyian colony ship called the *Evolution*. Before the Nova Age, all planets and moons within the Xa-Osoro System were part of the Radiant Imperium, but several worlds have been lost to the Radiant Imperium as a consequence of the devastation wrought by the Regicide. Among the most notable are Halameth, once the bread basket of the Radiant Imperium, now overrun by genie incursions from the elemental planes; Deizenra, once a gas giant mined for its radioactive gases, now stripped of its gaseous resources and teeming with mutant life; and Sheg'bga once a pleasant world known for its powerful ley energies, now enthralled by terrible Abyssal Tyrants. Each world is mostly autonomous, possessing their own executive, legislative, and judicial branches run by a governor and their administration, a state Senate, and state Praetors respectively. Planetary governments are overseen by the imperial government, which also possesses executive, legislative, and judicial branches, known as the Throne, the Senate, and the Praetors.

The Throne is the Radiant Imperium's executive branch, consisting of the seated emperor or empress and their staff. Traditionally, the emperor is advised by a panel of Chancellors, each specialized in a specific avenue of life in the Radiant Imperium. Each emperor chooses their own Chancellors, but it's customary to choose high-ranking civilians who are experts in their respective fields. The title of emperor is both an elected and a hereditary title; although only members of the imperial Ultania bloodline can hold the title, the governors determine which member of the royal family acts as head of state and can hold elections to seat a new emperor or abdicate a sitting one. Once voted onto the Throne, an emperor remains there until they willingly abdicate the throne, are forcibly abdicated by popular vote, or die. When replacing emperors, it's common for voters to vote for the immediate family members of popular emperors while voting for more distant relatives for less popular ones. Although members of the imperial family determine their surnames the same as any other, it's customary to officially change one's name to Ultania upon assuming the throne.

The Senate comprises the Radiant Imperium's legislative branch, and is formed from senators who are elected from each inhabited world in the Radiant Imperium. Each such world receives 2 senators by default, as well as additional senators based on the world's population. The amount of people needed to amass additional senators is exponential; worlds with a population of 1 million get a third senator, worlds with a population of 2 million get a fourth senator, worlds with a population of 4 million get a fifth senator, and so on. Currently the world in the Imperium with the most Senators is Tor, whose population of 1 trillion people affords it a total of 11 Senator, though it is quickly approaching the 1,024 trillion people needed to qualify for its 12th senator. This exponential system of awarding senators to worlds isn't popular among the residents of less populated worlds, such as Tenguholme, but so far no attempts at meaningful change have been made by the predominately Tor-centered government despite governor protests. Unlike the emperor or praetors, senators do not serve for life; they serve for 4 years at a time before needing to rerun for election. There is no limit to how many terms a senator may serve at either the worldly or imperial levels, although most senators are career politicians who try to remain in office.

Twelve praetors make up the Radiant Imperium's judicial branch, each of them nominated by the governor of one of the 12 worlds belonging to the Radiant Imperium from among that world's citizens. Like senators, praetors are also voted to their position by common people, and like the emperor they typically serve for life. Praetors are required to have extensive experience practicing the law of whichever world they serve, and imperial praetors are expected to have practiced the law for at least 2 years on no fewer than four worlds in the Radiant Imperium. As a result, praetorship at the imperial level is a goal one must consciously strive

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- » **247 AN.** The Kitsune Rights Act is passed, a document that formally made hate crimes and discrimination against kitsune illegal, punishable by harsh fines and jail time. This hard-fought victory legislation occurred after 24 months of non-stop protests across the Radiant Imperium, during which law enforcement and other measures were employed to try and forcibly silence protesters. Government official deny that the assassination of
- » **288 AN.** Hytorshi Hitoru is born out of wedlock to Baron Jystern Ultania and his mistress, a kitsune woman named Uyaku Hytorshi. Public outcry forces Uyaku and her newborn child are forced into hiding, as they accuse both of tarnishing the purity of the Ultania line with kitsune blood. An upsurge in hate crimes against kitsune, the likes of which haven't been seen since the signing of the Kitsune Rights Act, sweeps Tor despite Jystern's public condemnation for the deeds.
- » **290 AN.** Emperor Jystern Ultania ascends to the throne. His chancellor choices spark controversy across the Radiant Imperium's human populations after over two-thirds of his chancellors have made their kitsune ancestry public knowledge during the emperor's coronation. Over the next several years, various human supremacy groups attempt to organize the second-ever abdication of an empire by the masses, but all attempts fail due to strong progressive resistance.
- » **295 AN.** Mumiyah scientists successfully clone a unique, unmodified uramae, a female infant named Madara who is the first of the wsjr uramae.
- » **305 AN.** Emperor Jystern Ultania is assassinated by Alvarya Glimmerstar, an infamous sniper. Leaders of various factions with blood ties to the Ultania dynasty immediately begin squabbling over succession rights, prompting Senator Gustonian Prax to take command of the Throne until a new Emperor can be decided upon. Rather than take the title for himself, Prax assumes the title of Archchancellor.
- » **312 AN.** Weretyrannosaurus Haverus Ultania is disowned by the Ultania family after their condition is made known. After returning to Eogawa, Haverus restyles himself as the Prime Radiance and recruits therianthropes who have retained their wits to Dwalli-Ghor, pronouncing therianthropy to be the next step in human evolution.
- » **319 AN.** Hytorshi Hitoru announces his bid for election to the imperial throne, sparking a conservative uproar over the audacity of a kitsune attempting to ascend to the throne. After extensive discussion, the Chief Praetor of the Imperial Magistrate rules that Hytorshi can ascend to the throne due to his lineage, so long as he adheres by imperial tradition, law, and customs, which includes replacing his mother's surname with that of the imperial family, Ultania. Huyasha accepts and begins campaigning.
- » **320 AN.** Present Day.

IMPERIUM MILITARY RANKS

The Radiant Imperium uses the following ranks, ordered from highest to lowest. When announcing one's rank, the rank is placed before the individual's name and the division in which they served after it, such as Legatus Arsonian Stron 3S, the 3S noting that the Legatus served in the Imperium's Sea, Sky, and Space Division. Soldiers who later ascend to major governmental roles—particularly that of a chancellor, governor, praetor, or senator—add their military rank after their governmental title, such as Senator-Legatus Arsonian Stron 3S.

Officer Ranks	Enlisted Ranks
Legatus	Centurion primus
Tribune	Centurion
Commander	Deputy centurion
Prefect	Legionary

towards rather than a passive milestone all praetors achieve. To serve the Radiant Imperium as an imperial praetor is a high honor, and most imperial praetors command a fair amount of respect from ordinary citizens.

Perhaps the most unique aspect of the Radiant Imperium is that its constitution enshrines several governmental powers for ordinary citizens, referred to as "the masses" officially. In addition to the right to vote in elections for representatives in all avenues of government, petitions are a process with legal weight in the Radiant Imperium, provided that they manage to successfully prove that they have the support of at least two-thirds of that world's population. What can be accomplished through petitioning varies from world to world, as the constitution doesn't so much force governors to act in any specific manner as it does legally pardon any protesting done by anyone who participates in a petition, manages to drum up the requisite amount of support, and is ultimately ignored. The constitution specifically uses this framework to describe how the masses could unseat the emperor, so this is considered the one inalienable power that petition of the masses has in the Radiant Imperium, as the constitution's drafter wanted to give his subjects a way to remove him from the throne by means other than execution, the fate that befell Wesil's predecessor, but the clause has been enacted over the years to kickstart numerous imperial legislative processes, most recently the Kitsune Rights Act of 247 AN. The power of petition is limited in that it often requires two-thirds the population of two-thirds the total number of active worlds in the Radiant Imperium for it to accomplish anything, meaning it takes a fair amount of public desire and organization. Removing a seated emperor is even more difficult than something like passing a civil rights law, however, requiring the support of two-thirds of the inhabitants of every world with an acting governor. As a result, the masses have only ever successfully petitioned for

the removal of a governor once in the past three centuries, Empress Bynfao Ultania in 176 AN.

Each world typically houses its executives, legislative, and judiciaries in grand facilities located in that world's capital. The Radiant Imperium currently uses Metroheim, a Toran megacity, as the imperial capital, although traditionally that hour befell the now defunct Azan. Particularly populated worlds sometimes further decentralize their governments into regional, even local ones, but the Radiant Imperium leaves such matters of state firmly in the hands of each world. This great decentralization effort stands in stark contrast to the pre-Nova Age Radiant Imperium, which was almost completely centralized on Azan. As a result, when Azan was obliterated during the Regicide, law and order practically died with it until Isoi Ultania managed to unite what remained of the fractured empire by force of arms in the early years following the Nova Age's end. While much of the Radiant Imperium remains centralized in Tor, each world has enough autonomy that should the unthinkable happen again, those worlds are independent enough that they needn't fall into the darkness of anarchy again.

The Radiant Imperium's military is but a shadow of the force they once possessed prior to the Nova Age, but it is mighty nevertheless. Formally known as the Imperial Armed Forces of the Holy Radiance, most simply refer to the Radiant Imperium's military forces as "the Imperial Forces," "the military" or "the army." Prior to the advent of starship technology, the Radiant Imperium organized its military into numerous branches based on terrain, but the modern Imperial Forces are organized as a single force rather than many disparate branches of service; ground troops, starship pilots, combat engineers, and more serve together as part of the Imperial Forces. This doesn't mean that the Imperial Forces don't have smaller, specialized units in their military, only that the military is homogenized and considers each of them part of the same force. Any Radiant Imperium citizen can join the military regardless of species or gender, and those who serve the emperor are given high honors both by governmental and civilian organizations. The Radiant Imperium drills patriotism for its armed forces into its citizens from an early age, and the government offers many financial incentives for serving, including tuition forgiveness at all public and military academics for soldiers and their families, a priority health care policy, and generous pension and life insurance programs.

The Imperial Intelligence Bureau (IIB, pronounced "double-eye-bee" is the Radiant Imperium's intelligence branch, possessing departments devoted to military intelligence, surveillance, and espionage. The IIB is responsible for all information gathering on behalf of the Radiant Imperium and also has departments devoted to cyber and electronic warfare and clandestine military operations both inside and outside the Imperium's territory. Compared to other branches of the Radiant Imperium's military, the IIB is

extremely decentralized in an effort to prevent all of the Radiant Imperium's secrets from falling into enemy hands should any one of its operatives be captured. Although the IIB has worked with the intelligence agencies of other governments in the past, the bureau has a policy of only working with agents representing official governments, and works with civilian agencies only as a last resort.

Law enforcement in the Radiant Imperium is divided between two organizations: planetary police forces native to each world within the Radiant Imperium and the Imperial Guard that enforce the will of the imperial government. Police forces in the Radiant Imperium are overseen by a police centurion who reports to a regional centurion primus. These centurion primuses of police report directly to the governor of their world. Similarly, units within the Imperial Guard report to a commander who report to a tribune, with each tribute reporting directly to the Chancellor of Homeland Order, who serves a role similar to that of a legatus in the military. Both police and Imperial Guards have specific jurisdictions wherein they're permitted to operate; police upon their assigned region on their home world and the Imperial Guard within the holdings of the imperial government and the imperial family. In order to act outside their jurisdiction, each must be deputized by someone in the outside region, such as a governor deputizing a legion of Imperial Guard to assist with a crisis or the Imperial Guard deputizing a police force to act in a place of interest alongside them. Both the police force and the Imperial Guard have notoriously little oversight and numerous laws are in place at both the imperial and local level that make prosecuting law enforcement challenging and abusing the authority of the state all too easy.

The Radiant Imperium has a formal alliance with the Hyperspace Allegiance and the People's Alliance of Terros, and has never openly engaged in military altercations with either government. Imperial relations with the Vesk Empire are rocky at best; the Radiant Imperium gave them one of Ulo's moons for establishing a colony when the two systems first made contact, and while vesk inhabit that moon today Vesk-71 has largely remained untouched by the Vesk Empire, with most of its vesk inhabitants openly considering themselves citizens of the Radiant Imperium first and foremost. Rumor has it that the Vesk Empire originally planned to use Vesk-71 as a staging ground for conflict against the Radiant Imperium, but escalating conflicts with the Hyperspace Allegiance followed by attacks from the swarm seem to have staved off any such ambitions for now. The Radiant Imperium has decent relations with several other independent governments scattered throughout Local Space, with most of its military attention focused inward at encroachments made by the Abyssal Tyrants on Sheg'bga and the genie empires on Halameth. To the Radiant Imperium, their war is one of reunification and reestablishment of their people's ancestral empire, and little else matters so long as such dangerous threats loom in their home system.

ECONOMY

The Radiant Imperium uses imperial credits as their standard unit of currency, whose value is based on the universal base polymer (UBP) standard. Imperial credits are equal in value to those of the Hyperspace Allegiance and Vesk Empire, and is largely interchangeable with credits from those systems. Before coming into contact with the Hyperspace Allegiance, the Radiant Imperium primarily used hard currencies forged from zinc that were plated in thin layers of precious metal, usually gold, silver, mithral, and platinum. These coins have largely become relegated to collectors' items, though they retain monetary value within the system and can be exchanged for goods and services as easily as credits.

The Radiant Imperium has a late-stage capitalistic economy, wherein buyers and consumers compete with one another in order to generate as much profit as possible. In this regard, the influence of megacorporations on the Radiant Imperium is immediately apparent. Countless infosphere shows, books, and similar programming analyze trends in the economy on a regular basis. Rather than emphasize a truly free economy, megacorporations use authority purchased from the Radiant Imperium to regulate the economy as they see fit, lobbying for laws that create record-breaking profits for themselves year after year while minimizing profit risks, such as by making it difficult for individuals to gain the capital needed to start their own business by saddling them



with crippling amounts of debt. This works just fine for the Radiant Imperium, as it allows them to offer debt forgiveness as an incentive for joining the Imperial Armed Forces.

Despite the relatively recent political upheaval caused by the death of Emperor Jystern Ultania over a decade ago, the Prax Administration has kept the Radiant Imperium's economy strong. Although periods of civilian unrest tend to spiral into economic downturns, Prax's hard laws in favor of supporting businesses throughout the Radiant Imperium has seen virtually all megacorporations turn steady, record-level profits. However, these profits don't necessarily mean a higher quality-of-life for the people of the Radiant Imperium, as taxes are notoriously low and purposeful economic loopholes allow megacorporations to petition the government for more than their fair share of the empire's wealth. While CEOs celebration massive increases in personal wealth in luxurious suites atop the tallest towers of Tor, the Radiant Imperium's minimum wage hasn't increased substantially in 15 years and the middle class is dwindling fast as more and more people fall into poverty. Nowhere is this more apparent than on Tor, where disease and famine run rampant in shanty neighborhoods that comprise an increasingly larger percentage of each of the planet's megacities, but these burdens can likewise be felt in agricultural areas where farmers' products are priced so low that the farmers are unable to provide for themselves. Many industries, such as vidgames, are quickly drowning because fewer and fewer citizens are able to purchase luxury products, and what money is being generated typically goes to fund extravagancies for their CEOs rather than provide a living wage. Economists predict that the Radiant Imperium's economy is unsustainable, and will likely crash within the next two or three decades if policies aren't changed.

DAILY LIFE AND CULTURE

The Radiant Imperium has an extremely incongruous culture that, in many cases, is split between planetary life and imperial life. The Radiant Imperium works diligently to promote a sense of imperial pride and identity in all of its citizens, but ultimately every world that claims allegiance to the imperial government has its own, distinct culture that meshes with its imperial counterpart to create something identifiably imperial while also being undeniably unique. Elements from each imperial world's cultures have also blended together over the centuries, causing bits and pieces of each world's culture to appear across the empire. For example, entertainment pioneered upon each individual world is eventually dispersed to the others over time, usually proliferated through the infosphere. While each custom is respected for the world it comes from, most people in the Radiant Imperium believe that spreading of culture in this matter is crucial to its longevity, and celebrate seeing their culture going mainstream so long as it is respected properly. Architecture, art, clothing, cuisine, music, and other forms

of entertainment are shared willingly between worlds as a means of preserving it for future generations.

Daily life in the Radiant Imperium is governed by capitalism first and foremost. A well-off citizen works 8 hours a day, five or more days per week in order to make end's meet, while the vast majority of the lower and middle classes work far more, working weeks consisting of as many as 60 to 70 hours across multiple jobs. The standard of living in the Radiant Imperium fluctuates wildly, being rather high on worlds such as Bantosian or Ashaleth while being distressingly low in certain regions of Tor and Ulo. This is largely due to the Radiant Imperium's lax labor laws and shockingly low corporate taxes, both products of the Corporate Deputization Act. While plenty of activists have fought to try and raise the Radiant Imperium's minimum wage over the years, such attempts have had mixed rates of success mostly due to the individual cultures of each world. Worlds with communalist, progressive cultures such as Bantosian, Eogawa, and Ashaleth have historically mounted extremely successful protests addressing economic equality, while individualist, conservative cultures such as Tor or many of Ulo's cloud-straddling cities generally have had fewer successful protests, and more that ultimately resulted in police brutality and schisms of public morality and opinion more often than meaningful change.

The Radiant Imperium is largely absent from the daily life of most citizens; the government is far too fractured and prone to political infighting to help the average citizen. Instead, planetary governments often have more to do with the daily lives of their citizens, providing many essential services and supports while also funding critical programs such as healthcare and education. Due to the lack of imperial assistance in this matters, poorer worlds in the Radiant Imperium often offer poorer or fewer services, meaning that leaving on a wealthier world is often a dream for most individuals. Of course, the amount of wealth on a world doesn't guarantee that the standard of living is high there, since each world formulates its own laws and standards. For example, while Tor is by far the wealthiest planet in the Radiant Imperium, wealth inequality is also the highest there because the planet's taxation laws do not fairly redistribute the wealth of the planet's wealthiest residents to the masses.

Although the Radiant Imperium has a constitutional monarchy that has historically only voted members of a single, royal family to the highest position of power in the executive branch, most people see the empire as a place where hard work and merit can offer near limitless opportunity to anyone. While this is true to an extent, many individuals are denied far more opportunities than they receive due to their socioeconomic status. Poverty abounds in the Radiant Imperium, especially on densely populated Tor and in regions ravaged by war, such as Halameth or Zuulat. Advancing beyond one's class usually means joining the military in some capacity, and while the Imperial Armed

Forces are highly skilled and armed to the teeth, the danger posed by the foes they face on a regular basis means that this is a death sentence for many aspiring young people, who find themselves face-to-face with masochistic velstracs, violent demons, enraged elementals, and far worse. Public education is provided freely to all citizens, but funding for these institutions is largely based on property taxes so public schools serving poorer regions tend to have less funding as a result. Furthermore, the most destitute citizens have to spent so much of their mental and physical energy worrying about their own survival, such as where their next meal will come from and how to escape the many perils that such individuals face, that they tend to perform poorer in skill as a result, which limits their opportunities further.

As with other multi-planet civilizations, religion helps to unify the desperate people of the Radiant Imperium, the majority religion being the Church of the Solar Court. This religious movement focuses on the pantheonic worship of anthropomorphized versions of the celestial bodies of the Xa-Osoro System, each referred to by that planet or moon's name with the title "Deios." For example, the personification of the planet Ulo is referred to as Deios Ulo, while the personification of the moon Uramesh is referred to as Deios Uramesh. Chief in the Church of the Solar Court is the worship of Deios Xa, the Empress of the Solar Court, and Deios Osoro, her Emperor. While membership in the Church of the Solar Court isn't mandatory of citizens, it's practically a state religion in the Radiant Imperium, a tradition dating back to the empire's ancient roots on Azan. Most people pay at least lip service to Deios Xa, as she is viewed by the Radiant Imperium as the source of the Ultania family's divine right to rule and the empire's patroness. Speaking of Osoro, by contrast, is often done in hushed tones; the Church of the Solar Court believes that what fate befalls the worlds for which the gods are named also befalls the gods themselves, and so the Church believes that both Deios Azan, Deios Osoro, and Deios Uramesh are either dead, grievously wounded, or transformed into something far worse.

All worlds in the Radiant Imperium have their own planetary infospheres. These infospheres aren't connected, but specialized starships called datafreighters travel from world to world in the Radiant Imperium, downloading new data from each world's infosphere into their on-board data banks and uploading data from other worlds to that world's infosphere. This practice is sometimes called data pollination and the starships who perform this essential task are lovingly called data bees in reference to how they journey from infosphere to infosphere spreading data much as how a bee travels from flower to flower spreading pollen. Data sets are available for download on all worlds, although often incongruously due to the amount of time it takes the datafreighters to sow new information between worlds.

TIME AND CALENDER

The Radiant Imperium has used Azan Standard Time for

DAYS AND MONTHS

The Radiant Imperium divides its years into 13 months of 28 days each, divided into 7-day weeks. The 365th day of each year stands alone as an independent, single-day month called Finos that is observed by the Radiant Imperium as an imperial holiday celebrating the end of the previous year. This calendar aligns with the orbit of lost Azan, which is said to have completed a full orbit around Xa and Osoro every 365 days. The names for the Radiant Imperium's days and months are named in numeral order; for example, Unaday literally means "first day," while Trosus means "third month."

Day	Abbreviation	Earth Analog
Unaday	U	Monday
Duoday	D	Tuesday
Treday	T	Wednesday
Troday	Tr	Thursday
Cinqday	C	Friday
Seiday	S	Saturday
Setday	St	Sunday

Month	Abbreviation	Earth Analog
Unos	Uno	Jan
Duos	Duo	Jan-Feb
Treos	Tre	Feb-Mar
Trosus	Tro	Mar-Apr
Cinquos	Cin	Apr-May
Seios	Sei	May-Jun
Setos	set	Jun-Jul
Ottos	Ott	Jul-Aug
Novos	Nov	Aug-Sept
Deicos	Dei	Sept-Oct
Undeicos	Undei	Oct-Nov
Dudeicos	Dudei	Nov-Dec
Tredeicos	Tredei	Dec
Finos	Fin	Dec

millennia, the calender and time-telling system dating back to when the Radiant Imperium was primarily based on lost Azan. Through coincidence alone, lost Azan's orbit once matched the day-night cycle of several planets in the Hyperspace Station System, so Azan Standard Time uses 24 daily hours of 60 minutes each, same as the Hyperspace Allegiance. And while Azan had the same 365-day orbit around Xa and Osoro that the Hyperspace Station has around its sun, Azan Standard Time divides its 365-day year into thirteen months of 28 days each, with the 365th day of each year celebrated as an independent holiday called Finos, literally meaning "last month." Despite frequent relations with the Hyperspace Allegiance, the Radiant Imperium has resisted standardizing its system of time with the that of Hyperspace Standard Time.

BRANDED GUARD

Fanatical Xenophobic Coalition

Leader	Cal Zattro
Influence	System-wide (Radiant Imperium)
Goals	Push an aggressive imperial agenda
HQ	Metroheim, Tor
Key Members	Julienda Kosali
Allies	Pure Light Movement
Enemies	Prax Administration
Assets	Billions of credits in support from weapons manufacturers

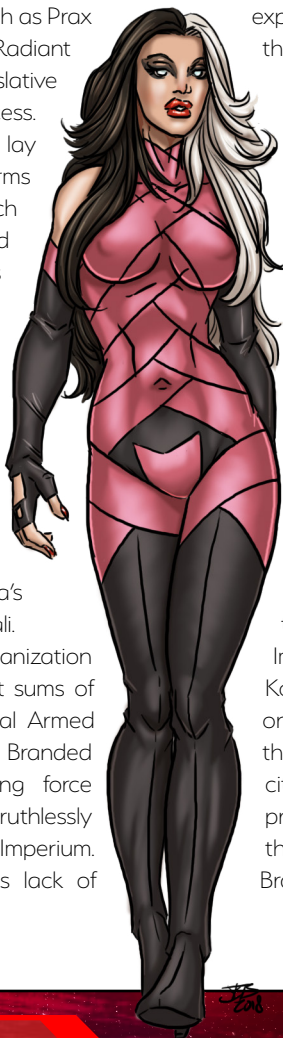
Formed entirely of imperial humans, the Branded Coalition—often shortened to just “the Coalition”—is a group formed from multiple, unlikely alliances. When the Prax Administration assumed control of the Radiant Imperium in 305 AN, Prax met strong opposition in his fierce rival, Senator Julienda Kosali. Despite her best efforts, Kosali’s efforts to undermine Prax’s bid for power failed, and the human woman watched through gritted teeth as Prax appointed himself Archchancellor of the Radiant Imperium, seizing the power of both the legislative and executive branches for himself in the process. Caring little for titles, Kosali’s true concerns lay within her family business, a well-known arms dealer known as Kosali Innovations, which specializes in mass-producing weapons and artillery for the Radiant Imperium. Prax’s stance on expansionism leaves something to be desired for Kosali, and much as she feared Prax’s Administration immediately began reallocating resources away from the Imperial Armed Forces and towards more mercantile investments. In the first year alone, Kosali Innovations reported business gains of just 5.2% instead of the comfortable 12.47% that the company had experienced during Jystern Ultania’s administration, an unacceptable loss to Kosali.

Kosali’s imprint was far from the only organization crippled by Prax’s reluctance to spend vast sums of imperial credits on war. Among the Imperial Armed Forces, no legion was hurt more than the Branded Legion, a fearsome and fanatical fighting force whose special operations were devoted to ruthlessly exterminating foreign threats to the Radiant Imperium. The Branded Legion was infamous for its lack of

tact or diplomacy, two traits heavily prized by the Prax Administration, who sought to make relations with foreign nations in order to open trade agreements and negotiations with them. In the name of profits and prosperity, Prax quickly disbanded the Branded Legion, ordering its commander, human commander Cal Zattro, to disperse his troops amidst the Golden Star Legion, the Gleaming Legion, and the Sunfire Legion. Infuriated that Prax would, as Zattro phrased it, “declaw” the empire in pursuit of profit, Zattro and four-fifths of his troops deserted the Imperial Armed Forces and became hired guns for the highest Xa-Osoran bidder. That bidder was Julienda Kosali, who made a proposition to Zattro that he and his soldiers couldn’t refuse. She offered them a chance to combine their might with her political acumen to take down the Prax Administration in the only battlefield that counted—the public. After arming the former imperial soldiers with the latest in military-grade equipment that Prax refused to fund plastered with both the Kosali company logo and that of the Branded Guard, a reimagining of Zattro’s old legion mixed with their new identity as a mercenary group, Julienda Kosali paid the company to traverse the Radiant Imperium, find Imperial Armed Forces in peril, and use her company’s gear to save the day in as efficiently and flamboyantly as possible. Accompanying Zattro and his soldiers are a team of Kosali Innovations public relations specialists tasked with capturing the Branded Guard’s

exploits on holovid and promoting them throughout the Radiant Imperium, painting Zattro and his Branded Guard as everyday heroes that put the Imperial Armed Forces to shame with their skill, cunning, heart, and state-of-the-art weaponry by Kosali Innovations. These advertisements and short documentaries are dispersed wherever the Branded Guard travel, building their legion with every hard-fought victory.

While the Branded Guard legitimately defeats threats from beyond the Radiant Imperium and often rescues Imperial Armed Forces soldiers in the process, Julienda Kosali’s aims in doing so are far from noble. In addition to promoting her company’s weapons and armor—leading to record-breaking sales for the past four years—Kosali has worked hard to use her videos to erode faith in Prax’s leadership. Branded Guard holovids are shot specifically to subtly draw attention to the difference in firepower between the Radiant Imperium and the Branded Guard, and so far Kosali’s plan seems to be working. When interviewed on whether they thought Prax was able to defend the Radiant Imperium, over 57% of randomly polled citizens responded “No,” and increasingly high-profile organizations like XinLong Galatic and even the Pure Light Movement have begun requesting the Branded Guard’s services, much to Kosali’s delight.



CHURCH OF THE SOLAR COURT

Expansive Planet-Worshipping Religion

Leader	Pope Valstellius II
Influence	System-wide (Radiant Imperium)
Goals	Protect and serve the Solar Deioses as well as the people who dwell upon them
HQ	Valadeios City, Ashaleth
Key Members	Over a dozen archbishops
Allies	Most Radiant Imperium officials
Enemies	Abyssal Tyrants
Assets	Quadrillions of credits in tithes, magic items, and property; billions of faithful

Unquestionably the largest and most influential religion in the Radiant Imperium, the Church of the Solar Court is a millennia-old faith originating long before the Nova Age. While formal records state that the Church originated on lost Azan, this isn't true of the religion that the Church worships. Rather than worshipping a single deity, the Church of the Solar Court recognizes and worships all of the Solar Deioses, a pantheon of deities whose metaphysical existence are believed to be directly tied to the worlds of the Xa-Osoro System that bear their sacred names. For example, the deity Deios Xa, the Empress of the Solar Court, is tied to Xa, the yellow star that lends its name to the Xa-Osoro System itself. The Church holds that all deities that make up the Solar Court are deserving of reverence, though not necessarily admiration. No matter how wicked a Solar Deios might be, adherents to the Church of the Solar Court ultimately believe that it is their deity's life force that sustains their namesake planet, and as a result each deity's good health and long life ensures that world's continued existence, as well as that of every person happening to dwell upon it.

Even before starship technology had been invented, the core tenants of the Church of the Solar Court existed on all worlds capable of supporting life in the Xa-Osoro System, with each world possessing its own version of the faith that emphasized the importance of that world's namesake deity over the others. Pre-Nova Age records trace the

origin of the modern Church to the Radiant Imperium, back when it was a human nation on the planet Azan. Venerating Azan above all other deities, this ancient predecessor of the Church of the Solar Court—called the Church of the Solar Trinity—venerated Empress Xa, Emperor Osoro, and Azan, whom the ancient imperials called the Solar Prince. Believing that this trinity blessed them with the divine right to rule, the ancient Radiant Imperium conquered all other nations on Azan, both human and non-human, and ascended to the stars to spread the light of their faith across the cosmos. It wasn't until the Church came into contact with the religions of other worlds, particularly that of the catfolk of Bantosian, that the Church began to rescind many of its expansionist views. The Church of the Solar Trinity officially restyled itself as the Church of the Solar Court in 1,425 AN and has remained devoted to the veneration of every divinity inhabiting the Xa-Osoro System ever since.

In modern times, the Church of the Solar Court remains the most influential religion in the Xa-Osoro System even as new faiths and ideologies enter thanks to interstellar trade and travel. The Church is the official state religion of the Radiant Imperium in all but name, specifically that of

Empress Xa. While each divinity can be worshiped independently and often is on that deity's namesake world, the Church of the Solar Court

stresses the importance of every Solar Deios, viewing them not as bickering rivals but as a divine family whose harmony allows life in the Xa-Osoro System to exist. The past few centuries since the end of the Nova Age have proven tumultuous, however. Leaders within the faith mourn the death of Azan and bicker about whether Osoro too is dead or whether he has transformed into something else entirely, and schisms within the Church have given rise to several lesser-known branches of the Church. Most notable among these is the Host of the Repentant, which believes that the Regicide was the result of mortal sin and atonement must occur in order to stave off catastrophe.

Each world in the Xa-Osoro System served by the Church has an eparchy that is divided into regional dioceses. A bishop is appointed to each dioceses, while an archbishop is appointed to each eparchy. The archbishops vote for one among them to serve as pope, who assumes the role of bridge between mortals and the Deioses.



DWALLI-GOR

Therianthrope Terrorists

Leader	Haverus Ultania, aka Prime Radiance
Influence	Planetary (Eogawa)
Goals	Overthrow the government and infect humanity with therianthropy
HQ	Dwalligi, Eogawa
Key Members	Council of Claws
Allies	Independent pirates and smugglers
Enemies	Prax Administration
Assets	Highly trained therianthrope soldiers, secrecy, civil unrest

During the Regicide, when blood space poured from the corpse of the collapsed star Osoro, it's mutative properties afflicted each world in the Xa-Osoro System that came into contact with it differently. Deizenra lost its radioactive atmosphere. Ashaleth's orbit dramatically increased, causing the once-spherical planet to collapse under its own centrifugal force, transforming into a torus planet. But few worlds experienced an apotheosis as violent or as unpredictable as Eogawa, where blood space mutated strains of therianthropy on the planet into an airborne contagion,

infecting millions and transforming them into therianthropes. While the majority of the afflicted remain little more than raving beasts beneath Ulo's ever-present glow, some have steadily regained their cognition and their senses despite their bestial transformations, such as the Dwalli-Gor.

Where others see therianthropy as an affliction that addles its victims, the Dwalli-Gor proclaim that their condition is no affliction, but an evolution that allows mortality to ascend into stronger, more powerful forms. None proclaim these so-called truths louder than Haverus Ultania, a member of the Ultania dynasty who was afflicted with therianthropy during a diplomatic expedition to Eogawa at the tender age of 13 in 291 AN. Abandoned for dead as an animalistic weretyrannosaurus, Haverus suddenly regained their wits as a young adult in 310 AN alongside others. They petitioned the Ultania dynasty to be allowed to return in 312 AN, but was ultimately disowned. Enraged, Haverus stylized themselves as the Prime Radiance and founded Dwalli-Ghor, a coalition of like-minded therianthropes with a single goal—to overthrow the Radiant Imperium and prove the superiority of their therianthrope blood. Believing that theirs is a mission ordained to them by Deios Eogawa, the Dwalli-Ghor kidnap imperial citizens and afflict them with therianthropy;

traditionally, this is a ceremonial ascension wherein the individual is afflicted by the Prime

Radiance, but those who become afflicted resisting the Dwalli-Ghor are similarly invited to join their cause. As their numbers swell from raid after successful raid,

Dwalli-Ghor's leaders have begun to investigate larger-scale operations, commissioning their own fleet of starships that they can use to prey upon unsuspecting civilian ships, converting their crew and passengers after forcibly boarding them successfully. Despite the Radiant Imperium's best efforts, the Dwalli-Ghor have proven frustratingly difficult foes for their militaries to engage both on land and in space, as the Dwalli-Ghor are

masters of hit-and-run tactics, engaging with imperial fighters only when they're sure to add a new imperial soldier to their ranks in the aftermath of the tussle.



HYTORSHI ULTANIA CAMPAIGN

Progressive Imperial Election Campaign	
Leader	Hytorshi Hitoru
Influence	System-wide (Radiant Imperium)
Goals	Campaign for the ascension of Hytorshi Ultania, promote progressive ideals
HQ	UI City, Bantosian
Key Members	Campaign Manager Entoi Yroshi
Allies	Billions of downtrodden citizens
Enemies	Disgruntled Ultania family members, megacorp CEOs, Pure Light Movement
Assets	Network of grassroots supporters

Centered around the imperial election campaign of Hytorshi Hitoru, the Hytorshi Ultania Campaign is a relative newcomer to Radiant Imperium politics. Unique among Radiant Imperium political groups for being both a grassroots organization and an interplanetary player, the campaign prominently concerns itself not with matters of war or commerce, but of those of health care, education, and sustainability. The campaign's primary goal is the election of its namesake candidate, Hytorshi Hitoru, the illegitimate and ignoble son of the Radiant Imperium's previous emperor, Jystern Ultania, and primary school teacher Uyaku Hytorshi. Although Emperor Jystern hadn't yet ascended when he sired Hytorshi, the kitsune's birth 32 years ago sparked controversy in the Radiant Imperium due to the scandalous nature of the purely human family having a kitsune heir. Though Jystern claimed to disown Hytorshi during his ascension campaign in the late 280s, the disownment was never conducted legally, and it was a poorly-kept secret that the late emperor was a doting father to his child. In fact, Hytorshi is believed to be a major factor regarding Jystern's progressiveness during his administration, as well as among the many reasons he was ultimately targeted for

assassination. Hytorshi's platform emphasizes the progressive ideals of his father, tempered by his own experiences being discrimination based on his species in Tor. He is a near unanimously popular candidate among kitsune, and is well-liked by many. Most of Hytorshi's detractors are regressive conservatives or humans, often both, and his political rallies are sometimes accosted by protestors whose actions can often only be described as acts of terrorism. So far, Hytorshi has emerged from all such incidents unscathed.

Despite allegations to the contract, Hytorshi has proven to be a difficult opponent for his rivals in the Ultania family to best. Unflappable in debate with a silver tongue as sharp as an ultrathin blade, Hytorshi has bested Ultania-family politicians twice his age on the debate floor, including a particularly memorable debate on Eogawa where he allowed his opponent, Senator Lectivisous Ultania, to ramble about the infeasibility of providing income assistance to every poor person living on Tor, only for Hytorshi to calmly retort with accurate and specific mathematical facts how a 5% tax on Lectivisous alone could provide his proposed financial aid to the entire city of Metroheim without removing the senator's status as a trillionaire. Those who disapprove of Hytorshi often accuse him of bewitching his opponents, an accusation that's become all the more popular after Hytorshi suddenly became a kyubi at the end of a debate against Senator

Vezla Ultania hosted by the popular infosphere show Xa-Osoro Today, growing a second tail in front of an audience of billions. Among kitsune, kyubi ascension is vanishingly rare and Hytorshi's ascension is among the only examples of this ascension ever to have been recorded, exploding his popularity even further. Detractors from Hytorshi's campaign argue that if every tail extends a kitsune's natural lifespan, than a Hytorshi Ultania Administration could potentially last a millennia or longer in the unlikely event that Hytorshi ascends fully to a nine-tailed kyubi.

Despite being unpopular among his relatives in the Ultania family and among megacorporations, as most of Hytorshi's suggested policy changes revolve around removing the Prax Administration's maze of megacorporate tax breaks and incentives, Hytorshi Hitoru is extremely popular among the poor and working classes, who see him as a people's emperor rather than a corporate emperor. For the majority of citizens, Hytorshi's ancestry matters little and for some, the prospect of a non-human administration seems to be a breath of fresh air for the Radiant Imperium.



HOST OF THE REPENTANT

Regents of the Vacant Imperial Throne.

Leader	Decentralized
Influence	Intergalactic (Radiant Imperium)
Goals	Maintain law and order, keep the machinery of the Radiant Imperium oiled
HQ	Metroheim, Tor
Key Members	17 executive chancellors
Allies	Church of the Solar Court
Enemies	Branded Legion, Dwali-Gor
Assets	Quadrillions of credits, legions of highly-trained troops and weapons of war

Known for their dour outlook on life in the Xa-Osoro System, the Host of the Repentant is a religious cult with ties to the Church of the Solar Court, the primary religion of the Radiant Imperium. As with the church, the Host of the Repentant believes that every celestial body within the Xa-Osoro System is host to a divinity that safeguards the people of that system, as well as supplies them with divine boons and magic. Where the two religious ideologies diverge is in their interpretation of the Regicide.

Where the Church views the Regicide as a tragedy beyond the hands of mortals, the Host of the Repentant believes that the Regicide is karmic punishment for the sins of the Radiant Imperium, inflicted both upon mortals and divinities alike. As such, the Host mourns the suffering of their beloved gods and places the blame for the suffering they've endured squarely at the feet of mortals.

The Host of the Repentant's faithful consist of members of all species and creeds, but most strongly appeals to people who are down on their luck, individuals looking for a reason for the pain they've endured or the suffering they've experienced rather than accept responsibility for their actions or that not everything that happens to mortals is part of some divine plan. Known as Penitents, the truly faithful proselytize in the streets of the Radiant Imperium's largest cities, calling on the masses to repent themselves to avoid whatever catastrophes they believe will befall the Radiant Imperium should the system's karma go unpurified. The average imperial citizen sees Penitents as delusional, self-grandiose buffoons with a self-

centered understanding of the cosmos, yet despite this the Church of the Solar Court has never formally denounced the Host of the Repentant or their actions, perhaps because the majority of Penitents are harmless enough, their only crime proselytizing in public places. Radical members of the Host of the Repentant exist, however, often taking extreme and violent action against those they deem to be sinners.

Perhaps the greatest act of faith asked of every Penitent is known as the Karmic Mysteries, which are core to the Host of the Repentant. In accepting the Mysteries, a Penitent must acknowledge and accept that the Xa-Osoro System is plagued by dark karma caused by mortal deeds, and that unless cleansed this karma will eventually poison the gods and bring ruin to the worlds that bare their names. Since no living person has any real facts about what transpired in the Radiant Imperium during the Nova Age, there is no real consensus regarding what sort of sins could be sulling the Radiant Imperium's karma, and as a result no one knows for certain exactly what sins the Radiant Imperium must be cleansed of. Multiple chapters of the Host of the Repentant exist, with the primary difference between each chapter being how far members of that chapter are willing to go to purge the sinfulness they believe rots the metaphysical core of their way of life. Some chapters proclaim that actively inspiring others to perform good deeds and atone for wicked ones is sufficiently doing one's part to heal the poisoned deities, while others view such aspirations as lazy and wistful, relying on doomsdaying and fear rather than inspiration to

motivate the masses into repenting for a lifetime of sin. Perhaps the most extreme members of the Host of the Repentant are the Sin Eaters, an eclectic Penitent order that believes that only through extreme rehabilitation can sinful mortals be fully purged of the karmic taint that sullies their souls. Oftentimes this rehabilitation takes the form of physical or psychological torture—sometimes both—utilizing complex mechanical traps and torture devices. Although Sin Eaters train extensively in the arts of identifying truly wicked targets and constructing torture methods specifically designed to force victims to atone for their wickedness, they can hardly be considered agents of good karma themselves. As a result, every Sin Eater is aware that some point, they should expect another Sin Eater to rehabilitate them all the same.

The Host of the Repentant has no true headquarters in the Radiant Imperium; it is a decentralized religious movement, with specific chapters being found on specific worlds or in specific regions of those worlds. As a result, the religious movement is as faceless as it is expansive, though individual chapters are organized beneath a leader, its archlector.



IMPERIAL ARMED FORCES

Military Might of the Radiant Imperium	
Leader	Chancellor Olson Velez
Influence	Intergalactic (Radiant Imperium)
Goals	Defend the Radiant Imperium and its social, political, and economic interests
HQ	Metroheim, Tor
Key Members	Council of Legati
Allies	Church of the Solar Court
Enemies	Branded Guard, Dwali-Gor
Assets	Quadrillions of credits, legions of highly-trained troops and weapons of war

The military might of the Radiant Imperium, the Imperial Armed Forces is an institution as old as the empire itself. Possessing thousands of military triumphs over the course of its long history, the Imperial Armed Forces was founded by the Radiant Imperium's mythological first emperor on lost Azan as the Sunfire Legion, where it played a critical role in the violent conquest of the various nations of Azan. As the Radiant Imperium expanded, it also added conquered nations' military might to its own, founding new legions in service to the emperor. Thus the term "Imperial Armed Forces" was born, a coalition of every military legion serving the Radiant Imperium. By the time the Radiant Imperium had finished its conquest of Azan, it boasted over three dozen legions, many of which were amalgamations of multiple, smaller legions with similar cultural backgrounds and identities. In other cases, the Imperial Armed Forces opted to simply dismantle the armies of certain conquered foes and divide their assets amongst existing legions. Over the course of its long history, the Imperial Armed Forces has shuffled, added, and even retired various legions based on the military's needs, especially as new worlds joined the Radiant Imperium and added their own military might to theirs.

Today, the Imperial Armed Forces boasts over 250 separate legions, each ranging

in size from several hundred soldiers to millions. Imperial legions aren't classified by the type of terrain they fight in, nor is the Imperial Armed Forces subdivided into such archaic military branches. Instead, every soldier belonging to a given legion is trained to perform the military tasks for which that legion was founded, be they by land, sea, air, or space. The Imperial Armed Forces itself is run by the Chancellor of the Armed Forces, traditionally a distinguished legati appointed to the position by the sitting emperor or empress. The Prax Administration appointed human Olson Velez to this task, a popular choice given that Velez was Legatus of the Sunfire Legion during its successful assault on the velstrac cities of Gal, Zul, and Beb in 293 AN on shadow-twisted Zuulat. The Chancellor coordinates both with the executive (traditionally an emperor, but currently Archchancellor Prax) and the legati of the Imperial Armed Forces' legions when making military decisions for the Imperial Armed Forces. Since then, public opinion of the Imperial Armed Forces has been high, though this has started to erode thanks to the efforts of Julienda Kosail and her Branded Guard.

While numerous legions make up the Imperial Armed Forces, the following are among the best-known and are by far the most celebrated.

» **Cockatrice Legion:** Led by Legastus Grax Heraculs, the Cockatrice Legion protects imperial territories and interests beyond the Xa-Osoro System. Rumors persist that they engage in mercenary work, racketeering, and piracy.

» **Flamebeard Legion:** A dwarf-leaning legion commanded by Legastus Hrogthar Rocksmasher, the Flamebeards specialize in slaying massive creatures using powerful dwarven mechs.

» **Gleaming Legion:** Commanded by Legastus Baridius Talaman, the Gleaming Legion's primary task is to protect the Ultania dynasty and other prominent civil servants at all times.

» **Golden Star Legion:** Legastus Yatorochi Dewmorning, a kitsune, oversees the Imperial Armed Forces' intelligence-gathering network. Gold Stars specialize in gathering intel both in the Radiant Imperium and in foreign nations.

» **Starsoul Legion:** Led by Legastus Talus Endrovich, the Starsouls specialize in fighting fiends, particularly the Abyssal Tyrants and shadowy velstracs that have invaded Sheg'bga and Zuulat.

» **Sunfire Legion:** The oldest and largest imperial legion is led by Legastus Artemus Xol, acting as the Radiant Imperium's first line of offense and defense against its foes.



PRAX ADMINISTRATION

Regents of the Vacant Imperial Throne.

Leader	Archchancellor Gustonian Prax
Influence	Intergalactic (Radiant Imperium)
Goals	Maintain law and order, keep the machinery of the Radiant Imperium oiled
HQ	Metroheim, Tor
Key Members	17 executive chancellors
Allies	Church of the Solar Court
Enemies	Branded Legion, Dwali-Gor
Assets	Quadrillions of credits, legions of highly-trained troops and weapons of war

Consisting of Archchancellor Gustonian Prax, the 17 chancellors serving in his cabinet, and their various aides and assistants, little stands out about the Prax Administration in comparison to the administrations of past emperors save for one, glaring detail—the head of the Prax Administration is not an emperor, but a Senator. Following the assassination of Emperor Jystern Ultania in 305 AN, the Ultania dynasty was thrown into social and political upheaval. Without a spouse or an heir to rally behind, several dozens imperial barons and burnooses scrambled to campaign, making a bid to become the next emperor or empress of the Radiant Imperium. Devolving quickly into numerous slander campaigns plagued by scandals within the first few weeks and heavily taxing the resources of the Radiant Imperium, Gustonian Prax worked with his political party, the Allied Conservatives Party, to draft an amendment to the Radiant Imperium's constitution that allows for the election of a temporary regent appointed by the Senate and approved by the Praetors of the Imperial Magistrate should circumstances cause no living emperor to be sitting upon the throne. Eager to quell the squabbling and dissatisfied with the prospective candidates for emperor, the amendment passed the senate and was ratified by all twelve governors, successfully amending the imperial constitution. As majority party, the ACP nominated none other than Gustonian Prax himself to the position of archchancellor, creating a situation where both the executive and legislative branches

are headed by the same individual. Despite protests about Prax's actions sliding the Imperium closer to true autocracy, Prax has remained archchancellor for the past 15 years since the emperor's death, as no prospective member of the Ultania family has been able to successfully earn enough votes from all twelve governors to ascend to the throne.

An exacting bureaucrat and calm statesman, Prax has successfully rallied a wide cross-section of imperial citizens together in support of his administration. The sitting archchancellor is popular among moderates for its practical emphasis on resource management and civil reconstruction, though his more militant critics decry him as unambitious and too risk-averse to reclaim the Radiant Imperium's stolen holdings and lead the empire back to its former glory. Though Prax wields considerable power, he has thus far refrained from declaring himself or any of his proxies emperor and publicly correct those who imply otherwise. Whether Prax fears retaliation or assassination if his critics in the Ultania dynasty decide he is actively attempting to steal their birthright, or if he simply prefers accuracy over ego, one cannot be entirely certain. That Prax has never publicly endorsed the election campaign of any member of the Ultania family certainly paints a portrait of Prax as a scheming, aspirant dictator in the hearts and minds of some, but in others his reservations are a sign of his lack of total faith in any prospective candidate and a stalwart dedication to the stability of imperial citizens.

Archchancellor Prax is exceedingly popular with the various megacorporations of the Radiant Imperium, as the former senator was known for supporting business-friendly laws through Senate that have generates billions of credits for CEOs and other mega-wealthy individuals. It's estimated that Prax, already an extraordinarily wealthy man prior to becoming archchancellor, has crossed the threshold into trillionaire status during his time in the executive, though Prax has stopped reporting his personal finances since becoming archchancellor. This has led Prax's fiercest critics to accuse him of orchestrating his ascension to archchancellor as a ploy for financial gain, though such accusations are currently unfounded.

The Prax Administration's 17 chancellors (and their executive offices) are: Marwan Alston (Intelligence), Recca Ari (Health), Moosa Goster (State), Harnek Gothorn IV (Veterans Affairs), Rahil Howwe (Defense), Mirza Koss (Attorney Legastus), Parse Lightfist (Education), Lauchlin Parsons (Labor), Momick Carrin (Urban Development), Celen Spuben (Commerce), Chintu Swordaney (Transportation), Eriz Thundercaster (Magic), Krelen Vaban (Energy), Olson Velez (Armed Forces), Naltho Web (Treasury), Izaak Wolfe (Agriculture), and Jex Wollister (Labor).



PURE LIGHT MOVEMENT

Ultraconservative Human Supremacists

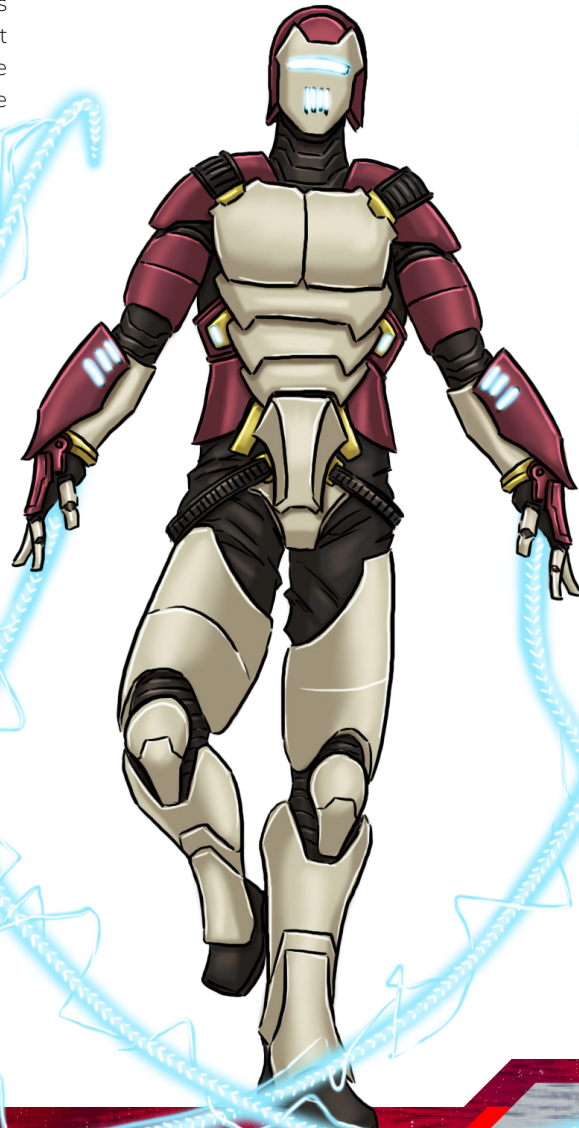
Leader	Shadowy forum users and corporate CEOs
Influence	System-wide (Radiant Imperium, mostly Tor)
Goals	Preserve a hierarchy that values human lives over those of other species
HQ	None
Key Members	Senator Jalfrax Ultania
Allies	None openly, but funded by rich CEOs
Enemies	Hytorshi Ultania Campaign
Assets	Numerous media outlets that feed hate-filled propaganda to the masses

Named for an old doctrine that existed throughout the Radiant Imperium prior to the Nova Age, the Pure Light Movement is a sociopolitical ideology that holds that it is human's destiny to spread throughout the cosmos and expand the Radiant Imperium. Lightists believe that humanity is blessed by Deios Xa to be like light—to traverse the dark corners of the galaxy and illuminate them with the might and glory of the Radiant Imperium. To Lightists, this euphemism describes nothing short of the total conquest and subjugation of other peoples, be they members of other species or humans of non-Azanian descent. While this ideology ran rampant while the Radiant Imperium was confined to the planet Azan, it dispelled quickly from the hearts of most citizens as the Imperium made contact with the deoxyians, catfolk, vanaras, and other species native to the various worlds of the Xa-Osoro System and beyond. In time, the old ways of the Pure Light were left to history, and in time the majority of imperial humans set themselves to building a better future for themselves and their fellow children of Deios Xa.

Hatred, however, seldom dies quietly. For all the progress that the Radiant Imperium has made over the centuries prior to and after the Nova Age, adherents longing for the old days of Pure Light remained. The days where imperial humans could bask in the knowledge that they were born special, chosen by their goddess and favored over non-humans and those unfortunate enough to be born outside of the Radiant Imperium. To say that the Pure Light Movement is a fledgling idea or even experiencing a twisted renaissance is a naive notion—the hatred and ignorance it represents is doomed to exist for as long as megacorporations find

its existence profitable. And unfortunately, the Pure Light Movement is incredibly profitable. Bigoted humans spend billions of credits every year purchasing merchandise thought to endorse so-called “Pure Light heritage,” such as flags and apparel. In a less materialistic sense, Lightist's continued existence also helps to perpetrate the socioeconomic status quo in the Radiant Imperium, as many impoverished humans are too busy hating people they've been taught to view as inferiors to question the economic hierarchies that keep them impoverished in the first place.

Numerous personalities represent the Pure Light Movement, but few are as well-known as Senator Jalfrax Ultania, an imperial senator of Tor and member of the Ultania imperial family. While Jalfrax skillfully dodges oppositional questions that paint him as the “Light supremacist” he almost certainly is, Jalfrax has propositioned numerous laws that align with Pure Light ideology, and individual staff members have been caught on several occasions actively supporting the Pure Light Movement, such as on one occasion where a staff member flashed a Pure Light sign during an important photo shoot.



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