

FOREVEN WORLDS™

Alespron Subsector



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FREE SECTOR

JON BRAZER ENTERPRISES



Alespron Subsector



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Foreven Worlds: Alespron Subsector

Special Thanks To: Marc Miller

This book would not be possible without the work he and many others have done throughout the years.

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INTRODUCTION

When I was originally laying out the Foreven subsectors, getting a sense of what the theme would be for each region, Russia was invading Crimea, holding fraudulent elections to make it “legal,” with the rest of the world not believing Russia’s claims about their lack of involvement. It made perfect sense to me that the Zhodani Consulate would expand their empire in the same way, and so the theme for Alespron Subsector was born.

SORAG, the Zhodani’s undercover political insurgent organization, spent years subverting the Torres Monarchy. When they finally assassinated the last of the royal line, no powers in the monarchy were willing to work together to restore order. The resulting civil war would have continued endlessly, if the Consulate had not sent in their warships to take over the worlds. Now these invaders are calling themselves “peacekeepers,” despite the fact that they caused the problem.

The new version of Traveller was released a little more than a month ago. When we first heard that there would be a new version, we dropped our other Traveller projects (of which there were two) and focused on Foreven Worlds. This subsector can be used with both editions (or just about any other version of Traveller) with little issue to your game. We hope to come back to those other projects (updated for the new version) sooner rather than later. However, we have a project we will be focusing on more in the near term: Foreven Worlds: Beta Quadrant. We will be compiling the first four subsectors released into a single printed book. This will form the basis for a number of other projects that are now in early stages, namely adventures and other books specific to Foreven Worlds.

Which brings me to a tough decision I had to make. As I mentioned above, SORAG is responsible for the collapse of the Torres Monarchy; however, we never outright stated that fact here (outside of this Introduction, that is). Somewhere

while creating the four subsectors we released to date, we decided that the details presented in subsector descriptions should be player friendly and not overtly contain spoilers that they could discover. So when Beta Quadrant is released, it will contain more Referee relevant parts such as a full timeline of events and an overview of the quadrant discussing the region as a whole instead of just one world at a time. This way we can discuss more secrets we have laced into the area more openly.

A couple of things to note regarding cartography: The Zhodani Consulate claims a number of worlds in this subsector as their own, but these claims are not yet widely recognized. As such, we showed those worlds on the map surrounded by a dotted Zhodani purple boundary, but we are not giving them the Zh designation in the table. Since the Torres Monarchy collapsed and the Consulate’s claim is not widely recognized, nor are the worlds integrated, we are listing the former Torres Monarchy worlds with an xTM designation, but with no boundary of their own. We hope that your players will give the Consulate substantial headaches in their attempts to bring these rebellious people under their rule.




If you have been apart of Foreven Worlds since the beginning, I just want to say thank you. This could not be completed without you. If this is your first time in the Foreven Worlds, let me just say welcome and we are glad to have you apart of this journey. Be sure to check out what else we have for Foreven Worlds, and if you enjoy this please tell us and your fellow Traveller friends about Foreven Worlds. We love hearing your stories about your game, and hope you will share them with your fellow Travellers.

Dale C. McCoy, Jr
President of Jon Brazer Enterprises
March 2016

BASE CODES AND MAP KEYS

N	★	Naval Base
P	×	Pirate Base
R	π	Research Base
Z	★	Zhodani Naval Base

POLITICAL CODES AND MAP KEYS

Zh		Zhodani Consulate
		Zhodani Consulate (not recognized by Third Imperium and others)
xTM		former Torres Monarchy
CoW		Coalition of Worlds

ALESPRON SUBSECTOR

Long before this territory of space was visited by any Vilani ships, Mareisa Alespron of the Second Imperium's Scout Service decided to name this subsector of space after her family instead of assigning it a number as per standard practice. This name was only supposed to be temporary, replaced when the subsector was properly mapped, but this detail was lost during the chaos of the Long Night. So when the Solomani arrived on the slow boat Realeza and colonized the center of the subsector, they colonized a territory of space that was already named, even if they were the first humans to set foot there.

Alespron subsector now stands in open warfare, having fallen into disarray when the last monarch of the Torres Monarchy, Princess Renee Sforza, was assassinated five years ago. The remnants of that shattered kingdom fight each other as well as the Zhodani military, which has sent forces into the region to quell the fighting and restore order.

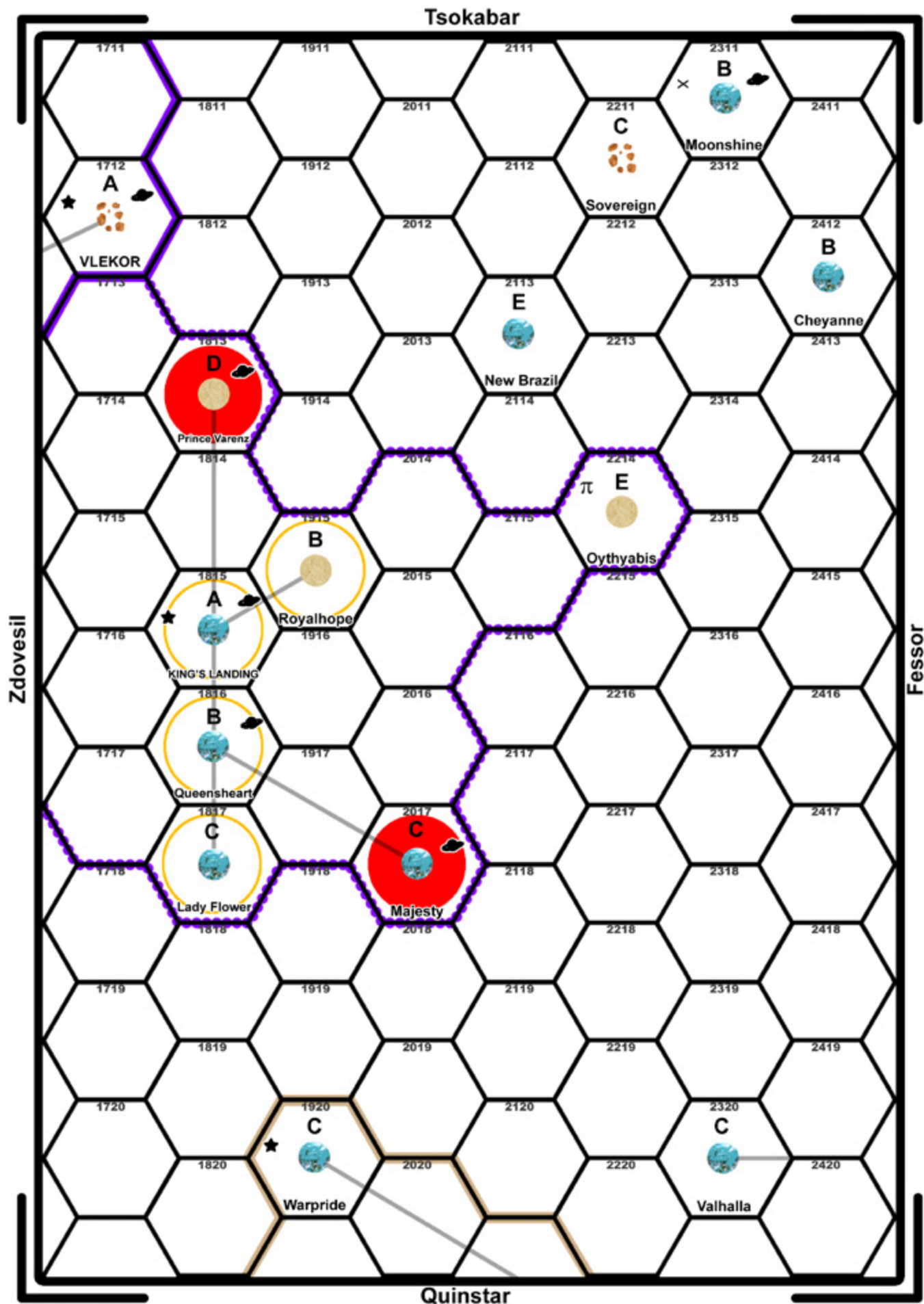
The fact that a small, poor, dry world with a tainted atmosphere is named Queen's Heart while the nearby planet of Lady Flower is lush and vibrant speaks volumes about King Alfonzo's marriage to Queen Beatriz. Comparisons between the old queen and the king's young mistress aside, Queen's Heart is nevertheless an island of normalcy within the turbulent sea of the former Torres Monarchy precisely because its mediocrity makes it an unappealing target. Under the skillful leadership of Corporación AgriGlobo, the people of Queen's Heart manage to wrest a comfortable (if not easy) existence from the soil. The high-quality starport, complete with highport capable of handling significant commercial traffic, is also run and maintained by AgriGlobo. If Queen's Heart can remain untouched during the war, the investors of AgriGlobo stand to make a fortune exporting food to King's Landing and other worlds within the cluster. Even Majesty, the breadbasket of the Monarchy, must import its food through Queen's Heart, and AgriGlobo is getting its pound of flesh from them via port fees and tariffs.

The vacation planet of Lady Flower is quickly becoming a ghost world. The oligarchs always felt that its pristine landscape should not be marred by any serious agricultural or industrial base, but when the monarchy fell, so did the livelihoods of most of the inhabitants. Those who remain here stay mostly for sentimental reasons, or because they cannot buy passage offworld. Food is scarce now, as is the means to import it. Fortunately, there are a decent amount of game animals to hunt, and weapons are one of the few things not in short supply due to the many hunting lodges here. The only benefit to life on Lady Flower is that the war engulfing the other worlds of the Torres Monarchy has largely missed this world (only a few assassinations took place shortly after the death of Princess Sforza), and its pristine beauty is still intact.

When a Solomani scout learned the history of a certain lonely planet, he recorded it on Imperial maps as Valhalla, after the Norse afterlife for warriors, even though the Sword Worlders that colonized this system centuries before knew it as Seivikstjarn (or Star of Remembrance). In some long-forgotten war, this planet hosted a pivotal battle costing the lives of untold numbers of Sword Worlders whose bodies were never brought home but instead buried here. A small settlement was established by the survivors to tend the graves and honor the memory of the dead. Over the centuries, others came here looking for a place to start over, from war heroes who needed to leave their old life behind, to divorcees with nothing to their name, to wanted criminals looking for a clean slate. Valhalla is now a place where you can come to find a new life. Many bounty hunters come in search of prey that has gone to ground here; most of them turn up in a shallow grave somewhere. Those who do manage to leave with their quarry tell tales of hostility and combat from the populace, even from communities who despise the wanted person. It truly is a planet for those looking to leave their old lives behind.

Freelance traders that like to make money could do worse than bringing weapons to Cheyenne and transporting refugees out. Twenty years ago, this system was far from a model of a stable, well-functioning government, but it was the way the Solomani and Villani people chose to live. All of that changed in a single night, when half the elected government was killed in several well-coordinated assassinations. That night became the government's justification for new laws and changes to the culture that were previously unthinkable, such as switching alliances and trading partners from the Imperium to the Zhodani Consulate. Over time, the people grew to resent their government, and when the Imperium did not intervene an armed revolt against the Zhodani-installed puppet government began. Serious fighting began four years ago, and since then nearly one-quarter of the planet's major cities are now heavily damaged or completely in ruins. The amount of displaced people looking to escape the fighting can fill any ship stopping on this world well beyond its capacity, but not many can afford the one-way trip off world. However, the real money comes from selling weapons and munitions to the rebels, since they control most of the planet's gem mines and have mining drones digging as fast as possible. Rumors persist of rebels augmenting their mining operations with forced labor, but these have not been substantiated.

Majesty, the main planet in the Majesty System, fed the entire Torres Monarchy as well as many worlds in surrounding subsectors. Even though its population is in the hundreds of millions, it has five times that many sheep and many more other forms of livestock. Average technology is not particularly advanced; however, it made use of farming



ALESPRON SUBSECTOR

Name	Location	Bases	Statistics	Trade Code	Travel Code	Allegiance	Gas Giants
VLEKOR	1712	Z	A100636-D	Ht, Na, Ni, Va		Zh	G
Prince Varenz	1813		D661767-9	Ri	Forbidden	xTM	G
King's Landing	1815	N	AA86A70-C	Ga, Hi, Ht	Unabsorbed	xTM	G
Queen's Heart	1816		B443713-9	Ag, Po	Unabsorbed	xTM	G
Lady Flower	1817		C568531-8	Ga, Ni, Ri	Unabsorbed	xTM	
Royalhope	1915		B3218A7-B	Na, Po	Unabsorbed	xTM	
Warpride	1920	N	C7759A5-A	Ga, Hi, In		CoW	
Majesty	2017		C986868-9	Ag, Ga, Ri	Forbidden	xTM	G
New Brazil	2113		E344842-9	Na		Na	
Sovereign	2211		C000412-C	As, Ht, Ni, Va		Na	
Oythyabis	2214	R	E862757-B	Ri		Na	
Moonshine	2311	P	B668671-A	Ag, Ga, Ni, Ri		Na	G
Valhalla	2320		C553422-9	Ni, Po		Na	
Cheyenne	2412		B553768-B	Po		Na	

technology and principles more commonly found on higher tech Imperium planets. Its food resources makes Majesty particularly pivotal for both the Zhodani and the Imperium, and both sides committed significant resources to the fight here. Of all the former Torres Monarchy worlds, Majesty is second only to Prince Varenz for the size of its Zhodani troop contingent, and it is widely believed that the Zhodani want this world to keep food flowing to the front lines if and when the Fifth Frontier War should break out. Conventional wisdom says the same is true for the Imperium, except that it wants to keep its hands clean, which is why it is smuggling massive quantities of weapons to the resistance instead of committing troops and formally declaring war. Those less cynical believe that the Imperium just wants to prevent mass starvation on the independent worlds.

To call Sovereign a waystation for refugee ships is quite generous: it was only a few years ago that this system was ignored by everyone except those who did not want to live by anyone's rule and mined the asteroids and comets of the system. (Technically, Farsthall Mining ruled the system, but the corporation did not care what happened as long as the miners met their quota.) Then civil war broke out in the Torres Monarchy and the refugee ships started coming. A few people stayed, but the orbital station did not have enough to house everyone from the first wave, let alone the constant stream of Humaniti that has been coming since. Farsthall Mining has told the miners to suspend normal operations and focus on mining comets for water and refining it into fuel for incoming ships, and then to sell it to refugee ships at a substantial markup. Not every ship can afford to pay for fuel, however, and those have become trapped in the system. Drifting on minimal power, these crews and passengers are hoping that someone comes along and helps them before they lose all life support.

1712 VLEKOR

A100636-D

After the Torres Monarchy collapsed and the region descended into a civil war, the Zhodani Consulate sent ships to help stabilize that area of space. Those ships launched from—and more than a few were assembled at—Vlekor. A little over fifty years ago, the Kliavzhdiav Mining Corporation received a special dispensation from the Consulate to start a colony with fewer people than is typical until the system proved financially stable enough to support anything larger. Twenty years ago it became self-sufficient, and now it is a mining company's dream: with an entire system of precious metals requiring minimal work to extract them; a single gas giant at the far edge of system for fuel; and an exclusive mining contract for another fifty years.

Vlekor's biggest problems involve a massive increase of the scale of mining operations there. No single hunk of rock is particularly large, and six million people now call the system their home. The Zhodani Consulate has directed Kliavzhdiav Corp. to mine minerals that will aid in construction programs here and in other systems, but the price of precious metals and the raw materials to manufacture semiconductors and superconductors is so strong that the corporation is choosing to ignore the directive and pay the penalty instead.

All of this has led to unauthorized mining becoming a notable problem in the system. Not only are non-Zhodani corporations and unassimilated citizens from Zhodani-captured worlds in Zdovesil subsector attempting to profit from the low security, but resistance groups from the Torres Monarchy have been caught pillaging resources as well. Talk of an unauthorized mining base in the system persists, but the existence of one has yet to be confirmed. Admiral Brazhieitliepr, the head of the small Zhodani fleet based out of Vlekor, has repeatedly stated that such rumors are

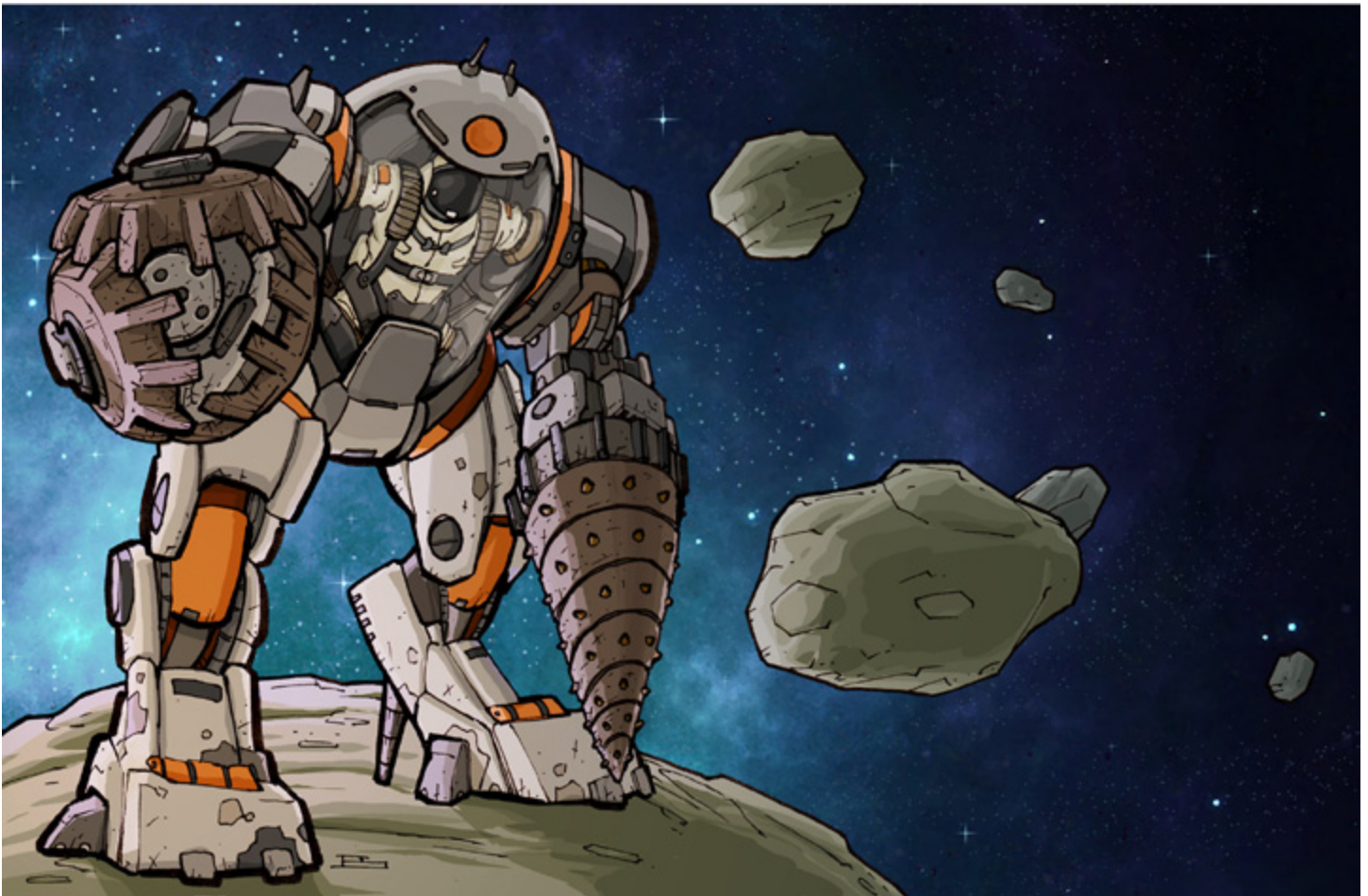
being started by rebels trying to get the Consulate to waste resources on a foolhardy search instead of focusing on pacifying the rebellious populations in other systems.

1813 PRINCE VARENZ D661767-9

“Social re-education prior to assimilation” is how the Zhodani describe their action in the Prince Varenz system. Imperial press and humanitarian observers call it “forced pacification.” Varenzian citizens and the now-toppled government do not mince words and simply call it an invasion, for this once-wealthy planet was the first within the Torres Monarchy to be annexed by the Zhodani and that occupation is still being contested. The military of Prince Varenz opposed the Consulate’s attempts to restore order but were forced to meet Zhodani forces with a divided front as they were fighting both the invaders as well as those trying to seize power in the civil war. Serious resistance to such a superior force did not last long, especially after Consulate warships destroyed all space stations and major orbital assets. Now martial law reigns supreme, supported by the Zhodani army and Thought Police, and the only opposition comes from a resistance force trying to make the occupation too costly for the invaders. “The Royal Subjects”, as they collectively call themselves, are paranoid that the Thought Police will capture one of their number, adjust them, and have the unwilling traitor lead the rest into a trap.

Prince Varenz’s tech level of 9 is hardly accurate. Before the civil war started, it was rated B, one of the more advanced systems in the Torres Monarchy. Now a bombed-out shell of its former self, the rating is just an estimate. Few know how much of the plant’s infrastructure can be fixed or salvaged, but that which survived is being put to use by the resistance. Underground industries have sprung up around manufacturing weapons and ammunition from scrap, cobbling together improvised psi-shields, feeding the rebels and tending to their wounded. The well-educated population, combined with a fiercely stubborn streak, means that most able-bodied have the know-how and drive to make the Zhodani forces pay dearly; a recent coordinated bombing of five re-education buildings on different parts of the main world has proven to both the occupying forces and the population at large that the resistance should not be underestimated.

A heavy blockade makes getting messages out difficult, but journalists cooperating with computer hackers have found a way to transmit reports using signals buried within the system navigation satellites. Ships that appear as otherwise normal military resupply vessels on long-range scans jump into the system, refuel at the gas giant, and jump out again as soon as the transmission is received. Imperial news services reporting on Prince Varenz have expressed fear that the Zhodani Consulate will declare the entire planetary



population “Irreparably Anti-Social” and commit genocide, but many in the Imperium believe these reports pure hyperbole for the sake of better ratings.

1815 KING’S LANDING AA86A70-C

The once-glorious capital of the old Torres Monarchy, King’s Landing is named for the landing site of the slow boat Realeza. King Alfonzo Torres, the founding monarch, chose this world as his capital because of its beauty: the spectacular colors of the orange-red sun produce the most amazing sunsets, and the light reflected from the planetary ring afford the moonless world illumination into the night. But King Alfonzo would not have been happy to hear that in the centuries that followed, his descendants ordered the enslavement of many Solomani, most notably those of German descent; that his kingdom became cruel and oppressive; and that it finally ended with the assassination of the last of his line.

With no clear line of succession after Princess Sforza’s assassination, the Torres Monarchy was thrown into chaos. The Royal Armed Forces tried to reestablish control to prevent a panic, but this failed because the Monarchy’s military relied heavily upon its noble houses to provide troops—the same noble houses who are now in open warfare amongst each other to gain control of the Royal Seat. With few exceptions, the nobles’ militaries care less about the civilians than they do about their patron’s power.

Ships that once routinely carried goods between the Torres Monarchy and the Third Imperium are cramming as many refugees into their holds as they can carry. Space in a low berth unit is going for extremely high prices, and being awake for the trip costs a typical family their entire life savings. Even that does not guarantee safe passage, since various noble houses have taken to shooting down refugee ships as a way of discouraging people from leaving.

1915 ROYAL HOPE B3218A7-B

So named due to King Alfonzo’s frequent use of the phrase “It is our sincere hope that you see the error of your ways” as he sentenced prisoners to exile there, this unpleasant little world is a penal colony for the Torres Monarchy. Although originally used as a way to disappear political prisoners and troublesome German slaves without killing them, it soon became a dumping ground for people too troublesome to allow at large in society but whose crimes were not so heinous that they deserved death. However, the technological requirements of keeping prisoners alive on a planet with low gravity, little water, and a tainted atmosphere were expensive, so the Monarchy put them to work. A meritocracy rapidly developed among the prison population, with the more intelligent and skilled inmates taking charge of essential tasks and delegating lesser duties to those who had yet to prove themselves, and as competence was demonstrated, an “executive class” of prisoner began to emerge. Taking note of this, and drawn to the cheap labor, many corporations from King’s Landing set up shop there.

Poised to become an industrialized, high-technology world within the next few generations, the future for Royal Hope looked good: a Class B starport and orbital infrastructure manufacturing starships and other components, and a lower planetary gravity reducing much of the machinery needed for construction and heavy industry. The prisoners even have a form of self-rule, wherein a trustee can be appointed Planetary Warden (with the approval of the King’s Landing judicial review board) once his sentence is served. However, all of that changed five years ago, when the visiting Princess Renee was assassinated by trustees.

Multiple generations of prisoners have resulted in children who committed no crime yet were trapped on a penal colony. The Monarchy chose to simply declare all such children non-citizens with no right to freedom due to guilt-tainted blood; only a select few (such as the Warden) are granted citizenship via accomplishment. This policy only encouraged the youth to rebel against their captors, and the presence of political dissidents plus a technological base capable of manufacturing large ships filled with explosive fuel makes for a spectacular and terrifyingly effective rebellion. Since they have tasted blood—royal blood, no less—the disenfranchised generation of Royal Hope have been downright chaotic. A few ships that were the property of the Warden were stolen, filled with prisoners that had never before tasted freedom. Since those early days, few ships have landed on the surface; resupplies arrive via orbital drop while manufactured goods depart the surface by heavily armed troops. Satellite photos reveal that the prisoners are building something in secret: possibly their own ship capable of leaving the surface, possibly even jump capable. News reports talk of intercepted transmissions by the rebels asking the Zhodani military for assistance. Only time will tell what the new face of Royal Hope will be—but time is one thing the former Torres Monarchy does not have.

1920 WARPRIDE C7759A5-A

Refugee ships fleeing the Torres Monarchy civil war and subsequent Zhodani Consulate takeover are traveling to every world within reach, and Warpride is no exception. The Monarchy once targeted this system for conquest 40 years ago; now that her people are in need of help, the people of Warpride and their leader, General Makanos, are only too happy to return the unkindness. Most of these ships are chased to the edge of the system by Warpride system patrol craft, but rumors persist that a few are allowed to land because they are also carrying munitions as trade goods. With the General’s tight reign on the press, it is not widely known what happens to the refugees once they land.

A member of the Confederation of Worlds but also the one furthest from the Avalar Consulate, Warpride has little direct interaction with their alliance’s trading competitor. The younger generation finds high-tech goods from the Avalar Consulate appealing, in spite of (or perhaps because of) the government and the elder generation’s dislike of their neighbor. Goods from the Avalar Consulate can be found

on the black market for extremely high prices, and therefore their scarcity, difficulty to purchase, and the cultural negativity towards such gadgetry make them the hot items that every kids wants.

Most of the structures on Warpride are integrated with the ruins of an ancient civilization that once lived here. Darrian archeologist Professor Nadehmu wants to study the ruin sites that have not yet been disturbed. The Warpride government has not said outright that they are refusing to issue a permit to his team, but Nadehmu has encountered enough problems dealing with them that she believes they will not agree to allow her expedition here as long as she is the face of that expedition. She is looking for a partner, someone who shares her passion for unearthing the truth of these ruins, who may be more acceptable to the Warpride government.

2113 NEW BRAZIL E344842-9

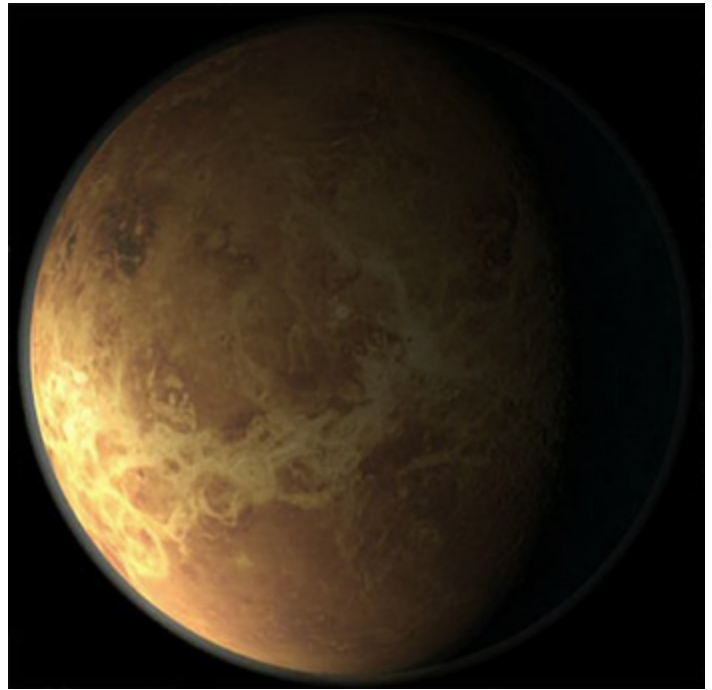
New Brazil is a world pushed to the edge of chaos: low gravity and a thin, tainted atmosphere make it inhospitable to begin with, but the sudden influx of refugees fleeing the war in the Torres Monarchy have stretched its limited resources beyond sustainability. Now with a population of hundreds of millions, crime is on the rise as well-armed factions fight each other for food, territory, or just out of the sheer frustration born of overcrowding.

The police have all but given up fighting crime and instead have been drafted into a planetary militia whose main concern is preventing open warfare between various gangs. If order is not restored quickly, complete anarchy is all but assured; however, the only way to prevent this is to institute martial law, which is a step the Planetary Council is not yet prepared to take. If they wait too long, however, many fear the radical arm of the Brazil For Brazillians (BFB) party will take the decision out of their hands: a leaked government report says that the militia is plotting to destroy the planet's sole starport. Without it, the report states that the BFB believes the refugees from the Torres Monarchy will be forced to go elsewhere.

Merchants are currently making good money importing food for the hungry masses (as well as weapons and ammunition to the gangs). Ship captains can practically name their price for transport to another planet, although most of those who could afford such tickets have already departed. Those who are left are either too poor to buy a ticket, too invested in the system to leave, or are waiting to become warlords once the system finally collapses.

2214 OYTHYABIS E852757-B

Clustered around Oythyabis's largest body of water on this desert world lies a single Droyne oytrip (community) numbering around 10 million, and its inhabitants jealously guard this valuable resource. Formerly a frequent stopover between the Torres Monarchy and the Imperium, the Droyne of Oythyabis now use armed escorts to keep refugee ships



away and redirected towards New Brazil or Cheyenne. When force is required, a Droyne warship trumps the desires of a refugee liner.

The source of this near-xenophobia stems from the presence of a former Imperial Research Station that “studied” the Droyne of Oythyabis. As the planet was outside of the Imperium, the Droyne were not Imperial citizens, and therefore had no legal protection or right of redress. It is not known whether something at Research Station Xi went terribly, horribly wrong or succeeded beyond the scientists’ wildest dreams, because a city-state full of peaceful stargazers turned into a militant society that killed the researchers, destroyed the laboratories, claimed their ships and started producing arms and materiel as if on a war footing. Few believe that the Oythyabithians will suddenly take an interest in expanding their holdings, but a number of nearby worlds are developing possible defensive strategies and some are considering a first strike.

The Zhodani Consulate has annexed the planet, but rather than occupying it and attempting a forced pacification as they are doing in the former Torres Monarchy, they are attempting to establish diplomatic relations with Udsoythsa, the Oythyabithian Leader of Leaders. Results are slow due to the Droyne’s distrust of Humaniti, but the higher tech level of the Zhodani, combined with the actual respect their diplomats have for the inhabitants, have yielded promising results. Rumors are circulating about negotiations for a proposed Zhodani military base on the planet, giving the Consulate the ability to launch a two-pronged attack on the former Monarchy or the Fessor subsector—possibly with Droyne warriors fighting at their side in Zhodani-made battledress.

2311 MOONSHINE**B668671-A**

Much like Sovereign, Moonshine was settled over four centuries ago by people who wanted to be free of onerous government. Today a series of small cities and towns are spread across the islands on the main world and on the various moons orbiting the gas giants in the system, with each responsible for their own rule. Due to this extreme balkanization, when a resident of one town commits a crime in another the culprits seldom face justice. With hostile attitudes and lack of cooperation between these settlements, theft and other crimes have become more prevalent. Criminal activity here has been increasing in frequency and intensity for the past thirty years such that the inhabitants have begun seeking things to steal in other systems. While it has not yet been officially declared so by Imperial map makers, Moonshine houses several pirate bases.

Honest work can be found here—if you count narcotics manufacturing, robot reprogramming, and selling merchandise not obtained from official distributors as

honest. The only semblance of law enforcement in this system are bounty hunters seeking rewards posted by families, individuals, and drug kingpins, but with laws so difficult to enforce here, the bounty hunters end up harming more people than they catch. Most bounty hunters end up having their own wanted posters, with bounty hunters hunting them.

The refugees coming from the Torres Monarchy that stop here have been greeted with an outstretched hand...with the other hand picking their pockets. Those with little more than the clothes on their back are getting even that much stolen. Most such victims do not realize that they are getting worked over until they have nothing left except the ship they came in on, if that. By the time the refugees realize that they are being stolen from, they do not have enough to hire a bounty hunter to get their few possessions back.

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Assassination ripped apart the very fabric of the Torres Monarchy and sent all of Alespron Subsector into disarray. When the Zhodani Consulate stepped in to restore peace, they only galvanized the region into resisting with all their might. Those that dare to oppose such a powerful military do so at their own peril. Will you make the difference between life and death for the poor refugees that flee the fighting or will you take up arms? Will you help a people to win their freedom and restore order? Will you be the one that forges new alliances between old enemies to resist a far greater power? Only you can decide.

Foreven Worlds: Alespron Subsector is an 12 page supplement for Traveller. Inside you will find

- * intricate details for 7 worlds of this subsector and the people that survive the war-torn hellscape of the former Torres Monarchy,
- * an overview of all the other planets in the subsector,
- * a detailed, full-color map of the subsector,
- * and plot hooks for you to create your own campaign.

What destiny lies in your hands?



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