

FOREVEN WORLDS™

Fessor Subsector



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Foreven

FREE SECTOR

JON BRAZER ENTERPRISES



Fessor Subsector



JON BRAZER ENTERPRISES

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Foreven Product Use
Foreven Worlds: Fessor Subsector

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This book would not be possible without the work they did so many years ago.

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INTRODUCTION

Foreven has always been declared a referee's preserve, a make-your-own expansion, to the Official Traveller Universe. Yet, it was with the release of the Traveller system into the realm of the OGL that Foreven was also opened to Traveller compatible publishers, such as Jon Brazer Enterprises, with the single biggest stipulation being that everything presented within is unofficial material. Unofficial, however, does not mean it is any less a quality production. What is presented here, I feel and hope you agree, is just as compelling and evocative of a setting as any other Traveller sector.

So what makes this Traveller sector different than other sectors and subsectors that lie outside the control of the Imperium or some other large interstellar body? Much, actually. First off, these worlds are close enough to both the Zhodani Consulate and the Third Imperium that both sides import resources that go into the construction of warships and other weapons that will be used in the Fifth Frontier War. But since many of these worlds are not directly claimed by either superpower, anything from a well-placed bribe to a change in planetary leadership can change where those resources go and at what price. This means that corporations and breakaway factions are engaging in small skirmishes, open warfare and everything inbetween. So, for all practical purposes, the Fifth Frontier War has already begun in Foreven.

No one is calling it that, though. On both sides, holovid pundits are calling them proxy wars while official leaders are downplaying their significance. Yet, both sides know that Foreven may hold the key to any upcoming wars. Agents from both sides are working to ensure the desired outcome of these conflicts, if not start them altogether.

Another key unique feature of Foreven is its sense of exploration. With large swaths of the sector having never

been colonized, few of the worlds containing any serious population. So, if you want to boldly go where perhaps no one or not very many have gone before, Foreven offers much potential.

Along those same lines, Foreven offers a true possibility that few other sectors truly offer: the ability to start your own planetary government. Whether you are bringing colonists to an unsettled world or going to a lightly settled world and declare yourselves its rulers, Foreven can offer a truly unique experience for your game.

In designing Foreven, it made sense that local conditions and proximities to certain major governments should create a wide array of solutions to those conditions. In Fessor, for example, proximity to the Zhodani Consulate and the nearby Imperium worlds in the Vills subsector (Spinward Marches) becomes very important. These worlds would naturally have closer ties to the Consulate, yet they are close enough for Imperium agents to stir up significant trouble.

This is where you come in. Are you going to be an investigative journalist, wanting to expose the truth of what is going on here? Are you an arms dealer looking to sell weapons to a specific side? Perhaps you are Imperial Agents looking to put a halt to SORAG's agenda of turning the whole of Foreven towards the Zhodanis? Maybe you would rather have a ship and take odd jobs, looking to enjoy life and make a profit at the same time. Or do you want to start your own empire? Worlds of possibilities await you in Foreven. We hope your adventures are as varied as they are enjoyable.

Dale McCoy, Jr.
 President of Jon Brazer Enterprises
 March 2014

BASE CODES AND MAP KEYS

M	●	Independent/Mercenary Base
N	★	Naval Base
P	×	Pirate Base
R	π	Research Base
Z	★	Zhodani Naval Base

POLITICAL CODES AND MAP KEYS

CE	■ ■ ■ ■	Cornathian Empire
PMM	● ● ●	People Militia of Malforge
Zh	■	Zhodani Consulate

FESSOR SUBSECTOR

In the shadow of the powerful Zhodani Consulate in the Imperial Year 1105, Fessor Subsector stands as a collection of personal empires for warlords and would-be dictators, holding onto power through manipulation, fear and intimidation. Yet, it is these thuggish regimes that hold back the ever present threat of lawlessness. Such semblances of civilization keep piracy and other errs of humaniti at bay. Even if such governments may utilize these tactics themselves, they are the law.

Two regimes, The Cornathian Empire and the People's Militia of Malforge, extend beyond their own solar system and have either absorbed or outright conquered neighboring systems. Malforge being one of the most high tech planets in the subsector and able to reach a number of lower tech worlds with only Jump 1 has fueled an expansionist desire among its leaders and its people. Buying a Zhodani-built 2,000 ton frontier cruiser allowed those desires to become reality. "The Fist of Malforge," a frontier cruiser that was outfitted for orbital bombing and had its ranged reduced to Jump-1, stands as the pride of the People's Militia and the fear of all neighboring planets.

Cornath, by contrast, buys most of their naval vessels from tech runner and Imperial worlds looking to sell of their old weaponry. There is no one single ship that stands out as the symbol of the Empire, but they do have considerably more ships. Their ships are also capable of longer jumps. No one outside the Cornathian Emperor's office knows exactly why they have yet to actually use that capability, and many worlds hope that status never changes

The average person that moves to Fessor Subsector, whether that person moved him or herself or it was a previous generation and the individual was born here, is looking for a new and better life away from the law and rules of the Imperium or the Zhodani Consulate. Many want to live in peace away from technology or law enforcement or burdensome regulations or some other externality applied by some distant government. The early governments set up here, back during Fessor's colonization days, were basic democracies that involved few laws, religious utopias, or were scarcely governments at all. As time progressed and more immigrants came, those governments had to adapt and change. Some, such as Magnef, started a "ruling class" that included the early settlers. Being a voting member of the government required a minimum of three generations being born on the world.

Other worlds were settled by corporate sponsors. With a wealth of virtually untapped resources in Fessor, a number of mining corporations saw these worlds as easy money. All the corporation had to do was to finance a one way trip, sometimes provide a habdome if the system did not possess a world with a suitable living environment. From

that point on, the corporation would have to send regular shipments of food, but the return ships would be ladened with considerable precious raw materials to appease the ever insatiable appetites from the Zhodanis and the Imperium. As long as the quotas were met, the corporation had no need to interfere with their sponsored colonies.

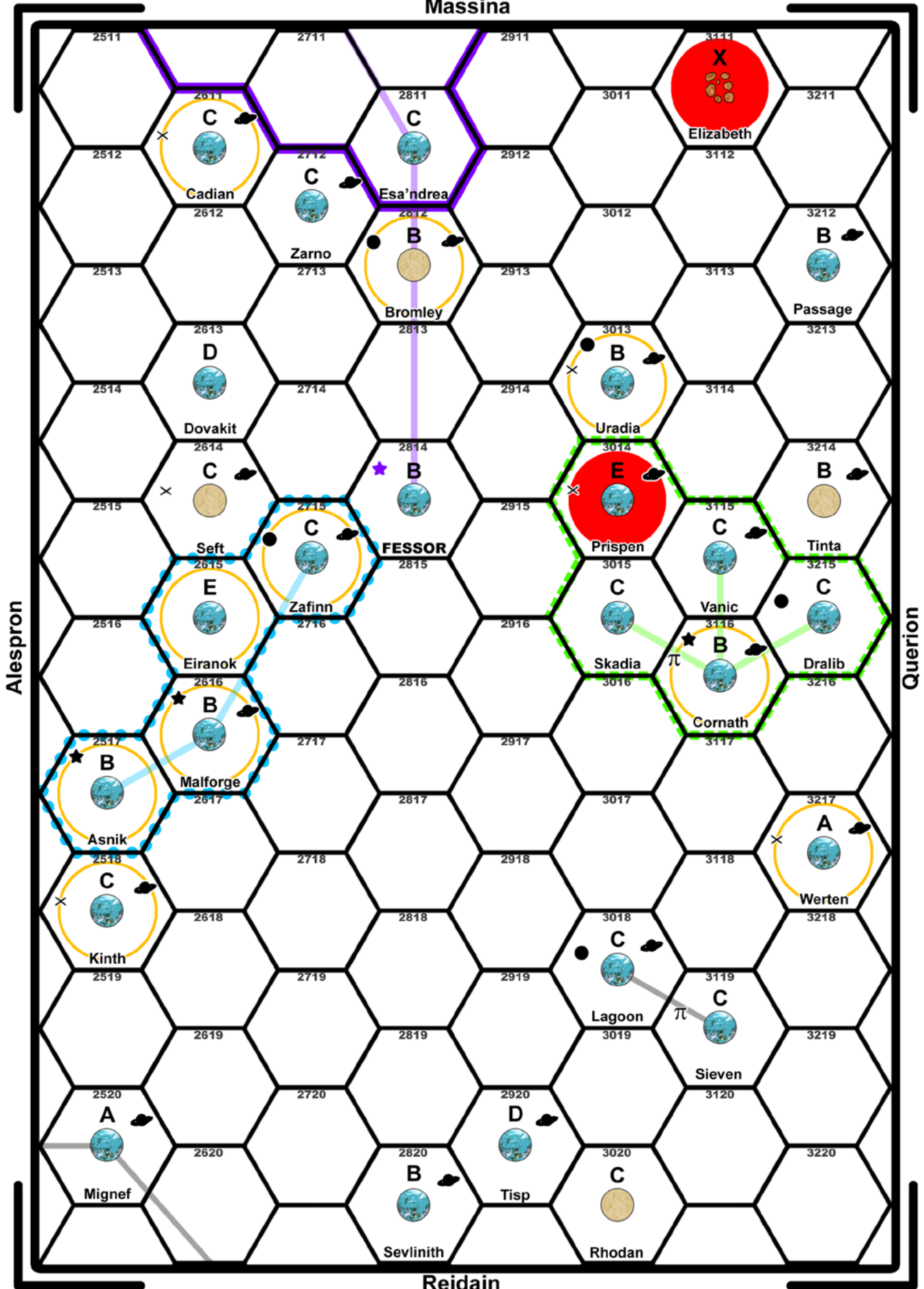
Piracy is a significant part of life throughout Fessor. Imperial scouts have counted six bases in the subsector that are havens for pirates. The actual number is closer to twenty, but no one knows for sure exactly how many there are and where they all reside. The majority of them engage in smuggling and the bases are little more than places where someone with less-than-legal cargo can meet their buyer with little fear of authorities. Those that authorities know about remain free to continue operations due either to a delicate balance of bribery and blackmail, deals made with the planetary government, or just simple have open support from the local population. A few bases, however, are legitimate operating bases, such as the mercenary base orbiting Dralib, most of the time. Yet, when funds run low, the mercs board a ship they are not being paid to protect, steal their cargo, and sell it off as fast as they can.

2517 ASNIK B9768B4-9

While few records were kept, most agree that Asnik was colonized by Malforge around IY 890. If Malforge is the manufacturing hub of the People's Milita, then Asnik is its farming hub. It is also a magnet for people that want to "get away from the corruption of high tech life". A fairly high amount of pollen in the air may make it advisable for off worlders to wear filter masks. Most natives or long term visitors have built up an immunity to the pollen. The few that do not possess such an immunity develop serious allergy issues or join the State Milita.

Asnik has developed a distinct dual nature. Its "civilized" areas, those areas near starports, are large towns stand reminiscent of polity's level of technology and in its justice system. Away from these areas all semblance of control vanishes. The "outcountry" regions are where most of Asnik's residents live. Small farming communities bring in considerable credits by producing premium, unprocessed foods that are considered better tasting and healthier than anything produced in the Imperium or the Consulate. Another cash crop grown in the outcountry are what many worlds classify as illegal psychoactive plants or plant extracts. Despite the fact that growing, much less selling, these products is a capital offense under Malforgian law, the massive amounts of credits this trade brings in makes it worth the risk to some people. Smugglers and suppliers alike must go to great lengths to avoid detection when shipping their wares offworld.

Massina



FESSOR SUBSECTOR

Name	Location	Bases	Statistics	Trade Code	Travel Code	Allegiance	Gas Giants
Asnik	2517	N	B9768B4-9	Ga	A	PMM	
Kinth	2518	P	C745514-A	Ag, Ni	A		G
Magnef	2520		A453635-8	Ni, Po			G
Cadian	2611	P	C887A73-B	Hi	A		G
Dovakit	2613		D6688A2-7	Ga, Ri			
Seft	2614	P	C420611-7	De, Na, Ni, Po			G
Eiranok	2615		E312567-5	Ic, Lt, Ni	A	PMM	
Malforge	2616	N	B5339B5-A	Hi, Na, Po	A	PMM	G
Zarno	2712		CA86672-8	Ag, Ga, Ri			G
Zafinn	2715	M	C966B68-7	Hi	A	PMM	G
Esa'ndrea	2811		C675545-9	Ag, Ga, Ni		Zh	
Bromley	2812	M	B111770-B	Ic, Na	A		G
Fessor	2814	Z	BB98B14-A	Hi, In			
Sevlinith	2820		B1E45D5-9	Fl, Ga, Ni			G
Tisp	2920		D512300-5	Ic, Lo, Lt			G
Uradia	3013	M, P	B765872-A	Ga, Ri	A		G
Prispen	3014	P	E202566-6	Ic, Ni, Va	R	CE	G
Skadia	3015		C6D97B4-8	Fl, Ga		CE	
Lagoon	3018	M	C56A522-9	Ni, Wa			G
Rhodan	3020		C201400-9	Ic, Ni, Va			
Elizabeth	3111		X000000-0	As, Ba, Va	R		
Vanic	3115		C4A6431-8	Fl, Ga, Ni		CE	G
Cornath	3116	N, R	BA979A3-A	Hi, In	A	CE	G
Sieven	3119	R	C451454-8	Ni, Po			
Passage	3212		B574971-A	Hi, In			G
Tinta	3214		B451516-9	Ni, Po			G
Dralib	3215	M	C4445A2-7	Ag, Ni		CE	
Werten	3217	P	A343942-A	Hi, In, Na, Po	A		G

The outcountry regions are also home to those that just plain don't trust any kind of governing body. Any kind of external group that wishes to limit their actions or requires them to pay taxes to fund projects the group disagrees with draws their ire. These groups are armed sufficiently to ward off ground and sometimes air-based attacks. Once one of these "liberation factions" gets behind enough on their taxes, or is found guilty of grievous crimes, and requires an official response from the planet's Command Office, kinetic strikes from orbit large enough to wipe out the community soon follow. General Iataria, head of the planet's Enforcement Office, is the one that gives the order to devastate a community. He is aware that there's a fine line between a strike from orbit resulting in an increase in tax revenue and starting a rebellion; he is willing to let some communities continue in their "disloyal" actions if he feels an armed conflict will result. The number of orbital strikes against non-offenders has yet to result in anyone from the

State Militia receiving a strong punishment, despite the outcries of the planetary residents.

2611 CADIAN C887A73-B

The main world in the Cadian system, Seroth, offers breathtaking sky views with its rings. Couple that with its mountainous regions that offer exceptional snow-based recreation and its proximity to the Consulate and this world becomes a popular vacation destination for Zhodani citizens that want to take a vacation from the Consulate without going too far. Cadian's few laws and the lax enforcement of them makes it a welcome respite to those that want to get away from responsibility and duty. It's also these characteristics that make it a magnet for Imperial agents and criminals.

The Zhodani Consulate is absolutely sure that three of the smaller governments on Seroth and on the other planets and moons in the system were set up by Imperial agents, and they suspect another four had similar origins. The

Free Seroth Republic has managed to hold off troops from the Central Cadian Authority by being noisy more than by winning battles. Since tourism is one of the planet's chief industries, all the leaders from the Free Seroth Republic had to do to win independence was to draw attention to their plight. Mass cancellations by tourists was all that was required to get troops to be recalled. Incidents such as this have caused a number of other planets and stations to declare their independence from the Cadian government. It also makes it difficult for SORAG agents looking to gather accurate data on Imperial activity in the system.

With such lax enforcement of laws, a number of criminal organizations run their operations out of Cadian as well. The most common form of crime on Cadian is smuggling. Illegal narcotics bound for Zhodani space frequently pass through Cadian before continuing onward. Just after entering the Tlokrat system, a pair of Borderlands Secure Delivery's ships have been caught carrying Krystall a newly developed psionic-enhancing narcotic. Silver Fur, the vargr owner of the company, paid the fine and secured the crews' release, although the ships have been confiscated. Despite all Borderlands ships requiring a thorough search when they enter Zhodani forces, law enforcement suspects that the vargr's corporation is still getting narcotics into their territory.

2811 ESA'NDREA C675545-9

Originally settled by Imperial colonists fleeing the turmoil of the First Civil War, the garden world of Esa'ndrea blossomed from its original twenty thousand settlers to just over six hundred thousand sentients today. During the colony's first eight decades of existence, it traded peacefully with the neighboring Zhodani Consulate, despite the antagonism between the Consulate and the Third Imperium during the First and Second Frontier Wars. In the early 700s, the Zhodani Consulate integrated Esa'ndrea as a client state, before fully accepting the system as a member of the Consulate in 752 YI. Anti-Imperial sentiment, strong during the early years of the Esa'ndrea colony, still permeates Esa'ndrean society. Imperial citizens often suffer prejudice and, in certain regions on the planetary surface, passive persecution.

A sulfurous atmospheric taint makes the Esa'ndrean atmosphere dangerous to breathe without sufficient filtering, and likewise poisons much of the indigenous flora and fauna. However, advanced processing techniques capable of removing these sulfurous compounds have turned this otherwise poisonous paradise into one of the largest agricultural production centers in the subsector. Certain vineyards of Esa'ndrea are known for the exquisite quality of their azure wines. A bottle of Brazhe Vineyard's Cerulean Blush 3424.2 (1007 YI) holds the current subsector record for the highest price fetched in auction. The Zhodani free trader Captain Sevelriaqa placed the winning bid of MCr2.12 on behalf of an undisclosed bidder.

Like many worlds on the Consulate's frontier, piracy has significantly impacted Esa'ndrea's economy. With less than

a million inhabitants, planetary forces are simply insufficient to properly patrol space within the star system. Pirates raid transport ships, orbital and surface warehouses and even occasionally surface-based processing plants, seeking the quality agroproducts produced by the hard-working folk of Esa'ndrea. Although the pirates come in a variety of vessels, the Esa'ndrean World Council has begun to espouse the belief that the pirates are operating together as part of a coordinated effort under a mysterious leader known only as the Commodore. The Zhodani Consulate has been slow to address Esa'ndrean concerns, as military attention has been focused on political tensions escalating in nearby Spinward Marches sector. The only military traffic moving through the system has been to other Zhodani worlds and protectorates under more immediate threat from the expanding brutality of the People's Militia of Malforge. Local citizens of Esa'ndrea are growing resentful of both the expansionistic Malforge forces and the lack of support from the Zhodani Consulate as a result of their own growing plight.

2814 FESSOR BB98B14-A

Although it is not part of the Zhodani Consulate nor is it ruled by a Zhodani Corporation, Fessor is home to a Zhodani Naval Base. Being a hub of trade in the subsector, Fessor was once a constant target for piracy. It was, however, the rise of the People's Militia of Malforge that sent the ruling Drashung Corporation looking for outside protection. The treaty with the Zhodanis was highly unpopular in the system, but the corporation has assurances that as long as it provides services to the Zhodani fleet and cooperates with occasional simple requests the Zhodani fleet will secure the system. The treaty, however, leaves a few details undefined: the nature of the services and what "occasional" and "simple" mean to the Zhodanis.

Before the treaty with the Zhodani military, Fessor was considered the home of outlaws seeking a new start on life, away from any major government. It offered many humans and aliens with a checkered past a fresh beginning with no questions asked. Drashung Corporation claims that that will not change with the protection treaty in place. However, a number of people have gone missing. Fessor Today, the local holo vid news service, has run stories about Zhodani bounty hunters on the loose, taking people in for questioning, never to be seen again. The corporation claims that these people have moved on to other systems as is normal for life on Fessor and that the local media is fabricating a news story where one does not exist. Neither side has yet to provide any substantial proof.

Even though the Zhodani navy is suppose to be protecting Fessor from dangers such as the People's Militia of Malforge, representatives from those two governments have been meeting on Fessor. Rumors about Fessor serving as a weapons transfer point are circulating. The popular conspiracy theory going around the planet is that the the Zhodani ships will abandon patrol, the Malforge navy

will come in and quickly take over, and when the Zhodanis return, they will let Malforge keep the system. Naturally, representatives from the Zhodani military deny that this is part of their plans.

2612 MALFORGE B5339B5-A

The society on Malforge feels more like a fairly respectable social democracy rather than a dictatorship until you look just below the surface. At first glance, weapons laws appear rather lax. Citizens not only own but carry in public every kind of firearm from pistols and shotguns to semi-automatic rifles, as long as the weapon has a “gun snitch” installed. This device sends a message with the current location of the weapon to the local authorities every time a shot is fired. While the snitch is set to practice mode, firing the weapon outside of a licensed practice range results in the owner’s arrest. That charge, or the charge of firing weapon without just cause, requires a ten-year incarceration.

It is not only weapons charges that carry a hefty sentence. Offenses that are typically considered minor on other worlds, such as drunken disorderly, land a person in jail for a minimum of six months. What most visitors to Malforge do not understand however, is that offenses such as speeding or parking violations are completely ignored by law enforcement. While the government posts speed regulations and locations where parking should not occur, there is no penalty for ignoring these as long as no one else is harmed. So, the average Malforge citizen rarely interacts with the authorities. Even though punishments are steep for crimes, the public loves the police force because there is no harassment of the population on a day-to-day basis. The downside to this is that most people assume that the police are correct when they arrest someone, rarely believing that an arrest is accidental or without purpose.



Malforge uses an inquisitorial system of justice, where the judge questions witnesses, interrogates suspects, orders searches for further investigations, and declares the verdict and penalty. Guilt is assumed until strong evidence can prove innocence, and there is no appeal for non-capital sentences. Even then, the appeal is usually denied or the original judgment upheld. A rare overturned verdict results in either a decades long sentence or life without parole.

The people love General Tzalak, their military dictator. The economy was in shambles a generation ago when he seized power. Now his people prosper, exporting personal firearms and vehicle-mounted weaponry. So, whenever the People’s Army of Malforge lands troops on a world, running short on ammunition is an unheard of event. When two people were caught sending arms to resistance groups on Eiranok from factories on Malforge, the suspects were tried and executed. A frequent topic of conversation is a guess of how many other Malforge armory workers are undercover rebels.

3014 PRISPEN E202566-6

Even though the inhabitants of the largest dwarf planet in this system of dwarf planets were bombed into submission by the Cornathian Empire; even though the Cornathian Empire drilled into the core of one of the gas giant’s moons and detonated enough nuclear weapons to rip the moon apart, causing a navigational hazard; even though the people are being forced to live under an imposed military ruler; they are not broken. The people of Prispem have turned to open rebellion and use insurgent tactics to keep their oppressors at bay. Fortunately, the most productive diamond mines on the dwarf planet Sethric are controlled by the Prispem Children, the largest group of rebels. They have been trading their diamonds for weapons and supplies on Fessor. It has only been in the last year that gun runners have realized how well financed these rebels are and some more ambitious “business men” have been taking their wares directly to the customer. Most get stopped by the Cornathian Navy before getting close, but that does not yet seem to be a deterrent.

Although most of the Cornathian Navy’s ships are Imperium ships, the Imperium has been silent on their position in the conflict. Several rebel groups have sent delegates to meet with Imperium nobility and have yet to secure a pledge for assistance, humanitarian aid, or even a condemnation from anyone with considerable authority. But, they are continuing the effort; the remnants of the planetary government that are leading the rebels know that arms alone will get them only so far.

The Cornathian Empire has set up a command and control station in the middle of the system. This allows them a relatively quick response time to any reported engagements with rebel forces. The search for the rebel bases continues but their locations remain a mystery. The system has more than fifteen dwarf planets and the sole gas giant in the system has more than two dozen moons. With all the

mining installations throughout the system, many of which have underground facilities, the rebels can easily move ships from world to world to avoid getting caught.

With much of the system is in open rebellion, the majority of the people in this system simply want to live a quiet life in peace. That has been extremely difficult in recent years. Many people tried to leave the system for a life that involves less dodging bullets, but neither the rebels nor the Cornathian Empire want them to leave. Everyone from the educated to the low-skilled worker helps to facilitate their respective side, either by extracting some precious ore to sell, maintaining ships or simply growing food in the hydroponics domes. Losing people may mean the difference between allowing holding their own side's territory or spending precious money to import supplies that are not weapons. Some smugglers that bring in weapons try to leave with refugees. However, those that do are undergoing a dangerous operation.

3217 WERTEN A343942-A

Like many worlds in the Foreven Sector, Werten is home to several significant sources of barely-tapped natural resources. That was until 1064 when the Werten Prime Planetary Council voted to allow interstellar corporations to come in and mine the world. Since that vote, the number of mining operations exploded, the population swelled into the billions and the atmosphere has become soot-filled. With the Planetary Council struggling to keep up with all the changes, the planet's effective law level has slipped in a few places and the space in the rest of the system has become largely unmanageable. Crime in the system has become a significant problem.

To combat the problem, the Planetary Council has hired a number of private security companies to help maintain

control in the rest of the system. Even though the intra-system crime has dropped some, there are rumors that the security companies are supplementing their income by turning to piracy. No official complaints against the private security companies have been lodged in the Werten System, but Sieven, Lagoon, and Tinta, as well as a few worlds in the Querion Subsector in the Spinward Marches report pirate activities which ship markings consistent with several security companies based on Werten Prime's largest moon. Blacksky Security, the company most commonly reported in such rumors, denies any such involvement in illegal activities.

About a thousand telepaths from the Imperium arrived in Werten just over a year ago, requesting asylum. They all have outstanding warrants on various Imperium worlds for a number of somewhat serious crimes ranging from grand spacecraft theft to narcotics trafficking. The refugees claim these charges are trumped up, attempting to persecute the telepath population. Since their arrival, a number of bounty hunters have turned up, taking a handful of them away. Sherod Brown, one of the more prominent telepaths, has begun looking to hire her own bounty hunters to ensure the safe return of any captured telepaths.

With the Cornathian Empire a mere two subsectors away, the Werten Prime Planetary Council believes it is only a matter of time before they are the target of an invasion force. Gun runners are taking a complicated course to keep prying eyes away from their cargo. However, a number of the shipments have been intercepted in the Tisp system. With pirate activity so low in that system, it seems doubtful that these thefts were merely random.

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Beyond the Third Imperium's borders and in the shadow of the Zhodani Consulate lies the subsector of Fessor. Brutal warlords and savage space pirates take what they can while agents of major powers ply their trade in secret. With danger lurking behind every asteroid, how will you change lives? Will you seek your fortune or topple a dictator bent on domination? Will you wage a war or stop one? Will you bring peace at the point of a gun or by spreading ideas? Only you can decide.

Foreven Worlds: Fessor Subsector is an 11 page supplement for Traveller. Inside you will find

- * details of worlds and the people that make their way in this lawless region of space,
- * a detailed map of the subsector, showing political boundaries, locations of bases and much more,
- * and plot hooks for you to create your own campaign.

What destiny lies in your hands?

Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing.



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