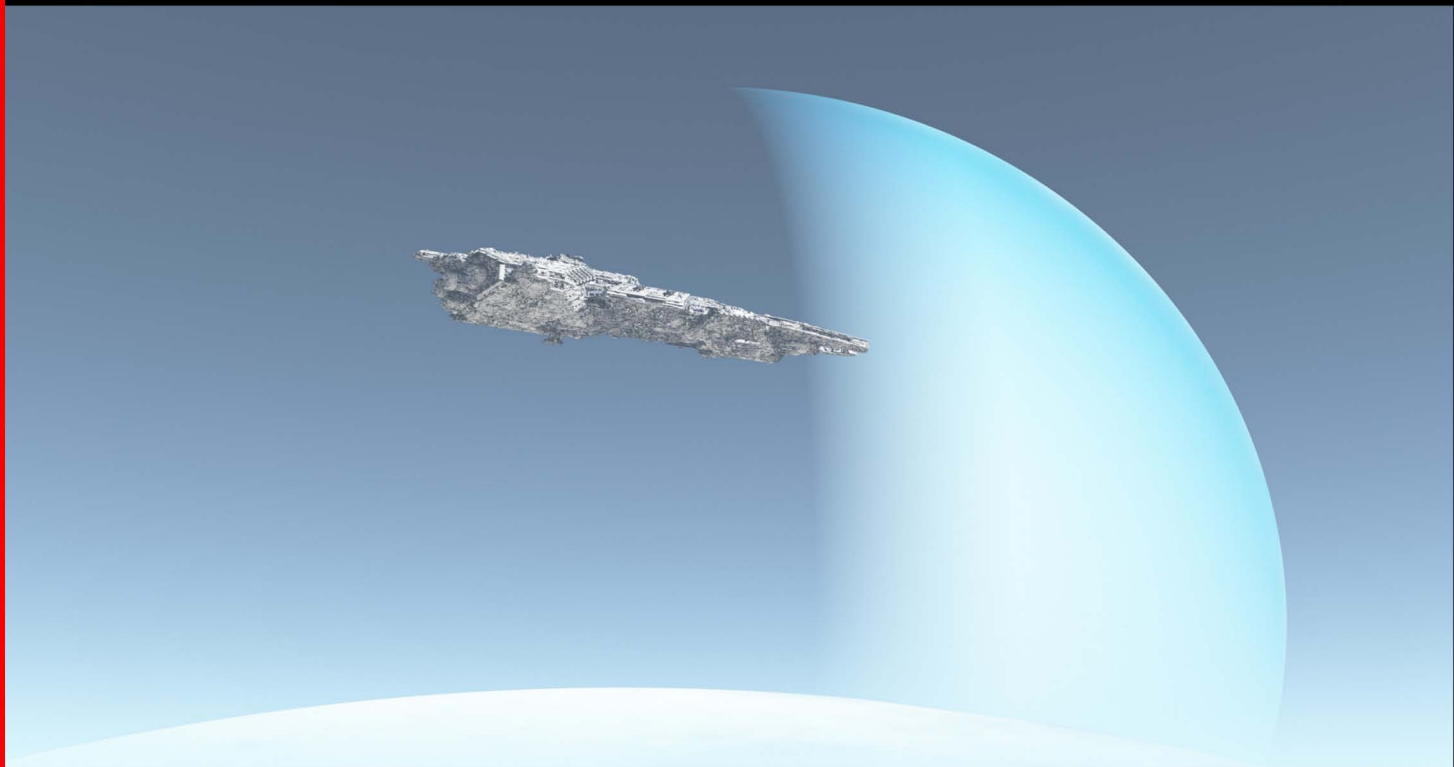


Subsector Sourcebook 1

Cascadia



CASCADIA

TRAVELLER 
Compatible Product

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

Subsector Sourcebook 1: Cascadia

Cascadia

A Subsector Sourcebook From Gypsy Knights Games

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Subsector Sourcebook 1: Cascadia

About this book

This book is intended to provide a Traveller Referee with a subsector full of adventure for his or her players. It can be used as an adjunct to an existing Traveller game or be used as the basis of a new campaign.

This book, as it is presented, is largely setting neutral. That is to say, it is not connected to any existing setting that has been so far produced for Traveller. A Referee can, of course, in the privacy of his/her own home, add this subsector to any number of existing settings or sectors. Alternatively, it can be used simply as it is presented and provide a useful background. Indeed, it is our hope that we can save Referees a certain amount of preparation time by providing a subsector upon which he/she can base his/her storytelling.

However, in this supplement there will be general references which will lead into and connect with other Gypsy Knights Games source material. Additionally, many future Gypsy Knights Games products will refer back to this book, this subsector, and these worlds. Astute readers will realize this means that we are slowly building a Gypsy Knights setting.

At any rate, whether you choose to use the Gypsy Knights setting or not, we hope that this product can provide you and your gaming group with hours of fun and excitement.

The book contains information that has seen print before in numbers 1 through 12 of our Quick Worlds series. Some of that information has been changed, better detailed, or adjusted in light

of further review. In addition to that material, we have included eight other worlds that have never before seen print.

In some places, you may note that not everything is detailed. This is entirely intentional and is done to allow Referees a bit of leeway with each world.

The Shaded Areas

For the most part, the information concerning the systems, planets, governments, and people of the Cascadia subsector is presented in the manner of a travelogue. A largely neutral voice, along the lines of a guidebook, gives you the general idea of the subject matter.

In these shaded boxes, we talk directly to the Referee and the players as opposed to the travelogue writer speaking neutrally to your characters. So in places where we feel you need more detail, where we feel the need to let you in on something, or simply to point out a possible adventure idea, you'll see these shaded boxes.

The text gives a general view of each system. This is, by necessity, a broad generalization. In every culture, there are those who do not go along with the established norm. On a world of millions or billions of inhabitants, keep in mind that some will simply not fit into the outline we are detailing. Referees are advised that, while the overall culture might fit into these descriptions, a realistic portrayal will have variations from NPC to NPC.

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In addition, the Gypsy Knights setting upon which we are working will feature colonists traveling to these worlds and bringing their distinctive culture and history with them. One will no doubt note this recurring theme throughout this book. Referees using a different setting, whether their own or another published setting, can feel free to modify or ignore these references.

For instance, in our setting, Fairfax will have been settled by Americans from the southeast United States and Kyiv has been settled by Ukrainians. However, one should not simply assume that the cultures are exactly the same as the originating region. Over time, the cultures and values of Fairfax changed from being Americans to being Fairfaxian.

Level of Detail

Something each reader should keep in mind when reading this book is that we are only giving a general look at each of these worlds. There are definite reasons for this.

First and foremost is time and space. We simply are not going to cover these worlds down to the minutest details. It would be impossible.

Each of these worlds could have an encyclopedia set devoted to all of the plant life, animal life, and so forth. We are simply not going to delve into that kind of detail.

In addition, we want to spark the Referee's imagination not think for him/her. We want to be sure that we give the Referee inspiration and room to move rather than create a rigid and unbendable background.

About the Author

John Watts is the owner and president of Gypsy Knights Games, a third party, small press publisher creating supplements for the Traveller role-playing game. John is married to his wonderful wife, Wendy and lives with three cats, Ariel, Moneypenny, and Felix. He is a fan of many science fiction authors, the James Bond books and films, Blake's 7, Star Wars, Star Trek, Firefly, and football.

John has been the Referee of a continuing Traveller game since 1985 when he discovered the game. He has written a Traveller adventure "Winter of Discontent" which was published in the Journal of the Traveller's Aid Society by Steve Jackson Games in 2005. In February 2011, he founded Gypsy Knights Games. Since then, he has written 12 books in the "Quick Worlds" series, a Traveller career track for medical personnel, and 21 Plots (a book of varied gaming situations for adventures in Traveller).

About the Gypsy Knights

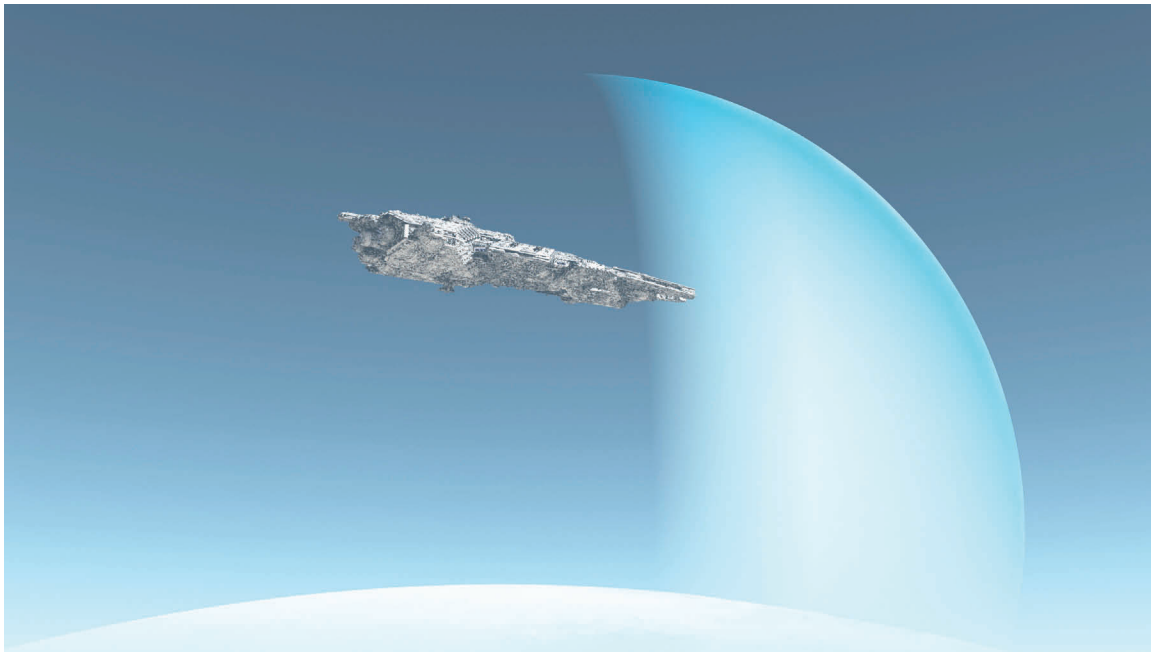
The Gypsy Knights are a gaming club based in the southeast United States. The club started around a game of Traveller at a hobby shop in Chattanooga, Tennessee called The Royal Tiger in 1991. The group formed the core of the crew of the merchant ship Gypsy Rose. At the end of that campaign, one of the group, Alan Mullican, coined the name "Gypsy Knights". It stuck.

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Since then the group has spread out across the southeast US, played many other games and campaigns, and has thrown some fantastic parties at several conventions (you may remember us at Magnum Opus Con or Sci Fi Summer).

Now we have moved into a new phase that of creating products from some of those Traveller

campaigns over the years. Our goal is to provide the "spark" for the imagination of a Referee, who can then go on to carry that flame to his/her gaming group. We hope our products perform this task.



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The Cascadia Subsector

Hex	Name	UPP	Trade Codes	Data	Star(s)
0103	Megara	C9887B7-D	Ag Ga Ht Ri	321	G4 V
0104	Nyahururu	C6628A7-C	Ht Ri	623	G0 V
0105	Fairfax	A685745-B	Ag Ga Ri	530	K4 V
0107	Monroe	A745988-D	Ga Hi Ht In	920	MD MD
0202	Catalunya	B788844-D	Ga Ht Ri	531	G2 V
0205	Roskilde	B7988D8-A	Ga	934	G3 V
0208	Hendershot	A866748-D	Ag Ga Ht Ri	501	K0 V M5 V
0307	Slaren	C665615-C	Ag Ga Ht Ni Ri	213	G3 V
0308	Gagnon	A7667A5-E	Ag Ga Ht Ri	624	G9 V
0405	Chance	A200612-E	Ht Na Ni Va	200	MD
0408	Campbell	A556886-D	Ga Ht	511	G3 V
0503	Kyiv	A6638AA-F	Ht Ri	623	F0 V
0605	Dimme	C786842-A	Ga Ri	703	G0 IV
0610	Joseon	C767647-D	Ag Ga Ht Ni Ri	502	F4 V
0704	Antryl	B467655-F	Ag Ht Ni Ri	222	K6 V MD MD
0705	Cascadia	A688846-F	Ag Ga Ht Ri	314	G2 V
0706	Tlix	A665653-D	Ag Ga Ht Ni Ri	324	G8 V
0708	Marlowe	C000645-E	As Ht Na Ni Va	200	M9 V
0709	Talca	A576557-D	Ag Ga Ht Ni	632	F2 V
0808	Yangon	B8847BA-C	Ag Ga Ht Ri	824	G5 V

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Overview

The Cascadia subsector is an area of space 8 parsecs wide and ten parsecs long. Within this space are located twenty inhabited solar systems. Each of these systems is named after the primary planet in that system. Each of the hexes on the map represents a parsec of space.

Located at the top of each hex is the class of starport one can expect to find at this destination. Systems containing gas giants will have a small representation of the gas giant in the top right corner. Centered in the hex is a representation of the world itself. Below this representation is the name of the system.

So what's in the blank hexes?

The short answer is "anything you want". When the original concept for hex maps came along, the idea was that there would be nothing there. Many Traveller Referees still follow this.

Our position is that there are things out there, but nothing that the makers of the maps felt needed to be noted. Star systems without inhabited planets. Wandering planets. All manner of things.

Of course, as a Referee you are welcome to put things in the empty hexes as you see fit. However, it should be noted that we have placed the worlds where we have for certain reasons. As usual, feel free to ignore those but be aware that some of the background material may lose some of its punch.

The Regions

The Cascadia subsector is sometimes divided into regions. These regions are divided by their ability to be reached by means of a jump-1 drive. Although all of the worlds presented here will have a much higher tech level than that, the region designations are still shaped by that assumption.

The Fairfax region contains the Fairfax, Roskilde, Nyahururu, Megara, and Catalunya systems. Megara and Nyahururu both have C-class main ports, while Catalunya and Roskilde have B-class ports. The lone A-class port in the region is located at Fairfax.

The Gagnon region contains the Gagnon, Hendershot, Campbell, and Slaren systems. Only Slaren has a C-class port, while the others are served by A-class ports.

The Talca region contains Talca, Marlowe, and Yangon. Talca has an A-class port. Yangon has a B-class port and the Marlowe Belt has a C-class port.

The Cascadia region contains Cascadia, Tlix, Antryl, and Dimme. Cascadia and Tlix have A-class ports, Antryl has a B-class port and Dimme has a C-class port.

Sitting outside the regions are Monroe, Chance, Kyiv, and Joseon. Of these, Chance is often the most important as a jump-2 bridge between the Gagnon and Fairfax regions and the Cascadia region.

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Megara (Cascadia 0103) C9887B7-D

System Details

Megara is located in the fourth orbit of its star, Attica. Attica is a G4 V yellow main sequence star. Megara orbits Attica at a distance of about 0.998 AU (149.7 million kilometers or 93.012 million miles).

The system has one gas giant named Creon. Creon orbits Attica at a distance of about 0.2 AU (30 million kilometers or 18.6 million miles). Creon has a blue color with extremely powerful storms that take on an ever deeper blue.

There are two planetoid belts in the system. The first is the Salamis Belt which orbits Attica at a distance of about 0.39 AU (58.6 million kilometers or 37.03 million miles).

The second is the Kineta Belt. The Kineta Belt orbits Attica at about 0.71 AU (103.5 million kilometers or 64.31 million miles). The Kineta Belt is home to an extensive mining operation and about 22,000 miners.

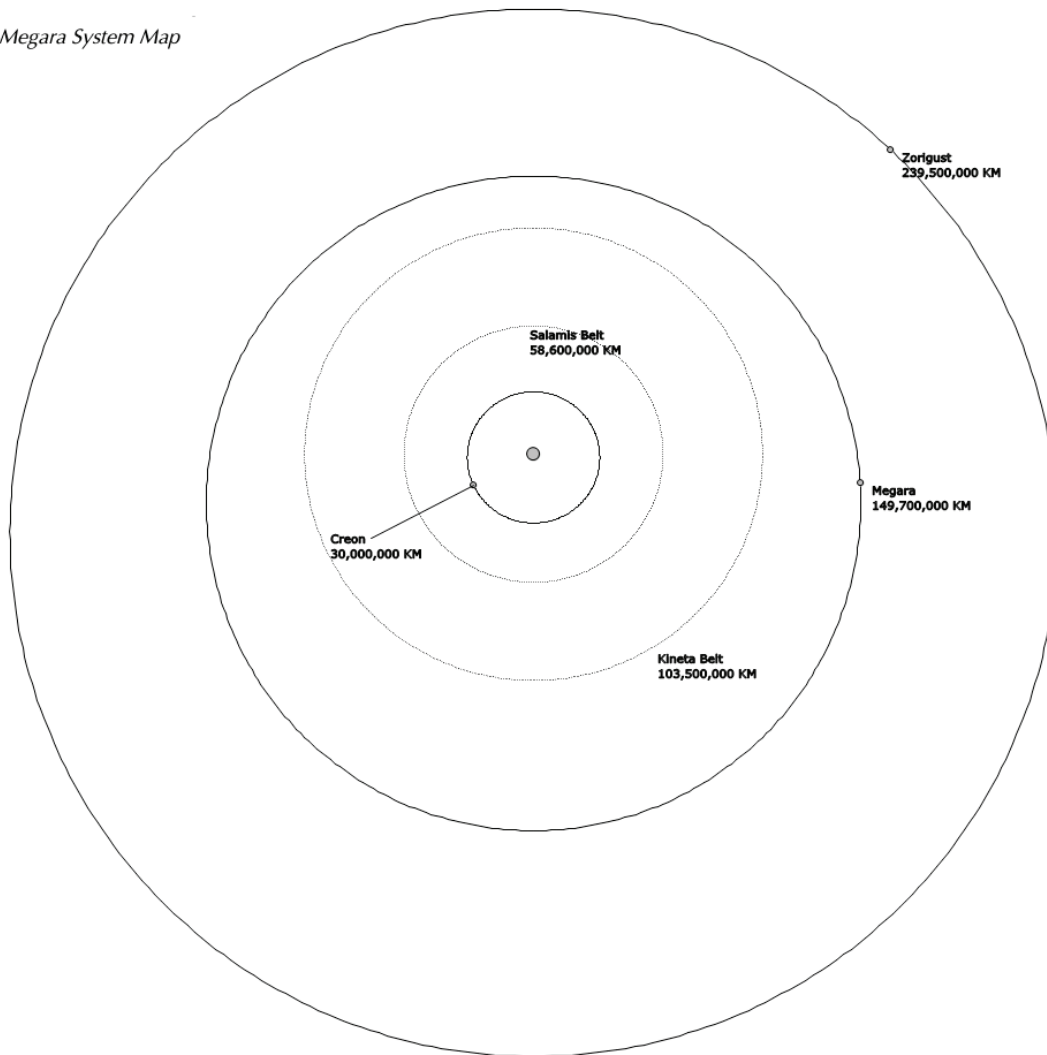
There is a rocky body located in the final orbit. Called Zorigust (after one of the original colonists who died in transit), it orbits Attica at a distance of about 1.597 AU (239.5 million kilometers or 148.8 million miles). Zorigust is uninhabited.

The Megara System

Primary	Attica	G4 V
0.2 AU	Creon	Small GG
0.39 AU	Salamis Belt	X000000-0
0.71 AU	Kineta Belt	C000468-C
0.99 AU	Megara	C9887B7-D
1.59 AU	Zorigust	X400000-C

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Megara System Map



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Physical Data

Megara has a diameter of 14560 kilometers (9100 miles). Its molten core gives it a density of 0.98 standard. Megara has a gravity of 1.1 standard.

Standard?

What, you may ask, is all this "standard" business in the physical data? This goes back to the background setting we are building. We are making the assumption that all the settlers of these worlds came from Earth. Therefore, all of the measures as to what the density, gravity, atmospheric pressure and so forth are measured in "standard Earths" or just "standard" for short.

Megara has one moon named Heracles. Heracles orbits Megara at a distance of about 45500 kilometers (28272 miles). Heracles has no atmosphere and no inhabitants.

Megara has an orbital period of 371 days. The locals refer to this period as an Olympiad. An Olympiad is divided into 10 periods (called Metons) of 37 days each. These Metons are known as (in order) Hekatombion, Metageitnion, Boedromion, Pyanepsion, Maimakterion, Poseidon, Gamelion, Anthesterion, Elaphebolion, Munychion, Thargelion, and Skirophorion. The remaining day is known as The Day of Games.

Megara has a rotation period of 24 hours. This is referred to by the locals as a "day".

Atmospheric Details

Megara has an atmosphere consisting of 79.6% nitrogen, 18.8% oxygen, 0.71% argon, 0.37% carbon dioxide, and the remainder made up of several trace gases. The air pressure at sea level is 1.98 standard.

Megara is a somewhat cool world with an average equatorial temperature of 17 C (62.6 F) during the day and 5 C (41 F) at night. Polar temperatures during summer average at -40 C (-40 F) during the day and -39 C (-38.2 F) at night. In winter, the polar temperatures drop to -74 C (-101.2 F) during the day and -86 C (-122.8 F) at night.

Hydrographic Details

While 78% of the planet's surface is water, most of it is frozen solid. Most of the land which is above sea level is covered in ice. Only a band along the equator remains above freezing all year long.

This arrangement of ice and land mass has formed four distinct seas: The Iolian, the Galanthian, the Lernaean and Bart's Sea. The largest of these is the Iolian Sea. The Iolian Sea stretches east to west some 14355 kilometers (8919.7 miles). The smallest, Bart's Sea, was named after one of the original colonists who drowned there not long after the original settlement was founded.

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Geographic Details

There are three continents on the planet which stretch north to south across the surface. The first to be settled was known as Nekuia (to keep with the ancient Greek theme of the colonists). This was quickly changed to Thornfeld, after Bart Thornfeld, the first colonist to die on the planet.

Thornfeld almost forms a “u” shape as it is actually two subcontinents which have collided to create this landform. Much of the southern part of the continent is taken up by the ridges of the Olympus Mountains. These mountains are quite high. The average height of the peaks is 7400 meters (24278 feet).

The equatorial area of the world is the site of the original settlement, Petersburg. The city was named this after the death of

the leader of the expedition to the world some fifty years after settlement. The original name, Wemadeit, was rejected in favor of the new moniker honoring the expedition leader.

Across the Galanthian Sea lies the continent of Augeas. Named after the stables of the Herculean myth, the continent was found to be inhabited by several large herd animals. The large creatures, called Betas (after a letter designation), solely inhabited the plains. Now the plains are shared with the millions of inhabitants of the cities of Thebes and Iphicles, as well as the downport.

Traveling east across the Iolian Sea is the continent of Norant. Norant is mostly a chain of mountains extending along the sea

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from ice sheet to ice sheet. The Norant range of mountains splits the two cities of Alkaios and Amphitryon. A shared downport inhabits one of the coastal plateaus.

Population Details

Megara is home to about 30 million people. Most of this number lives in one of five cities, but there are a few isolated settlements of less than 20,000 people. The majority of these smaller settlements are scattered in the valleys of the mountain ranges.

Government Details

The current ruler of Megara is Alfred Musonda, the grandson of a former dictator. Musonda's grandfather Terrance Rajan was an elected leader who simply refused to give up power. Rajan used military force to stifle opposition and then held power for forty years.

Rajan's daughter, Sara, married General Lawrence Musonda of the Megaran Security Forces. General Musonda died a few years after the birth of their son, Terrance. Terrance Musonda has now taken over rulership of the world from his palace located in the heart of Petersburg.

Musonda maintains the title of President, but there are no elections and his will is law. However, he lacks the charisma and force of will that his grandfather (or, indeed, his father or mother) had. The people, particularly those further away from Petersburg, are growing restless.

Legal Details

Musonda's security forces keep a close eye on most activities of the average citizen on Megara. However, as his power slips, so too does the ability of the security forces to keep watch over everyone.

Narcotics, medicinal drugs, and alcohol are all illegal for the average citizen to possess. Of course, Musonda does not feel this applies to him or his upper echelon. Weapons of any kind are illegal for citizens and visitors to Megara as well.

Citizens of Megara are allowed to leave the planet, but must register their destination, why they are leaving and consent to a detailed search of their person and belongings. Visitors to the planet must consent to the placement of a tracker on their body so that security forces can keep up with their movements.

The Situation On The Ground

All of what is stated above is true in that those are the policies of the Musonda government. What is actually happening is somewhat different. Security forces only actually control the city of Petersburg and the starports to this degree of efficiency.

The other cities are already beginning to slip from the President's control. Movement in one of the other cities, while theoretically tracked, is not going to be nearly as impeded.

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Cultural Details

Perhaps the most famous (or infamous) item known about Megaran culture is the drink Beta Blood. It is, largely, exactly what it sounds like it is: The blood of the beast named Beta. In truth, it can be a varied drink depending on the city in which one orders it. Each city takes a certain amount of pride in their version.

The Beta is a large 4-legged beast similar to a very bulky yak. Many of the original settlers compared it to hairy rhinoceros. An adult Beta stands about 1.75 – 2 meters tall (5.75 – 6.5 feet) and about 3.5 – 3.9 meters (11 – 13 feet) in length. Their head features a single horn from 10-20 centimeters (3.9 – 7.9 inches). Their body is covered with thick, shaggy hair which protects them from the cold. An adult Beta can weigh up to 4000 kilograms (8818.4 pounds).

Betas travel in herds of up to 600 animals. While they may often appear docile, they are very temperamental and can attack without warning. These attacks can come either from a charge with the horn facing forward or simply a trample. They are also often somewhat skittish and when one beta moves to attack, the others will sometimes leave him to fight the battle for them or all join in a mass attack.

That being said, betas can also be an excellent food source as well as a useful pack animal. In addition, they provide the source of Beta Blood.

Beta Blood is more than simply the blood of the animal. While the drink does consist of more

than half blood, pepper, hot sauce, tomato juice, and even some form of alcohol (before the Rajan and Musonda regimes... and sometimes, in secret, today). In the end, Beta Blood is a very salty, very spicy drink that the locals swear by as both an energy drink and sometimes as an aphrodisiac.

But Megarans are not simply about Beta Blood. They are also, in general, a friendly and outgoing people. Megarans will often gather in local meeting halls (called agora) where they will sing and dance and enjoy themselves. Travellers will sometimes be welcomed in to these festivities.

Not So Fast

While it is true that Megarans are quite friendly to both locals and outworlders alike, they are not quick to be. This is largely a function of years with the secret police infiltrating their groups, towns and cities. A new face will be regarded with some suspicion as this new person may be someone sent to gather information or sow discord.

However, once a person is accepted into the group, they are most often treated as if they've been in the group for years. This process can take minutes, hours, or years according to the personality of the person attempting to join the group.

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The Megaran Calendar

Megarans continue to use the calendar that was set up by the original colonists. Each year (made up of 370 standard days as well as 370 Megaran days) is called an Olympiad. These Olympiads are further divided into 10 periods called metons. Each meton is 37 days long.

The 10 metons are (in order) Hekatombion, Metageitnion, Boedromion, Pyanepsion, Maimakterion, Poseidon, Gamelion, Anthesterion, Elaphebolion, Munychion, Thargelion, and Skirophorion. Most of these have shortened names used by the locals (for instance, Munychion will be said as "Moonie"). When calendrical dates are referenced by the locals they will most likely say something like Thar 26 or Skiro 5. The Olympiad is often not mentioned except in official documents.

Ancient Greece?

Keep in mind that the leader of the expedition which colonized Megara was a fan of the ancient Greek culture, but was not Greek himself. As such, he named many of the places accordingly.

However, Megara is not simply ancient (or modern) Greece transported to space. Much like the other worlds in the Cascadia subsector, Megara has its own distinct culture.

City Details

Petersburg

The Petersburg area is home to about 7 million people. It is the

most populous city of the planet, the first city on the planet, and the capital of the world. It is the seat of power of the Musonda regime and the location where the dictator's grip is strongest.

Located on the equator on the continent of Thornfeld, the city is surrounded by fields (some in domes) of crops (both indigenous and transplanted). Beyond that are the cold hard plains, the ice fields to the north and the mountains to the south.

The main C-class downport is located to the west of the city on the plains. Massive berms and windbreaks characterize the area around the starport. In addition, the ports are walled off from the rest of the world and security is very tight.

Winds in Petersburg are often quite forceful and cold. Storms are quite common.

Temperatures average 12 C (53.6 F) during the day and 0 C (32 F) at night.

Iphicles

Iphicles is the second largest city and is home to about 6.5 million people. It is located in the southern hemisphere on the Augean Plains.

The city shares the secondary C-class port on the world with Thebes. The starport is located about 2610 kilometers (1632 miles) to the north. Shuttles ferry people back and forth from the city to the starport.

Iphicles and Thebes are constantly competing over which city makes the best Beta Blood. Travellers are warned that taking the wrong side in the city can be the beginning of a brawl.

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Temperatures in Iphicles run about 10 C (50 F) during the day and -2 C (28.4 F) at night.

Thebes

With about 6.4 million people, Thebes is the third most populous city on the planet. Located on the northern end of the Augean Plains, it sits nestled between the coast of the Iolian Sea and the Thoroës Mountains.

Thebes shares the secondary C-class downport with Iphicles as well as the “blood feud” with that city over the best Beta Blood. The starport is located about 600 kilometers (372.8 miles) to the south.

Temperatures in Thebes average at about 5 C (41 F) during the day and -7 C (19.4 F) at night.

Alkaïos

With a population of just under 6 million, Alkaïos is the fourth largest city on the planet. Built along several plateaus on the eastern side of the Norant Mountains, the city is spread out with peaks and valleys in the midst of the expanding city.

Alkaïos is often regarded as a set of smaller towns that have amalgamated as a city. While the city was never split in this fashion, there are subtle differences in architecture between one area of the city and another that are often striking.

Alkaïos shares a D-class port with the city of Amphitryon. The port can be reached by shuttle or by high speed maglev train which

travels around and through the Norant Mountains. The port is located about 2200 kilometers (1367 miles) to the east.

Storms of both rain and snow are common in Alkaïos. Windy conditions are to be expected as normal.

Temperatures at Alkaïos average at 7 C (44.6 F) during the day and -7 C (19.4 F) at night.

Amphitryon

Home to just under 4 million people, Amphitryon is the fifth largest city on Megara. The city is perched on four high mountain plateaus to take advantage of the lesser air pressure. For those unable or unwilling to acclimatize to the high air pressure, Amphitryon is the city to visit.

The four parts of the city are all connected by tunnels, bridges, shuttle services, and, of course, personal vehicles.

Amphitryon is connected to the D-class starport to the north by both a high speed magrail and by shuttle services.

Because of its lower air pressure, there is a larger influx of outworlders that both visit and stay here. While in the other cities, many will make a quick trade stop or visit, it is here that offworlders will settle. As such, Amphitryon is the most progressive city on the planet in terms of outlook.

Temperatures at Amphitryon average about -1 C (30.2 F) during the day and -13 C (8.6 F) at night.

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Your Rebel Friends

While there are pockets of anti-Musonda sentiment scattered across Megara, it is strongest in Amphitryon. Here, one will find average people making open, if still subtle, statements against the regime. While there are no demonstrations, riots or open rebellion against Musonda yet, it is here that it will likely start.

Lots of Gardens

As one reads through this book, one may ask the question "What's with all the garden worlds?" Indeed, this may even strain the credulity of some readers and players.

In our upcoming setting, this is regarded in a great many ways and you may wish to consider some of those options. For most scientists, it is regarded as a bit of a fluke. It is seen as just an odd coincidence in an infinite universe.

To others, it is seen as representative of man's need to be in the stars. The religious will often see this as anything from the "Will of God" to a sure sign of the "Manifest Destiny" of man to rule the stars and these worlds which are fit for our colonization.

To some political parties, it is seen as a chance to start over civilization, molded to their political belief system. To others, it is a chance to exploit the riches of new worlds. And to others, it is seen as a chance for humans to start anew without disrupting the environment.

And, of course, it could be alien intervention.....

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Nyahururu (Cascadia 0104) C6628A7-C

System Details

Nyahururu is located in the fourth orbit of its star, Kenyatta, a G0 V, yellow main sequence star. Nyahururu orbits at an average distance of 1.1 AU (160 million kilometers or 99.4 million miles).

The system has three gas giants. The closest to Kenyatta is Nanyuki in the seventh orbit. Nanyuki is located at about 5.18 AU (777.9 million kilometers or 483.3 million miles).

The second closest of the gas giants is Hager. Hager is located in the tenth orbit approximately 39.77 AU from Kenyatta (5.965 billion kilometers or 3.7 billion miles).

The third gas giant is Vicipidor. This ringed giant orbits at a distance of 153.33 AU from Kenyatta (23 billion kilometers or 14.29 billion miles).

There are two planetoid belts in the system. The closest, at 2.79 AU (419 million kilometers or 260 million miles), is the Samburu Belt. This belt is home to about 70 thousand miners.

The second belt is the Lugari Belt. This belt orbits Kenyatta at 19.6 AU (2.94 billion kilometers or 1.83 billion miles).

In addition to these, there are six other rocky bodies in the system as well. Closest to Kenyatta is Niorka at 0.17 AU (26 million kilometers or 16.15 million miles).

In the second orbit is Ephor, another airless rock. Ephor is,

however, inhabited by a small mining company. There are about 600 miners employed here. Ephor is located approximately 0.37 AU (55 million kilometers or 34 million miles) from Kenyatta.

Located 0.7 AU (104.9 million kilometers or 65.2 million miles) from Kenyatta is Sujeta. Sujeta is uninhabited.

In the fifth orbit is Nikun. Nikun is also a large airless rock which is uninhabited. It lies at about 1.6 AU (240 million kilometers or 149 million miles) from Kenyatta.

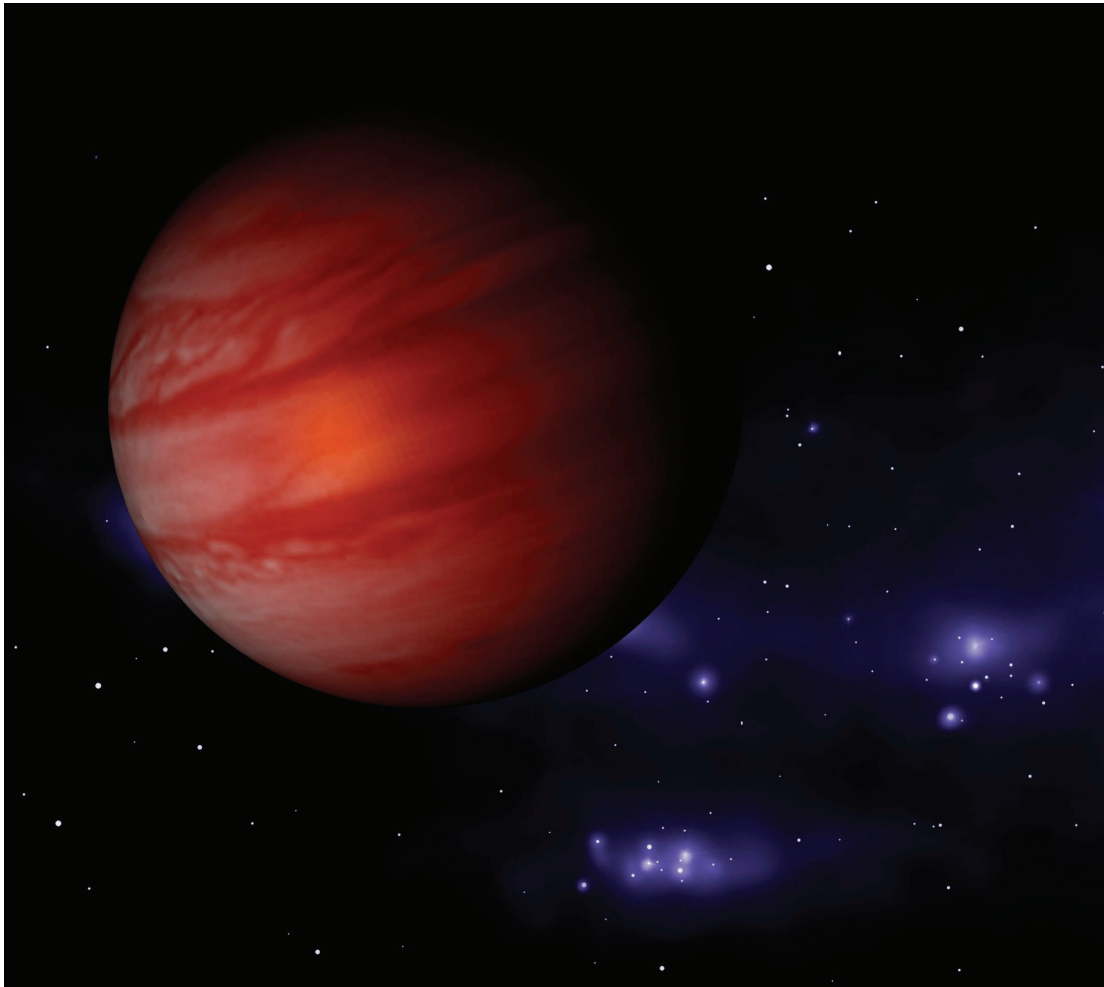
In the eighth orbit is the planet Ancontupor. Ancontupor has a population of about 458,000. The entire population lives in one city near the equator. The inhabitants are all refugees from the current government of Nyahururu who refused to leave the system entirely. Ancontupor is located at about 9.9 AU (1.495 billion kilometers or 930 million miles).

In the final orbit is Oisas. Oisas is located at about 316.8 AU (47.52 billion kilometers or 29.52 billion miles) from Kenyatta. Oisas is inhabited by 3782 people who run a combination scientific research station and refueling point. Oisas holds a small tight knit society which often seems odd to outsiders. Travellers are recommended to take anything said by these inhabitants with a grain of salt.

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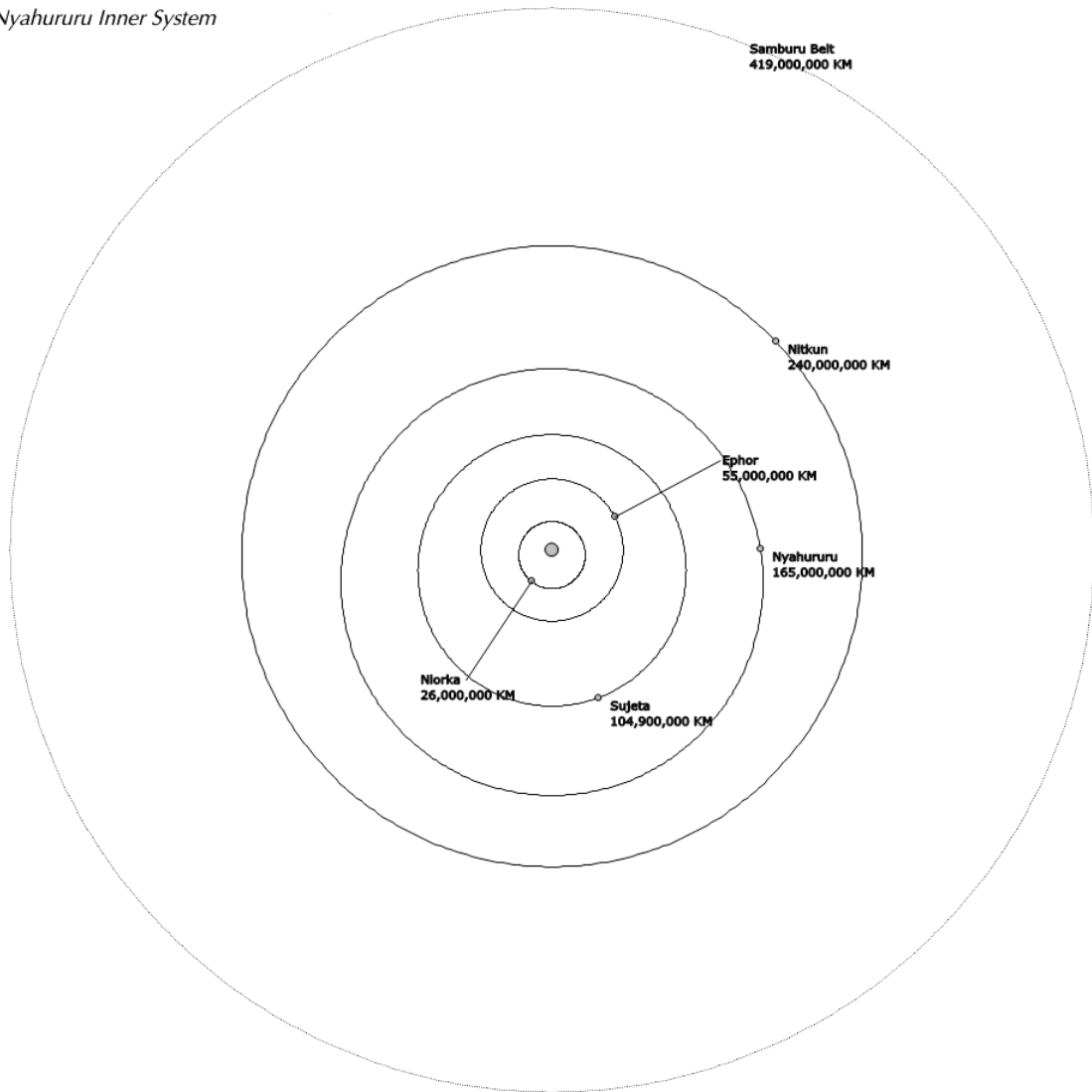
The Nyahururu System

Primary	Kenyatta	G0 V
0.17 AU	Niorka	X100000-0
0.37 AU	Ephor	E100214-C
0.70 AU	Sujeta	X500000-0
1.10 AU	Nyahururu	C6628A7-C
1.60 AU	Nikun	X300000-0
2.79 AU	Samburu Belt	D000414-C
5.18 AU	Nanyuki	Small GG
9.90 AU	Ancontupor	D820544-C
19.6 AU	Lugari Belt	X000000-0
39.77 AU	Hager	Small GG
153.33 AU	Vicipidor	Large GG
316.8 AU	Oisas	D520325-C



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Nyahururu Inner System



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Physical Data

Nyahururu has a diameter of approximately 9760 kilometers (6100 miles). It has a molten core which gives it a density of 1.04 standard. Nyahururu has a gravity of 0.78 standard.

Nyahururu has no moon.

Nyahururu has an orbital period of 372 days which locals refer to as a year. The locals use a numbered day method in which each of the 372 days is known by its number (for instance, Day 14 or Day 345).

Nyahururu has a rotation period of 24 hours which are similar to standard days. Locals refer to this as a day.

Atmospheric Details

Nyahururu has an atmosphere consisting of 71.6% nitrogen, 25.97% oxygen, 0.51% argon, 0.35% carbon dioxide, and 1.57% trace gases. The air pressure at sea level is 1.0 standard.

Nyahururu is a rather warm world with equatorial temperatures averaging at 80 C (176 F) during the day and 61 C (141.8 F) at night. Polar temperatures in summer average at 35 C (95 F) during the day and 16 C (60.8 F) at night. In winter, the pole temperatures average -5 C (23 F) during the day and -24 C (-11.2 F) at night.

Hydrographic Details

22% of the surface of Nyahururu is covered in water. All of this water is located in the higher

latitudes of the planet. These seas are somewhat shallow.

The largest of these seas is the Thiong'o Sea in the southern hemisphere. Whereas the seas in the northern hemisphere are broken into several smaller seas, the Thiong'o extends almost around the planet. The maximum depth of the Thiong'o is 3543 meters (11624 feet) making it also the deepest sea on Nyahururu.

In contrast, the largest sea in the northern hemisphere is the Mutahi Sea. The Mutahi's maximum depth is 1375 meters (4511 feet).

Geographic Details

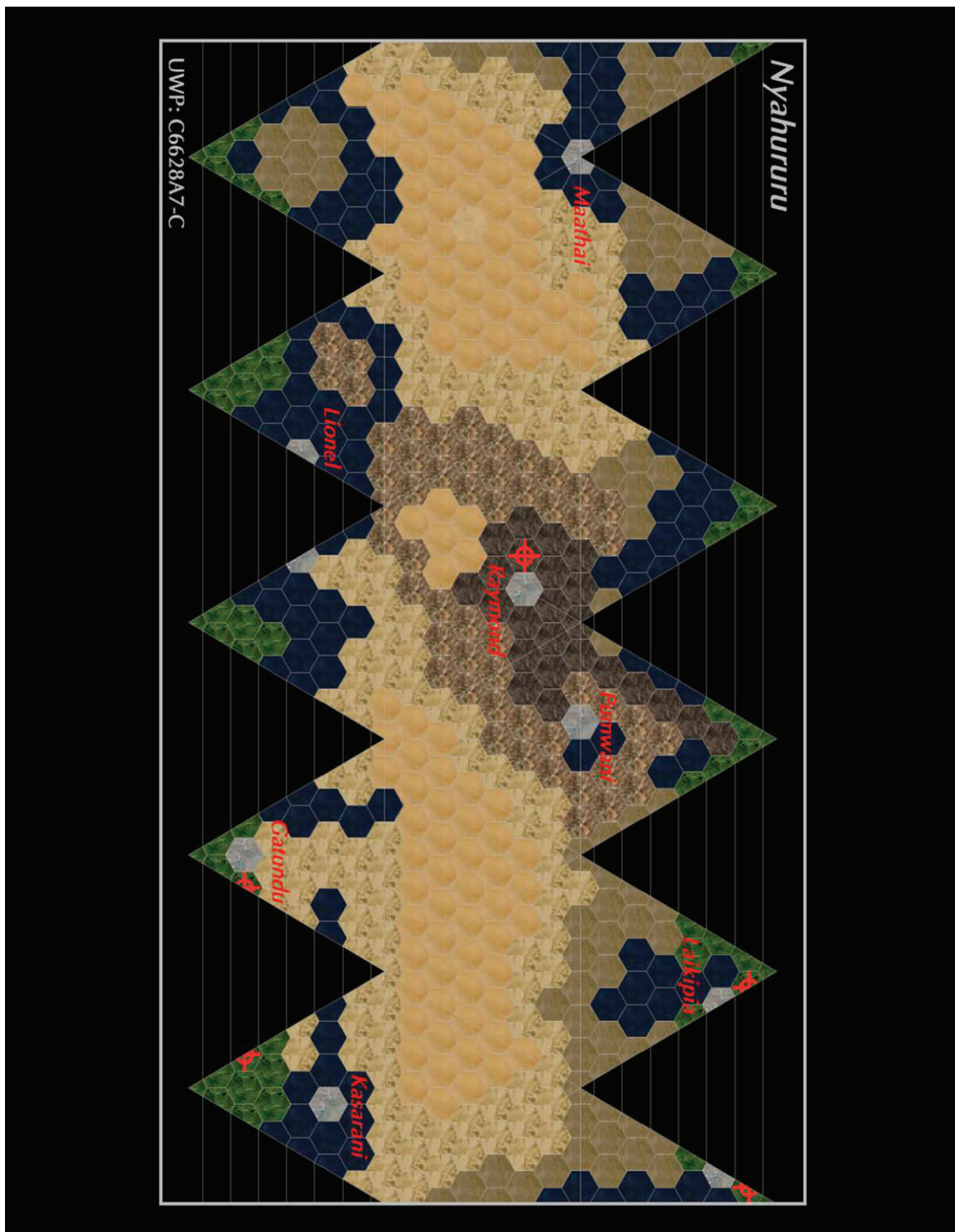
Much of the equatorial region of Nyahururu is a desert. With the high temperatures making it difficult for life to take hold, the region is covered in rock and sand. The Pumwani region is the exception with low mountain ranges extending north and south. These peaks are rough and jagged with little to no moisture.

In the higher latitudes, near the seas, the terrain changes. In the north, the vast Laikipia Plains stretch eastward from the rocky Pumwani to the Lorika Sea. Much of this is seemingly endless prairie with short scrubgrasses the only vegetation.

As one nears the poles, the plains give way to savannah like conditions. Around what would become the city of Laikipia, hills and valleys are formed with somewhat lush and varied vegetations.

To the west of the city, lies an area where the mountains meet the

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vegetation and two seas are connected by a river. In the center of this is a beautiful waterfall, which reminded a settler from Kenya of his home near the Thompson Falls on Earth and how the planet gained the names of so many Kenyan landmarks.

In the southern hemisphere, the polar region is almost completely covered in dense forest. There are many varieties of trees in this forest, but the most common is the evergreen-like Tuiki Tree. These trees which grow to about 16 meters (52 feet) provide a sap which is often used by locals to flavor foods and drinks.

Population Details

The Nyahururu system is home to about 600 million people. Most of these people live on the planet Nyahururu, but not all. Many choose to live in the cities, but a great many live in orbital towns, on other planets and in small communities scattered around the planet.

Government Details

The government is currently being ruled by a named Derek Raymond. Raymond was once an influential public speaker against the decaying bureaucracy that once ran Nyahururu. Gathering a large following, he galvanized opposition. Raymond has now replaced all of the bureaucracy he once called "ineffective and slow" with his own brand of quick and effective government.

At the time of this setting, Raymond is entering his tenth year of rule. And while Raymond started off as a benevolent dictator, things have started to fray at the edges. While on many subjects, the population of Nyahururu still find Raymond to be a fair ruler, Raymond has stifled free speech, weapons ownership, and on several occasions violated private property ownership (something he himself championed in his rise to power).

In addition, Raymond is a very religious man. While Nyahururu is not a religious dictatorship by any measure, the beliefs of a man in absolute power of a world do tend to affect policy. Raymond believes in a government that will aid the poor by giving out food and providing free healthcare. On the other hand, most all drugs (including alcohol and caffeine) are illegal here. Private property rights are nonexistent.

Raymond's seat of government is located in the city of Laikipia. He maintains a palatial home just to the north of the city which is heavily guarded. Most decisions are made from this home, although he also travels to the government buildings in the center of the city.

Legal Details

Raymond's word is law. Quite simply, if Raymond wants you jailed, you will be jailed. Sometimes this means a change in the law and sometimes this means trumped up charges against you. Thankfully for the citizens of Nyahururu, Raymond is still, overall, somewhat benevolent, but these kinds of arrests do happen.

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As was said above, drugs, prostitution, and the like are highly illegal here. This applies to all walks of life on Nyahururu. Unlike many dictatorships which do not apply the rules to the leadership, this is not the case here.

Travel on Nyahururu is unrestricted. Provided that a citizen or offworlder has not caused themselves to be placed under any of kind of specific scrutiny, freedom of movement is not restricted.

Trade, provided it is not in a prohibited item, is also largely unrestricted. However, the Raymond regime places a 10% tax on all imported goods that is to be paid by the transporter not the person who imports it.

Many personal freedoms are, however, restricted. Public behavior is often monitored by any number of devices and officials, particularly in the confines of any of the cities. Any form of housing or commercial property provided by the government also contains devices to monitor the activities inside. Homes and businesses owned by private individuals are generally left alone, but this is a general unwritten policy not a rule or law.

Cultural Details

On Nyahururu, a great emphasis is placed on entertainment and public speaking as entertainment. Often residents of Nyahururu would rather go to a central meeting area and hear several public speakers or see a play performed than most any other activity. While holovids and other forms of, what the Nyahururans call

“distance entertainment” exists and does somewhat well, it pales in comparison to the interest in seeing it in person.

As such, every city on Nyahururu has a meeting place or “kikao” where the locals will gather for a performance. These are often located in a central location in the city.

Of course, with the rise of the Raymond regime, dissenting voices are not nearly as common. After all, the Raymond regime rose to power in this manner and the dictator does not wish to be hoist upon his own petard. Still though, those voices exist. The creative anti-dictatorial voice now has to be far more subtle and creative.

The vast majority of these public events are purely entertainment. Speakers will give talks on all manner of things from an occurrence in their own life to a history lesson to a recounting of a popular story.

Some of these speakers will travel all over the planet, from city to city, to perform. Many of these speakers can become quite popular and gain a rather sizeable following. While most don’t use it in a political way as Raymond did, it does offer a great deal in the way of fame. Such speakers are often accorded free lodging or free food and will be treated as an honored guest.

One does not have to be a citizen of Nyahururu to be a popular speaker here. Many offworlders are invited on speaking tours on the planet. Of course, these touring speakers are often monitored closely by the government to prevent any sedition.

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Speech! Speech!

A speaking tour of Nyahururu is a possible adventure source for your players. Perhaps the characters are public speakers going around the planet to make speeches as well as involve themselves in local adventures as they travel. Or they have been hired as staff for a famous speaker.

Some speakers can even require bodyguards to avoid physical harm from those who do not like their message....or even those who like the message a little too much. On the other hand, some characters could be hired to be the cause of physical harm to the speaker.

Characters could be hired by the Raymond regime to infiltrate a speaker's followers or to trump up charges to discredit him. Or, if your characters are so inclined, be hired by the regime to eliminate the speaker.

Selected City Details

Laikipia

Laikipia is home to about 22 million people. The city is filled with high skyscraping buildings and arcologies. It is also the seat of power of the dictator of Nyahururu, Derek Raymond.

Laikipia is located in the northern hemisphere on the savannah. Filled with lush local vegetation, the hills and valleys have been taken over by urban sprawl. These lush areas still exist in small parks and in large areas outside the city, but near the sea and up to the

starport, the urban landscape has taken over.

The main C-class downport is located here. The port is to the northwest of the city. Shuttles take travelers to other ports and to the cities without ports.

Summer temperatures average about 46 C (114.8 F) during the day and 27 C (80.6 F) at night. In winter, this drops to about 4 C (39.2 F) in the day and -15 C (5 F) at night.

Gatundu

The second largest city on Nyahururu, Gatundu is populated by approximately 19 million people. Much like Laikipia, Gatundu is a sprawling metropolis with multiple arcologies and tall buildings.

The city is located on land cleared from the forest. Just to the south of the city, the forest reigns again. Broken up by settlements, landing areas, and even roads for lower tech vehicles, the forest still remains a strong presence even near the city. To the north of the city lies the rough and rocky desert where the trees could not grow.

The only other public starport on the planet is the D-class port located to the east of the city. While most of the traffic goes to Laikipia, some traffic diverts here and shuttles to the main port.

Summer temperatures in Gatundu average 47 C (116.6 F) in the day and 28 C (82.4 F) at night. In winter, this drops to 7 C (44.6 F) during the day and -12 C (10.4 F) at night.

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Raymond

The newest city on Nyahururu as well as one of the oldest, Raymond is both old and young. Founded just a few years after the original settlement of the planet as the city of Narin, it was a booming mining town.

After a decade or two, the mines closed down and most of the miners left. After the revolution which placed Raymond in power, the dictator decided to build an underground city planned to his own specifications.

The result is the city of Raymond with a population of almost 2 million. The city is growing every year with thousands moving to the city to start new lives.

The Raymond Rush

The so-called Raymond Rush is not all it's said to be. Sure, there are some folks who see the potential of a new city and move there for one reason or another. But that isn't why most of them have moved.

It seems not everyone likes the idea of moving to an underground utopia when there are still other places at the poles in which to settle, other communities to enlarge. So the dictator has taken to forcing settlement in his new city.

And some folks aren't exactly going there to settle either. Raymond is also the home of a rather large prison facility located to the east of the city. The rolls are expanding every day with citizens who are not happy with their overlord.

The mines have also reopened and are now providing a wealth of natural resources for use and export. The D-class port to the west of the city is used exclusively for the transport of ore and supplies.

Temperatures inside the city stay a constant 25 C (77 F). Outside the temperature averages 78 C (172.4 F) in the day and 59 C (138.2 F) at night.

Liberty

Located on the planet Ancontupor, this city is home to almost half a million people. Founded originally as a waystation, Liberty became home to dissidents, rebels and those who simply wanted to get away from the Raymond regime.

Liberty maintains a D-class port which has an efficient staff. Travellers may note that locals will be very curious about any travels from Nyahururu.

Oisas

Oisas was also started as a waystation, but grew to a population of about 4000. Oisas is filled with people best described as eccentric. Most are in poor health and distrust visitors, even though they operate a waystation.

Oisas maintains a D-class port but travellers are warned that prices can be high and the denizens are somewhat strange.

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Fairfax (Cascadia 0105) A685745-B

System Details

Fairfax is located in the third orbit of its sun, Jackson, a K4 V. Jackson is an orange main sequence star. Fairfax is located about 104 million kilometers from its sun.

The system has no gas giants.

The system has three planetoid belts each known by only their alphabetical designations. Belt A is located 29.9 million kilometers from Jackson and is well known for heavy metal deposits. Belt B is located approximately 149 million kilometers away from Jackson. Belt C is located approximately 239 million kilometers away from Jackson.

There are two other rocky planets in the system. The innermost is Braddock. Braddock orbits Jackson at a distance of approximately 59 million kilometers. It has a diameter of 1762 kilometers (1094 miles). Braddock has no atmosphere and is home only to a small mining colony of a few hundred.

Much further out is Sully. Sully orbits Jackson at a distance of approximately 777 million kilometers. It has a diameter of about 1520 kilometers (944 miles) and has no atmosphere. No one lives on Sully.

The Fairfax System

Primary	Jackson	K4 V
0.199 AU	Belt A	X000314-A
0.399 AU	Braddock	E100214-A
0.698 AU	Fairfax	A685745-B
0.998 AU	Belt B	X000000-0
1.595 AU	Belt C	X000000-0
5.187 AU	Sully	X100000-0

Physical Data

Fairfax has a diameter of about 9760 kilometers (6100 miles). It has a heavy core giving it a density of 1.7 standard.

Fairfax has no moon.

Fairfax has an orbital period of 252 days. Local calendars divide the Fairfax year into four months of 63 days each.

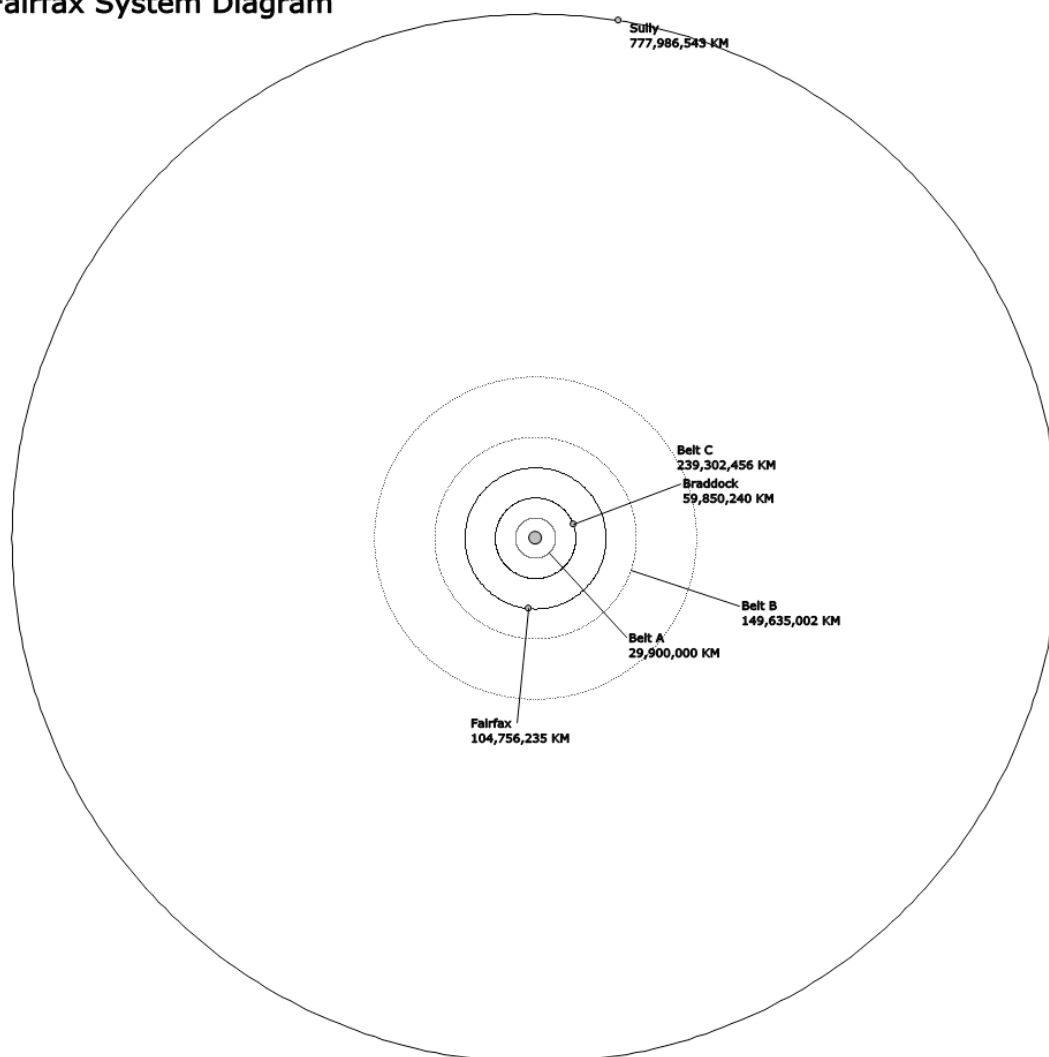
Fairfax has a rotation period of 26 hours giving roughly 13 hours of daylight each day.

The Fairfax Calendar

The Fairfax year is 252 days long. Fairfaxians divide that year into four months of 63 days each. These months roughly correspond with the season of the year and are named as such: Winter, Spring, Summer, Autumn. The days are called by the number of the days passed since the beginning of that month. So you might hear a Fairfaxian refer to something happening on the 13th day of Spring or shortened to 13 Spring.

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Fairfax System Diagram



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Atmospheric Details

Fairfax has a dense atmosphere with sea level pressures reaching up to 2.2 atmospheres. This can often cause problems for people not acclimated to the change in pressure. In addition to the high pressure, Fairfax has a slightly higher oxygen content than standard. Travellers who are spending a large amount of time on the surface are encouraged to wear filter masks and, for some, pressure suits, to avoid complications.

In general, Fairfax is a cool world. Most sophonts will not have to take special precautions due to temperature in the equatorial regions and in most cities.

Hydrographic Details

The surface of Fairfax is about 49% water. The polar regions are covered in ice and both poles have no land mass beneath the icy covering. There are no real oceans just several seas.

Most of the coastal areas of the seas are quite shallow and only in the center of the seas do you find any real depth.

Geographic Details

Land on Fairfax is broken up into two major continents with several subcontinents which are destined to break away at any point. About 300 million years ago, the continents were together in a massive supercontinent. While today they are broken into two, most geologists agree that over the next

few million years there will be further breakage.

The largest continent, Jefferson, sprawls across the world with two smaller continents on the northwest section breaking away. The movement of these two conjoined subcontinents away to the northwest has caused the formation of the Coran Rift Valley, which includes the Columbia Sea, the Manassas Sea, and the Jefferson River. Eventually, this entire rift valley will flood as the two subcontinents move away.

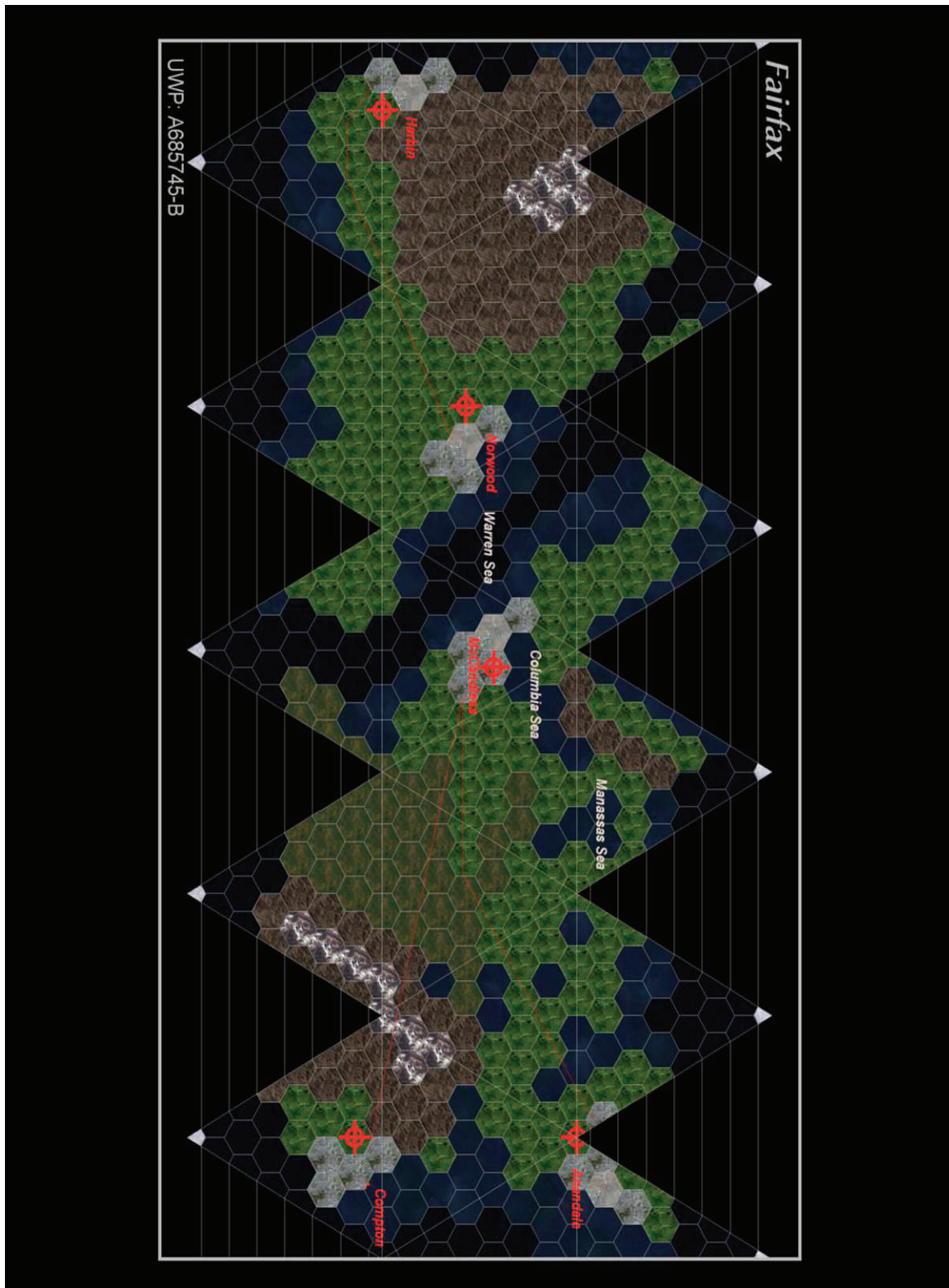
On the northeast side, another subcontinent, Calvert is breaking away and moving north. Only a small peninsula connects Calvert to Jefferson.

The smaller continent, Stafford, has moved to the west and is now separated from Jefferson by the Warren Sea. While not as large as Jefferson, Stafford is by far the largest of the remaining continents. Stafford has an extremely mountainous interior with peaks reaching to 17000 feet.

Population Details

Fairfax has a population of about 50 million people. Most of the population is spread over the surface of the planet and in space in small cities of about 50 thousand to 100 thousand people. In addition, there are five major cities all with populations ranging from 3-5 million people.

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Government Details

Fairfax is a unicameral representative republic. As such, the world is divided into representative districts based on a population of 100,000 people. Each of these representatives meets in the Fairfax Congress at the capital in McCandless. All governmental decisions are made in the Fairfax Congress and their committees.

Representatives are elected by popular vote every six years and there are currently 502 members of Congress. There are no term limits and the senior member of the Congress is designated to organize committees and subcommittees, as well as those who chair such committees.

Members of Congress are largely driven by the electoral process and are often seen to be "constantly running for re-election". As such, making the people "back home" happy with entitlement programs and projects is often seen as the job of the Member.

Legal Details

Law on Fairfax tends to be concentrated on the protection of the citizenry. As such, laws against murder and any sort of endangerment of life tend to be quite strict. Weapons laws, though hardly restrictive, are strictly enforced.

Freedom of the individual is often touted on Fairfax as one of their core values, but it is often curtailed by the security of the individual as well. For instance, strict laws exist on to restrict certain types of drugs being used, while

other types of drugs are freely for sale in the marketplace.

Laws are enforced quickly. There is a system of jury trials for cases judged to be of importance, but for most trials it is a quick decision by a judge appointed by the Fairfax Congress.

Cultural Details

People on Fairfax are generally open and friendly. People are usually quick with a friendly greeting and are often seen to be helping others in charitable works. Offworlders are usually welcomed. Cities are often colorful, vibrant, and open.

Fairfaxians tend to live in rather spacious homes with large areas of open land around those homes. This is common among all from the poor to the wealthy, but of course, the wealthy tend to have more of this open land. Tall buildings full of people are rare on Fairfax.

One odd quirk about Fairfax is the education system. Education is strictly controlled by the Fairfax Congress and a Select Committee on Public Education. The schools are often walled compounds with high security.

Educators are housed inside the compounds. These "dorms" are separated and no one other than other educators is allowed inside. Seeing the home life of a teacher on Fairfax is strictly prohibited and often the educators are not allowed to see the outside of the education compound for years. However, many are willing to join the profession out of either a concern for the education of the children or

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because educators on Fairfax are well compensated and respected.

Education Camps

When the settlers first arrived on Fairfax, they feared for the safety of their children from some sort of attack. These fears were baseless as no such attack ever arrived (nor, to be honest, was it likely to have arrived). However, the children spent most of their time in school and therefore the best way to protect them was to make the school a near fortress.

After a while, this led to the teachers staying within the compound. With the Fairfaxian government meeting all of their basic needs within the compound and paying them handsome salaries, the idea of being locked up didn't seem so bad.

This allowed the educators a certain freedom from dealing with parental complaints, which the teachers appreciated. Now it was the politicians who would hear these complaints.

So now, every school morning, the children report to the main education compound in each city, are taught, and then go to their homes. The educators remain.

Over time, this became an accepted practice. It became so accepted that Fairfaxians can't imagine another way to educate their children.

Teachers rarely stay in the profession more than a few years so few experience "burnout" This also has the effect of making a person think twice before becoming a teacher on Fairfax. After all, one has to be quite dedicated to be separated from the rest of the city to pursue a career.

Coran Rift Valley

Not long after settlers first colonized Fairfax, scientists began studying the Coran Rift Valley. Not only did they discover the interesting tectonic movements, but also the remnants of past life. Skeletons were discovered, many with a specific ritual of burial.

Instantly, xenopologists descended upon the Rift Valley to learn more. Current theory holds that several million years ago, there was a civilization here hunting animals and using stone implements within the rift valley.

However, there seems to be no evidence of any civilization after this period. No one has yet discovered a reason for their disappearance. Scientists are baffled but continue to press on with investigating the mystery.

The "Truth"

As far as the setting we are currently building, we intend for these skeletons and stone tools to be signs of an alien, bipedal species which simply died out before it gained the same sort of foothold as humanity did on Earth.

That being said, this sort of thing is rife for adventures for a character party. For the scientifically minded, an adventure could be mounted to explore the Rift Valley and to locate artifacts from the past. For those of a more conspiratorial bent, perhaps there is something more about these finds that "they" aren't telling us.

Of course, a Referee can also take this in a different direction and make these aliens more advanced than we intended.

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These aliens could easily be made to order for any kind of past civilization the Referee wished to present.

Of course, a case could be made that another alien race kidnapped or eliminated these aliens during their stone age period. This could be the start of a separate background or the formation of a campaign with your characters seeking out the fate of these aliens.

City Details

McCandless

McCandless is home to about 5 million people spread across the Western edge of the continent of Jefferson. It is also the seat of the Fairfax Congress which rules this planet. The Jefferson River runs through the center of the city from the Columbia Sea into the Warren Sea.

The McCandless Downport is located just south of the Columbia Sea and takes up a large portion of real estate. Unlike in many places, both on Fairfax and on other worlds, the downport is located near the heart of the city. This prompts many local concerns about starship crashes, but so far there has only been one major crash and it went into the Columbia Sea. The downport is rated at C-class and shuttles run from McCandless to the Fairfax Upport on a regular basis.

Temperatures in summer routinely run about 35 C (95 F) during the day and around 31 C (87 F) at night. During winter temperatures are around 17 C (62 F) during the day and at night drop to 10 C (50 F).

The McCandless Education Complex is located on the north side of the Jefferson River.

Harbin

Harbin is the second largest city on Fairfax and is located on the southwestern edge of Stafford across the foothills of the Hudson Mountains. It is home to about 4.5 million people.

The D-class Harbin Downport is located just southeast of the city on a flattened plain. It mainly sees local traffic between the downports, but there are occasional shuttles back to the upport.

Temperatures here average 32 C (89.6 F) during the summer days and at night dip to about 26C (78.8 F). In the winter, it drops as low as -34 C (-29 F) at night and averages -27 C (-17 F) during the day.

Anandale

Anandale is the third largest city on Fairfax with a population of about 4 million people. It is located on the open plains on the eastern coast of Calvert.

The Anandale downport is located east of the city and rarely sees anything other than local shuttles. It is rated an E-class port.

Summer temperatures here average 25 C (77 F) during the day and at night dip to about 19 C (67 F). The winter is often harsh as daytime temps average at -34 C (-30 F) and drop to an average -40 C (-40 F) during the nighttime hours.

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Compton

This city, the fourth largest, is located on the southeastern corner of Jefferson and is home to about 3.6 million people. It takes up much of the Compton plain between the Tentoria Mountains and the Roberts Sea.

The Compton downport is the second most used downport on the surface and is rated at D-class. It is often used if down traffic becomes too congested in McCandless.

Temperatures here can be brutally cold in winter as the temperature will sometimes drop as low as -50 C (-58 F) at night. The summer is more temperate with daytime temperatures averaging 14 C (57 F).

Norwood

The fifth largest city, Norwood is often seen as simply a suburb of McCandless. This angers most residents of Norwood and is not a subject that travellers should attempt to broach with residents who are not long term friends.

Currently, the Norwood downport is under renovation. It is rated as a D-class port, but Congressional Members have fought hard to see it upgraded. Most cite the belief that Norwood should have the central downport as it has much more room to expand than the McCandless downport.

Temperatures here are much like McCandless with summer temperatures averaging 35 C (95 F) and winter temperatures averaging 17 C (62 F).

Transportation

While most personal transport is done by grav vehicles and grav shuttles, a lot of freight transport is done by train. A series of direct maglev lines run across the surface and under the surface of the planet.

Maglev trains carry merchandise and material across the planet. A line runs from McCandless to Anandale that speeds freight from coast to coast. On Stafford, a maglev line runs along the southern plains from Harbin to Norwood.

The longest line, stretching from McCandless to Compton is the most complex. Not only does it run across the open plains and hills of west and central Jefferson, but it also runs through the Tentoria Mountains. The M-C line, as it called, zips along at speeds of 450 kph (279 mph) through a series of tunnels and spends several miles completely underground.

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Monroe (Cascadia 0107) A745988-D

System Data

The Monroe system consists of two stars, both red dwarves, which orbit around a central mass center. The closest to this center, Skortin, orbits this point at about 25 AU. The furthest out, Koratin, orbits at about 121 AU from the center. Both stars maintain a near circular orbit around this central point. Monroe orbits Koratin at a distance of about 31 million kilometers (19 million miles).

There are no gas giants in the system and two planetoid belts. One of the belts, the Scruggs Belt, orbits Skortin at a distance of about 42 million kilometers (26 million miles). The second, the Akeman Belt, orbits Koratin at a distance of about 798 million kilometers (496 million miles).

There are two other rocky bodies in the system which also orbit Koratin. The closest is Rosine at about 153 million kilometers (95 million miles). Rosine has a slight carbon dioxide atmosphere. The surface is covered with ice. It is inhabited by a small scientific research station.

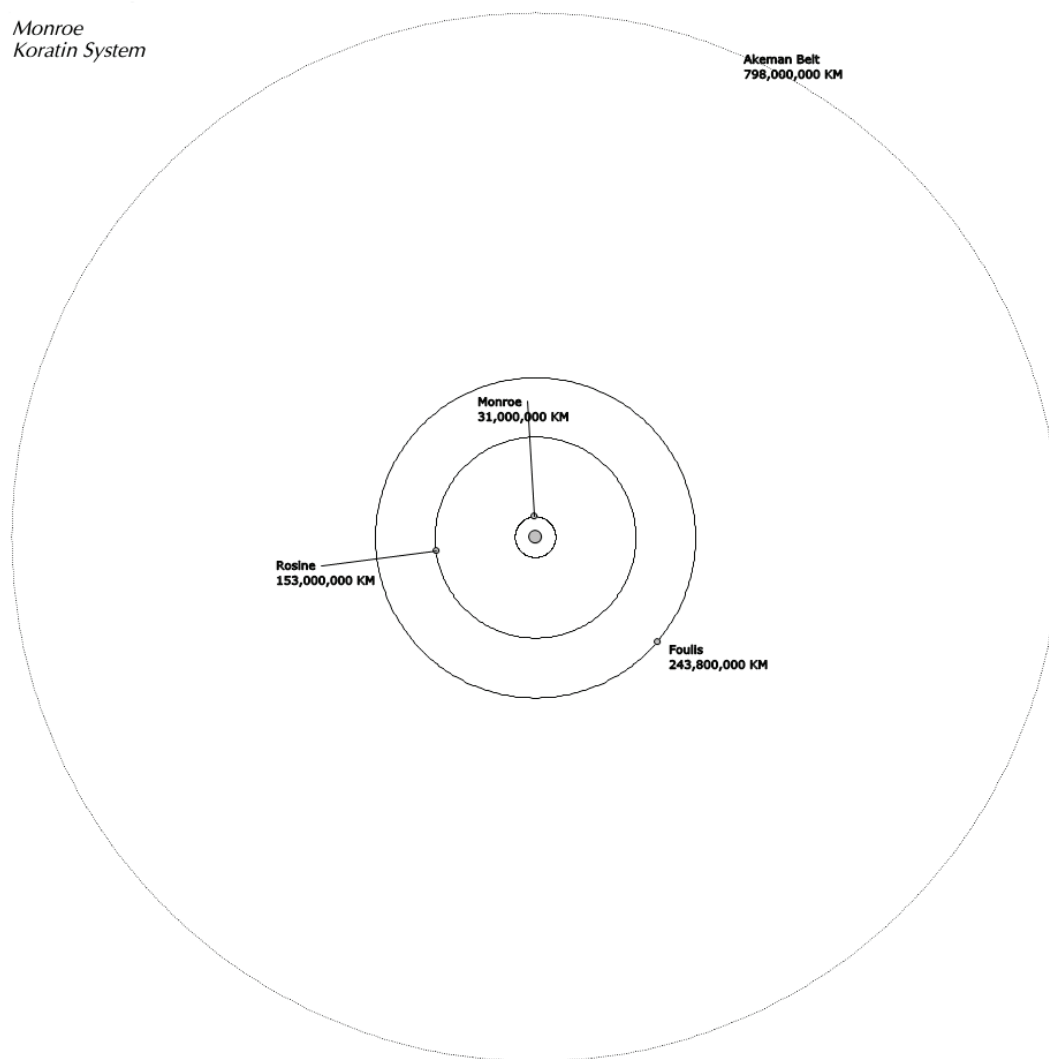
The second is Foulis at about 243 million kilometers (150 million miles). Foulis has no atmosphere or water. It is home to the Foulis Naval Base and has a population of about 250,000.

The Monroe System

Primary	Skortin	M9D
0.28 AU	Scruggs Belt	X000000-0
Secondary	Koratin	M9 D
0.207 AU	Monroe	A745988-D
1.020 AU	Rosine	D320263-D
1.625 AU	Foulis	A100567-D
5.320 AU	Akeman Belt	X000000-0

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Monroe
Koratin System



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Physical Data

Monroe has a diameter of 11,600 kilometers (7208 miles). It has a molten core which gives it a density of 0.9 standard.

Monroe has one moon, Ahr. Ahr orbits at a distance of 79,520 kilometers (49,411 miles) and has a diameter of about 760 kilometers (472 miles). It has no atmosphere and no water. There is a refueling station and a mining station located on Ahr with a population of about 4000.

Monroe has an orbital period of 31 days and a rotation period of 27 hours.

Atmospheric Details

Monroe has a thin atmosphere with a low oxygen taint. This means most sophonts have to wear a mask to breathe. The atmospheric pressure is 0.6 which can cause some problems among those not acclimatized to it.

Temperatures on Monroe are can vary greatly between day and night. Equatorial temperatures run about 35 C (95 F) during the day and at night will drop to -9 C (16 F).

Hydrographic Details

About 51% of the surface of Monroe is covered in water. Much of it is somewhat shallow, particularly near the coastlines. Only in the Metiz Ocean does the water get particularly deep going down to about 1000 meters (3300 feet).

The polar regions are covered in ice throughout the year and this

ice extends into the mountainous regions near the ice cap.

Geographic Details

Monroe is dominated by one large continent made up by collisions of several subcontinents. A second continent, also made up of several subcontinents is also present. Together, they form 49% of the surface of Monroe.

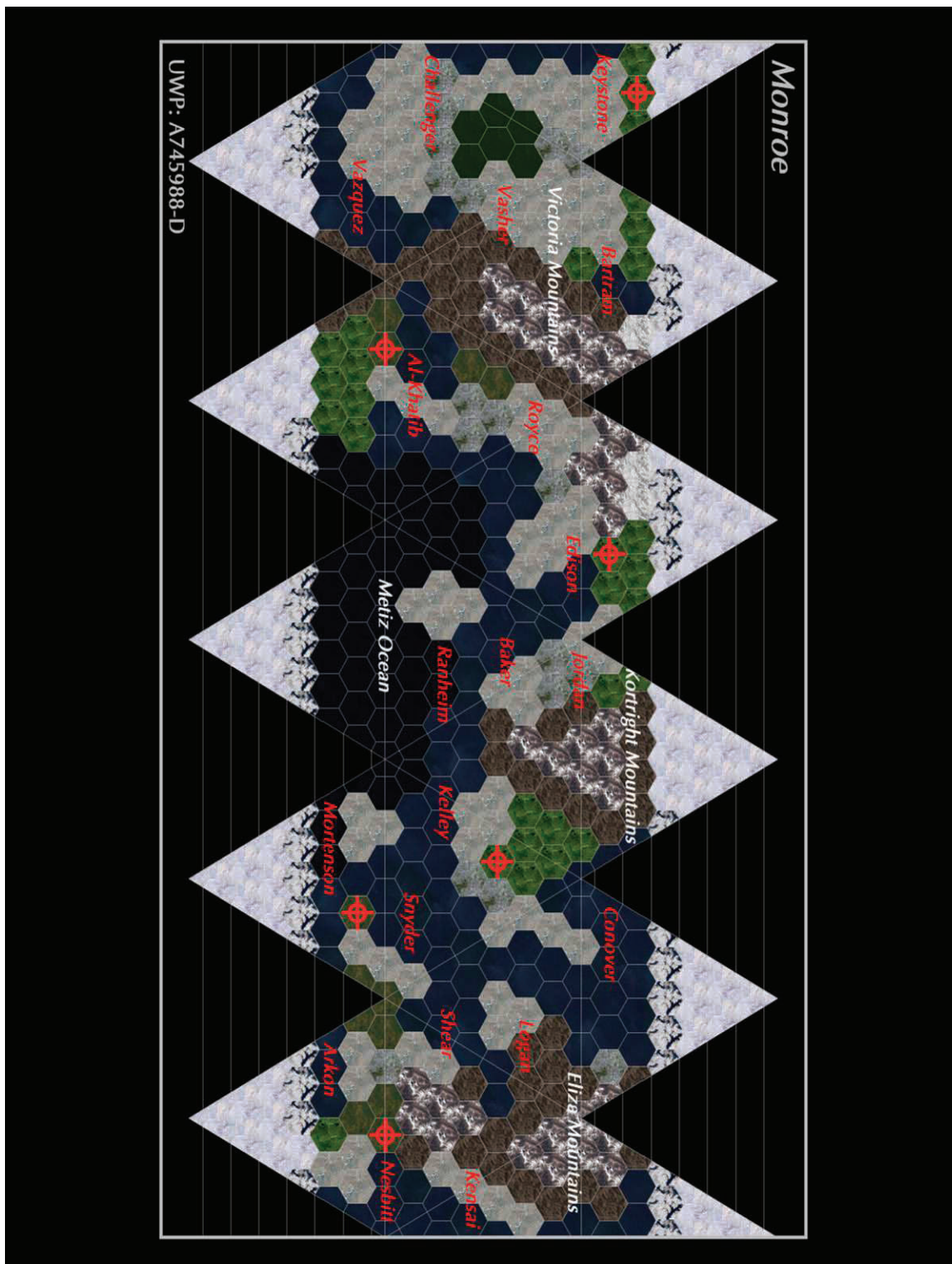
Much of the surface is mountainous, both from the collisions of these subcontinents and a time when Monroe was once completely covered in glaciers. Both of these factors have left Monroe with a very rugged landscape.

Where there are not mountains, the surface is covered with pockmarked plains. Some of these feature long gauged out areas from the glacial movement.

Population Details

Monroe is home to over 9.8 billion and for this reason much of the landscape has been urbanized. Over time many of the cities have run together to become one single metroplex which has completely overtaken the original terrain. In addition, many live in cities that are underwater or in orbit.

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Selected City Details

Keystone

Keystone is the capital of Monroe and is home to just over 80 million. Keystone is located on the northwestern corner of the main continent to the west of the Victoria Mountain Range.

Keystone dominates this section of the continent and through other smaller cities connects with the cities of Bartram and Challenger. Much of the city is made up of skyscraping buildings and massive arcologies.

The city's government sector takes up most of the north area of the city. This is the heart of the bureaucracy that rules Monroe and governs the system.

Temperatures in Keystone can be quite cold. Daytime temperatures can reach 11 C (52 F) while nighttime temperatures can drop to -33 C (-27 F). Most the city has enclosed walkways, skyways, and subterranean tunnels and trains to keep residents from feeling the frigid night air.

The main Monroe downport is located to the north of the city and is connected by a somewhat tame startown as well as other businesses related to interstellar trade.

Challenger-Vazquez

Although it is still technically two cities, the locals refer to it as one city now (or by the nickname "The C-V"). The entire metroplex is home to about 200 million. The Challenger-Vazquez metroplex dominates the southern landmass west of the Victoria Mountains.

Like most of the cities on the planet, Challenger-Vazquez consists of large buildings towering into the sky. Only the Magdalene Forest Preserve to the north of the metroplex gives any idea of the forest that once stood here. Many of the residents of the cities enjoy spending time in the tamed forest.

Temperatures can run to 17 C (63 F) during the day and drop sharply to -27 C (-17 F). Most residents of the area do their best to stay prepared for nightfall and many in the city will be seen carrying packs holding cold weather gear for the evening.

Monroe Central Starport

Functioning as the main starport in orbit around Monroe, MCS also acts as one of several orbiting cities. About 30 million live within the spherical shaped port which orbits about 200,000 kilometers (124,000 miles) from Monroe.

Ranheim

Ranheim is located on the seafloor of the Metiz Ocean. The spires of the city stretch from the floor of the ocean up several hundred feet above the waves. The city is home to about 90 million.

The upper spires have platforms for those getting too claustrophobic in the lower levels and prepared to brave the cold winds. The interior of the city is kept a constant 16 C (61 F) for the comfort of the residents, though many travellers may find this a bit cool for their taste.

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Government Details

The Monroe government is a bureaucracy with its main offices in the city of Keystone. All government functions from the formation of laws to the implementation of them are performed by one or more departments in the bureaucracy. Each department consists of several levels of workers from the entry level to the department chief. Usually the chief of that department answers to someone in another higher department and that chief answers to another higher department until it reaches the Chief Manager.

For instance, there has been a murder. The Department of Investigative Services will come out and see that someone is dead. At that point, they will turn the case over to The Department of Investigative Services (Homicide Division), which is a separate department. The body will be turned over to The Department of Forensic Science if an autopsy is to be performed or over to The Department of Life Services (Coroner Division). If someone is believed to be the killer, then the arrest of that person will be turned over to The Department of Corrections (Arresting Services). The accused will be held by them until such time as to hand the accused to The Department of Justice (Homicide Division) where the accused will be given a trial. If found guilty, the killer will be turned over to The Department of Justice (Incarceration Division) unless his chosen representative from The Department of Justice (Legal Services (Homicide)) choose to file an appeal with The Department of Justice (Homicide (Appeals)).

Each department has ten levels, with the zero level being a person just hired for the job and the tenth level being the head of that department. One can be promoted to the next level only when an opening appears in the level above. If an opening arises, an examination is given. The person scoring best on the exam gets the promotion and is raised to the next level.

A Sudden Opening

Once a person is entrenched in their job on Monroe, it is very difficult to get them out of it. As such, it is a rare but not unknown thing for a middle manager to be killed so that his job will open. Of course, the legal system understands this and the person(s) who stand to benefit from the death of the victim are the first to be suspected.

However, this could present an excellent opportunity to a group of unscrupulous scoundrel characters. A few offworlders come in, knock the guy off, man gets his promotion, and later on, the offworlders get their pay.

Of course, law enforcement understands this as well and will be looking for them. This is, after all, an adventure not a cakewalk.

And there is the matter of a person who is driven to succeed enough to kill his superior. This person is probably not above bilking the characters out of their pay either.

The Chief Manager is chosen for a seven year period of service by election. Votes are cast by the

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Department Heads only. The Chief Manager's job is to simply ensure that all Department Heads are doing their jobs and, by extension through them, making sure the lower levels do their jobs as well.

Not Just A Job....

Being a merchant captain and dealing with this sort of bureaucracy can be an adventure in and of itself. A ship captain is going to have to be in possession of several permits, receipts, tax forms, and permissions.

A devious Referee might wish to inflict some of this on a crew. Running the gauntlet of offices and department lines to get something done on Monroe can easily present problems. A lot of a ship's profit can be eaten up by all of this.

Of course, bribery can be an option to cut through the red tape, but then it's a possibility of having to deal with the legal system.

Legal Details

Law is quite strict and intrusive on Monroe. Most aspects of the average person's life is controlled, observed, and involved with the government. Weapons and most drugs are illegal.

Law is not only strict but also quite slow. While The Department of Justice is usually quick about arresting people, it is slow in bringing them to trial. Appeals are even slower.

In addition, movement on Monroe is somewhat controlled. If one has their permits in order, one can go most anywhere in the Monroe system and beyond with only the hassle of presenting them to the

automated system, robot, or government employee. Without the correct permits, it can be a hassle to get them.

Monroe Calendar

While the planet orbits its sun once every 31 days, locals do not consider this a year and will not refer to it as such. Locals will refer to a "year" as 12 of these years and will refer to the 31 days as a "month".

Cultural Details

One aspect of the Monrovia culture which always stands out to visitors is that they have a love of body art. It is exceedingly rare and almost taboo for a Monrovia to be seen without a tattoo somewhere on their body. More often than not, they will have scores of tattoos adorning their bodies and some will have complex and intricate designs which tell entire stories across their bodies.

Of course, on a world where it is often brutally cold, most cover their bodies in layers of clothing. So many Monrovia choose to put their body art on their face or hands so that it may be seen more often.

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Catalunya (Cascadia 0202) B788844-D

System Data

Catalunya is located in the fourth orbit of its star, Cerda, a G2 V yellow main sequence star. Catalunya orbits Cerda at a distance of approximately 1.03 AU (154 million kilometers or 95.69 million miles).

The system has one gas giant, Mira. Mira orbits Cerda at a distance of about 2.68 AU (402 million kilometers or 249.79 million miles). Mira is a deep violet color with slate gray cloud bands.

There are three planetoid belts in the system. The closest to Cerda is the Sola Belt which orbits at a distance of 0.17 AU (25 million kilometers or 15.53 million miles). It is uninhabited.

A second belt, the Cirac Belt, is located at about 0.23 AU (34 million kilometers or 21 million miles) from Cerda. The Cirac Belt is home to approximately 8 million miners and staff.

The third belt is the Pujol Belt which is located approximately 0.30 AU (45 million kilometers or 27.96 million miles). It is inhabited by less than 30 thousand miners.

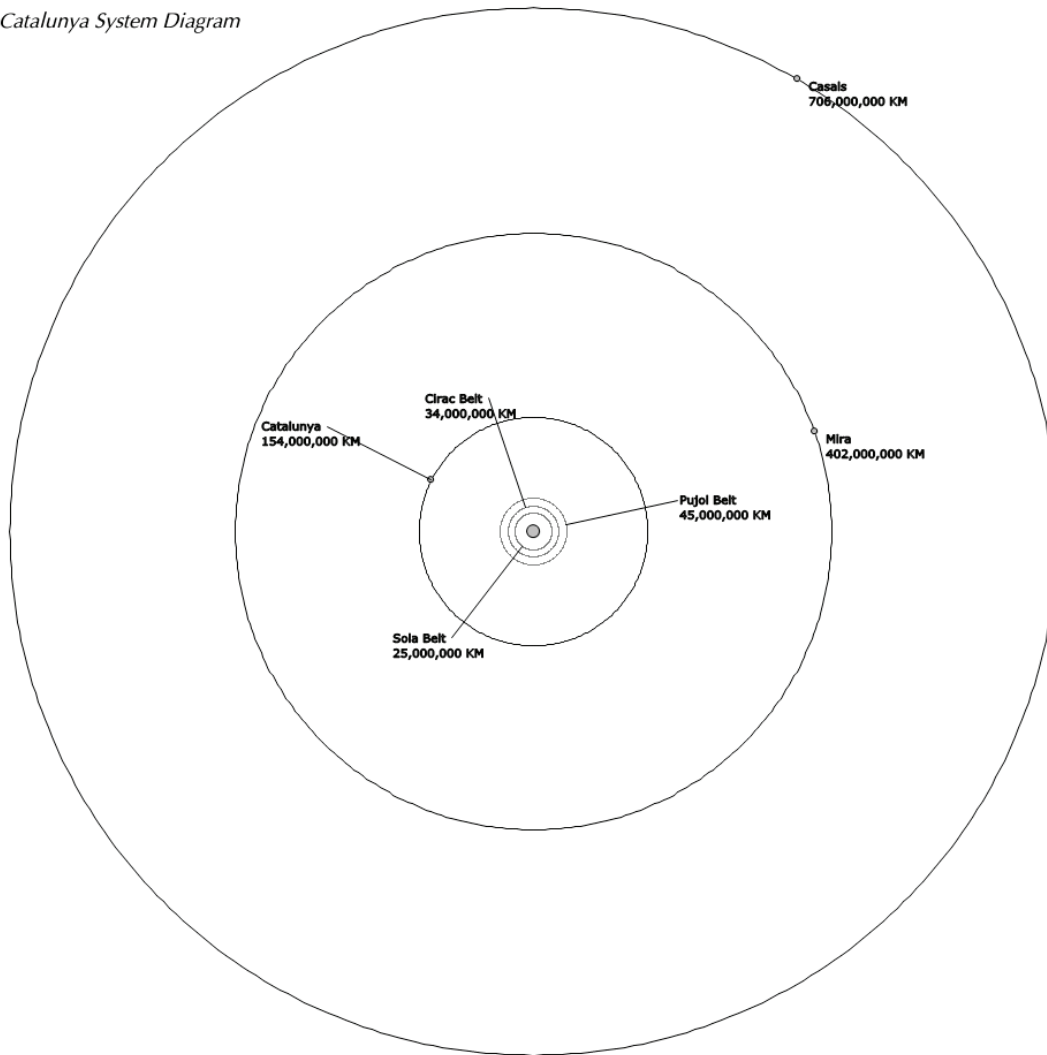
Other than Catalunya, there is one other sizable rocky body in the system, Casals. Casals is uninhabited and located about 4.71 AU (706 million kilometers or 438.69 million miles) from Cerda.

The Catalunya System

Primary	Cerda	G2 V
0.17 AU	Sola Belt	X000000-0
0.23 AU	Cirac Belt	C000667-C
0.30 AU	Pujol Belt	D000467-C
1.03 AU	Catalunya	B788844-D
2.68 AU	Mira	LGG
4.71 AU	Casals	X500000-0

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Catalunya System Diagram



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Physical Data

Catalunya has a diameter of approximately 11040 kilometers (6900 miles). Its molten core gives it a density of 1.04 standard. Catalunya has a gravity of 0.91 standard.

Catalunya has one moon, Dali, which orbits at a distance of 17962 kilometers (11161 miles). It has a diameter of 904 kilometers (561.72 miles). It has no atmosphere. It has a population of about 30 million.

Catalunya has an orbital period of 381.25 days. Locals refer to this as "one year" and use a modified Gregorian calendar to measure the year.

Catalunya has a rotation period of 24 hours. Locals refer to this as "one day".

Atmospheric Details

Catalunya has an atmosphere consisting of 79.2% nitrogen, 19.48% oxygen, 0.38% argon, 0.21% carbon dioxide, and 0.73% trace gases. The air pressure at sea level is 1.83 standard.

Catalunya is a temperate world with average daytime temperatures at the equator averaging 30 C (86 F) and nighttime temperatures averaging 22 C (71.6 F). Summer polar temperatures average -21 C (-5.8 F) during the day and -30 C (-22 F) at night. In winter, the polar temperatures drop to an average of -47 C (-52.6 F) during the day and -54 C (-65.2 F) at night.

Hydrographic Details

82% of Catalunya is covered by water. This is a large world spanning ocean referred to by locals simply as "mar" or "the sea".

The ocean, in its deepest point, reaches to about 14.89 kilometers (9.25 miles).

Geographic Details

The surface land is made up of two continents connected by an isthmus. The isthmus itself is covered in deep jungle wherein a variety of indigenous plants and animals reside.

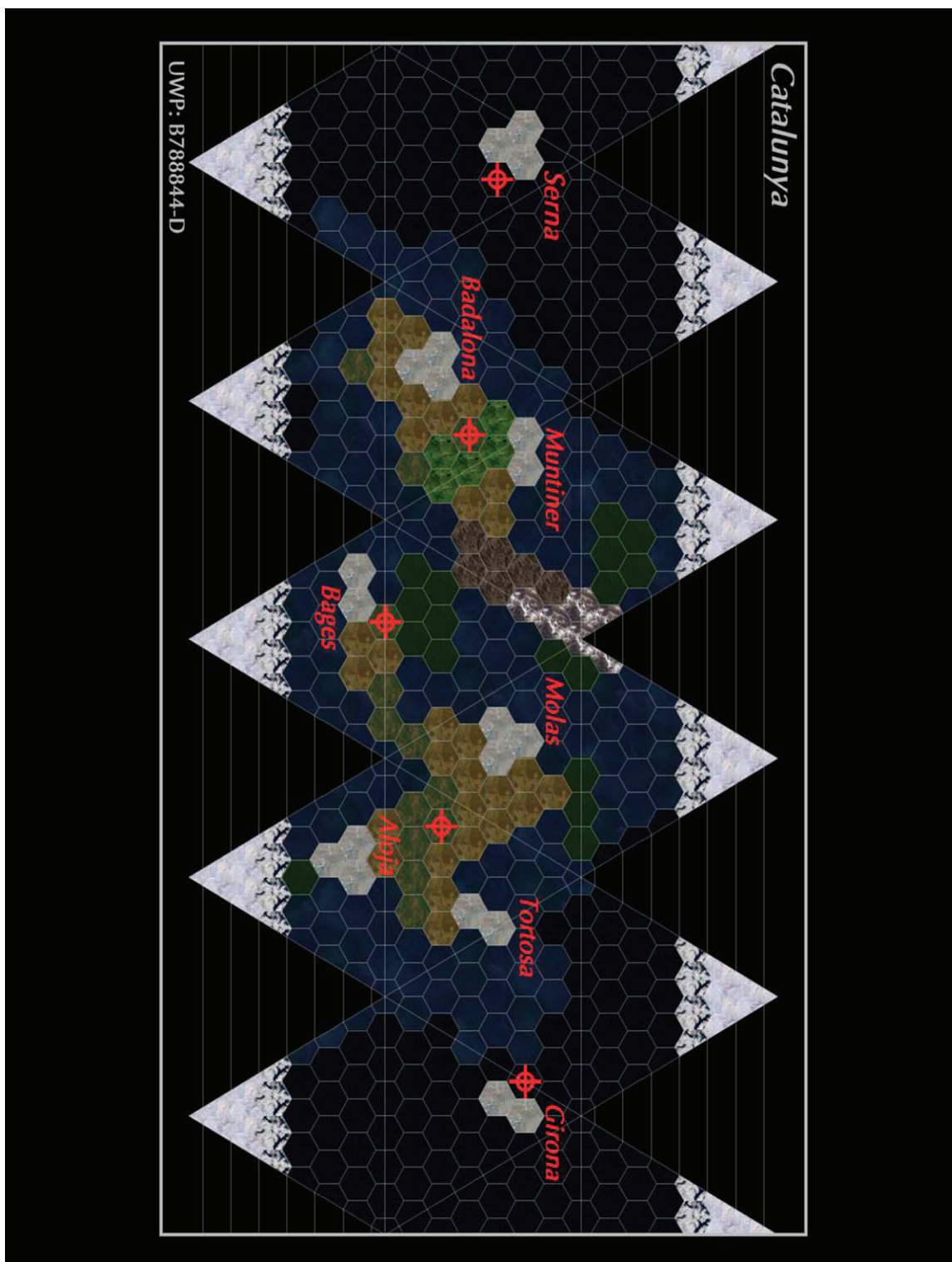
A single mountain range runs along an ancient collision point between tectonic plates. This range, the Baker Range, runs northeastward from the equator.

Much of the rest of the surface is made up of forested hills and open green plains. Most of the plains country and hill country has been settled and is covered by small towns and villages.

Population Details

Over 500 million people call Catalunya home. Of these, most live in small towns and cities scattered across the planet, on and under the waves, and in orbit. In addition, there are two large cities on Dali, Catlaunya's moon.

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Government Details

Catalunya is ruled by the Catalan Assembly. The Assembly consists of 431 assembly members. Each of these members is elected by popular vote of all citizens within their district. These elections are held every six years and are staggered so that there can never be a fully new assembly. The Assembly meets in the capital city of Badalona.

The Catalan Assembly creates several committees which oversee the executive and legislative functions of the planet. Each of these committees is overseen by a committee chair which answers to the Prime Minister. The Prime Minister is elected by the overall assembly for a term of ten years. During this time, the Prime Minister oversees all of the actions of the committee chairs.

The judiciary and all law enforcement matters are handled by the Justice Ministry. This organization has a Minister of Justice which is elected by the Catalan Assembly to oversee the ministry. However, all other judges, officers, and, ultimately through a chain of command, the individual police officers themselves, are hired and appointed rather than elected.

Legal Details

Law enforcement and governmental intrusion into daily life is minimal. Catalans are used to a certain level of personal freedom and this is fiercely maintained by the Assembly.

Weapons are allowed by the Assembly but "military-grade" weapons are curtailed. "Military-

grade" weapons includes, but is not limited to, anything that would be an energy weapon or an automatic slug thrower.

Most hardcore drugs are illegal, but many drugs are not (such as alcohol) and flow freely. Prostitution and gambling are legal but are controlled by the Assembly.

Cultural Details

One of the most unique aspects of Catalan culture is the forming of "castels" or human pyramids or towers. These often consist of large groups of people standing atop each other's shoulders en masse until only one person stands at the top. These are often performed at festivals and gatherings across the planet.

Another is the availability of medical services. After the colonization of this planet, many became sick from diseases that were new to the settlers. The Catalan Assembly passed a law that forced all citizens of Catalunya to visit a doctor monthly for a physical examination. This has become part of the culture now and while the law is still enforced, very few Catalans miss their monthly appointment.

Catalans also have a deep respect for their flag, the Senyera. Brought here from Earth where it had been the flag of the Catalans there for generations, it is now a revered symbol. Travellers will encounter the gold flag with four vertical red stripes at almost every turn during their stay here.

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Catalan Calendar

The Catalan Calendar is based on the 365 day Gregorian calendar. However, one day is added to each of the twelve months and a further 4 days are added to February. Every four years, a leap day is also added to February.

On April 23 each year, the planet celebrates St. George's Day. On this day, lovers exchange gifts. Traditionally, men give their lovers roses and women give their lovers books. This tradition still continues even though physical books are often difficult to obtain.

On September 31 each year, Catalunya celebrates "The Day" which is a day of celebration marking the colonization of the planet.

Selected City Details

Serna

Serna is the most populous city on Catalunya. 60 million call Serna home and most of them live below the waves. The city is anchored to the sea floor in several locations and is then supported in the center by a massive trunk. Like a flower the city extends along the surface of the ocean from the great

stalk. The stalk itself is a massive arcology built to hold millions within its bulk.

The city has a C-class downport located to the southwest of the city. Vessels can land on a floating pad (which is anchored) or can go underwater for a berth in the undersea complex.

While most live inside the complex, which is maintained at a constant 22 C (71.6 F), some do venture out in the surface city. Temperatures on the surface average 24 C (75.2 F) during the day and 16 C (60.8 F) at night.

Molas

Molas is home to about 40 million people. It is the second most populous city and the second largest in size. It is located on the northwestern corner of the continent of Terragones. Founded on rolling hills, the city sprawls across hundreds of kilometers.

The city shares a common downport with Tortosa and Aloja. The port is a C-class port and is connected with the highport and the three cities by shuttles.

Temperatures average 26 C (78.8 F) during the day and 20 C (68 F) at night.

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Badalona

Home to 35 million people and the seat of government for the planet, Badalona is a thriving city. Located just below the equator on a massive plain, the city commands the western portion of the continent.

The city shares a C-class downport with the city of Muntiner further north. The port is located to the northeast of the city and shuttles provide service into the city and up to the highport.

Temperatures run about 30 C (86 F) in the day and 22 C (71.6 F) at night.

Catalunya Orbital

Catalunya Orbital is the main starport in orbit and also home to about 15 million people. It is a B-class port and serves most of the needs of the busy traveller.

Regular shuttle service is available to the downports, the moon of Dali, and the city centers.



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Roskilde (Cascadia 0205) B7988D8-A

System Data

Roskilde is located in the fourth orbit of its sun, Rakozci, a G3 V. Rakozci is a yellow main sequence star. Roskilde orbits at a distance of approximately 1.0 AU (150 million kilometers or 93.2 million miles) from Rakozci.

The system has four gas giants. The closest to Rakozci is Blekinge. Blekinge, located in the sixth orbit, is a large violet gas giant. Blekinge is approximately 5.26 AU (789 million kilometers or 490 million miles) from Rakozci.

The second gas giant is Bornholme. Bornholme is located in the seventh orbit, about 9.33 AU (1.4 billion kilometers or 869 million miles) away from Rakozci. It is green in color with colorful pink cloud bands.

Scania, the third gas giant in the system, looks much like Bornholme with the same greenish color and pinkish clouds. It is located about 19.33 AU (2.9 billion kilometers or 1.80 billion miles) from Rakozci.

The last of the gas giants in the system is Danzig. Danzig, too, is a greenish color but a deeper green. Danzig orbits Rakozci at approximately 38.67 AU (5.8 billion kilometers or 3.6 billion miles).

There are three planetoid belts in the system. The closest to the sun is the Nornish Belt at approximately 0.36 AU (54 million kilometers or 33.56 million miles). The Nornish Belt is largely made up of heavy metals and is mined extensively.

The Thalkin Belt orbits at about 2.85 AU (428 million kilometers or 265.95 million miles) and is also full of rocky metallic asteroids. Much like the Nornish Belt, it too is the home of an extensive mining operation.

Further out at 80 AU (12 billion kilometers or 7.46 billion miles) is the Kardin Belt. The Kardin Belt contains mostly ice.

There are also three rocky bodies orbiting Rakozci. The closest is Haderslev orbiting at about 0.20 AU (30 million kilometers or 18.64 million miles). It is uninhabited.

The next closest of the rocky bodies is Casimir at approximately 0.71 AU (107 million kilometers or 66.49 million miles) out from Rakozci. Casimir is a reddish-orange planet. Casimir has a small starport and a population of about five million located in the city of Thoris.

Located further out is Starg. Starg is the final planet in the system and orbits at approximately 213 AU (32 billion kilometers or 19.88 billion miles). It is uninhabited.

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The Roskilde System

Primary	Rakozci	G3 V
0.20 AU	Hadersley	X200000-0
0.36 AU	Nornish Belt	C000425-A
0.71 AU	Casimir	C620623-A
1.00 AU	Roskilde	B7988D8-A
2.58 AU	Thalkin Belt	C000316-A
5.26 AU	Blekinge	LGG
9.33 AU	Bornholme	LGG
19.33 AU	Scania	LGG
38.67 AU	Danzig	SGG
80.00 AU	Kardin Belt	D000212-A
213 AU	Starg	X200000-0

Physical Data

Roskilde has a diameter of 11,830 kilometers (7350 miles). It has a molten core which gives Roskilde a density of 1.0 standard.

Roskilde has 2 moons. The closest, Harald, orbits at a distance of about 133,679 kilometers (83,120 miles). Harald itself has a diameter of 7050 kilometers (4380 miles) and no atmosphere.

The second, Absalon, orbits at a distance of 480,704 kilometers (298,696 miles) and has a diameter of 6,430 kilometers (3995 miles). It, too, has no atmosphere.

Roskilde has an orbital period of 369 standard days and a rotation period of 22 hours.

Atmospheric Details

Roskilde has a dense atmosphere with atmospheric pressures at sea level reaching 2.0 atmospheres.

In addition, the atmosphere has high oxygen content which results in many sophonts needing filter masks or other breathing apparatus to avoid problems.

Temperatures on Roskilde can be quite cool. High temperatures in the equatorial region range in the low 20s C (70s F). Low temperatures in the equatorial region fall to the low 10s C (50s F).

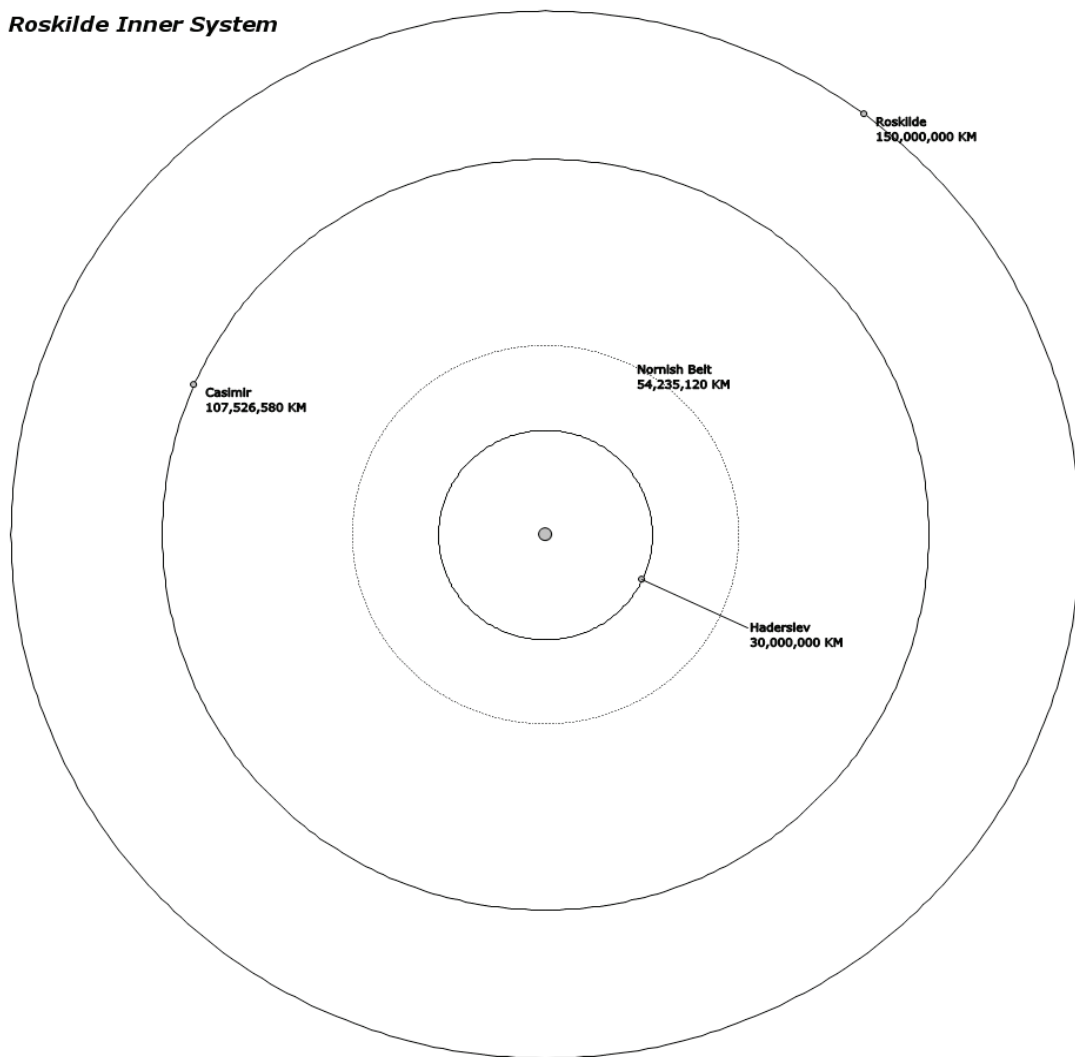
Hydrographic Details

About 79% of the surface of Roskilde is covered in water. Except for the continental shelves, most of the Roskilde ocean is quite deep reaching depths of up to 20 kilometers (12 miles) over large areas of the southern hemisphere.

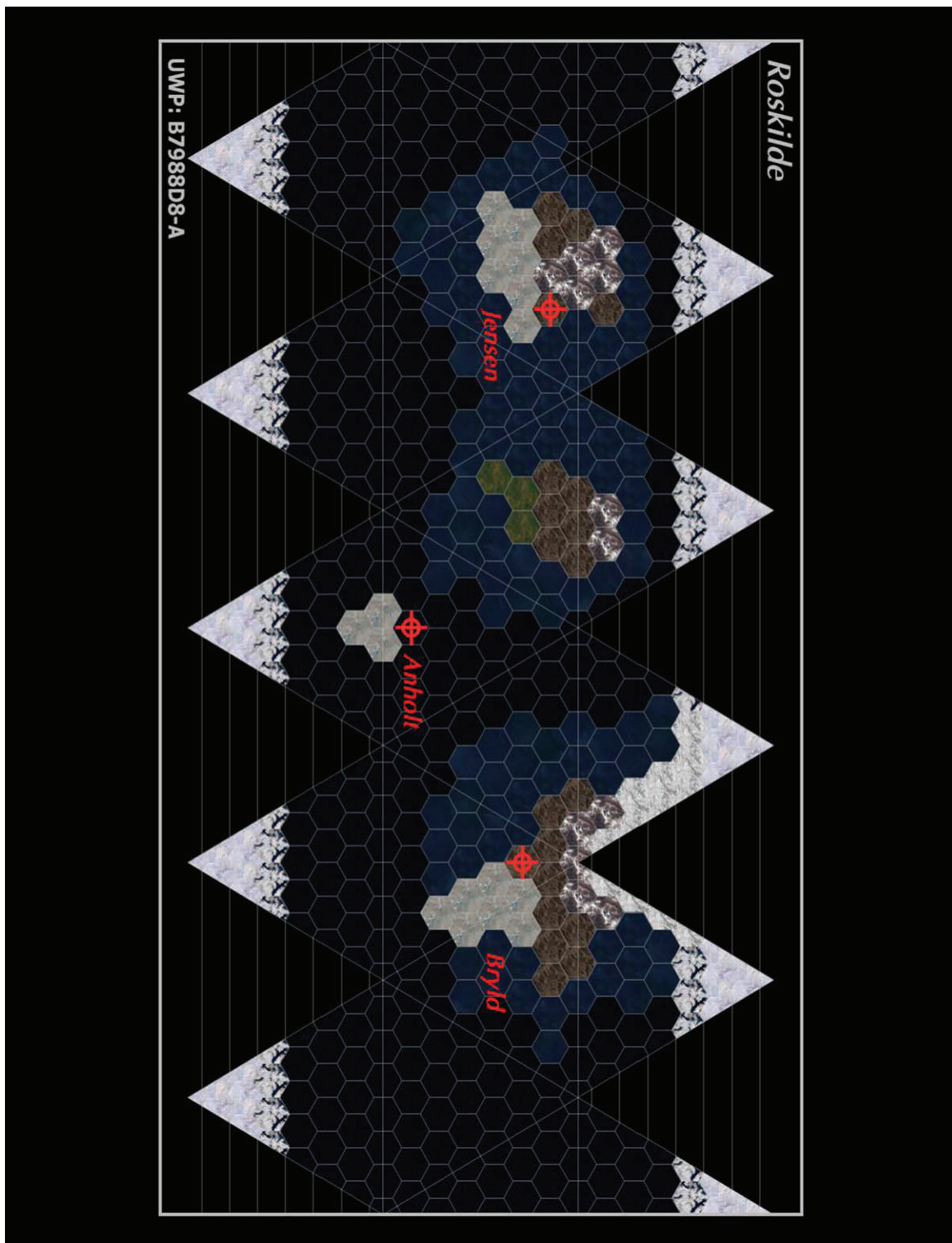
The polar regions are covered in ice throughout the year. This ice cap extends into the mountains of the continent of Bryld.

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Roskilde Inner System



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Geographic Details

Roskilde has three small continents: Jensen, Valdemar, and Bryld. All three of these are in the northern hemisphere. Each of them is quite rugged and mountainous.

The largest of the three is Bryld. The continent of Bryld stretches from the edge of the northern polar region down to the equator. The northern areas of the continent are covered in massive snow capped mountains and glaciers. The southern tip of the continent is taken up by the large city of Bryld and much has been done to take up every nook in the mountainous terrain to contain the millions of people who live there.

The second largest is Jensen. Jensen is also quite mountainous with tall peaks stretching into the sky across most of the continent. In the southern reaches of the continent sits the city of Jensen, the most populous city on the planet.

The third largest continent is that of Valdemar. Valdemar is also covered with mountains in its northern areas, but the south is covered in rolling green hills. All of the agriculture which is done on Roskilde is done here on these lush green hills. Only a few small towns exist on Valdemar.

Population Details

The population of Roskilde is just over 900 million people. The vast majority of people live in hundreds of medium sized cities spread across the planet, but a great many also live within the enormous cities.

City Details

Jensen

Jensen is home to about 100 million people taking up the entire southern half of the Jensen continent. Most Jensenites live in arcologies, massive buildings containing homes for thousands of people.

The city stretches a little over 4000 kilometers (2485 miles) east to west and about 2200 kilometers (1367 miles) north to south. The city extends off the continent into the ocean, standing on the continental shelf that extends for several kilometers off the coast. The buildings and arcologies are tightly packed in the small mountains and valleys between the larger peaks.

Temperatures at Jensen are average for the equatorial region of Roskilde. Daytime temperatures tend to stay around the low 20s C (70s F) with nighttime temperatures dropping to about the low teens C (50s F).

The main Roskilde downport is located near Jensen. It is a large area in a mountainous region flattened by engineers. The starport is well above sea level alleviating the concerns about pressure, but not, of course, the high oxygen content.

The local government is seated here at Jensen and The Enlightened One lives in a large temple in the mountains just northwest of Jensen. It is here that all decrees concerning the rule of Roskilde emanates.

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Roskilde Main Upport

The Roskilde Main Upport is the central starport for Roskilde. Orbiting the planet at a distance of 59,150 kilometers (36,754 miles), the port is not only the main port for the system but is also the home to over 8 million.

Bryld

Bryld is home to about 70 million. The city takes up the entirety of the southern coast of the continent of Bryld and then extends well out to sea on the continental shelf. The city covers about 2400 kilometers (1491 miles) east and west and stretches north and south over 3800 kilometers (2361 miles).

Temperatures at Bryld are average for the equatorial region of Roskilde. Daytime temperatures tend to stay around the low 20s C (70s F) with nighttime temperatures dropping to about the low teens C (50s F).

There is a minor downport located to the northwest of Bryld. This is mainly used for shuttles to and from the Jansen downport and also to and from the Roskilde main upport.

Anholt

Anholt is an undersea city located in the southern hemisphere. It sits on an undersea ridge about 3 miles underwater. The city is home to about 30 million. While some of the large buildings reach out of the sea, most of Anholt is located underwater to avoid storms as well

as avoid the atmospheric pressure at sea level.

Anholt also has a small downport located on a massive platform anchored to the seabed. It is located several kilometers to the north of the city and is mainly used for shuttle duty.

Government Details

All government functions are controlled by one man, the Enlightened One who claims to speak for the Spirit of the Universe. The Spirit of the Universe inhabits the Enlightened One and he dictates all government functions to lesser functionaries and bureaucrats who then perform these actions.

These functionaries provide for the citizenry of Roskilde in every way. The Enlightened One has them provide for the food, shelter, and clothing of all on Roskilde and thus all of those businesses and trade is controlled directly by The Enlightened One.

If The Enlightened One dies, he is replaced another male member of the society who is deemed by his peers to live the most enlightened life. This is determined by a vote of all of the citizens of Roskilde, although campaigning to become The Enlightened One is strictly forbidden (and seen as a sign that the candidate is not, in fact, enlightened).

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Conspiracy?

Of course, one could theorize that The Enlightened One is not what he is cracked up to be. For those of a more conspiratorial bent, it could be that "The Spirit" is, in fact, a group of offworlders who are controlling The Enlightened One for their own purposes.

Of course, a system like this is open for abuses. Perhaps the previous Enlightened One has died and there is now an election coming up for the new one. While a candidate for the post cannot by tradition make speeches and campaign for the office, perhaps a group of travellers can be convinced to do so for him for the right amount of money.

Perhaps there are some who doubt the power of The Enlightened One or simply feel that the wrong one was elected to the post. This can be rife with opportunity for a mercenary ticket.

Or maybe scoundrel characters can smuggle in things that are forbidden by The Enlightened One to the citizens or maybe even to The Enlightened One himself who is availing himself of pleasures he is not allowing to the people quite yet.

Legal Details

All on Roskilde are answerable to the Spirit of the Universe and his vessel The Enlightened One. As such, law on Roskilde is predicated on the will (and often whim) of The Enlightened One. Travellers are warned that while the law level is listed as 8, at times, according to the

will of The Enlightened One, it is very mercurial.

This can be very troublesome to occasional travellers to Roskilde as laws which were strictly upheld and draconian on one visit may be laxly enforced or even repealed on the next visit.

Enlightened But Ever Changing

One of the most common things that can happen to a group of travellers is that, between visits, the mind of The Enlightened One will change and so will the laws. While new laws are often posted and sent out, sometimes this simply doesn't happen due to time constraints.

So the popular item that the traders made so much money on last time is now illegal. Smuggled contraband is now legal and of lesser value. It makes planning to deal with someone or something on Roskilde a nightmare.

Religious Details

The Religion of the Spirit of the Universe is the official religion of Roskilde. Almost all on the planet are adherents of its doctrines. The religion believes in an all-encompassing spirit which directly involves itself in the affairs of everyday people. And while the Spirit is omnipresent, it only speaks to sophonts through its representative, The Enlightened One.

The Enlightened One communes with the Spirit on the Holy Mountain just northwest of

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Jansen. From here, laws are passed on from the Spirit through The Enlightened One to the functionaries and officials who carry out the Will of the Spirit.

Adherents are expected only to follow the Will of the Spirit and those who follow it to the letter will reach Enlightenment themselves. Those who do not are to sent to Eternal Nothingness where they will simply exist in constant boredom for eternity or until the Spirit wills them to leave it.

Cultural Note

Keep in mind that while the original settlers of Roskilde were of Danish and Scandinavian descent and many such names are used, the inhabitants of Roskilde are not modern Danes or Scandinavians (or past ones). Much about the Roskilde culture has changed and evolved over the many years they have separated themselves from other worlds. They have many cultural aspects that will be different from those of the nations from which they originated thousands of years ago.

Subsector Sourcebook 1: Cascadia

Hendershot (Cascadia 0208) A866748-D

System Details

Hendershot is located in the third orbit of its sun, called Rappahannock, a K0 V star. Rappahannock is an orange main sequence star. Hendershot is located at about 0.72 AU (108 million kilometers or 67 million miles) from Rappahannock.

Rappahannock has a companion star, an M5 V, called Forrelms. Forrelms is a red main sequence star. Forrelms orbits Rappahannock at about 38.67 AU (5.8 billion kilometers or 3.6 billion miles).

The system has one gas giant, Lorca, which orbits Forrelms at a distance of about 2.46 AU (369 million kilometers or 229 million miles). Lorca is a light blue color with gray and white cloud bands.

There are four other rocky bodies in the system other than Hendershot. All four orbit Rappahannock.

The closest to Rappahannock is Skortik. Skortik orbits Rappahannock at a distance of about 0.21 AU (32 million kilometers or 19.8 million miles). It has a radius of 3120 kilometers (1938 miles) and has no atmosphere. It is uninhabited.

Sorsmagil is in the second orbit of Rappahannock at approximately 0.41 AU (62 million kilometers or 38.5 million miles) away. It, too, has no atmosphere and is uninhabited. It has a radius of 1040 kilometers (646 miles).

In the fourth orbit is Gutierrez. Located about 1.01 AU (152 million kilometers or 94.4 million miles) from Rappahannock, Gutierrez is a habitable world with a population of 60,000. More on this world provided later in the supplement.

Orbiting Rappahannock at about 1.6 AU (240 million kilometers or 149 million miles) is Sutton. Sutton is a frozen world with little atmosphere. It has a radius of 4240 kilometers (2634 miles) and is uninhabited.

The Hendershot System

Primary	Rappahannock	K0 V
0.21 AU	Skortik	X200000-0
0.41 AU	Sorsmagil	X100000-0
0.72 AU	Hendershot	A866748-D
1.01 AU	Gutierrez	C964568-D
1.60 AU	Sutton	X210000-0
Secondary	Forealms	M5 V
2.46 AU	Lorca	SGG

Subsector Sourcebook 1: Cascadia

Physical Data

Hendershot has a diameter of 13,280 kilometers (8251 miles). It has a molten core giving it a density of 0.96 standard.

Hendershot has no moon.

Hendershot has an orbital period of 203 days. Most locals divide this up into 7 months of 29 days each.

Hendershot has a rotation period of 22 hours.

Atmospheric Details

Hendershot has a nitrogen-oxygen mix atmosphere with a surface atmospheric pressure of 1.0. 77.4% of the atmosphere is nitrogen, 21.6 % is oxygen, with 0.55% carbon dioxide, 0.21% argon, and other trace gases. This is not a problem for most travellers.

Temperatures are mostly temperate. The equatorial temperature rises to about 49 C (120 F) during the day and drops to about 37 C (98.6 F) at night.

Hydrographic Details

56% of the surface of Hendershot is covered in water. Only in the polar region is any of this ice and often this is not solid throughout the entire year.

The average depth of the ocean is about 3000 meters (9842 feet) with the deepest depth being at the Allen Trench (near the city of Haim) at about 8000 meters (26246 feet).

Geographic Details

There are five continents on Hendershot: Killingsworth, Seraphim, Spahn, Cynterra, and Corthin. The largest, Killingsworth, is also home to the two largest cities and the tallest mountain range on the planet.

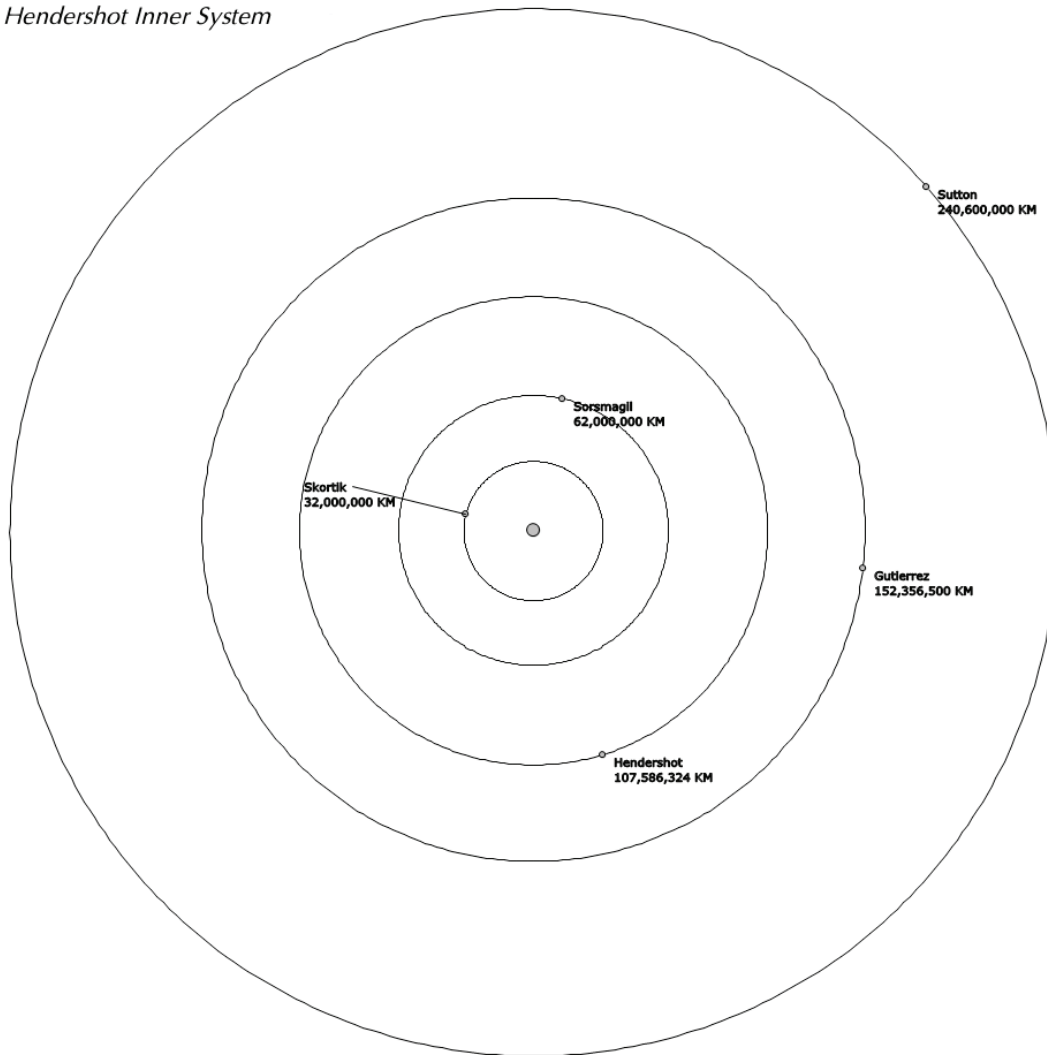
Killingsworth, located in the northern hemisphere, is made up mostly of green plains which have been converted to agricultural purposes. The equatorial region is most often used for grazing animals native to the harsh conditions. North of this, one finds the land dedicated to growing fruits and vegetables. The eastern region of the continent is dominated by the Colthon Range, a mountain range formed by a past collision of continents. The north and northwest regions are covered in large trees which are often used for lumber.

Seraphim, to the east of Killingsworth, stretches across both the equator to lie in both hemispheres. The central equatorial region is used for ranches for the local grazing animals with the north central area being home to the city of Lewis. The north and south regions are used for farming.

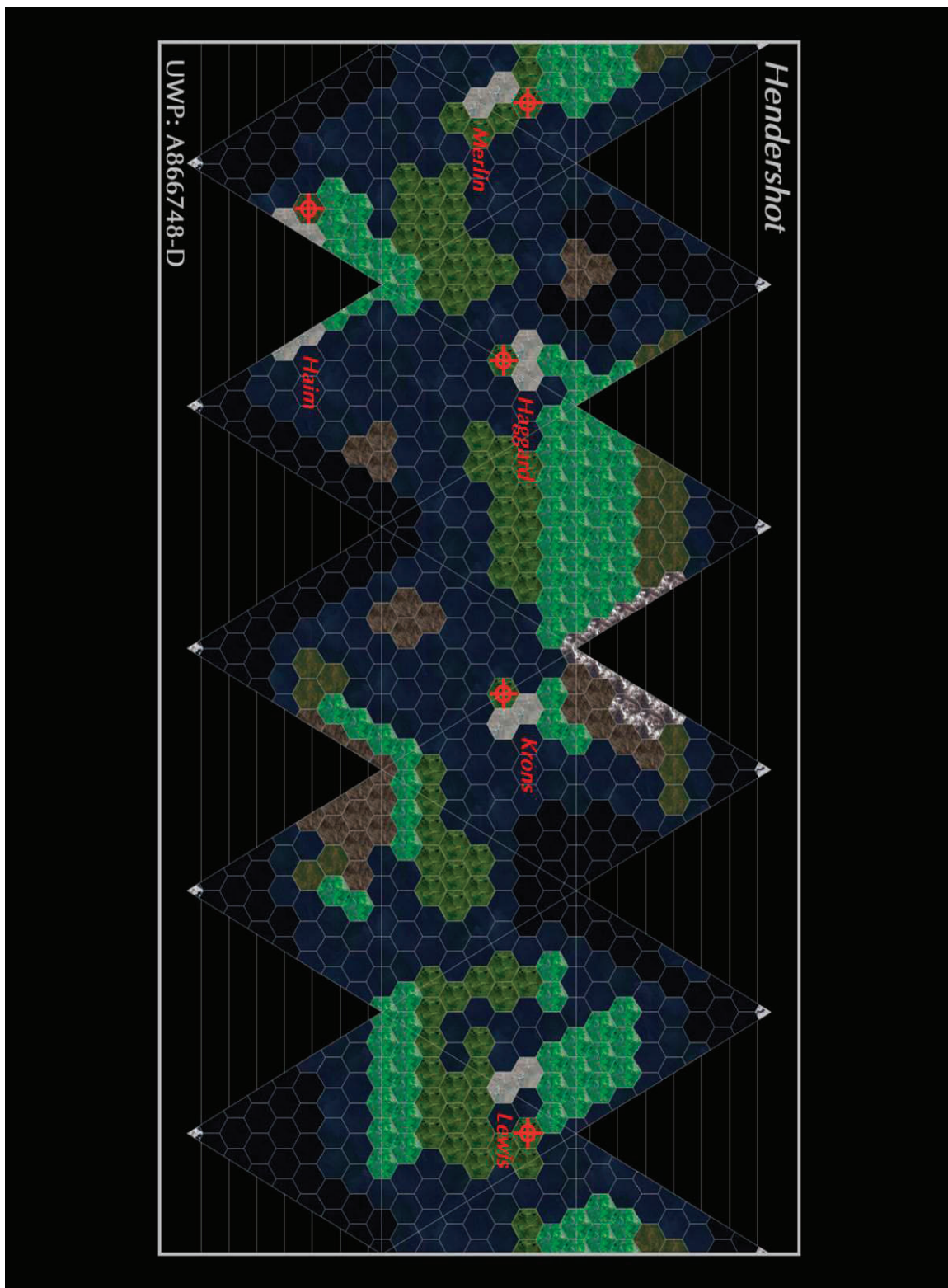
To the southwest of Seraphim is the continent of Spahn. It is a rough and mountainous continent. However, the mountains provide excellent slopes to the north for vineyards. The far north extends into the equatorial region and is made up of plains used for herd animals.

Subsector Sourcebook 1: Cascadia

Hendershot Inner System



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To the northeast of Seraphim lies the continent of Cynterra. Cynterra sits mostly in the northern hemisphere except for the Merlin peninsula on the east coast. The entire central region of Cynterra is used for farming.

Lastly, to the southeast of Cynterra is Corthin. Corthin stretches from the equatorial region southward. The northern portion of the continent is made up of flat plains used for ranching. The central region of the continent is used for farming, while the southern reaches are dominated by the city of Haim.

Population Details

Hendershot is home to 50 million people. The majority of these people live in small farming and ranching towns spread across the planet. The rest live in the five major cities spread across the planet or in one of the small cities in orbit.

Government Details

The entire Hendershot system is ruled by the government of Hendershot which is seated at the city of Krons on Hendershot. The government is a representative democracy with three branches of authority.

The Low House consists of representatives elected by popular election every six years. The Low House is concerned with writing the laws of the system and controls the rules and regulations of all legal entities, businesses and approves trade within the system. The Low House elects a leader called the

House Manager every two years by popular vote of the Low House members.

The Upper House consists of representatives elected by popular election every eight years. The Upper House approves all bills and laws written by the Low House and passes them on to be signed by the Executive House. The Upper House also determines if the bills and laws written by the Low House are within the bounds of their charter. Every two years, the Upper House elects a leader called the House Lord by popular vote of the members of the Upper House.

The Executive House Lord is voted on by popular vote of the members of both houses. In the event of a tie, the tie breaking vote is cast by the former Executive House Lord. This election takes place every ten years and the Executive House Lord may serve only one term. The Executive House Lord then selects Members of the Executive House. The Members of the Executive House head committees which execute, enforce, and otherwise perform the laws and regulations passed by the other houses.

The House Members (Upper and Low) each represent about 10,000 people. Each planet has districts drawn up by the Executive House Lord. All House Members must be over 40 years of age and have at least one child over the age of 20. There are currently seven major political parties to which the Members claim allegiance.

Subsector Sourcebook 1: Cascadia

Political Party Time

Politics on Hendershot is often a contentious business. With seven major political parties, agent characters or scoundrels can find themselves involved in one way or another in local politics. Attempts by one party to spy on, steal information from, or wreak havoc upon another party are common in situations like this. And why not hire some offworlders to ensure “plausible deniability”?

Selected City Details

Krons

Krons is the capital of Hendershot and, indeed, the entire Hendershot system. Krons is located on the southeastern coast of Killingsworth. It is home to just over 12 million people.

Krons is home to all three branches of the Hendershot government and many who live here are employed by the government. However, the representatives are forced to have homes within their districts.

The Krons downport is located to the southwest of the city. It is a B-class port and serves intercontinental, intersystem, and interstellar traffic.

Temperatures at Krons rise to about 49 C (120 F) during the day and drop to about 37 C (98.6 F) at night.

Haggard

Haggard is the second largest city on Hendershot and is home to about 10 million people. It is located on the southwestern coast of Killingsworth.

The Haggard downport is located south of the city. It is a C-class port and serves mostly intercontinental and intersystem traffic.

Temperatures at Haggard rise to about 49 C (120 F) during the day and drop to about 37 C (98.6 F) at night.

Merlin

Merlin is the third largest city on the planet and is home to about 9 million. It is located on the southeastern end of the Merlin peninsula which extends from the continent of Cynterra.

The Merlin downport is to the northeast of the city. It is a C-class port and deals mostly with intercontinental and intersystem traffic.

Temperatures at Merlin rise to about 49 C (120 F) during the day and drop to about 37 C (98.6 F) at night.

Cultural Details

One of the most distinctive cultural aspects of Hendershot is the wearing of jewelry. Most of the population does this and the wearing of ornate and colorful jewelry is an outward sign of rank. The more jewels worn, the higher the social standing of the individual wearing them. Often the higher ranks in Hendershot society will be seen with

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earrings, bracelets, tiaras, necklaces, and rings in every place they can put them.

Another is the cleanliness ritual. Each Hendershotian will wash their hands vigorously both before and after each meal. Not to do this is seen as being unclean and rude.

In addition, all members of the Upper House are forced by law to live in the home of their youngest child with the youngest child and his or her family. This is seen by Hendershotians to be a way to keep these members in touch with the public.

Legal Details

Law on Hendershot tends to be evenly balanced toward all lawbreakers. Offworlders are treated like any other citizen. Justice is usually swift with some trials taking place within 10-12 days of the commission of the crime.

Trade laws are fairly lenient on Hendershot with the exception of the importation of any of the many drugs considered illegal or controlled substances. Violation of these laws is often dealt with harshly.

The Smuggler's Blues

Scoundrel characters can also, if they are feeling lucky, attempt to skirt the strict drug laws in the system. This should be a difficult prospect with heavy penalties, but also large rewards. Drugs which are commonplace and legal on other worlds are difficult to obtain here thus it is sometimes easy to gain stock and lucrative to sell it here. Of course, getting caught by the local law enforcement would result in

serious penalties.

Agent characters might also find themselves involved on the law enforcement side of the drug trade. Law enforcement characters might be called upon to help investigate exactly the sort of scheme laid out above for scoundrels.

An Honest Path

Merchant characters will find Hendershot a cheap place to purchase fruits, vegetables, livestock, and lumber to be sold for a tidy profit on worlds where such a bounty would not be possible. Of course, carrying livestock on board a starship can be an adventure in and of itself.

Merchant characters will also find Hendershot a fine market for jewels and jewelry of all sorts. Something exotic from offworld might be just the thing a Hendershotian would need to show off at the next dinner party in Krons.

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Gutierrez/Hendershot (Cascadia 0208) C964568-D

Physical Data

Gutierrez has a diameter of 14,240 kilometers (8900 miles). It has a molten core which gives it a density of .96 standard.

Gutierrez has no moon.

Gutierrez has an orbital period of 346 days. Residents, however, use the Hendershot calendar.

Gutierrez has a rotation period of 18 hours, but again, the Hendershot clock is used.

Atmospheric Details

Gutierrez has a nitrogen-oxygen atmosphere consisting of 70% nitrogen, 28.48% oxygen, 0.88% carbon dioxide, and 0.34% argon. The atmospheric pressure at sea level is 1.1 standard.

Temperatures on Gutierrez are temperate with cold winters. Equatorial temperatures at the equator average at 42 C (107.6 F) during the day and 35 C (95 F) at night.

Hydrographic Details

38% of the surface of Gutierrez is covered in water. The polar regions are covered in ice. The seas are quite shallow with the deepest, the Belso Sea reaching 1200 meters (3937 feet).

Geographic Details

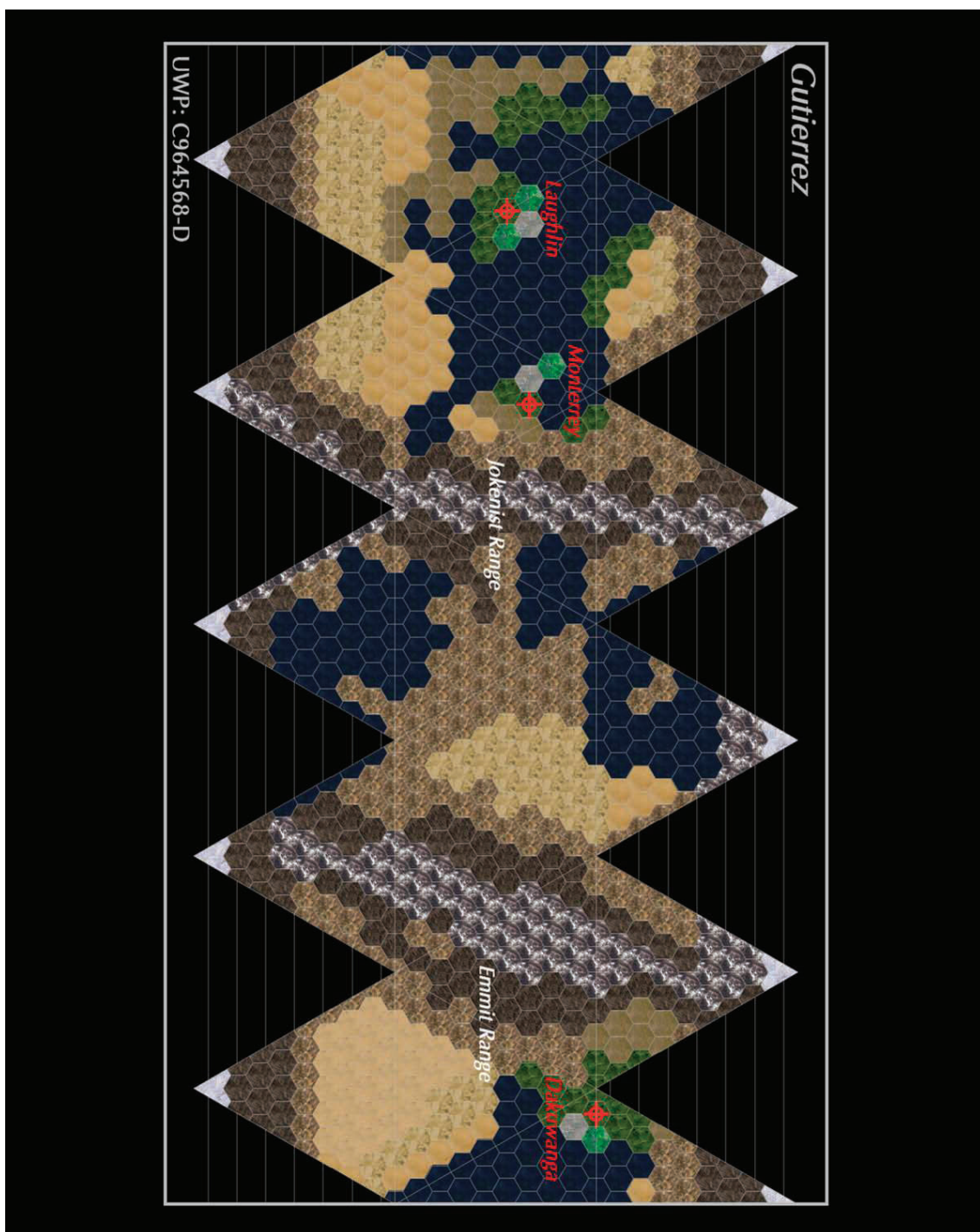
Gutierrez is a very rocky and mountainous world. Most of the surface is covered by dry, rocky plains broken up by mountainous areas and dry hills. Very little of the world is fit for agriculture.

Both poles are dominated by ice covered mountains and glaciers. Two mountain ranges stretch from pole to pole, the Emmit Range and the Jokenist Range. The Jokenist Range is the widest (8932 kilometers (5586 miles) from the widest east-west point) and the tallest (the tallest peak at 8852 meters (29,041 feet)). The Emmit Range, by contrast, is 5104 kilometers (3192 miles) across with the tallest peak at 4478 meters (14,692 feet).

Population Details

Gutierrez is home to about 60 thousand people. The majority of these people live within the three cities on the planet. A very few live in the mountains in small communities.

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Cultural Details

Residents of Gutierrez do not share all of the cultural mores of the people of Hendershot. For instance, they do not share the cleanliness ritual which often gets them derided by Hendershotians as barbaric or unclean.

However, they do share the desire to own jewelry and here, as on Hendershot, it is seen as a mark of rank and social standing. Gutierrezans also force members of the Upper House to live with their youngest child and the family of that child.

In addition, Gutierrezans prefer to eat in the privacy of their own homes. This is perhaps a reaction to the lack of the cleanliness ritual, but sociologists are unsure. At any rate, there are no restaurants on Gutierrez and Gutierrezans do not understand why anyone would wish to eat in public. The desire to do so is often seen by Gutierrezans as a sign of pretentiousness.

Legal Details

The legal system on Gutierrez is much the same as on Hendershot. Trials for small crimes (theft, simple assault, etc) are often quick and strict. Trials for larger crimes (murder, importation of controlled substances) often require consultation from Hendershot and this will sometimes slow the speed of the local justice system.

Selected City Details

Laughlin

Laughlin is the largest city on Gutierrez and is home to about 22,000 people. It is located on the Laughlin Peninsula on the south coast of the Belso Sea.

The Laughlin downport is located southwest of the city and is a C-class port. It serves interplanetary traffic, intercity traffic, and occasional interstellar traffic.

Temperatures in Laughlin in summer run about 40 C (104 F) during the day and 35 C (95 F) at night. During winter, the temperature runs about 29 C (84 F) and 16 C (61 F).

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Slaren (Cascadia 0307) C665615-C

System Details

Slaren is located in the third orbit of its sun, a G3 V main sequence star called Corti. Slaren is located approximately 1.024 AU (153.6 million kilometers or 95.4 million miles) from Corti.

The system has three gas giants: Emerson, Laine, and Diaz. The closest gas giant to Slaren is Emerson in the fourth orbit. It is approximately 2.8 AU (420 million kilometers or 260.9 million miles) from Corti. Emerson appears green in color with cloud bands of purple, gray, and orange.

Laine is the next closest in the fifth orbit. Laine is about 5.2 AU (780 million kilometers or 484.7 million miles) from Corti. It is brown in color with green and gray cloud bands.

The furthest gas giant is Diaz. Diaz is in the seventh orbit and is approximately 21.33 AU (3.2 billion kilometers or 1.9 billion miles) from Corti. It is a ringed gas giant with wispy clouds of many colors.

There is one planetoid belt in the system. The Vandevan Belt is located in the sixth orbit approximately 10 AU (1.5 billion kilometers or 932 million miles) from Corti. The belt is made up of rocks from as large as 1235 kilometers (767 miles) in diameter down to bits of gravel. The belt is about 12 million kilometers (7.4 million miles) wide. The belt is home to an extensive mining operation and has a permanent population of about 50,000 spread throughout the belt.

There are two other rocky bodies in the system: Karlsen and

Nevea. Karlsen is the closest to Corti at a distance of about 0.21 AU (32 million kilometers or 19.8 million miles). It has no atmosphere. It is tidally locked with Corti and is uninhabited.

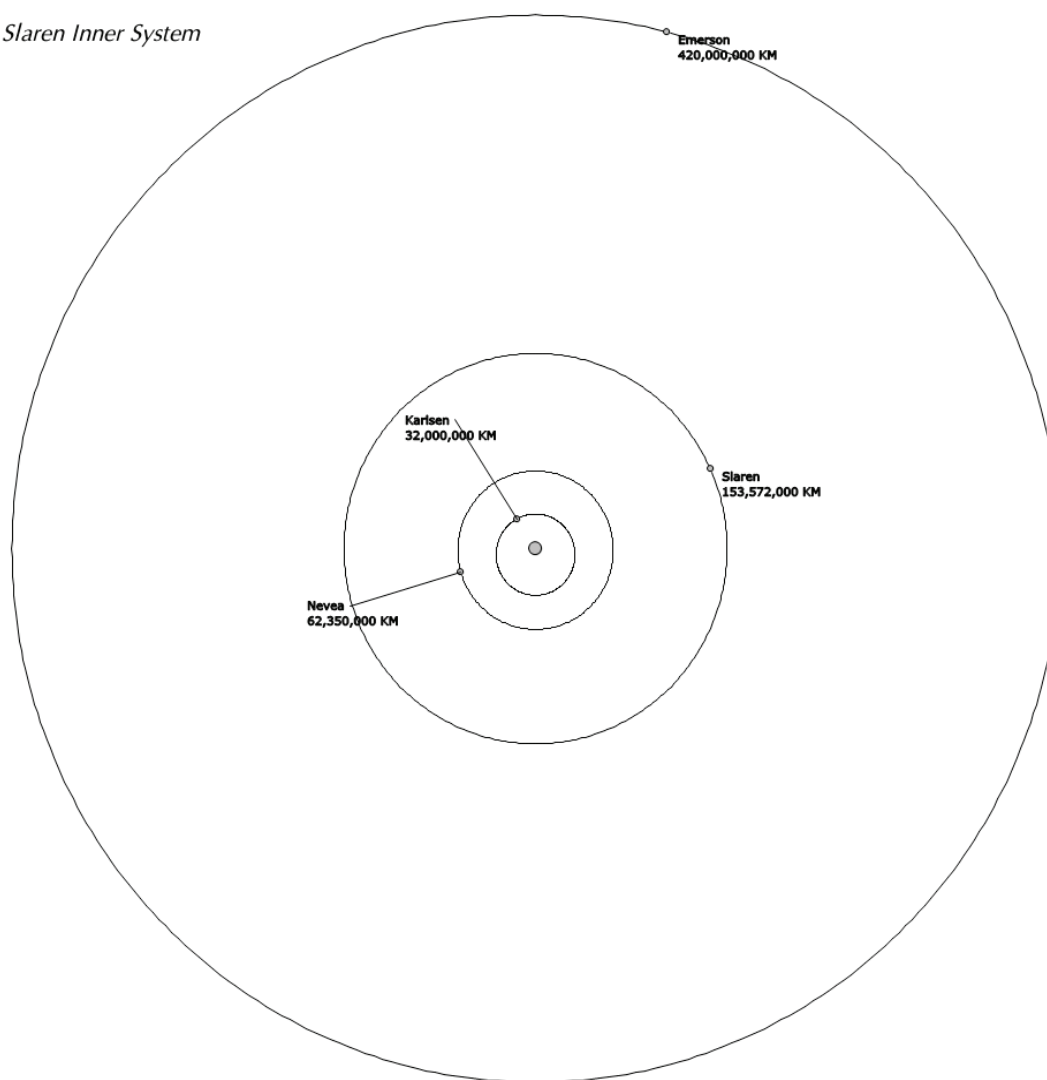
Nevea is the next closest in the second orbit. It orbits Corti at a distance of about 0.42 AU (62.4 million kilometers or 38.8 million miles). Like Karlsen, it has no atmosphere and is uninhabited.

The Slaren System

Primary	Corti	G3 V
0.21 AU	Karlsen	X200000-0
0.42 AU	Nevea	X200000-0
1.02 AU	Slaren	C665615-C
2.80 AU	Emerson	SGG
5.20 AU	Laine	LGG
10.00 AU	Vandevan Belt	C000416-C
21.33 AU	Diaz	SGG

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Slaren Inner System



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Physical Data

Slaren has a diameter of 9280 kilometers (5800 miles). It has a molten core giving it a density of 1.0 standard.

Slaren has two moons: Austin and Vaughn. Both are small airless rocks. Austin has a diameter of 680 kilometers (422 miles) and Vaughn has a diameter of 760 kilometers (472 miles). Austin orbits at a distance of about 31,900 kilometers (19,800 miles) and Vaughn orbits at a distance of about 58,000 kilometers (36,000 miles).

Slaren has an orbital period of 368 days. Locals refer to this period as a year. The local calendar divides this into 16 periods called "months" of 23 days each.

Slaren has a rotation period of 26 hours. Locals divide this into days and nights of 13 hours each.

Atmospheric Details

Slaren has an atmosphere composed of 78.8% nitrogen, 19.22% oxygen, 0.91% argon, and 0.7% carbon dioxide. The air pressure at sea level is 0.99 standard.

Slaren is a warm world with equatorial temperatures reaching to 49 C (120 F) during the day and 30 C (86 F) at night. In summer, polar temperatures reach 3 C (37 F) during the day and -16 C (3 F) at night. In winter, the polar temperatures dip to -20 C (-4 F) in the day and -53 C (-63 F) at night.

Hydrographic Details

53% of the surface of Slaren is covered in water. The average depth of the ocean is about 6000 meters (19,685 feet). The deepest depth is 8900 meters (29,199 feet) at the Walker Trench in the Chapman Ocean.

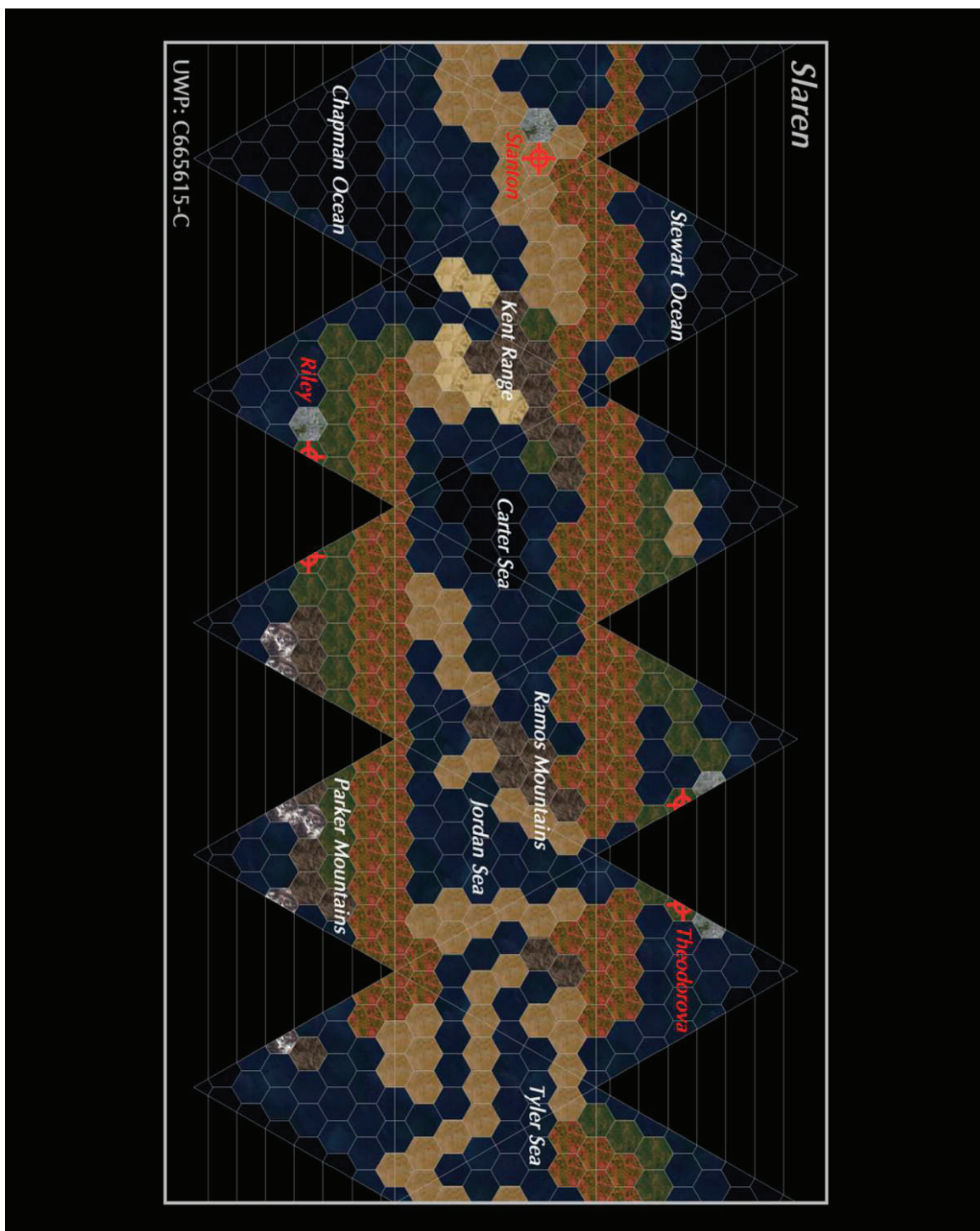
There are three large inland seas on Slaren. The largest and deepest is the Carter Sea. The Carter Sea stretches approximately 7488 kilometers (4680 miles) east to west at its widest point. North and south, the Carter Sea is about 4992 kilometers (3120 miles) wide. Its deepest point is 4500 meters (14,764 feet). It is believed that the Carter Sea was likely formed by an asteroid strike.

The L-shaped Jordan Sea is across the Ramos Isthmus from the Carter Sea. The bottom of the "reversed L" stretches east and west 6656 kilometers (4160 miles), while the top of the "L" narrows to as little as 832 kilometers (520 miles).

The Tyler Sea snakes through the supercontinent of Slaren for over 6580 kilometers (4088 miles) east and west. However, it is only 820 kilometers (509 miles) wide north and south.

The remainder of the water on Slaren forms the two polar oceans. To the north lies the Stewart Ocean and to the south lies the Chapman Ocean. Unlike many worlds, the polar regions here are largely ice free.

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Geographic Details

Covering most of the equatorial band of the planet, the Slaren supercontinent bands Slaren like a belt. Made up of several subcontinents, the supercontinent is broken only by the three large inland seas. Two of the seas (the Jordan and the Tyler) are caused by the ongoing breakup of the supercontinent. It is believed that the Carter Sea was formed due to an asteroid strike.

Most of the supercontinent is made up of flat plains which have been used by the residents to grow the barley, wheat, and hops which they use for their chief export. Only in the far north and south of the supercontinent do the plains give way to rolling, forested hills.

There are three major mountain ranges: Kent, Ramos, and Parker. The Kent Range runs from the equator to the western edge of the Carter Sea. The tallest peak in the Kent Range is Mount Lindstrom at 1605 meters (5267 feet).

The Ramos Range runs along the Ramos Isthmus separating the Carter Sea and the Jordan Sea. The highest elevation in the Ramos Range is 1244 meters (4083 feet) at Mount Pearce.

The Parker Range runs along the southern edge of the supercontinent and make up the highest mountains on the planet. The highest elevation is at Mount Santerra which is 4421 meters (14505 feet).

Population Details

Slaren is home to just over 2 million people. With very few

exceptions, all of the population lives in the three cities on the planet. The local government attempts to keep as much open land as possible for the cultivation of crops.

Government Details

Slaren is ruled and owned by the Slaren Brewing Company. The company is headquartered in the city of Stanton. All government functions are handled by divisions of the overall company, which are answerable to the board of directors and, ultimately, the Chief Executive Officer of the company.

The Slaren Bewing Company

The Slaren Brewing Company is the maker of several beers, ales, and ciders that are sold throughout this region of space. The company has some offworld subsidiaries but the main headquarters and most of its concerns are here on the planet Slaren.

The Slaren Brewing Company is the last company standing following the Slaren Beer War of about 50 years ago. After the colonization of the world, it was discovered that grains such as wheat and barley grew well on the plains of Slaren. Before long the people of Slaren began cultivating these, as well as hops and apples, to make many different types of beer, ale, and cider. In addition, the locals began cultivating the native jortila for its spicy flavor. The wealth of the planet was quickly being consolidated in the three brewing companies which then began to vie for control of the planet.

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These brewing companies were formed in the three major colonization points: Stanton, Theodorova, and Riley. The rivalry between the companies finally erupted into open warfare. The owners and employees of the companies took up arms. Soon mercenaries were hired by the companies. It was a brutal war of skirmishes and attacks by mercenary companies. Eventually, the Lightning Brewing Company of Stanton achieved dominance and forced the other companies to submit to their control. The Slaren Brewing Company is the result of those negotiations.

Beer War

An adventure set during the Beer War would be an excellent place to bring in a mercenary team or company. One of the Beer War companies could hire the mercenaries to fight on one side or the other. Early arrivals might even need to train some of the locals to be more effective fighters. Or maybe some of the combatants are not as satisfied with the new company and are planning a new Beer War.

Of course, the other companies might be looking for a slightly more subtle New Beer War. Agent characters might find employ in Theodorova or Riley in attacks against the Slaren Brewing Company.

One of the peculiarities of the Slaren Brewing Company is the use of the founder of Lightning Brewing as their mascot. Early in the days of

the company, the founder, Jason Malberg decided to place himself in the branding and advertisements. Using the pseudonym "Drenken von Bierstein", he would extol the virtues of the company's products. After Malberg's death, the company continued to use the image of "Von Bierstein" in its logo and other ads. Following the formation of the Slaren Brewing Company, the use of the mascot continued with caricatures and holography. There are also robots and impersonators who make the rounds of local events dressed as the iconic character. Rumors abound on Slaren that perhaps Malberg is really still alive and has been taking large numbers of anagathics to maintain his hold on the company and the planet.

I'm Drenken

Of course, the rumors concerning "Drenken von Bierstein" could be true, but that many anagathics would surely drive a man insane. Of course, the new "Drenken" could be a clone or perhaps that robot simply had Malberg's brain downloaded into it.

Legal Details

Most of the laws on Slaren are based solely on the idea of private property rights. Of course, since the entire planet is the sole property of the Slaren Brewing Company and thus, the government, many of the people find they have few individual rights. However, the company does try to make for a healthy and pleasant working environment.

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Laws concerning what you do while you are working for the company are quite strict. However, during leisure time or "off-hours", the laws are far less strict. For example, use of alcoholic beverages is strictly prohibited during working hours but encouraged during personal time.

Employees and offworlders alike can expect to have their movements monitored at all times. Employees must gain permission to leave the planet and offworlders must gain permission to land or leave the starports.

Theft or unauthorized sale of Slaren Brewing Company products is also severely punished by the company's enforcement and detainment division.

City Details

Stanton

Situated on the eastern coast of the Tyler Sea, the city of Stanton is home to just over 1.2 million people. It is the capital of Slaren and home to the headquarters of the Slaren Brewing Company.

The main starport is a downport located to the east of Stanton on the flat plains. The port is mostly used to ship beer, cider, and ales off the planet and to other markets.

The seaward area of the city is home to the breweries and brewmasters of the Slaren Brewing Company. The district is filled with the sights, sounds, and smells of the brewing process.

Year-round, the average temperature in Stanton is 37 C (98.6

F) during the day and 24 C (75 F) at night.

Theodorova

Theodorova is located on the northernmost peninsula of the Slaren supercontinent. It is home to about 400 thousand people. It is the former home of The Accordia Brewing Company, one of the companies which lost the Beer War.

Theodorova was cut from the heavily forested hills of the north. The city was soon surrounded by the domed and protected apple orchards which still provide the apples for the cider made here.

There is a port to the south of the city, but it mostly sends shuttles and freight carriers from Theodorova to Stanton.

During the summer, the average daytime temperature is 31 C (87.8 F) and the nighttime temperature averages at 18 C (64 F). During winter, this drops to -12 C (10.4 F) during the day and -25 C (-13 F) at night.

Riley

Riley is on the southern edge of the Slaren supercontinent and is home to just under 400 thousand people. It is the former home of The Maximum Taste Brewing Company, which was the loser of the Beer War.

Riley is surrounded by jortila trees, a native and hardy plant whose fruit provide the flavor for the spicy drinks made here. Jortila trees are tall with strong bark. The Jortila fruit, often referred to by locals as "The Heat", are quite spicy. Many compare the Jortila to a habanera

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pepper, though the Jortila are much larger.

The Riley downport is located to the east of the city, but it is mostly used for cargo to and from Stanton.

Daytime temperatures during the summer run about 27 C (80.6 F) during the day and 6 C (42.8 F) at night. During winter, this average drops to 0 C (32 F) in the daytime and -19 C (-2.2 F) at night.

Cultural Details

As the entire planet is geared toward the production of certain alcoholic beverages, the masters of this craft are looked upon with a great deal of respect. As such, brewmasters are some of the most prominent members of Slaren society. Many brewmasters who have formulated new and different types of ale, beer, and cider are considered heroes on the planet.

Alcohol usage, in the form of beer, ale, and cider is quite common on Slaren during hours which the citizen employee is not working for the company. This is most often seen in beer gardens and beer halls spread throughout the three cities. Wine and other alcohols are far less common here.

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Gagnon (Cascadia 0308) ***A7667A5-E***

System Details

Gagnon is located the third orbit of its sun, a G9 V yellow main sequence star named Decida. Gagnon is located at approximately 0.72 AU (108.2 million kilometers or 67.2 million miles) from Decida.

The system has four gas giants: Guardian, Manchester, Seafront, and Rosenthal. The closest gas giant to Gagnon is Guardian in the fifth orbit. It is approximately 1.61 AU (242 million kilometers or 150 million miles) from Decida. It is purple in color with gray and blue cloud bands and an extensive ring system.

Manchester is the next closest in the sixth orbit. Manchester is about 2.81 AU (421.3 million kilometers or 261.8 million miles) from Decida. It is a deep green with orange and pink cloud bands.

In the seventh orbit is Seafront, a ringed deep blue gas giant with wispy white and light blue clouds. It is located about 5.19 AU (779 million kilometers or 484 million miles) from Decida.

Finally, in the eighth orbit, lies Rosenthal. Rosenthal is a violet ringed gas giant with gray cloud bands. It is approximately 9.91 AU (1.486 billion kilometers or 923 million miles) from Decida.

In addition, there are also two planetoid belts in the system. The closest, known as the Rift Belt, is in the first orbit and orbits Decida at about 0.2 AU (30 million kilometers or 18.6 million miles). The belt is about 100,000 kilometers (62,137 miles) wide and is home to several

mining operations. About 10,000 belters call the Rift Belt home.

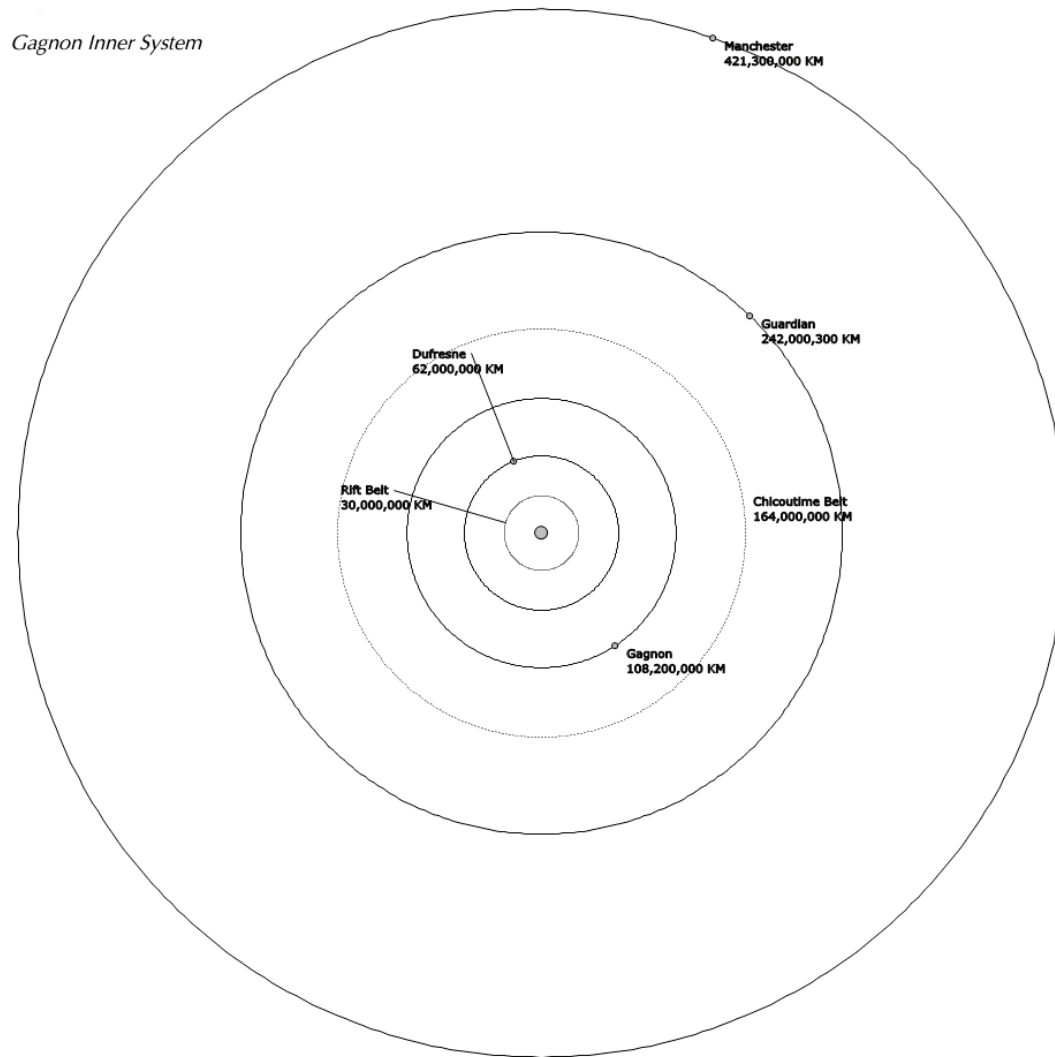
The second planetoid belt is known as the Chicoutime Belt. This belt is located in the fourth orbit about 1.09 AU (164 million kilometers or 101.9 million miles) from Decida. The belt is approximately 5 million kilometers wide (3.1 million miles) and is also home to extensive mining operations. The belt has a population of about 6.5 million.

The other rocky body is the system is Dufresne. Dufresne is located in the second orbit of Decida about 0.41 AU (62 million kilometers or 38.5 million miles) away. The planet has a radius of 2912 kilometers (1809 miles). Dufresne has an atmosphere made up of 81.36% carbon dioxide, 10.16% nitrogen, and 4.43% argon. There is no water on Dufresne.

The Gagnon System

Primary	Decida	G9 V
0.20 AU	Rift Belt	C000466-E
0.41 AU	Dufresne	X5B0000-0
0.72 AU	Gagnon	A7667A5-E
1.09 AU	Chicoutime Belt	C000666-E
1.61 AU	Guardian	SGG
2.81 AU	Manchester	LGG
7.79 AU	Seafront	LGG
9.91 AU	Rosenthal	SGG

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Physical Data

Gagnon has a diameter of 11,840 kilometers (7400 miles). It has a molten core which gives it a density of 1.06 standard. Gagnon has a gravity of 0.928 standard.

Gagnon has no moon.

Gagnon has an orbital period of approximately 244 days, which residents refer to as a "year". Locals divide this up into 8 numbered increments of what they refer to as "periods" containing 30 days each. Travellers might hear locals referring to days as "3rd day, 4th period" or simply "3 and 4". The remaining 4 days are considered special holidays.

Gagnon has a rotation period of 22 hours.

Atmospheric Details

Gagnon has an atmosphere composed of 76.1% nitrogen, 21.71% oxygen, 0.83% carbon dioxide, and 0.26% argon. The atmospheric pressure at sea level is 0.96 standard.

Gagnon is a warm world. Equatorial temperatures run about 53 C (127.4 F) during the day and 32 C (89.6 F) at night. In summer, polar temperatures average at 11 C (51.8 F) during the day and -10 C (14 F) at night. In winter, the average is -52 C (-61.6 F) during the day and -58 C (-72.4 F) at night. Only in winter are the poles covered in ice.

Hydrographic Details

60% of the surface of Gagnon is covered in water. The average depth of the ocean is about 4100

meters (13451 feet). The deepest point is in the Surabachi Trench north of Missoula at a depth of 8428 meters (27,651 feet).

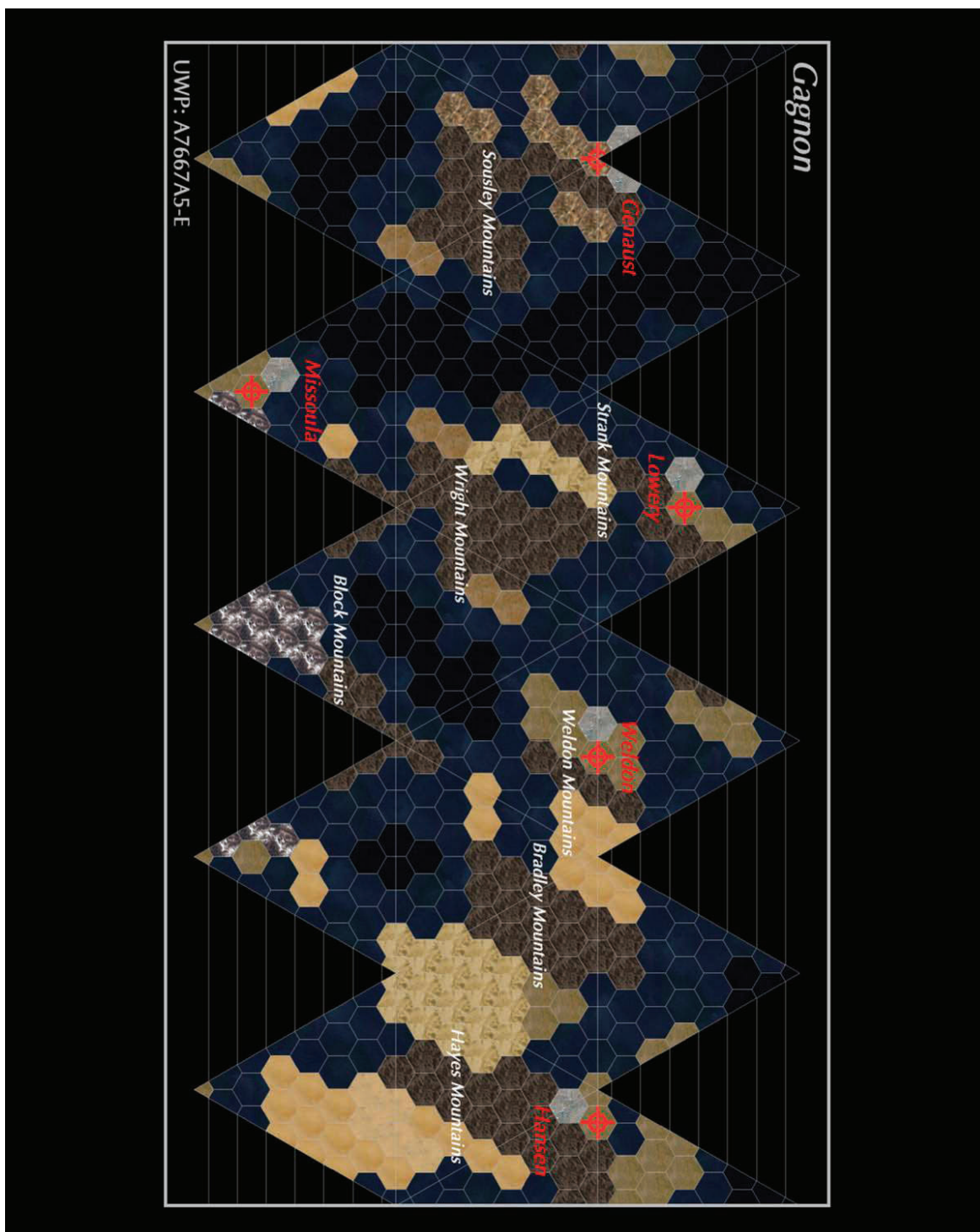
Geographic Details

There are four continents on Gagnon: Morenz, Kantara, Osiris, and Missoula. The largest, Osiris, stretches 16,528 kilometers (10,336 miles) east to west and 15,195 kilometers (9690 miles) north and south. Osiris is actually made up of four subcontinents that collided several million years ago to form the present continent. It is broken by three mountain ranges: The Weldon Range, the Bradley Range, and the Hayes range. The dry plains of the Weldon steppe occupy the west of the continent. A sandy desert sits between the Weldon Range and the Bradley Range with a rocky desert plain dominating the area between the Bradley Mountains and the Hayes Mountains. To the southeast of the Hayes Range lies the Pima Desert. North of the mountains is the city of Hansen and the flat scrub of the LaFarge steppe.

To the west of Osiris lies Kantara. Kantara stretches across the equator and defined by two mountain ranges. The largest mountains are to be found in the Wright Mountains with the highest summit reaching 4634 meters (15,203 feet). The smaller Strank Mountains run along the west coast of Kantara and a rocky desert sits between the two ranges.

To the east of Osiris is the continent of Morenz. Morenz consists almost entirely of the Sousley Mountains and the foothills

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and rocky desert associated with them.

The southern polar region is the location of the final continent, Missoula. Missoula covers the south pole and then stretches northward along the snow capped Block Mountains.

Population Details

Gagnon is home to 60 million people. Of these, most live in the five major cities on the planet: Weldon, Lowery, Missoula, Genaust, and Hansen. A further 5 million live in the orbital city of Ross.

Government Details

Gagnon is ruled by a dictator who simply refers to himself as Major Calderon. Major Keith Calderon has ruled Gagnon for the past 22 years following a revolution against the former government, an entrenched bureaucracy. Calderon came to power promising faster and more responsive government. Calderon has made good on his promises and the government now responds to the whim of Major Calderon.

In many ways, Major Calderon is a benevolent leader. Unlike many dictators, he allows the people of Gagnon to have a great many freedoms. For instance, one does not have to register one's movements with the government. Businesses are free to operate with little to no government interference and few taxes. The life of the average citizen on Gagnon is monitored very little and, in fact, strict laws exist preventing the

overuse of holocameras and other such security devices on the average citizen.

Major Calderon

The text paints Major Calderon as the exception to the average dictator. As the Referee, you can decide how much of that is true and how much of it is propaganda leaking into the travelogue. Many players will assume that none of it is true and this can be an excellent way to present red herrings that point toward the dictator only to later discover that he is as good a man as his propaganda suggests.

Of course, this is most often not the case in real life. A mercenary ticket to train the citizenry to rise up against Major Calderon could be a real possibility. Or simply to bring in forces to attempt to overwhelm the Major.

Scout characters may be asked to deliver an important message to the Major and discover that he is the sort of man who would punish the messenger.

Agent characters may be asked to eliminate the Major covertly or to simply sabotage some of his equipment. Perhaps they have been asked to simply sow the seeds of rebellion (through truth or lies...or both) among the people.

Perhaps the University of Gagnon is also being used to provide young women (or men or both) for the personal amusement of Major Calderon. A worried father might come to the characters for help to rescue his child from the Major's palace.

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Or perhaps the Major has refined tastes or odd tastes which require the delivery of a certain rare, priceless, or strange product for him. This could be a grand opportunity for merchant characters.

For dilettantes, the opportunity might simply be to go to a party thrown by a man who has the resources of an entire world. Such a party might be legendary in and of itself.

However, as with all dictatorships, there is nothing to prevent Major Calderon from using any means at his disposal to investigate or dispatch those whom he sees as enemies of the state (or more accurately himself). While Major Calderon often restrains himself from the overuse of these tactics, when he does decide to use them they are swift, intrusive, and brutal.

Legal Details

As stated above, for the most part, Major Calderon restrains himself and his government from becoming a totalitarian nightmare. However, nothing except the Major's reputed iron will exists to restrain any impulse he might have to enact changes to those laws.

Weapons laws are very strict on Gagnon which Major Calderon says is a way to protect his people from armed crime. All energy weapons, projectile weapons, and any blades longer than 20 centimeters (8 inches) are prohibited. Violation of this law can net a citizen 20 years imprisonment and offworlders can expect at least 3

periods of incarceration and immediate deportation thereafter.

On the other hand, trade laws are rather free and open. Only weapons and the most addictive substances are illegal here. Most anything being imported to Gagnon will find little in the way of hassle from government officials.

City Details

Weldon

Sitting on the wide open steppe of the northwest end of Osiris, the city of Weldon is a sprawling city of 14 million people. It is the capital of Gagnon and the home of Major Calderon.

Major Calderon's home is a palatial estate located on the beach just north of the city. It is guarded like a fortress with heavily armed guards.

The city's downport is located just to the east of the city. The downport is rated B-class and serves intercontinental and interstellar traffic.

Average temperature in summer is 49 C (120.2 F) during the day and 28 C (82.4 F) at night. During winter, this drops to 12 C (53.6 F) during the day and -9 C (15.8 F) at night.

Lowery

The second largest city is Lowery. Lowery is home to just over 12 million people. It is located on the northwestern side of the Strank Mountains.

The city's downport is located

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to the east of the city near Mount Enigma, a massive granite slope with a pyramidal shaped peak. In addition to the usual starport amenities, the area is home to several resorts and other tourist themed businesses to take advantage of visitors who wish to see the oddly shaped mountain. It is a C-class port.

Average temperature in summer is 45 C (113 F) during the day and 24 C (75.2 F) at night. In winter, the average temperature is -3 C (26.6 F) during the day and drops to -24 C (-11.2 F) at night.

Gone To The Mountain

Of course, any place named Mount Enigma must have something going on right? For the more conspiratorial minded players, the pyramidal shape of the peak might signify something ominous. Maybe there are high technology artifacts from an earlier race there that could be studied by more scientifically minded characters. Or maybe the locals are taking advantage of the mountain's name and natural shape to provide the city of Lowery with tourism credits.

Missoula

Missoula is the third largest city and home to just under 10 million people. Missoula sits on a jutting northward peninsula off the continent of Missoula.

The city's downport is located southeast of the city and is rated C-class. The port deals mostly with intercontinental traffic but does see some interstellar traffic as well.

Missoula is also home to the University of Gagnon. The university was set up by Major Calderon as one of his first acts 22 years ago. The stated intent of the university is to "provide and ensure education for the common people". The university has no tuition but students are handpicked by the Major himself from thousands of applicants.

The average temperature during the summer is 29 C (84.2 F) during the day and 8 C (46.4 F) at night. During winter, the average temperature dips to -19 C (-2.2 F) during the day and -40 C (-40 F) at night.

Cultural Details

While Major Calderon is a benevolent and often beneficent leader, one of the trappings of dictatorship that he does not avoid is the desire to make sure he is part, in small ways, of the citizen's everyday life. Therefore, many buildings, schools, and most any government building is named after himself, a member of his family, or a personal friend. The Major's face will be seen as holograms, paintings, and placards all over the planet.

Another place where the Major's influence can be seen is in hair styles for men. Military style short haircuts are commonplace on Gagnon and only rarely does one see a man with hair longer than a few inches. Shaved heads are also quite common.

Entertainment is seen as a must on Gagnon and travellers will encounter a great deal of art, music, dance, film, holos, and other forms of expression. Such expression is

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encouraged by Major Calderon provided it is never subversive to his rule, although some criticism is tolerated. Because all citizens are encouraged to express themselves artistically, not all of it will be entertaining, interesting, or even tolerable to travellers. But it is not uncommon for Gagnonians to simply break into a song or dance routine or begin randomly performing seemingly out of nowhere. This sort of behavior can spook the unwary traveller.

Special Holidays

Four days are considered to take special precedence in the Gagnonian calendar. These days are not included in the regular calendar and are seen as a break in the day/period system. Previous to the revolution, these were simply days to mark the beginnings of each of the four seasons. However, since Major Calderon took over, these have been changed to have new meaning. The new holidays are the first day of the new year, revolution day, Major Calderon's birthday, and Artisan's Day.

The first day of the new year is seen as a time of renewal and of new beginnings. Residents are asked to stay home, be reflective, and enjoy a day home with their families. Very few businesses or services will be available on the first day of the new year.

Revolution Day is similar to the first day of the new year, but instead of considering new beginnings and family the citizens are asked to remember the deaths and sacrifices made during the revolution against the past

government. Revolution Day takes place between the 2nd day and 3rd day of the third period.

Major Calderon's birthday is a day of celebration of the birth and life of Major Calderon. This is the only time of year when it is acceptable to call the Major by his first name of "Keith". Residents are asked to celebrate the birth of the major by giving each other gifts. Often this will be seen as a day of charity toward those of lesser means. Major Calderon's birthday takes place between the 18th and 19th day of the sixth period.

Artisan's Day is a day dedicated to the arts in all their forms. The arts hold a special place of recognition on Gagnon and while artistic expression is encouraged every day on Gagnon, Artisan's Day is set aside to showcase these talents. Citizens will often hone and refine their poetry, songs, and art to be performed or shown on this day. The greatest show is the Artisan's Day Talent Show held in Weldon and judged by Major Calderon himself. Artisan's Day takes place every year between the 15th and the 16th day of the eighth period.

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Chance (Cascadia 0405) ***B200612-E***

System Details

Chance is located in the first orbit of its star, Nelson, an M9 D, red dwarf. Chance orbits at about 0.214 AU (32 million kilometers or 19.8 million miles) from Nelson.

There are no other substantial rocky bodies, gas giants, or planetoid belts in the system. Chance is the sole planet here.

Physical Data

Chance has a diameter of about 3200 kilometers (2000 miles). Its molten core gives it a density of 0.86 standard. Chance has a gravity of 0.21 standard.

Chance has no moon.

Chance has an orbital period of 31 days and a rotation period of about 34.5 hours. However, locals do not use this as their day and year, preferring a system of 24 hour days and years of 365 days each.

Atmospheric Details

Chance has no atmosphere.

Hydrographic Details

Chance has no naturally occurring water.

Geographic Details

Chance is an airless rock covered in large mountainous peaks which have been built up by volcanic activity. The mountains rise and fall at odd intervals, some of which are filled with solidified lava pools. However, most of these are not very large.

The one exception to this is the Hollifield Valley, a large flattened area made smooth in comparison by the lava flows.

Population Details

Just over 2 million people live on Chance and all of them live in the singular eponymous city which takes up most of the Hollifield Valley. Chance, the city, is a collection of domed areas and underground tunnels. The planet was originally settled solely to provide a stopover for ships that needed to be refueled.

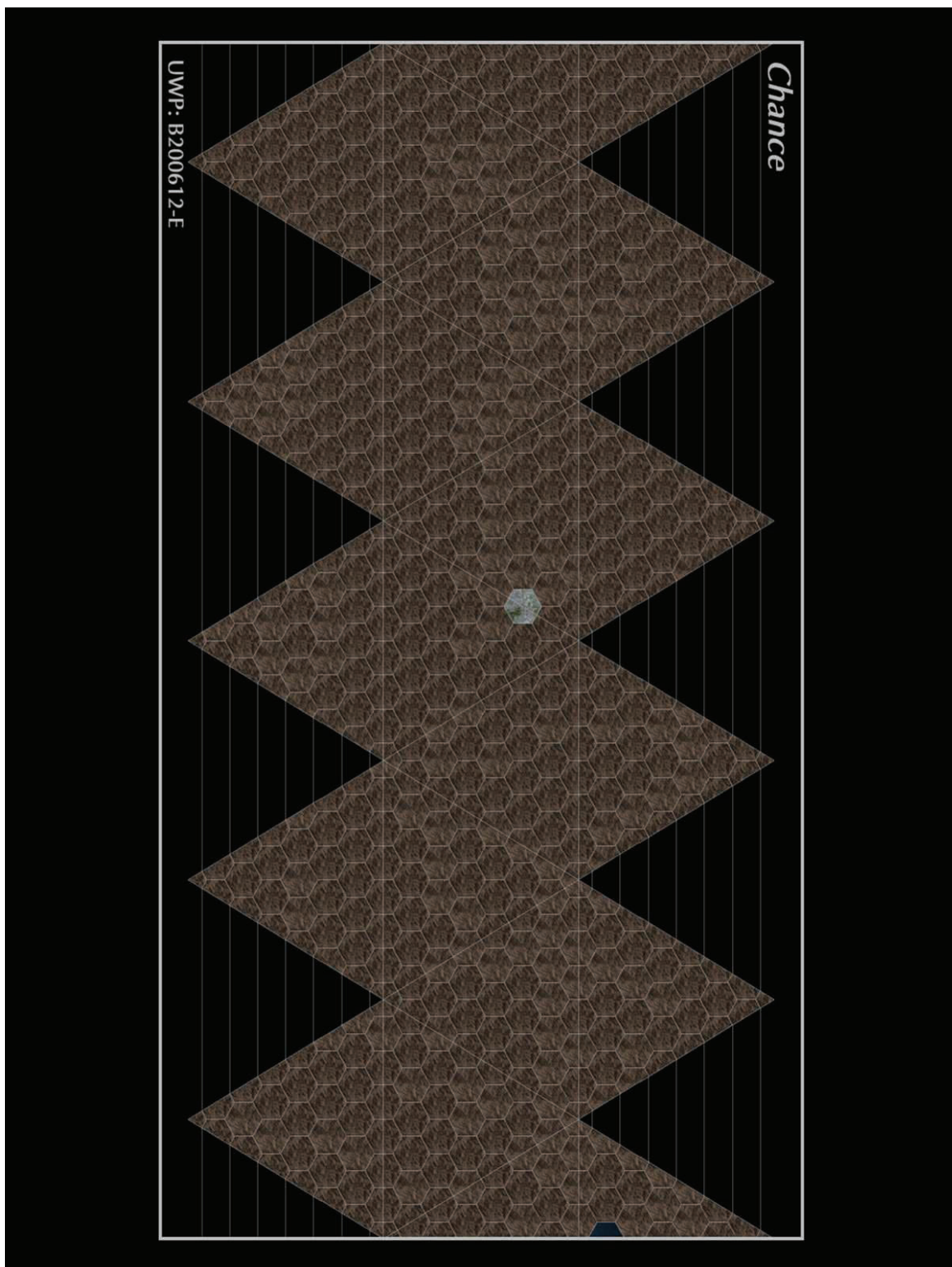
Over time, however, the city began to cater to those travellers who made their way here. At first, the starport simply improved itself but as time went on, the idea of servicing these travellers became the entire economy of Chance.

As such, the planet became a center of entertainment, restaurants, and relaxation. In time, the planet became a destination in and of itself, providing a place of refuge for travellers to get away from their workaday lives.

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Government Details

Chance is ruled by a corporation called Chance Holdings Limited or commonly just CHL. The corporation is headquartered here and everyone who works on the planet is an employee of the corporation. The current chairman is Vincent O'Malley who has been chairman for just over 15 years.

The board consists of fifteen persons, all of whom were hand picked by the previous chairholder. The board chooses the chairman, who is also a member of the board.

The Truth

While what the travelogue says above is true in that the CHL rules Chance, even a cursory glance at the board of operations gives a clue as to what is really happening. All of the members of the board are members of five families: O'Malley, Wu, Santiago, Bailey, or Charteris. These five families have all been implicated in organized crime activity on other worlds.

The crime families which run Chance have reached an agreement to make decisions by vote. Each of the families has three members on the CHL board.

Legal Details

The law on Chance is designed to ensure that all travellers visiting Chance will enjoy their stay. As such, many things that would be vices elsewhere are not only legal but celebrated. Gambling, prostitution, most drugs and alcohol, violent sports, and even a certain accepted level of interpersonal

violence are all part of life on Chance. On the other hand, the legal authorities (who answer only to the CHL) will deal harshly with those who violate certain other laws.

Crimes such as murder, child endangerment, kidnapping, rape, and theft are dealt with in a very swift and harsh manner. In short, anything which the CHL believes will frighten away or discourage tourism to Chance will be dealt with harshly. Hardcore crimes such as murder, rape, or attacks on a child can receive a very swiftly acting death penalty. Theft is dealt with a prison sentence that is 40% longer here than on most other worlds.

Any sort of ranged weapon will not be allowed on Chance. Large bladed weapons are allowed, but citizens and travellers are encouraged to keep them in their sheaths. Short bladed weapons such as daggers are illegal.

In addition, those caught cheating while gambling at the casinos can expect to be forced to leave the system. They will be identified and placed on a watch list. Returning to Chance after banishment can result in a minimum of ten years incarceration.

Also, there are many places on Chance in which children are prohibited. Anyone under the age of 17 is considered to be a child under Chancian law. If the child sneaks into one of these establishments alone and is of a certain age, law enforcement tends to be strict in enforcement and lenient in punishment. As the age goes down, the lenience in that punishment diminishes. Adults bringing in children of any age below 17 will be

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dealt with swiftly and harshly under the child endangerment laws.

Cultural Details

As said before, the nature of Chance is to provide an enjoyable time to those travellers who have made the journey. As such, travellers will find that people working in positions that deal with the public will be deferential, well-groomed and friendly. Those who do not behave in this manner will soon find themselves in another line of work in which the public is not involved.

A certain level of violence is permitted on Chance. A fight that results in thrown fists will likely be broken up by local law enforcement but no charges will be filed against either party. Some offenses are expected to be met with corresponding fisticuffs such as loud personal insults, insulting one's friends, lovers or family, or even a dispute over ownership.

Dueling is common and accepted on Chance. These duels are fought with bladed weapons and are often fought until "first blood from the torso". As part of the culture, one is expected to rise to any challenge put forth. One is expected to win without further taunting and to lose gracefully. Winning or losing poorly is considered tantamount to cheating and will be dealt with legally as one cheating at gambling.

Perhaps as a consequence of this level of accepted violence, anyone (traveller or citizen) with a proficiency in medical service is required by law to wear a red "M" on their outer clothing.

Clothes with this built in are readily available at the downport to allow compliance. This often takes the form of a softly glowing letter on a jacket, dress, or hat.

Casinos, restaurants, bars, spas, theaters, brothels, and any manner of hedonistic activity can be easily found on Chance. Each of these is inspected for health, appearance and quality by CHL officials. Services of substandard quality are not acceptable by CHL standards. However, prices tend to vary with the amount of services provided rather than with the quality.

For instance, there are many small restaurants along the walkways within the underground complex which sell only one food item and a small selection of drinks. These will all be of high quality, but the price will be lower than a restaurant which serves full meals.

A common practice among locals is to simply walk along rows of these small restaurants sampling foods from each establishment. This is a common way of socializing on Chance.

On the other hand, wealthy travellers will find that, for the right price, any need they can possibly imagine can be satiated at any time. Higher priced accommodations come equipped with continuous food services, personalized gambling areas, holographic services, and even personal assistants who will cater to any need not readily available.

Indeed, some wealthy travellers and entertainers arrive here and simply never leave. Many will stay and be waited upon hand and foot until their funds dry up. One wealthy industrialist remained

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inside his personal suite for over twenty years enjoying the continuous service.

Get This Party Started

For characters who are wealthy, Chance can be a continuous party. Dilettante style characters can come here and be treated to outstanding luxury. CHL has employees whose sole job is to go to parties on other worlds, denigrate those parties, and suggest to the partygoers that they make the trip to Chance for a “real” party.

Of course, some Referees don’t like the idea of having a character group with too much money. Chance can be an excellent way to part the group with some of those hard earned funds from the past job.

At any rate, characters who come to Chance wealthy often leave separated from that wealth. How good a time they have doing it is up to the discretion of the Referee.

Specific Locations

The Razz

The Razz is perhaps the best known and largest of the casinos on Chance. Best known for its disdain of electronic gambling devices, The Razz has no computerized gaming, no holographic cards, and no gambling machines. Robots of any kind are not allowed in the gaming area of The Razz. The décor of The Razz is quiet and elegant with wood panels and painted walls rather than holoscreens.

The Razz’ motto is “the personal touch” and this is evident in the way all of its services are handled. Everything that can be done without some computerized or robotic assistance is done in that manner. There is a 2500 suite hotel attached to the casino that features the same personal attention to detail.

The entrance to The Razz is above ground, but the rest of the casino, hotel, and theaters are all underground.

The Razz has three large theaters attached in which their entertainment attractions are featured. One is dedicated to comedy acts, another dedicated to musical acts, and the third is dedicated to minor gladiatorial combat. The biggest draw tends to be the gladiatorial combat which, while violent, is stopped at a point when a combatant is no longer able to carry on at peak performance. Peak performance is determined by the judgment of the referee. Very rarely have there ever been instances of deaths and these occasions saw the banishment of the gladiator involved and the imprisonment of the referee.

The Razz is owned and managed by Carrie O’Malley. Her attention to detail is legendary and is often credited with the success of the casino. She is in her mid-80s with an engineered apparent age of about 35. She can often be seen with her bodyguards moving around The Razz and checking on the status of services.

However, the avoidance of electronic devices in the style and substance of The Razz does not extend to the security measures. All areas except the personal rooms of

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the guests are monitored by state of the art devices at all times.

The Omaha

The Omaha is the second largest of the casinos and is nearly the exact opposite of The Razz. Whereas The Razz has a lack of computerized gambling, The Omaha is filled with holographic games, robotic servers, and light shows.

The Omaha has a three level casino, with the first level entrance above ground. The remainder of the Omaha is located underground.

The walls of The Omaha feature constantly changing décor and holographic details. These features extend to 100 themed rooms in the 2300 room hotel featuring historical periods, fantasy life, and even odd quirky rooms dedicated to certain colors or subjects. The Omaha is dedicated to fantasy building for the visitor and the holograms, robots, and employees are all part of the show.

Like The Razz, The Omaha has three large theaters attached to provide group entertainment. One of their theaters is occupied by the Flying Circus, an anti-gravity assisted show featuring floating animals, soaring acrobats, and stylized aerial dance numbers.

The second theater is taken by a bawdy comedy and dance act called The Aristocrats. This performance often includes slapstick comedy, nude people, and odd combinations of the two.

The third theater is used by The Chance Center for the Performing Arts and features plays, musicals, and speaking

performances.

The Omaha is owned by Charles Wu and is managed by his son Bart. The elderly Charles is rarely seen while Bart is often seen enjoying the entertainment in the evenings.

Red Sun

The oldest of the casinos on Chance, Red Sun has been here since the first colonization of Chance. Since then it has undergone several renovations, but it still has a reputation and the oldest and most stable. It is often marketed as "the original" and this term is used often in conjunction with the products, almost to the point of overkill.

If The Razz is the "throwback" casino and The Omaha is the "modern" casino, then Red Sun is the happy medium. Red Sun has many different games, shows, restaurants, and amenities in holographic, computerized, and traditional form. At Red Sun, you can play blackjack at a holotable and then walk a short distance and play poker in a traditional poker room with physical cards and chips.

Red Sun has a 1200 room hotel attached to it all of which are three room suites. Guests are each treated to a personal robot valet who is programmed to meet or find any need the guest might have.

There are four theaters here with large spacious stages. None of them have a set genre of show and can, at any given time, feature a musical performance, a comedy act, a serious play, kabuki, or dance performance.

Red Sun is owned by Patrick

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Santiago and managed by a close friend Joseph Mandoli. Mandoli is known as an effective manager.

The Arch

The Arch is the newest of the casinos on Chance. Built ten years ago to replace an older casino called Prometheus; The Arch is the highest building in the Chance City Dome. The hotel attached to the casino is a giant arch which starts underground and arches nearly to the top of the dome and then comes back down below the surface. The casino itself is solely underground.

The Arch's casino is almost totally holographic and is designed to make the building seem far larger than it actually is. Holograms are set to make it appear that The Arch's casino is in the center of a vast green field with a star pattern mimicking the star pattern from Chance's sky. Inside the hotel arch, the 1200 rooms all have a view of the city unmatched by the other venues. At the apex of the arch is located a highly praised restaurant with a clear roof, walls, and floor. The effect is that of dining above the city.

The Arch has two theaters attached to the casino underground. Both of these feature a rotation of musical performance acts. The owner is currently looking for a steady act to make one of the theaters his/her/their own.

The Arch is owned and managed by Elizabeth Charteris. Charteris is a young woman who has newly been appointed by her uncle Tomas to run this new venture.

Rock Stars

An interesting campaign can be formed around the idea of your characters being an interstellar musical act. The group can come to Chance and attempt to win the position as The Arch's featured act.

Perhaps they can be brought to the stage to perform and not getting the "gig" right off the bat. The Referee can have them impress Elizabeth Charteris enough she adds them to the rotation. Eventually, over the campaign, they can win the theater and live on Chance for a time getting into other adventures on the side.

However, simply "playing The Arch" might be a goal in and of itself for a fledging band. And it does pay well.

555 Russell

555 Russell is an older casino built to have a certain charm to it. Made of red brick imported in from several other worlds, the outer shell of the building has little in the way of beautiful architecture. It is a five level non-descript building above ground, built in the shape of a cross, with 111 rooms on each level. It is attached to a circular building called The Brumby Rotunda, which contains the ground level of the three story casino.

However, inside the building, it has a great many odd quirks. There is a traveling poker game inside one of the elevators. There is a tradition of dumping water from the windows of hotel on passers walking too close to the building.

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Employees are asked to approach random customers and ask them questions to test their knowledge. Those who can answer are often given lavish prizes. Those who cannot or refuse to answer have a bucket of water dumped on their heads from the ceiling.

There are several places where, instead of stairways leading downward, there are slides. Some rooms are fitted with optical illusions on the walls.

For those who enjoy the surreal or odd, this can be an interesting place. For those with a more serious bent, it can be a place to be avoided. However, it's quite popular with many who are regular visitors and know the ins and outs of the special features.

555 Russell is owned by Jack Bailey and managed by his brother Leon. They are an odd and eccentric pair.

The 555 Club

There is a 555 Russell Club for those who have made it through the oddness, endured and come to see it as a badge of honor. Indeed, a patron of the characters might be one of those persons.

Something fun for a Referee might be to take several very serious characters and toss them into this eccentric surreal location. Having a member of the party be the random person to receive the water can lighten the mood for an evening or add tension.

Another quirk is that many, having endured this, will find it fun to list it as an address. Many will give it as a fake contact location to throw off creditors or lovers they never wish to see again.

As such, the answer 555 Russell can often be a local way to give people a subtle send-off. While it is true that the employees of CHL will often be deferential to travellers, one who makes them particularly angry might get directions to 555 Russell Hall. A failed attempt by a traveller to get the address or com-number of a local will sometimes also get the answer "555 Russell" as a way of saying no.

Chance Starport

The Chance starport is a B-class port with all the amenities one would expect from such a port. There is a downport which is located 200 kilometers (124 miles) to the northeast of the city. Ships wishing to stay for long periods are encouraged to use the downport, land, and then have their ship stored underground.

For those only staying for a short period or simply refueling, there is Chance Highport. Chance Highport is in geosynchronous orbit with the downport and provides services for those not wishing to actually land on the planet.

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Campbell (Cascadia 0408) A556886-D

System Details

Campbell is located in the fourth orbit of its sun, a G3 V yellow main sequence star called Samar. Campbell is about 1.04 AU (156 million kilometers or 96.9 million miles) from Samar.

The system has one gas giant named Orlando. Orlando is in the sixth orbit and is located about 5.2 AU (780 million kilometers or 484 million miles) from Samar. Orlando is known for its deep green color and yellow-white cloud bands.

There is one planetoid belt in the system, the Hogan Belt. The Belt is rich in minerals and is home to an extensive mining operation. The Hogan Belt is located in the fifth orbit at about 2.8 AU (420 million kilometers or 261 million miles) from Samar.

There are three rocky bodies in the system as well: Oglethorpe, Ross, and Forviewk. Oglethorpe is in the first orbit and is tidally locked with the sun. It is located about 0.2 AU (30 million kilometers or 18.6 million miles) from Samar. Oglethorpe is uninhabited.

Ross is located in the second orbit at about 0.4 AU (60 million kilometers or 37.2 million miles). Ross is also an airless rock and uninhabited.

Forviewk is located in the third orbit at a distance of approximately 0.69 AU (104 million kilometers or 67 million miles) from Samar. Forviewk too has no atmosphere but has a small contingent of miners who live there.

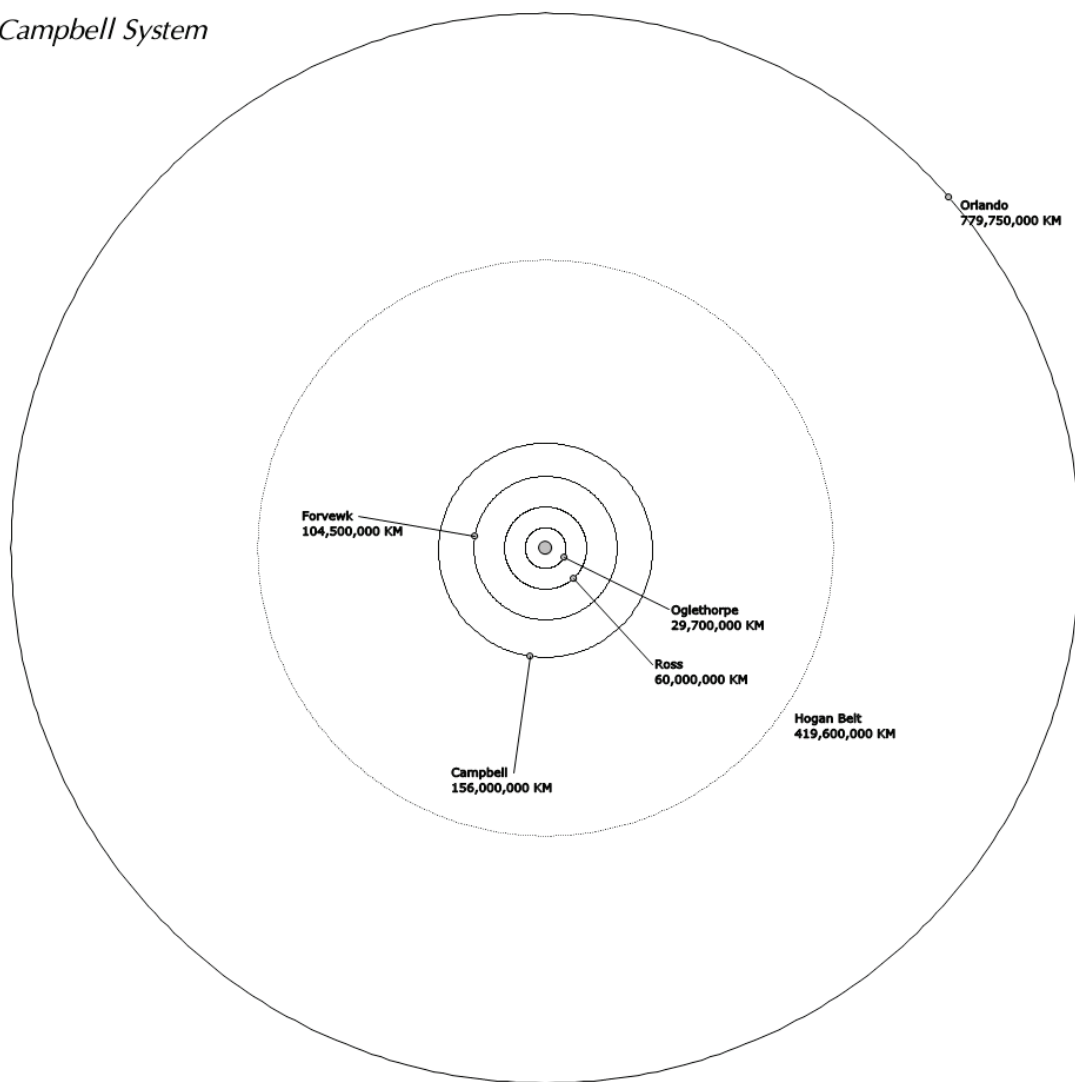
Saffron, the outermost moon of Orlando, is home to the Campbell Space Defense Force. There is a large naval base in orbit around the moon and an extensive presence on the surface.

The Campbell System

Primary	Samar	G3 V
0.20 AU	Oglethorpe	X200000-0
0.40 AU	Ross	X200000-0
0.69 AU	Forviewk	D400267-D
1.04 AU	Campbell	A556886-D
2.80 AU	Hogan Belt	X000466-D
5.20 AU	Orlando	LGG

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Campbell System



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Physical Data

Campbell has a diameter of 8160 kilometers (5100 miles). Its molten core gives it a density of 0.96 standard. Campbell has a gravity of 0.6 standard.

Campbell has no moon.

Campbell has an orbital period of 368 days which the locals refer to as a year. Locals further subdivide this into 16 "Periods" of 23 days each.

Campbell has a rotation period of 24 hours which is a local day.

Atmospheric Details

Campbell has an atmosphere consisting of 74.7% nitrogen, 23.51% oxygen, 0.6% argon, 0.41% carbon dioxide, and 0.78% trace gases. The air pressure at sea level is 0.65 standard.

Campbell is a cool world with equatorial temperatures reaching an average of 27 C (87.6 F) during the day and averaging -12 C (10.4 F) at night. Polar temperatures in summer average -2 C (28.4 F) during the day and -41 C (-41.8 F) at night. In winter this average drops to -57 C (-70.6 F) during the day and -96 C (-140.8 F) at night.

Hydrographic Details

60% of the surface of Campbell is covered in water. Much of this coverage is locked in ice in the northern and southern hemispheres. The land masses and ice have created four seas: The Arpol Sea, the Deslad Sea, the Ohla

Sea and the Tabacet Sea.

The Arpol Sea stretches from the ice fields in the south to the ice fields in the north. In the north, it turns around the Mullican peninsula to form a backwards "C" shape. The average depth of the Arpol Sea is about 1000 meters (3280 feet).

The Deslad Sea, named after one of the original settlers, Robert Deslad, lies mostly in the southern hemisphere. Stretching from the ice in the south to the Leesport Isthmus, the Deslad Sea has an average depth of about 950 meters (3116 feet).

To the north of the Leesport Isthmus, is the Ohla Sea. The Ohla is quite similar to the Deslad and would be the same body of water, if not for the Leesport Isthmus.

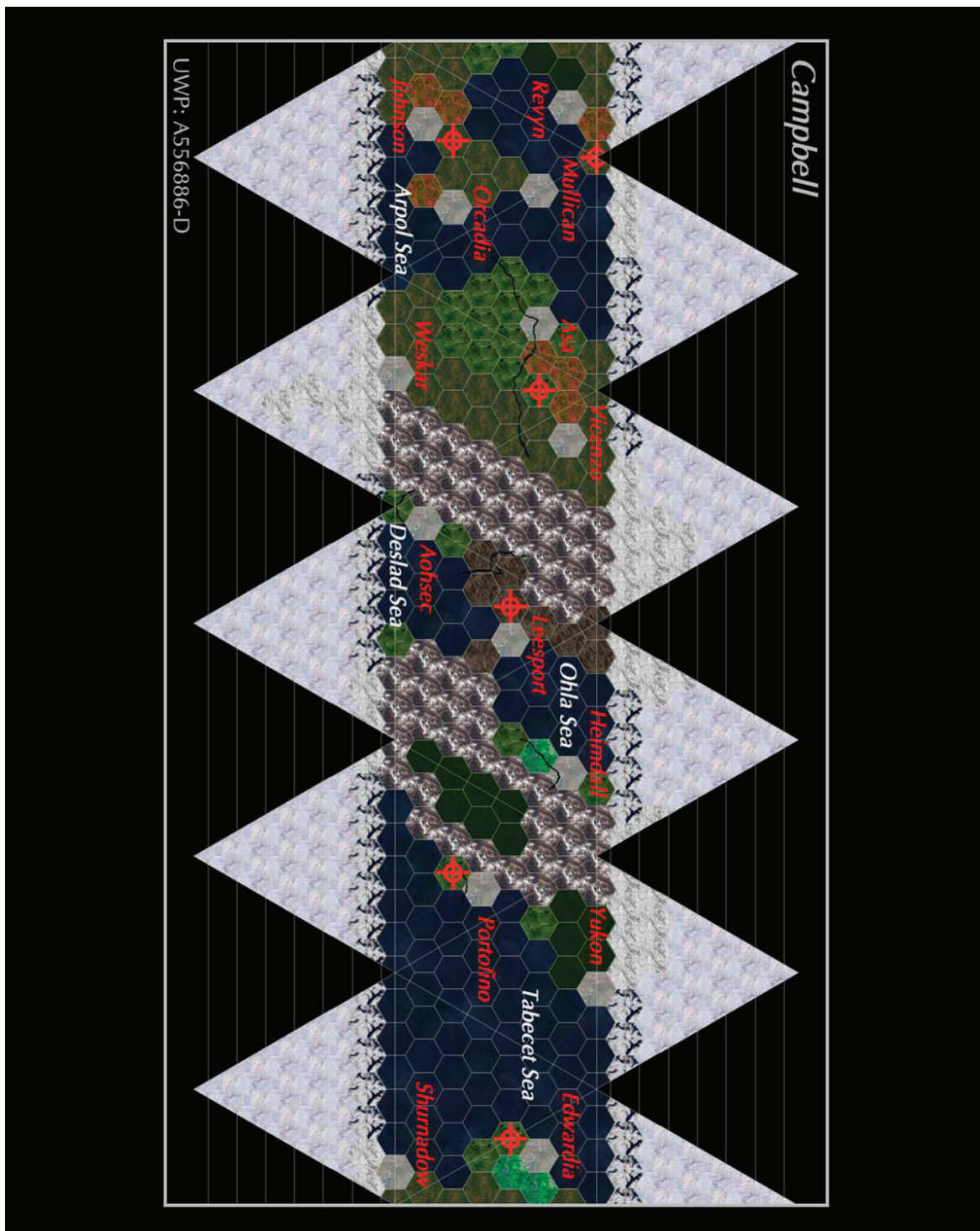
The Tabacet Sea is by far the largest and deepest of the seas. Dropping to an average depth of 2100 meters (6889 feet), the Tabacet spans from northern icefield to southern icefield.

Geographic Details

The landmass on Campbell is split into three continents: Kerns, Hicks, and Spahn. Spahn stretches from the Tabacet Sea to the Arpol Sea and is largely made up of forested hills. The most common tree here is the Carerra Tree, a pine-like evergreen with a much thicker bark.

Kerns is the largest continent and broken by the Lee Range, a group of jagged, ice covered mountains. Again the Carerra Tree covers much of the terrain near the mountains, but as one travels west

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toward the Arpol Sea the terrain flattens. The terrain becomes a grassy plain which stretches to the sea.

Connected to Kerns by the Leesport Isthmus, Hicks is the second largest continent. Made of a very mountainous interior, the continent is covered by a mountain range of the same name. The Hicks Range is, much as the Lee Range, made of jagged ice covered mountains. On the northeastern coast, the terrain drops off to rolling hills. The most notable feature is the Kurosawa Valley which breaks the mountains and is covered in a forest of stunted black trees called the Hortan.

Population Details

Campbell is home to approximately 500 million people. While many live within the major cities, there are small settlements

scattered across the globe and in orbit.

Most common for those who live outside the cities is to live in or around enclosed farming areas. These areas allow food to be grown that might not otherwise be possible in the Campbellian climate. Many types of non-native fruits and vegetables are grown in these farms.

Government Details

Campbell is ruled by the Governmental Council, a group of agencies, bureaus, and departments which oversee the economic and social development of the planet. Each of these entities are overseen by a manager who has risen in the ranks of that particular department. In turn, each of those managers answers to a central City Manager located in each of the major cities. These City Managers, in turn, answer directly to the General Manager.

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The Office of the General Manager is located in the city of Portofino.

Any citizen of Campbell may join the civil service and become a member of the Governmental Council. A citizen must pass a civil service examination designed to test the aptitude of the citizen in the area to which they are applying. For instance, a citizen wishing to join the Asa Department of Agriculture will be asked to not only pass an examination dealing with agricultural knowledge, but also will be asked to show proficiency or experience raising crops.

Trade on Campbell

All trade on Campbell, including that coming from offworld, is controlled by the Governmental Council. Travellers will find that the profit margins on all products have already been set by the Council of Interstellar Trade for any item which the travellers have brought to sell here.

Other items, particularly things grown or produced locally, will be prohibited to be sold here at all. This, along with many types of drugs, stimulants, and the usual "vice" material will be considered contraband. Such items left aboard the characters' ship will not be considered a problem. Removing those items from the ship will be considered smuggling and the local authorities are not forgiving.

Legal Details

Law enforcement on Campbell is most often described as being tough, but fair. Offworlder or citizen, rich or poor, the law on Campbell is blind to these things. Unfortunately, it is not always made clear to travellers what is legal and illegal and this can often lead to severe problems for the first time visitor.

Weapons law on Campbell, for instance, allows a person to carry a shotgun. However, that shotgun must be loaded with pellets and not slugs. The shotgun must also be registered and approved by the local government. This can take several weeks to obtain the permit to carry the weapon. Carrying a weapon without a permit will have severe consequences.

Travellers must register their movements with the Bureau of Offworlder Acceptance. If the traveller has an outstanding warrant or any kind of past arrest on Campbell, they will likely not be allowed to leave the highport. Travel permits are otherwise fairly easy to obtain, though a day or two wait may be involved. Due to the strong anti-corporate feeling on the planet, those who are members of large corporations may find that they are given extra scrutiny and the approval of their travel permit further delayed.

Anti-Corporatism

The original settlers on Campbell were all employees of a corporation called the Burck Group. The Burck Group was highly abusive to their employees and made it quite clear they were far more interested in profit than in the well-being of

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their employees. Whereas in a normal business-employee relationship the employee might simply quit the job and leave, that was impossible on Campbell. The Burck Group would not allow their employees to leave.

Facing what amounted to corporate slavery, the people rose in revolution. After several years of bitter fighting, the corporation was forced to withdraw from Campbell.

This cultural bias against corporations continues to haunt the psyche of the average Campbell citizen. This often carries over to the legal system as well. Class differences, race, gender, and sometimes creed are often overlooked by law enforcement and the judicial process. Affiliation with a corporation is not.

Because of this bias, commerce is strictly controlled on Campbell. All commodities and services are controlled by the Economic Bureau of the region.

Cultural Details

One of the most striking and notable differences in Campbellian culture is the significance of long hair. Everyone on Campbell tends to wear their hair in long ponytails. This is not simply seen as a fashion choice but as a symbol of youth and vitality.

However, the ponytail is also quite personal to the wearer. It is considered taboo to touch the ponytail of someone with whom you are not physically intimate. Indeed, even if you are intimate with the person, it is a breach of etiquette to touch the ponytail in public. Even worse, would be for a person to tug

or pull the ponytail in public by an intimate or at all by a stranger or acquaintance.

There are also two major holidays of which travellers should be aware. The first of these is Civil Service Day. This day is celebrated on the 14th day of the 14th period. Many workers will have the day off, many businesses will be closed, and all government offices. Civil Service Day is often celebrated with parades and feasts honoring not only those who are currently serving the government of Campbell, but those who have served in the past.

The other major holiday is Victory Day. This is celebrated on the 10th day of the 3rd period. This day celebrates the victory over the Burck Group and remembers those who died in the revolution. While it is celebrated with feasts and parades as well, an hour is taken out of the day for somber reflection on the events of the past.

Selected City Details

Portofino

Home to about 40 million people, Portofino is the largest city on Campbell. It is also the capital and home of the General Manager of the Government Council.

Located on the east coast of Hicks, Portofino sits on a flat plain at the foot of the Hicks Mountains. Crossing through the center of the city is the Torga River.

The Portofino Downport is located to the southwest. It is a C-class port.

Storms often batter the city and it is known for the high winds coming off the Tabecet Sea. As such,

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travellers are warned to dress properly for the high winds.

Summer temperatures in Portofino average 22 C (71.6 F) during the day and -19 C (-2.2 F) at night. Winter temperatures average 14 C (57.2 F) during the day and -30 C (-22 F) at night.

Leesport

Named after a hero of the revolution, Timothy Lee, the city of Leesport is the second largest city on Campbell. Leesport is home to just over 35 million people and is also the location of the space elevator.

The space elevator, or beanstalk as it is popularly called, was built by the Burck Group after colonization. It was the scene of the last and bloodiest battle of the revolution and the city was renamed after the man who led the People's Forces. Lee died near the anchor point of the space elevator and a shrine has been erected there in his honor.

The downport is located east of the city at the foot of the elevator. There is a highport at the top of the elevator as well. Both ports are listed as C-class.

Located on the equator, temperatures see an average of 27 C (80.6 F) during the day and averaging -12 C (10.4 F) at night.

Mullican

Taking up most of the Mullican peninsula, Mullican is home to about 34 million people. The city buildings are still surrounded by the survivors of the Carrera Tree forest cut down to make way for the city.

Mullican shares a downport with the city of Revyn. The Vison Port is located to the northwest of the city. It is a C-class port.

Temperatures in Mullican during summer average 27 C (80.6 F) during the day and -12 C (10.4 F) at night. In winter, this average goes to -20 C (-4 F) in day and -30 C (-22 F) at night.

Aohsec

Aohsec is situated on a flat plain just off the Lee mountain range. It is home to about 30 million people and extends off the coast and onto the continental shelf. Its tall spires and arcologies share land and sea alike.

Aohsecians tend to have a bit of a reputation as thieves and liars. No one is really sure where this characterization comes from, but it is fairly prevalent. It seems to be untrue, as crime statistics do not bear this out, but the prejudice is still present.

Temperatures in Aohsec can be quite cold. Summer temperatures reach an average of 18 C (64 F) during the day and -21 C (-5.8 F) at night. During winter, this drops to -38 C (-36.4 F) during the day and -44 C (-47.2 F) at night.

Asa

Home to about 25 million people, Asa is also home to extensive domed agriculture. The domes stretch out for almost 2100 kilometers (1304 miles) to the east to the city of Vincenzo. These domes have hundreds of different types of non-native fruits and vegetables.

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Asa shares a downport with Vincenzo which is located on the plains to the east of the city. It is a C-class port and is used mostly for the export of the agricultural bounty from the domes.

Temperatures at Asa in summer average at 27 C (80.6 F) during the day and -12 C (10.4 F) at night. During winter this can drop to -16 C (3.2 F) in the day and -26 C (-14.8 F) at night.

A Personal Note

On June 1, 2011, we at Gypsy Knights Games lost a valued friend. Edward Vincent Campbell died of a brain aneurysm at the age of 45 in Orlando, Florida. Most of us had known Vince for several years and although he moved from the area around our homebase in Ringgold, Georgia, we still remained close friends.

Sadly, there is now a hole in our lives that will never be refilled. Hopefully, in some small way, this product will honor his memory. Those of us who knew Vince will miss his impassioned political rants, his friendly nature, his love of cooking, and his warm smile.

You can donate and learn more about brain aneurysm from the Foundation at their website:
<http://www.bafound.org/>.

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Kyiv (Cascadia 0503) A6638AA-F

System Details

Kyiv is located in the fourth orbit of its sun, Daleky. Daleky is an F0 V yellow-white main sequence star. Kyiv is located at about 2.79 AU (419 million kilometers or 260 million miles) from its sun.

The system has three gas giants. The nearest to Daleky is Kharkiv. Kharkiv, located in the fifth orbit is a small greenish gas giant. It is located 9.93 AU (1.49 billion kilometers or 925 million miles) from Daleky.

Muraviov is located in the sixth orbit. It has a deep blue, almost purple color to it and is popular among tourists for its color. It is located 19.53 AU (2.93 billion kilometers or 1.82 billion miles) from Daleky.

Kvasov is in orbit seven and is the last planet in the system. It is a purple color and has an extensive ring system. It is located 39.33 AU (5.9 billion kilometers or 3.67 billion miles)

The inner system is filled with two planetoid belts. The first is the Toran Belt. It is located about 0.19 AU (29 million kilometers or 18 million miles) away from Daleky. The second is the Gorish Belt which is located about 0.40 AU (60 million kilometers or 37.3 million miles) from the sun. Both have small settlements within their belts to mine resources.

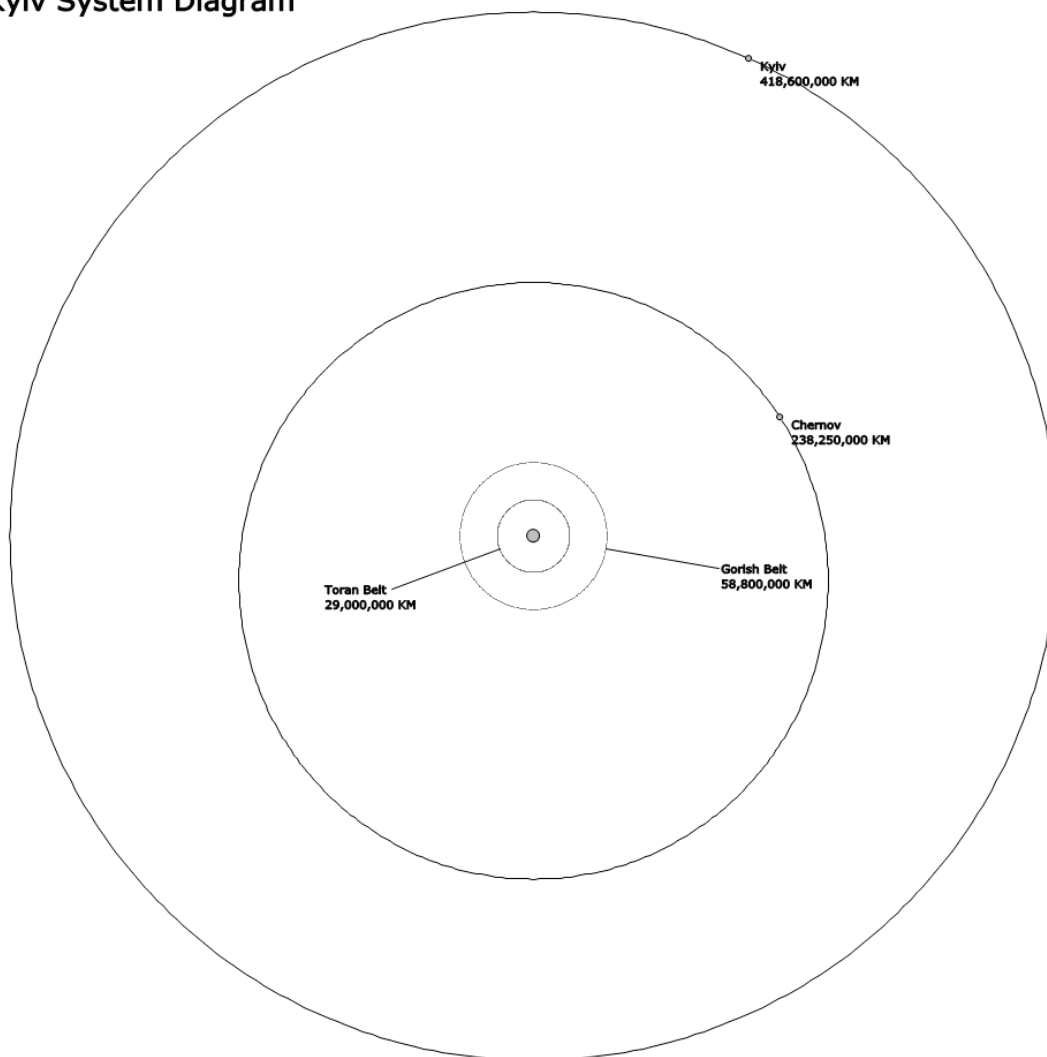
Inhabiting the third orbit is the rocky planet Chernov. Chernov has a diameter of about 13000 km and has a thin carbon dioxide atmosphere. Currently, it is only inhabited by a small research station. It is located about 1.59 AU (238.3 million kilometers or 148.1 million miles) from Daleky.

The Kyiv System

Primary	Daleky	F0 V
0.19 AU	Toran Belt	C000267-E
0.40 AU	Gorish Belt	C000267-E
1.59 AU	Chernov	D7B0167-F
2.79 AU	Kyiv	A6638AA-F
9.93 AU	Kharkiv	SGG
19.53 AU	Muraviov	LGG
39.33 AU	Kyasov	LGG

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Kyiv System Diagram



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Physical Data

Kyiv has a diameter of 6100 miles. It has a molten core giving it a gravity of .75 standard.

Kyiv has one small moon, Kyi. Kyi has a diameter of about 800 miles. It is little more than an orbiting rock.

Kyiv has an orbital period of 1312 days. There are four seasons here and they each last 328 days. Kyiv uses its own calendar which measures seasons, not years. There are four seasons. Each season is measured to 326 days and 2 feast days.

Kyiv has a rotation period of 38 hours. Kyivan days and night consist of 19 hours each.

Atmospheric Details

Kyiv's atmosphere has an oxygen-nitrogen mix that is slightly less dense than the standard at .85 atm. Most travellers find this an easy adjustment to make.

Temperatures on Kyiv are tolerant to most travellers. However, this varies from season to season so it pays to know what the season is on Kyiv before visiting. In the summer season, it can be oppressively hot with equatorial temperatures reaching 55 C (131 F) at the height of the season. In winter, the equatorial temperature can drop to 21 C (71 F).

Hydrographic Details

Only 35% of Kyiv is covered in water. Of these are four seas, the Shchek, the Khoryv, the Lybid and the Kholodny. There are several

smaller lakes scattered throughout the supercontinent that takes up most of the land surface.

Ice and snow cover the poles, the higher altitudes near the poles, and the highest altitudes of some of the mountain ranges.

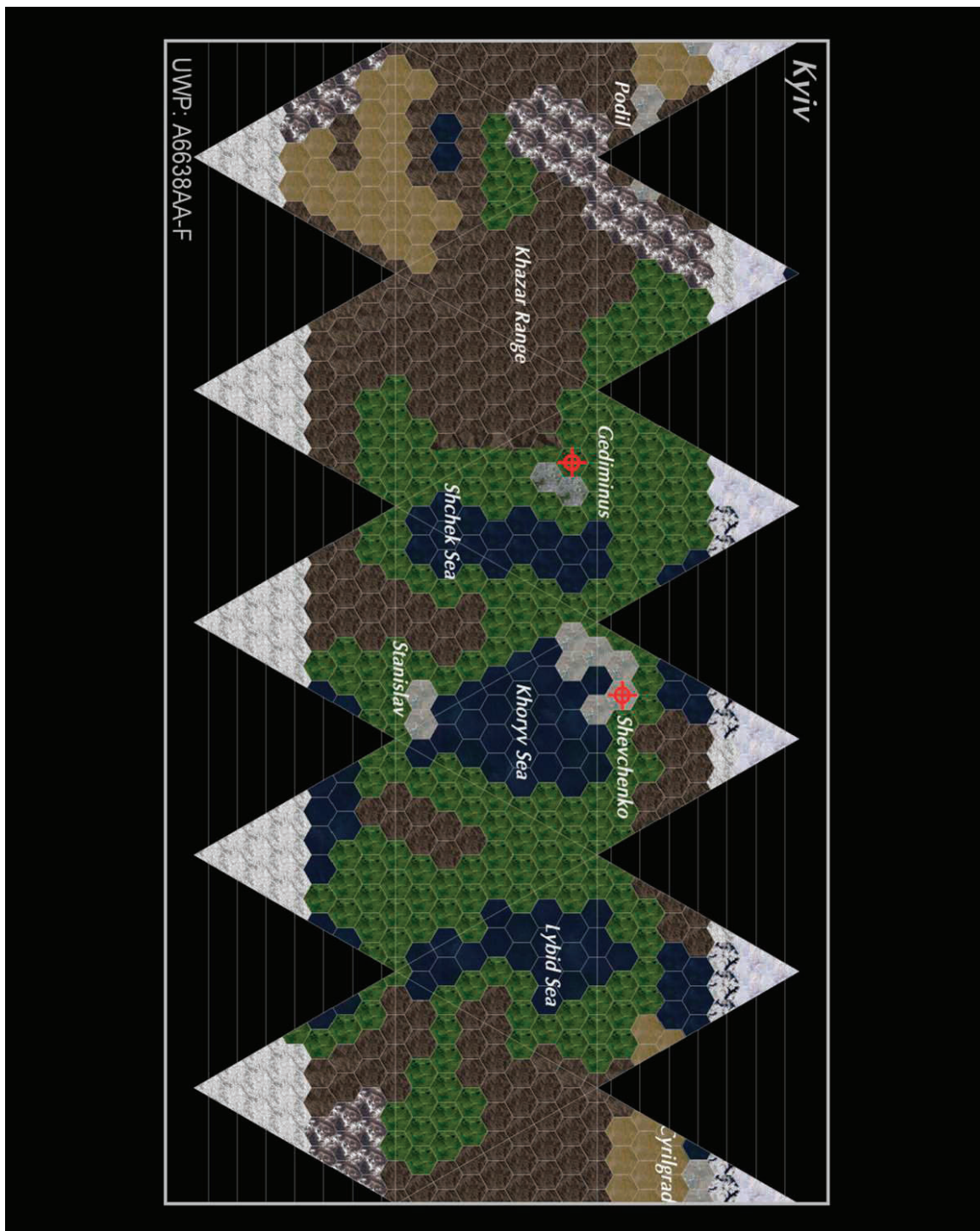
Geographic Details

Kyiv is covered by one massive supercontinent broken only by the four seas and the scattered lakes. Much of the surface is covered either by low lying grasslands or rugged mountain ranges.

The largest mountain range is the Khazar range which covers most of the supercontinent. Stretching from the coast of the Lybid Sea eastward hundreds of miles until it abruptly turns the south and toward the Polar Regions and snaking upward toward the Shchek and Khoryv Seas. The mountains almost form an equatorial spine across much of the Kyiv surface.

Perhaps the most distinctive feature on Kyiv is the Gediminus Ridge. It is here, about 1000 miles west of the Shchek Sea, that the Khazar Mountains simply come to an end. And the mountains end in dramatic fashion by a sheer cliff face that draws an almost perfect straight line north and south. This sheer cliff face lasts for 2188 miles and its formation has baffled geologists since the initial colonization of the world.

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Population Details

Kyiv is home to over 600 million people, most of who live in ten primary cities. The remaining 200 million or so live in scattered smaller cities across the globe and in orbit.

City Details

Shevchenko

Shevchenko is the capital city of Kyiv and home to about 40 million people. The city sprawls across a peninsula in the northwestern part of the Khoryv Sea. The city crosses the natural opening of the harbor and onto a second peninsula called the Obolon. It is also the location of the planet's only B-class downport and is the seat of government for the entire Grand Duchy of Kyiv. The grand duke's palace is located near a small lake to the west of the city.

Temperatures at Shevchenko run in the 45-50 C range (120s F) during the summer season. Winter season sees temperatures drop to the teens F. Autumn season usually starts with temperatures in the 25-30 C range (80s F) and dipping to the negative range (30s F) by the end of the season. Spring is almost the exact reverse of autumn.

The starport area is about as cosmopolitan as it gets on Kyiv. All offworlders are forced to stay in a section of the city called the "foreign quarter" or storonniy kvartal which is attached to the starport. This area is located in the northeastern section of the city and is closed off from the rest of the city. Offworlders are expected to remain in this section of the city at all times unless given

special permission by the Grand Duke and even then will likely be escorted by armed troops.

The Storonniy Kvartal is specifically designed to appeal to travellers from offworld and features many shops, restaurants, bars, and so forth with a somewhat pseudo-Kyivan feel.

The remainder of the city is divided into several districts but is very provincial. Little of the offworld culture makes it across the walls and the architecture, language, and attitudes of the locals reflect that. Perhaps nothing reflects this more than the "Motherland Defiant" or "Zukhvalyy Vitchyzna", a massive statue facing the Storonniy Kvartal, which represents Kyiv's defiance against outside rule.

Gediminus

Gediminus is a small city with a population of about 750,000. It is mentioned here because it is often the only city seen by offworlders. Located near the famed Gediminus Ridge, it is the only other city than the capital to have a downport of any kind.

Years ago, with the curiosity shown by travellers concerning the Gediminus Ridge, the Grand Duke opened a second downport to cater to the desire to see the ridge. Again, there is a foreign quarter here located near the starport. And again, offworlders must stay in this quarter. However, guided tours of the Gediminus Ridge occur often and are sanctioned as official visits by the Grand Duke. These tours are often very expensive and come complete with armed guards, not to protect

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the visitors but to keep the visitors from straying from the appointed path.

Temperatures in Gediminus run into the low 50s C (130s F) during the summer season and drop into the 20s C (70s F) during the winter season.

The downport is a well-maintained C-class port. There are various services offered and is often best described as "very clean". Kyivans want to put their best foot forward here and make travellers feel comfortable but they also don't want them to stay very long.

Government and Legal Details

The Grand Duke of Kyiv rules this world from his capital at Shevchenko and his rule is largely unquestioned. Laws here are very strict and the very idea of civil liberties are quite foreign. The Grand Duke's government is involved in the lives of its citizens in almost all daily activities.

This situation, however, is not questioned by most citizens. Life on Kyiv is seen by most citizens as a hard existence that must be persevered. Few, if any, feel that the rule of the Grand Duke is anything but fair.

Weapons of all kinds are illegal on Kyiv. Holocameras are everywhere. The government provides all commodities, all services. And most seem quite comfortable with this arrangement.

Cultural Details

"Freedom is chaos" is a familiar refrain here. Kyivans have a

great distrust of outsiders and this distrust is written on the very souls of their people. Offworlders are either distrusted or seen as "marks", someone from whom money can be made.

Inside the foreign quarter, most Kyivans have either become accustomed to offworlders or at least tolerant enough to make their living from them. Outside the foreign quarter, offworlders (if they make it past security and into the rest of Kyiv) will be met with a combination of distrust and fear.

Suffering as a rite of passage is predominant in Kyivan society. One such place where this is seen is the marriage ritual. Men seeking to be married must wait one season after the proposal to be married. During this time, the woman is encouraged by her family and friends to not enter the marriage. Often this leads to women having lovers pressed upon them by society in order to torture the man. Men are expressly forbidden to take lovers during this time period, a situation that often leads to stories, films, and holos of forbidden love. If afterwards, the woman decides to take the man, he is deemed to have suffered enough.

Homosexuality and bisexuality are expressly forbidden on Kyiv and is punishable by jail time, so marriages are always between men and women on Kyiv. In addition, marriages between Kyivans and offworlders are expressly forbidden. An attempt to enter into such a union will result in the offworlder being expelled and the Kyivan being jailed for life. In certain cases, however, the Grand Duke has intervened and exiled the Kyivan as well. In all cases, the homosexual,

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the bisexual, and those in love with offworlders are expected to serve their time and feel the suffering embraced by the Kyivans.

Another place where this "suffering is life" ideal is often seen is the culture of living with one's family. Male members of a family are forced to live with their parents for life, even after they are married. The wife and children are then absorbed into this larger family. One must never be without one's children close at hand.

The Kyiv Calendar

The Kyivan calendar is an odd thing, which is why it gets a special mention. While most travellers are used to a 365 day year, Kyivans are used to a 326 day season. These seasons are known as winter, spring, summer and autumn. Each of these seasons is preceded by and ends with a feast day.

While the average traveller might refer to things in "years", Kyivans tend to discuss things in terms of seasons. Travellers might meet a person who is 30 seasons old who discusses things that happened two seasons back. Few people on Kyiv refer to years.

As said before, each season begins and ends with a feast day. This results with two holidays back to back at the changeover point between seasons and each changeover is different.

The beginning feast day is the start of winter. This is a day of foreboding and dread of the coming long winter, but it is also a celebration of the prepared person. Each city celebrates the person in their city who is the most prepared

for the onslaught of the cold. This person is usually recognized in speeches and awards.

The next feast day is at the end of winter. This is a more somber occasion than one might think and is a quiet day spent alone with family. It is meant to be a celebration of perseverance and toughness. Few Kyivans will come out of their homes on this day.

The next is the beginning of spring on the following day. This is a day of raucous celebration and is best compared to Mardi Gras, Carnivale, or Tonesdagspasr. It is an open celebration of sex and fertility and is often quite bawdy.

The next is at the end of spring which celebrates life and birth. This is almost always associated with the founding of Kyiv and the birth of new children. Any child born between this day and the last end of spring will be celebrated with gifts.

The following day is the beginning of summer which is known as the day of sleep. During the hottest parts of the summer days on Kyiv, most Kyivans relax and do not stress themselves. The first day of summer is a celebration of this wisdom and Kyivans sleep the entire day away.

After the summer, the end of summer is celebrated with food. Each Kyivan family cooks a lavish meal and those who can't afford to do so, have one provided for them by the government. Most eat little during the day to avoid becoming sick with the heat and this is seen as marking the end of those restrictions.

The next day is the beginning of autumn which is known as the Feast of the Dead. Families visit the graves of their ancestors, celebrate

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their lives, and then reflect on their own mortality.

The end of autumn is celebrated with a day of gift giving. Each Kyivan family chooses another family (usually one of lesser means) and provides them with a lavish meal and gifts. Often, this is seen as both charity and a subtle way of showing off their own wealth. The next day is the beginning of winter and the entire cycle starts anew.

Cultural Note

Keep in mind that while the original settlers of Kyiv were of Ukrainian descent and many Ukrainian names are used, the inhabitants of Kyiv are not modern Ukrainians (or past Ukrainians). Much about the Kyivan culture has changed and evolved over the many years they have separated themselves from other worlds. They have many cultural aspects that will be different from those of the nation from which they originated thousands of years ago.

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Dimme *C786842-A*

System Details

Dimme is located in the fifth orbit of its sun, called Anu, a G0 IV. Anu is a yellow sub-giant star. Dimme is located about 2.79 AU (419 million kilometers or 260 million miles) from Anu.

The system has 3 gas giants. Nammu, located in the fifth orbit, is the closest to Dimme. Nammu is located approximately 5.18 AU (778 million kilometers or 483 million miles) from Anu.

Apsu, in the sixth orbit, is a deep blue world with many wispy white clouds in its upper atmosphere. It is located about 19.33 AU (2.9 billion kilometers or 1.8 billion miles) from Anu.

Inanna, in the seventh orbit, is a violet world with white and gray cloud formations moving across its face. It is located approximately 38.67 AU (5.8 billion kilometers or 3.6 billion miles) from Anu.

There are six rocky bodies in the system other than Dimme. The closest to Anu is Kigal at about 0.2 AU (30 million kilometers or 18.6 million miles). It is uninhabited due to the horrific temperatures it endures.

The second closest to Anu, at about 0.4 AU (60 million kilometers or 37 million miles), is Ninlil. Ninlil is also uninhabited and endures amazing temperatures. It has no atmosphere.

The third closest of the rocky bodies is Ninhursanga. Located at about 0.7 AU (105 million kilometers or 65 million miles) from Anu, Ninhursanga is covered in dark

gray rock. It is home to a mining colony with a population of about 8000. It has no atmosphere.

On the far side of the gas giants from Dimme is Ninurta. Ninurta orbits Anu at about 76.67 AU (11.5 billion kilometers or 7.1 billion miles). Like Ninhursanga, it is home to a small mining colony of about 6000. Ninurta has a slight carbon dioxide atmosphere.

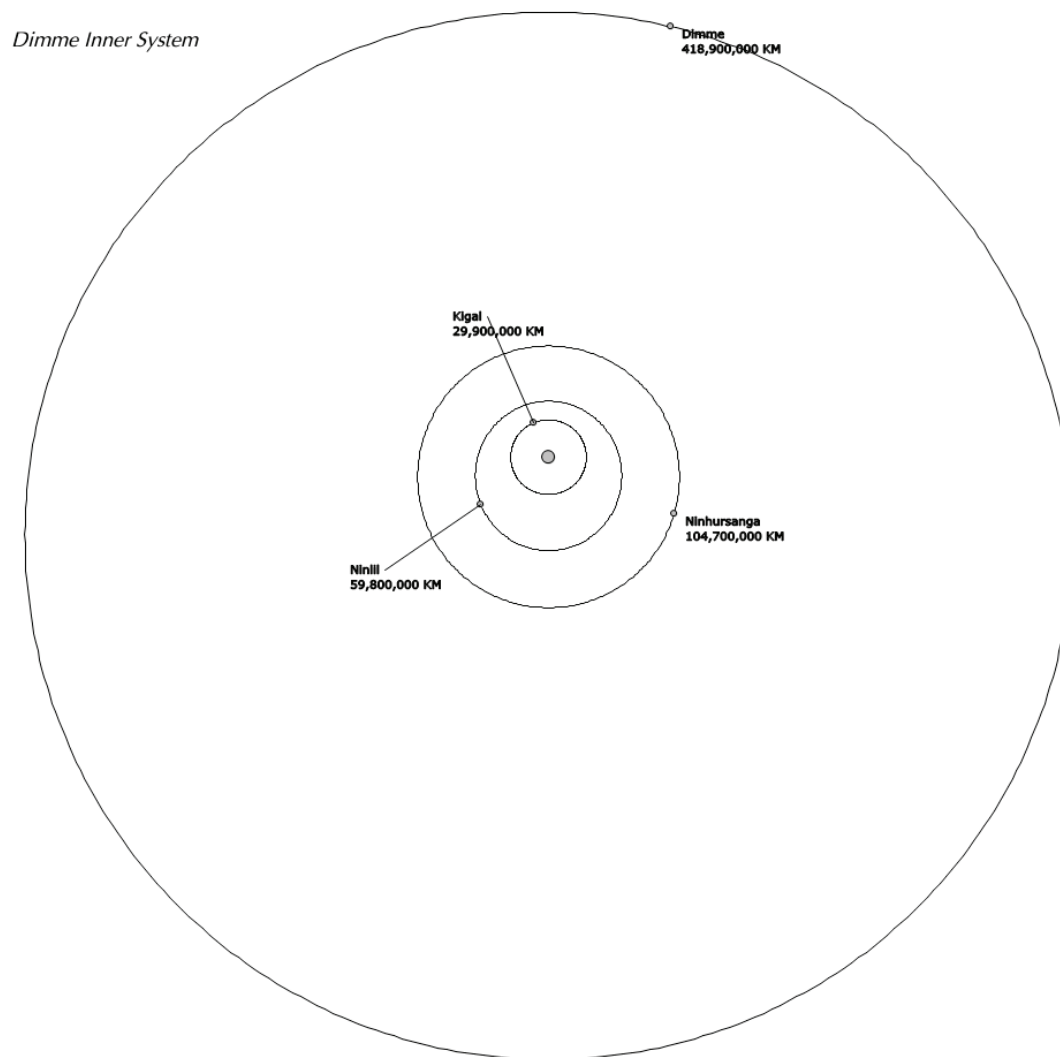
Even further out is Enki at about 153.33 AU (23 billion kilometers or 14 billion miles). Like Ninurta, it has a slight carbon dioxide atmosphere. It is home to a small research station and is home to about 900.

The last world in the system is the lonely and frozen Dilmun at about 306.68 AU (46 billion kilometers or 28.5 billion miles) from Anu. It is uninhabited and has no atmosphere.

The Dimme System

Primary	Anu	G0 IV
0.20 AU	Kigal	X200000-0
0.40 AU	Ninlil	X400000-0
0.70 AU	Ninhursanga	C400314-A
2.79 AU	Dimme	C786842-A
5.18 AU	Nammu	SGG
19.33 AU	Apsu	LGG
38.67 AU	Inanna	LGG
76.67 AU	Ninurta	C7B0267-A
153.33 AU	Enki	C8B0214-A
306.68 AU	Dilmun	X300000-0

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Physical Data

Dimme has a diameter of 12231 kilometers (7600 miles). It has a molten core which gives it a gravity of 0.875 standard.

Dimme has no moon.

Dimme has an orbital period of 1293 days (or 3.5 standard years).

Dimme has a rotation period of 22 hours.

Atmospheric Details

Dimme has a dense nitrogen-oxygen atmosphere. The atmospheric pressure at sea level is 1.6.

Temperatures can vary wildly on Dimme due to the extreme axial tilt of the world (44 degrees) but it is not too extreme for most travellers. Equatorial temperatures in the summer can run in the 60s C (140s F). In winter, it will drop to the 30s C (90s F). As one travels toward the poles, the temperatures and the temperature swings can become more severe.

For instance, in the city of Baxter, only a few hundred miles north of the equator, summer temperatures can hit the 60s C (140s F) while winter temperatures can drop to -1 C (30 F). In the city of Gannon, closer to the south pole by a few hundred miles, the summer temperatures can hit 47 C (116 F) while winter temperatures will drop to -35 C (-32 F).

This sort of temperature variation can cause violent storm systems on a regular basis on Dimme. For instance, during the summer in the northern hemisphere and winter in the southern hemisphere, there can be a

temperature difference within less than 100 miles of up to 22 degrees C (40 degrees F). This sort of differentiation can cause severe storm systems to pop up almost without warning.

Hydrographic Details

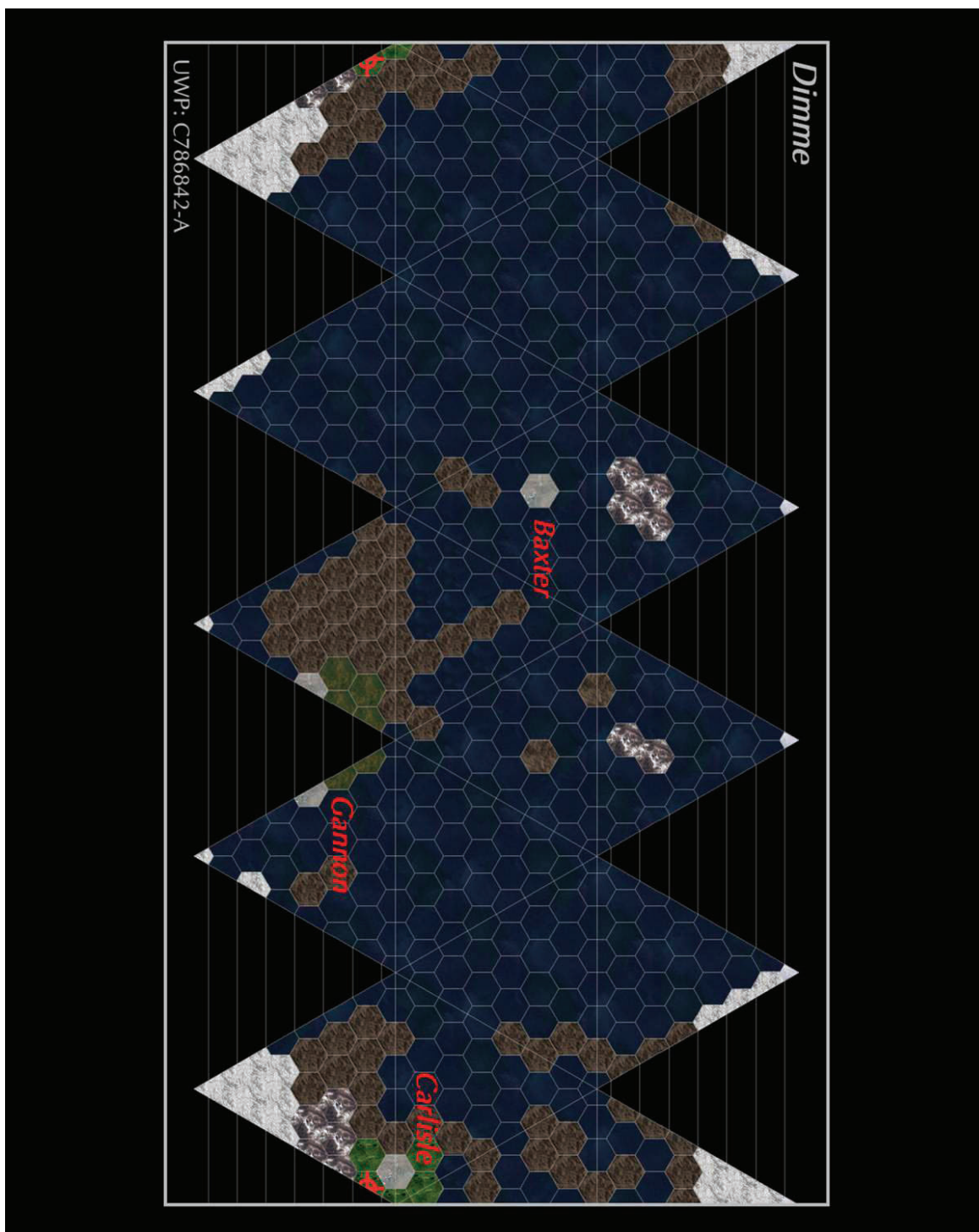
64% of Dimme is covered in water. Only at the extreme poles does one encounter an ice pack, only there and at certain areas of extreme elevation near the poles.

The oceans are known to produce extremely powerful cyclonic storms. These storms can be particularly strong in the southern hemisphere where the landforms encourage a more cyclonic action. Travellers are warned to check weather conditions and predictions before landing on Dimme.

Geographic Details

The landforms on Dimme are largely mountainous and rocky with few instances of life and vegetation clinging to the sides. Due to the amount of storms and high winds on Dimme, few trees are present. Most of the vegetation is akin to lichen and moss forming on the sides of the mountains and covering some areas is a carpet-like cover. Few places on Dimme have anything resembling grass and what there is of it is located on the continent of Lillith.

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There are two large continents on Dimme: Lamashtu and Lillith. Lamashtu is a large island continent situated mostly in the southern hemisphere. It is extremely mountainous in the center of the island, dropping off to rocky beaches on the coast. Only in the southeastern area of the island is it really fit for agricultural concerns and this is the location of the city of Gannon.

Lillith is a southern continent that is broken in many places by lakes and rivers. Lillith is the most agriculturally sound area on the planet, though it is often a continent of extreme temperatures and dangerous storms. The city of Carlisle is located here.

The rest of the landforms on Dimme are small and bulky islands in the ocean or snaky minor continents that stretch across the northern hemisphere north of Lillith. These snaky continents are mountainous affairs created by tectonic movement and worn down by water and wind erosion.

Population Details

Dimme is home to about 700 million people. Most live in the three largest cities, Carlisle, Gannon and Baxter. These three cities alone make up about 100 million people. The rest are scattered in communities ranging from 5 million to just a few thousand.

Life on Dimme outside the large cities can be a rough affair. Temperature changes, winds, storms, and the lack of vegetation can be serious impediments. Most residents on Dimme rely on technology to make up for these problems.

Government Details

The government on Dimme, located in the city of Carlisle, is a democratic dictatorship. Every six years a new dictator is elected who will exert full control over the unelected bureaucracy which runs the day to day operations of the world. The dictator, while exerting great amounts of power, is kept in check by not only public opinion which can be considerable but also by a set of laws which are unchangeable by him. These laws establish a set of boundaries for the dictator which cannot be altered.

Cultural Details

Due to the nature of the world, most Dimmeans do not interact with travellers on a regular basis. The downport in Carlisle tends to make those living in Carlisle and the surrounding area a bit more cosmopolitan, but the rest of the populace sees very few people who are not from Dimme. This has given the populace of Dimme an opportunity to have some unique cultural differences from the average traveller.

One of the ways this tends to manifest itself is in a cultural distrust of those who are not humans. While this may be lessened in areas like Carlisle, it is still present. One of the most common places this is noted is the Dimmean tradition of "scraps". The idea being that humans are more important than aliens, and so therefore aliens must eat whatever food is left over and cannot eat the primary meal. While this tradition has been officially outlawed by the

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past seven dictators, the tradition still lives strong in most places outside Carlisle.

Another place where the hard nature of life on Dimme still affects the culture of the people is also related to food. In the periods of first colonization, the citizenry often had to make hard choices about who ate and who didn't. Most communities on Dimme decided that the members of society who are the most productive got to eat the better food. Those who were not deemed as productive got to eat lesser foods. For instance, a typical Dimmean meal of rice, empad (a type of common edible lichen) and coní (a rabbit-like herbivore) is being served. Childbearing age women (with or without jobs), children under 14 and any males who are members of the military, police force, or have some sort of industrial or farming job were allowed to eat all three. Anyone who is in a non-producing job (anything from priests, artists, reporters, and lawyers to the unemployed) can not eat the coní or rice, but is forced to eat the more common empad. This cultural trait is becoming less common, but still exists though the law has not enforced it for over a hundred years.

The hard life on Dimme is also evident in the size of their homes. Because in the past, Dimmeans had to live hard and often difficult lives, most had very small homes. This cultural trend still exists throughout Dimme, even in the cities. Travellers are often shocked to see whole families living in one or two rooms, with the rooms often being comparable to what individuals get on board their ships. This carries over to the cities where people live

packed by the millions in relatively small cities.

But life on Dimme has improved and that is evident by another trend, the ownership of robots. While hard work and the sweat of one's brow is still an honored tradition and omnipresent in the Dimmean culture, travellers will find many of the so-called lesser jobs (see the above list in the eating section) are performed by robots. For example, while on Dimme, while a human lawyer might run a law firm, there are very few secretaries, paralegals and assistants that are not robots. Most of what would be considered by most travellers as "hard work" is still performed by humans (who would be embarrassed to allow a robot to do it for them) but most of what would be considered by Dimmeans to be easy work or "busy" work is being performed increasingly by robots. Although at an overall tech level 10, most of these robots are quite crude.

The last of the common cultural elements on Dimme is the wearing of cosmetics. In the older days, to protect against the strong winds, people would wear different things on their faces to protect against the elements. Most of this would be along the lines of lip balm or skin lotions. Over time, this became a bit of an industry on Dimme and these items would come in different colors and shades of those colors. It is not uncommon to find Dimmeans wearing a variety of colors and shades of colors on their face, hands, and any other body part which is exposed.

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Legal Details

Dimmeans are an independently minded group. They have no love of laws which impede upon their individual freedoms and what they perceive as their rights. As such, laws concerning most "victimless" crimes which would be illegal on other worlds such as gambling, prostitution, and drug use are unheard of here. Weapons and armor laws are nearly non-existent on Dimme.

However, personal property rights are also not as strong here. There is a strong sense of community and many things are considered the purview of the government and not the individual (such as providing food and medicine). However, while overall property is often that of the state and not the individual, laws against theft of personal items are the strictest laws on the planet.

Also, travellers should keep in mind the bias held by Dimmeans against non-humans. While the current Dimmean dictator does not encourage these beliefs, they are often deeply held by the populace and can creep into the method and severity of law enforcement against non-humans.

City Details

Carlisle

Carlisle is the largest city on Dimme with a population of about 60 million people. The city, made up of several arcologies and apartment buildings, spreads across the central interior of the continent of Lillith. This takes up much of the non-

mountainous interior of the continent and surrounds the several lakes in the area.

The government of Carlisle is seated here as well with the bureaucracy and The Leader making their homes here.

The Dimme starport is located to the west of Carlisle. This is the only starport in the system and can be quite busy. However, this is only a C-class port and is little more than a refueling and trade station. There are very limited repair facilities here.

Temperatures in Carlisle can be brutal with which to deal. Summer temperatures run about 50 C (122 F), while winter temperatures can drop to -32 C (-25 F). Most buildings and homes are built to deal with this sort of temperature change and are bulky, with few windows and complex heat-air conditioning systems.

Most non-Dimmeans living on Dimme live in Carlisle. It is the place where most of what is mentioned in the cultural details is the least true. However, this does not mean it is completely rare or uncommon.

Baxter

Baxter is a densely packed city on an island off the west coast of Lamashtu. The island is a flat plateau of a massive mountain rising off the ocean floor. The city extends in places into the sea as well as onto other smaller islands in the area. A larger island to the south is uninhabited and used strictly for agriculture. The mountain slopes of the island provide most of the food for Baxter which is not imported from other cities or worlds.

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Baxter is home to about 30 million people. Most are packed tightly onto the islands into arcologies and tightly packed apartments.

There is no starport at Baxter. There are simply a few minor shuttle ports for the transport of food.

Temperatures at Baxter are some of the more consistent on the planet which is not saying much. Summer temperatures can run in the 60s C (140s F) while winter can drop to around -1 C (30 F).

Culturally, most of the cultural biases mentioned in this article are strong here.

Gannon

Gannon is the third largest city and is home to about 10 million people. It is located on the southeastern tip of Lamashtu and sprawls across most of this area. Unlike the other two major cities, there are no arcologies here, just tightly packed buildings and homes sprawling all over the southeastern side of the continent.

There is no starport at Gannon. Like Baxter, there are simply a few minor ports for shuttle usage to import certain items.

Temperatures and weather at Gannon can be brutal, although it is spared many of the massive cyclones. Summer temperatures can hit 47 C (116 F) while winter temperatures will drop to -36 C (-32 F).

Much like Baxter, most of the cultural biases mentioned in this article are quite strong here.

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Joseon (Cascadia 0610) C767647-D

System Details

Joseon is located in the sixth orbit of its star, Yi Ja-chun, an F4 V yellow-white main sequence star. Joseon is located approximately 2.65 AU (398 million kilometers or 274.3 million miles) from Yi Ja-chun.

The system has two gas giants. The closest to Yi Ja-chun is Taejo, a small gas giant, located about 5.25 AU (788 million kilometers or 489.6 million miles) away.

The second gas giant is Jeongjong. It orbits Yi Ja-chun at a distance of approximately 17.33 AU (2.6 billion kilometers or 1.62 billion miles).

There are six other rocky bodies in the system. The nearest to Yi Ja-chun is Sukjong. Sukjong is located about 0.15 AU (23 million kilometers or 14.3 million miles) from its star. It has no atmosphere and is uninhabited.

In the second orbit is Nala. Nala is located at about 0.47 AU (70 million kilometers or 43.5 million miles) from Yi Ja-chun. It has a carbon dioxide atmosphere. A population of about 60 at a small research station call the planet home.

Yeongjo is located at approximately 0.75 AU (112 million kilometers or 69.6 million miles) from Yi Ja-chun. The planet has a trace atmosphere and is home to a mining colony of 6250 owned by the Sorkol Mining Company.

Orbiting at a distance of about 0.91 AU (136 million kilometers or 84.5 million miles) is Injong. Injong has a slight atmosphere and a similar mining operation as the one on Yeongjo. It is home to 6130.

In the fifth orbit lies Gojong. Gojong is an airless rock with only a small population running a fuel station. It is home to 37 people in the employ of the Sorkol Mining Company. Gojon is located approximately 1.3 AU (195 million kilometers or 121 million miles) from Yi Ja-chun.

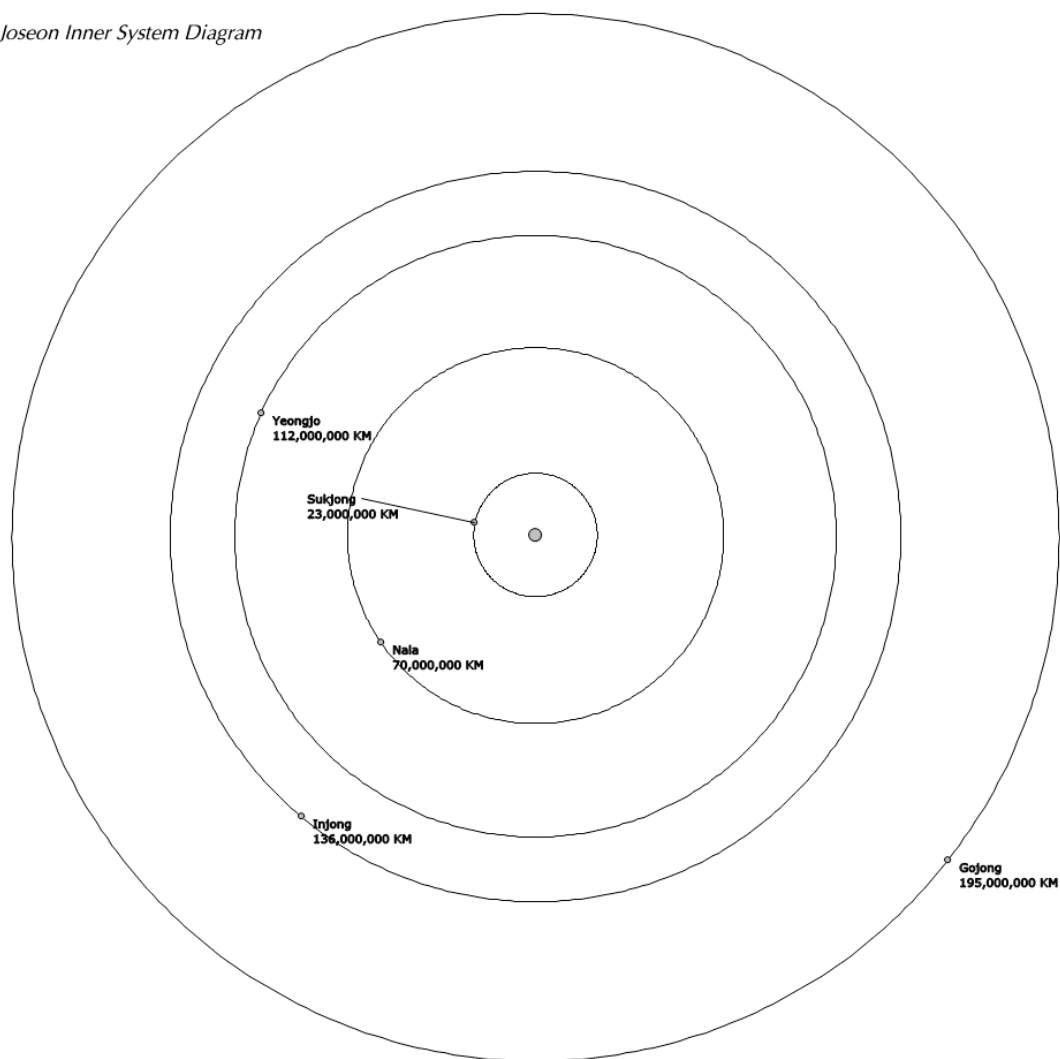
Located between the two gas giants, Sunjong is another airless rock being used as a short refueling station. It is located about 7.33 AU (1.1 billion kilometers or 683 million miles) from Yi Ja-chun.

The Joseon System

Primary	Yi Ja-chun	F4 V
0.15 AU	Sukjong	X300000-0
0.47 AU	Nala	D6B0114-D
0.75 AU	Yeongjo	D620317-D
0.91 AU	Injong	D410317-D
1.30 AU	Gojun	E200115-D
2.65 AU	Joseon	C767647-D
5.25 AU	Taejo	SGG
7.33 AU	Sunjong	E400115-D
17.33 AU	Jeongjong	SGG

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Joseon Inner System Diagram



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Physical Data

Joseon has a diameter of about 11840 kilometers (7400 miles). It has a molten core giving it a density of 0.96 standard. Joseon has a gravity of 0.84 standard.

Joseon has no moon.

Joseon has an orbital period of approximately 1346 standard days. This period is often referred to as a long year.

Joseon has a rotation period of 24 hours matching the standard day.

Atmospheric Details

Joseon has an atmosphere consisting of 76.4% nitrogen, 22.11% oxygen, 0.4% argon, 0.12% carbon dioxide and 0.97% trace gases. The air pressure at sea level is 0.81 standard.

Joseon is a rather cool world with equatorial temperatures averaging 0 C (32 F) during the day and -22 C (-7.6 F) at night. Summer polar temperatures reach an average of -53 C (-63.4 F) during the day and -75 C (-103 F) at night. In winter, this drops to -72 C (-97.6 F) during the day and -94 C (-137.2 F) at night.

Hydrographic Details

Most of the water on Joseon is locked in ice and glaciers on the surface of the planet. Only at the equator is there an open ocean. However, glaciers floating in this ocean are a common scene.

Geographic Details

All but one of the continents on Joseon is covered in glacial ice. From orbit, it is often difficult to visually tell what is ice covered ocean and what is ice covered land.

At the equator, one finds frozen plains. This tundra often experiences snow and other frozen precipitation and thus is also covered in snow. The mountains of the Kwon Range stretch north and south are covered in glacial ice.

Population Details

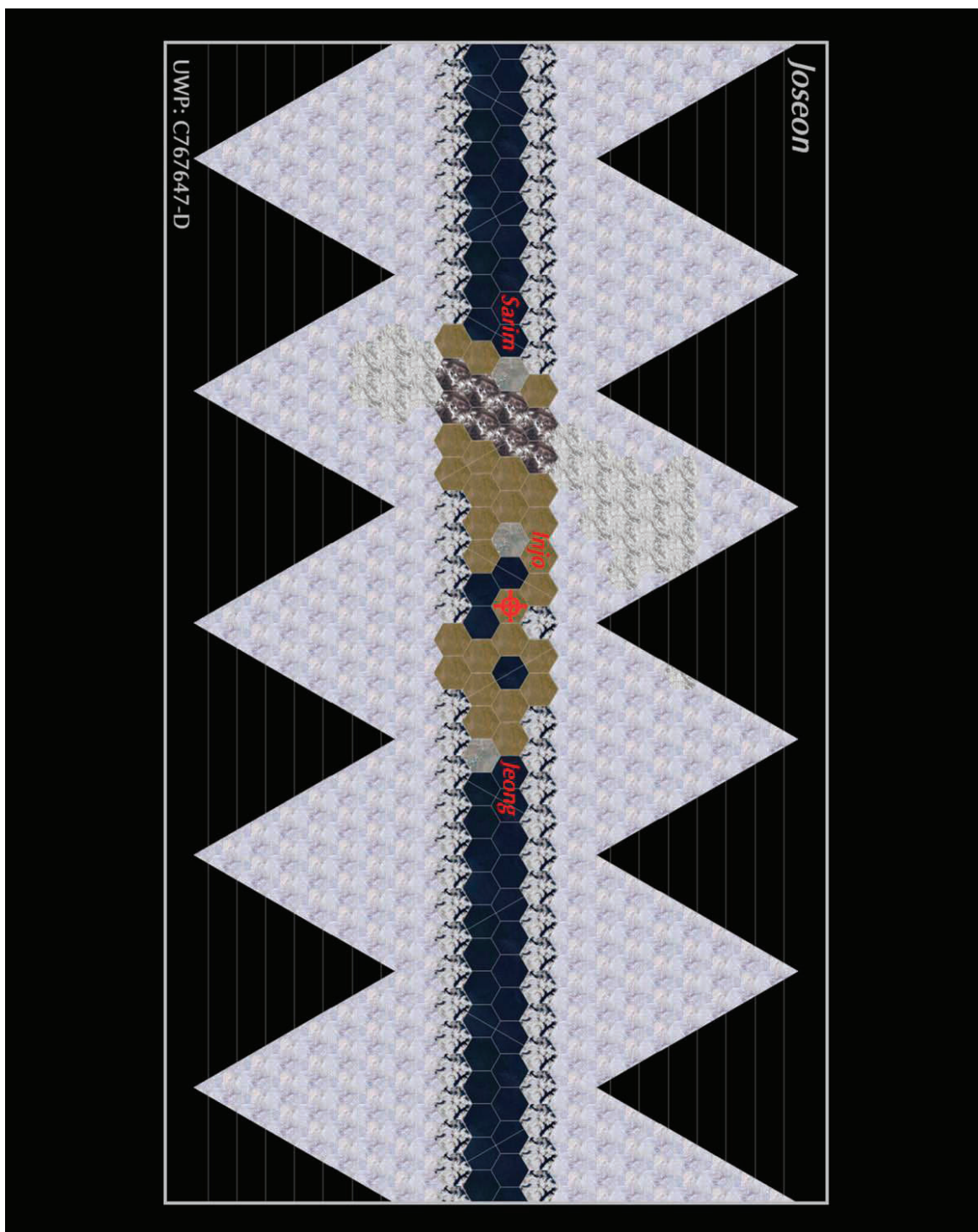
Joseon is home to almost 5 million people. Most of these live within the three major cities though some smaller settlements exist on the tundra.

Government Details

Joseon is governed by a representative republic. This republic consists of two branches of government, the Gukhoe, and the Wang. The Gukhoe is a parliamentary body consisting of 31 members representing a district somewhere in the Joseon system. The Gukhoe acts as both the legislative and the judicial branch. The Gukhoe not only passes the laws but also appoints judges to oversee those laws.

The representatives of the Gukhoe are elected by popular vote of their district. These members are elected to serve a 3 year term.

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The Wang is the name of both the second branch of government and the person who holds the highest office. The Wang is elected by vote of the Gukhoe and serves a five year term. The Wang chooses persons unaffiliated with the Gukhoe to serve as cabinet ministers to head departments which execute the orders of the Wang.

Both the Wang and the Gukhoe rule from the city of Injo. The Wang lives in the Executive Palace located near the coastline. The Gukhoe meets in the Assembly Building which is located downtown.

Legal Details

Law enforcement on Joseon is carried out by The Ministry of Justice. The Minister of Justice is answerable directly to the Wang. The justice system is well-known for its speed and efficiency.

Travel on Joseon beyond the starport requires special travel permission from the government. There is a fee attached to this as well, which can vary according to economic conditions and legislative whim. Travellers should be aware that it often takes approximately three days to gain this permission.

Weapons are highly discouraged on Joseon. Locals, other than military, rarely carry them. Offworlders will not be allowed under any circumstance to carry a weapon onto Joseon.

Medicines and drugs of any sort are also strictly controlled by the government. Each drug is evaluated as to its usefulness, categorized, and then sold by government controlled pharmacies. As such, not only many narcotics but also several medicinal drugs that

would be commonly available on some worlds may be restricted or difficult to purchase on Joseon.

Local Calendar

Locals maintain two calendars: The standard Gregorian calendar and a local calendar (called the "Long Year"). The standard calendar is often used for business with offworlders. Most all other applications on Joseon will use The Long Year.

The Long Year is measured by a series of numbered days from 0001 to 1346. The number of years since the colonization stands as the current year, so a date is likely to be 0906-0476. Note that there are always four numbers on either side of the hyphen.

A number of holidays are observed on Joseon with certain rituals which are performed on those days. Day 0001 is referred to as Seollal. This is a day in which great care is taken to show respect for the elderly on the planet. This often takes the form of respectful bows by persons in public and food donations being taken to the homes of the elderly.

Cultural Details

Of all the things associated with Joseon, the thing is that is often noted in the rest of Cascadia subsector is their hair. Joseon residents often wear their hair in elaborate braiding patterns. It is rare indeed to see someone from Joseon who does not have long flowing hair with braids. It is

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common for most men to have long beards as well with braids.

The exception to this is medical personnel. All who practice medicine legally are licensed by the Ministry of Health. Those who are licensed medical professionals are required by law to have shaved heads and no beards. This is a tradition started in the early days of colonization and has remained to this day.

In addition, Joseon residents have an aversion to cold drinks. Perhaps as a reaction to all of the ice and snow which surrounds them daily; locals will never drink anything that has not been warmed first. If a drink gets to room temperature or colder, it is often poured out in favor of a warmer drink.

City Details

Injo

Injo is the center of government of Joseon and home to just over 2.5 million people. Located on the tundra on the coast of a glacially locked lake, the city stretches for several kilometers.

The main C-class downport is located just on the other side of the lake. This is the only port on the planet.

Temperatures here average -3 C (26.6 F) during the day and -25 C (-13 F) at night.

Jeong

Jeong is home to slightly more than 1 million people. It is located on the eastern coast of the central continent.

Jeong is only reachable by shuttle from Injo, travel across the tundra, or the maglev train which carries goods and persons back and forth between the starport and the city.

Temperatures in Jeong average at -5 C (23 F) during the day and -27 C (-16.6 F) at night.

Sarim

The city of Sarim is home to just under a million people and is located on the western coast of the central continent. The city is nestled between the coast and the mountains to its east.

The city is reachable only by shuttles traveling from the starport to the city.

Sarim is best known for the water festival or Yudu. Taking place on 0967 of each year, the festival is a mass hair washing. People from all over Joseon come to wash their hair in water melted from the mountain glaciers. This goes on all day with thousands washing their hair in the central park of the city. This is believed to rid persons of the bad luck which may have accumulated over the past year.

Temperatures at Sarim average 1 C (33.8 F) during the day and -20 C (-4 F) at night.

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Antryl (Cascadia 0704) B467655-F

System Details

Antryl is located in the furthest orbit of the gas giant Valtusar. Antryl orbits Valtusar at a distance of 8.5 million kilometers (5.28 million miles). Valtusar itself orbits Rigim. Rigim is an orange star, a K6 V main sequence star. Valtusar orbits Rigim at a distance of 35 million kilometers (21.7 million miles).

Rigim is part of a trinary system. Orbiting Rigim is also a pair of stars which orbit one another, Lethur and Borlir. Lethur is an M4 V red main sequence star. Borlir is an M9 D red dwarf. Both stars orbit a central barycenter located at approximately 77 AU (11.548 trillion kilometers (7.17 trillion miles)) from Rigim.

Including Valtusar, the system has two gas giants. The other gas giant, Senton, orbits Rigim at a distance of 110.2 million kilometers (68.5 million miles).

The system has two planetoid belts. The Akolian Belt orbits Rigim at a distance of about 52 million kilometers (32.3 million miles). The Kidot Belt orbits Borlir at a distance of about 54 million kilometers (33.55 million miles).

In addition, there are several other rocky bodies in the system. Zorthal, which orbits Rigim at a distance of approximately 160 million kilometers (99.4 million miles), is an ice covered world with a carbon dioxide atmosphere.

Sukalova orbits Rigim at about 210 million kilometers (130.4 million miles). Sukalova is a barren body with no atmosphere.

Next in orbit around Rigim is Dorba. Dorba, an icy world with a slight carbon dioxide atmosphere, is quite similar to Zorthal. It is located about 350 million kilometers (217 million miles) from Rigim.

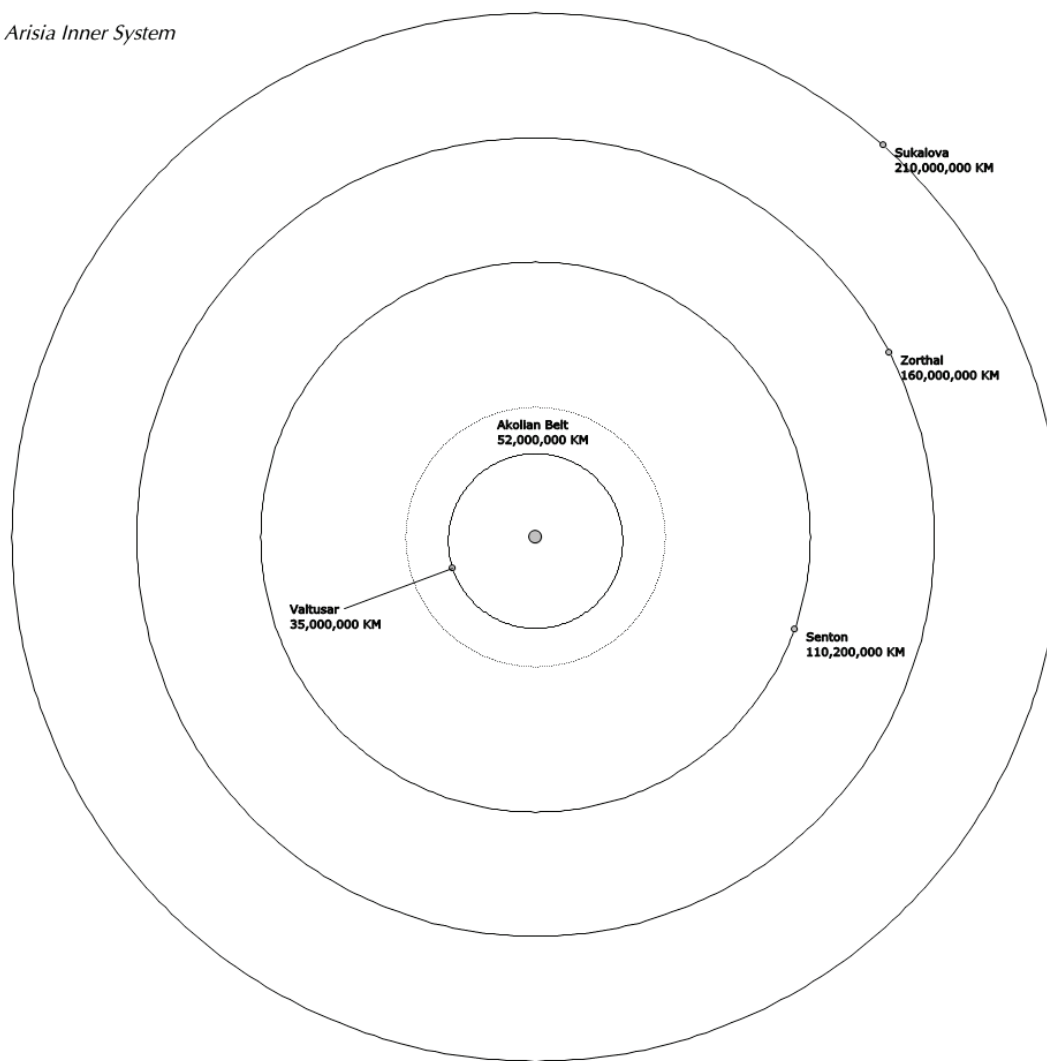
Darden is a barren world hugging close to Lethur at a distance of 18 million kilometers (11.1 million miles).

Orbiting Lethur at 26 million kilometers (16 million miles) is Eliza. Eliza, too, is an airless rock.

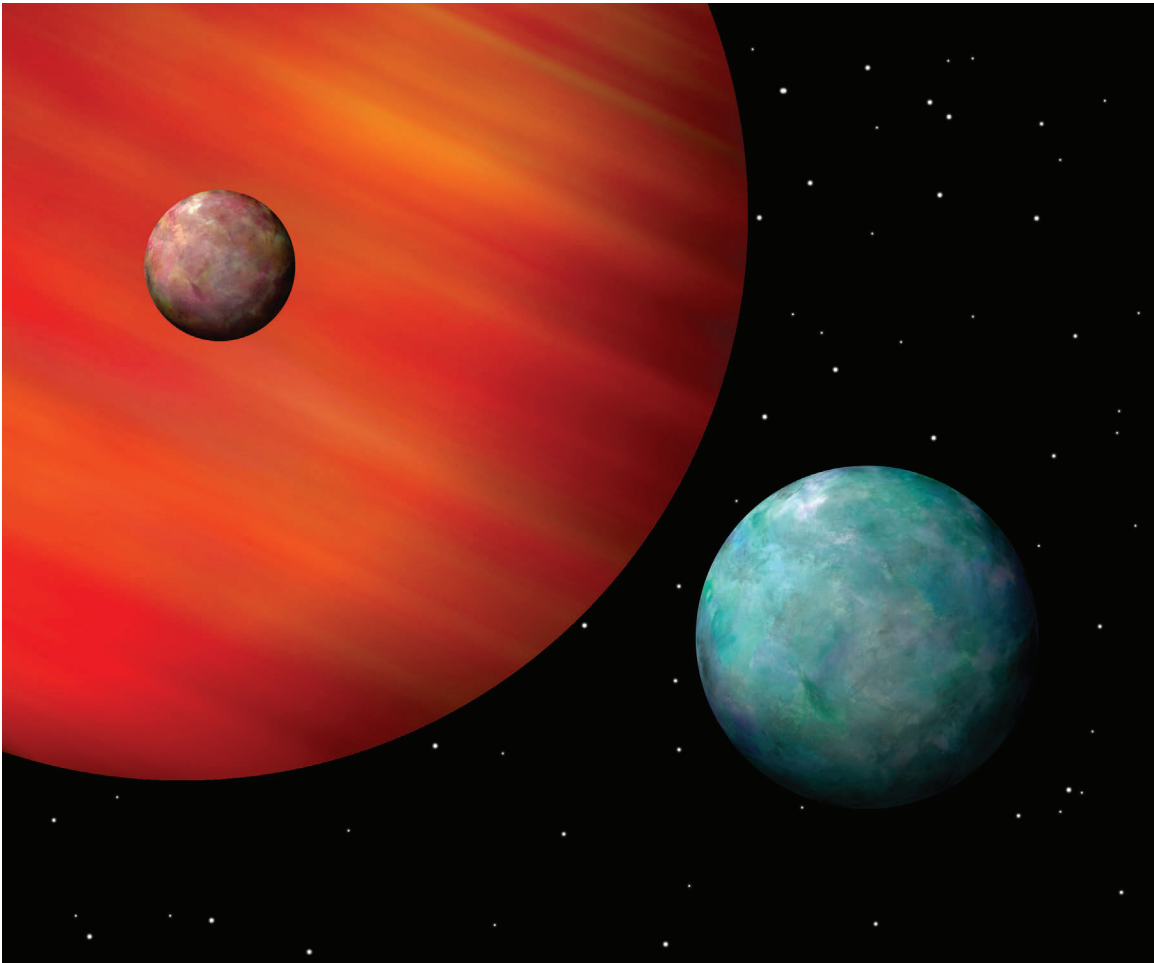
Two frozen worlds orbit Borlir: Kupta (at 16 million kilometers (9.9 million miles)) and Inris (30 million kilometers (18.6 million miles)).

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Arisia Inner System

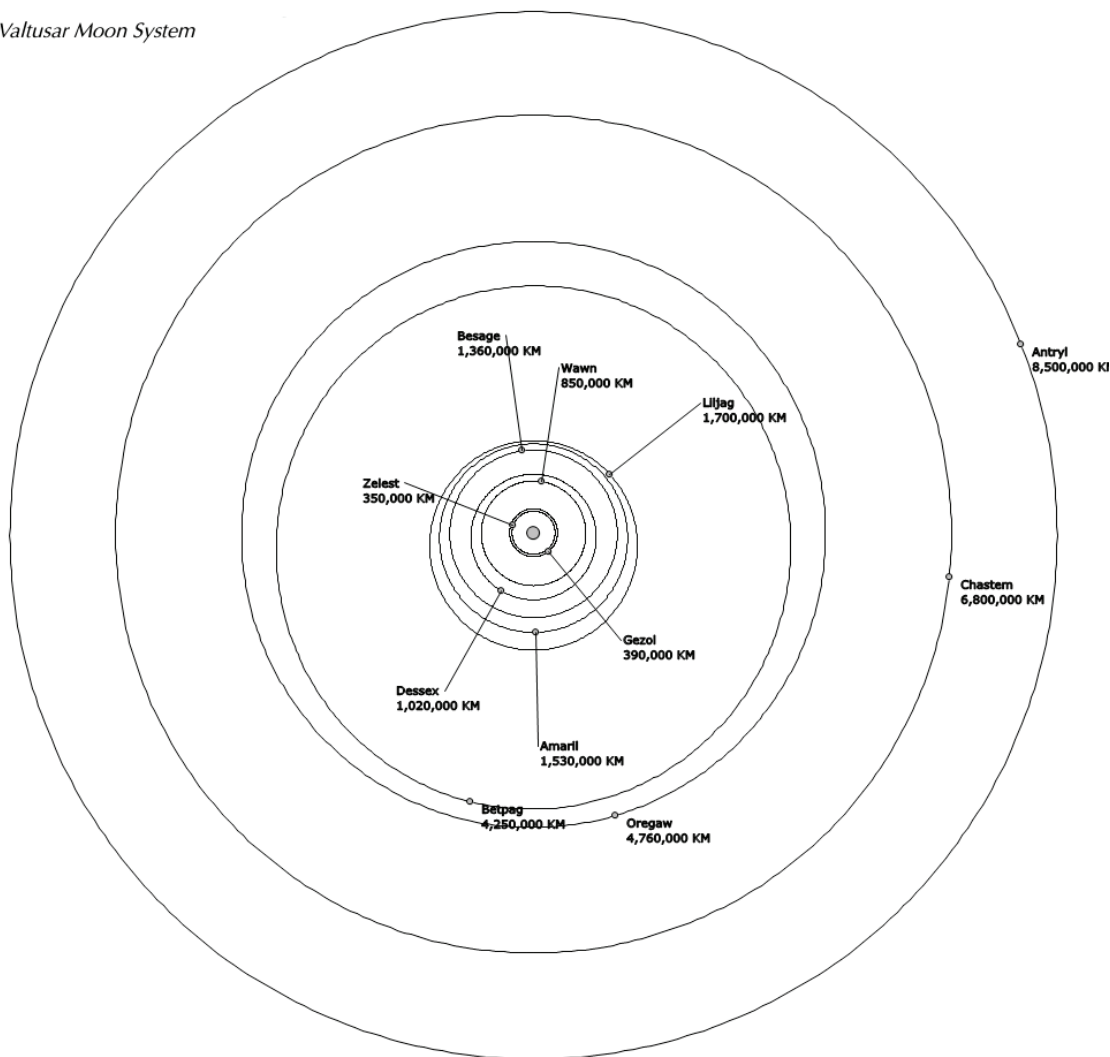


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Valtisar Moon System



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Physical Data

Antryl has a diameter of approximately 6240 kilometers (3900 miles). Its molten core gives it a density of 0.96 standard. Antryl has a gravity of 0.48 standard.

It takes Antryl 112 days to orbit Valtusar.

Antryl has a rotation period of 34 hours. Locals call this a day and divide it into four 8.5 hour periods called morning, storint, evening, and night.

Atmospheric Details

Antryl has an atmosphere consisting of 79.1% nitrogen, 19.62% oxygen, 0.35% carbon dioxide, 0.25% argon, and 0.68% trace gases. The air pressure at sea level is 0.84 standard.

Antryl is a rather warm world with equatorial temperatures reaching 64 C (147.2 F) during the day and 47 C (116 F) at night. Polar temperatures during summer warm to 31 C (87.8 F) during the day and 14 C (57.2 F) at night. In winter, the polar temperatures average 2 C (35.6 F) during the day and -15 C (5 F) at night.

Hydrographic Details

68% of the surface of Antryl is covered in water. The average depth of the ocean is about 2000 meters (6561 feet).

Violent storms are common on Antryl due to the large areas of open ocean and the difference in temperature between the northern and southern hemispheres.

Geographic Details

The surface of Antryl is made up of two major continents, four minor continents and several large islands. The largest continent, Spaba, is largely uninhabited due to the high equatorial temperatures.

Population Details

Just over 2 million people call Antryl home. The population is centered in one of four major cities. Very few live outside the cities in the open wilderness.

Government Details

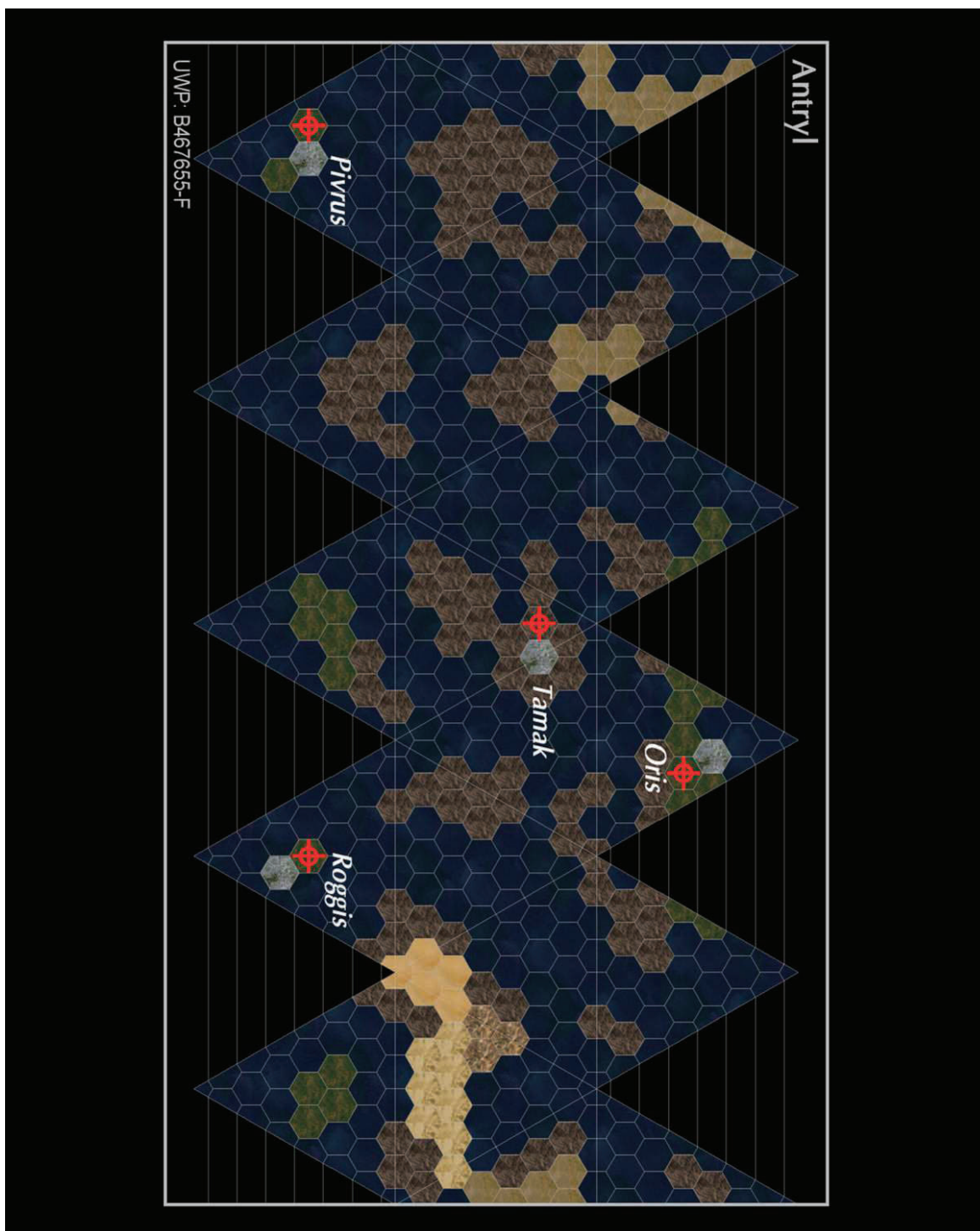
The government of Antryl is centered in the city of Pivrus. In Pivrus, meets the Specialists. The Specialists are a group of leaders chosen from the scientific community by their peers. Antryl is dedicated to furthering science and, by doing so, making the citizens of Antryl better people.

There are 5 specialists and all decisions of government are made by a vote of the five.

Legal Details

Laws on Antryl tend to be of a type to control the average person's life. Many types of food, drink, and drugs are illegal on Antryl that might be legal in other places. Sugar, caffeine, and alcohol all make the

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forbidden list. Meals are monitored closely to prevent malnutrition and unhealthy eating.

As a result, government owned restaurants are common on Antryl. Only at the upport will one find a restaurant owned by a private individual or corporation.

Weapon ownership, unsafe sex, and contact sports are also frowned upon as being a danger to the public.

However, the freedom of movement, free enterprise outside of where the government feels the need to be involved, and many other choices are left to the individual.

Cultural Details

One of the first things a traveller will notice upon arriving on Antryl is the culture of health. Exercise, while not mandated by The Specialists, is often engaged in at least twice a day. Antrylians are obsessed with maintaining their health. Whether The Specialists have ingrained this into the people with their laws or the people simply chose that way and The Specialists enforced is often a subject of debate.

And it doesn't just stop there. Antrylians are obsessed with their appearance. Beauty salons, plastic surgeons, health clubs, and the fashion industry are all big business on Antryl.

This extends, unfortunately, to a very real discrimination toward those with disabilities, those who are overweight, those with any obvious cyberware, and anyone not keeping to the rigorous Antrylian appearance standards. Non-humans may also find that they are not regarded as

meeting these standards either. Any traveller within those categories will not only be treated different socially but also legally.

Selected City Details

Pivrus

Pivrus is home to about 500 thousand people and is home to The Specialists. Pivrus is located in the southern hemisphere on one of the small islands.

The areas on the island not devoted to residences, the government buildings, and the downport are reserved by the government. Most of this area is made up of enclosed domes where the types of foods recommended by The Specialists are grown.

The Pivrus downport is a small C-class port with connecting shuttles to the main upport. Most freight is handled in the upport and thus little direct traffic is seen at the downport.

Temperatures in summer at Pivrus run about 46 C (114.8 F) during the day and 35 C (95 F) at night. During winter, Pivrus sees temperatures of 16 C (60.8 F) during the day and 5 C (41 F) at night.

Oris

About 470 thousand people call Oris home and it is quickly gaining on Pivrus as the most populous city on the planet. Oris is located in the northern hemisphere on one of the major continents.

Much as Pivrus, Oris surrounds itself with large numbers

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of domed farms. Unlike Pivrus, the farms here stretch far further and are used by the Specialists to trade with other worlds. Oris is the center of the agricultural market on Antryl and is well-known for the quality of its fruits and vegetables.

The Oris downport is a B-class port and sees mostly the export of produce from the Oris farms. While it is not prohibited for other traffic to use the port, it is uncommon.

In summer, temperatures in Oris average about 42 C (107.6 F) during the day and 29 C (84.2 F) at night. In winter, this can drop to about 7 C (44.6 F) during the day and 0 C (32 F) at night.

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Cascadia (Cascadia 0705) A688846-F

System Details

Cascadia is located in the fourth orbit of its sun, Hamilton, a G2 V yellow main sequence star. Cascadia orbits Hamilton at a distance of approximately 1.01 AU (151 million kilometers or 93.8 million miles).

The system has four gas giants. The closest to Hamilton is Langley. Langley is located about 2.73 AU (410 million kilometers or 254.8 million miles) from Hamilton.

The next closest is Alexandria in the sixth orbit. Alexandria is located approximately 5.24 AU (786 million kilometers or 488 million miles) from Hamilton.

In the seventh orbit lies the largest gas giant in the system, Jefferson. Jefferson has an extensive ring system and a violet hue which makes it a popular destination for visitors to the system. Jefferson orbits Hamilton at a distance of about 10.17 AU (1.526 billion kilometers or 948 million miles).

The furthest gas giant in the system is Umpqua. Located in the eighth orbit, Umpqua lies approximately 20.67 AU (3.1 billion kilometers or 1.9 billion miles) from Hamilton.

There is one planetoid belt in the system, Rupert's Belt. Rupert's Belt is located in the tenth orbit about 38.67 AU (5.8 billion kilometers or 3.6 billion miles) away from Hamilton. It is home to about 70 million miners spread throughout the belt.

The Cascadia system also features four other rocky planets. Located closest to Hamilton is Astor. Astor is tidally locked with Hamilton and orbits at about 0.19 AU (29.6 million kilometers or 18.4 million miles). It is uninhabited.

In the second orbit at approximately 0.41 AU (61 million kilometers or 37.9 million miles) from Hamilton, lies Douglas. Douglas has no atmosphere and is uninhabited.

Siltron, in the third orbit, has a nitrogen-oxygen mix atmosphere but almost no water. Siltron orbits at approximately 0.69 AU (104.5 million kilometers or 64.9 million miles) from Hamilton. It has a population of 6 million.

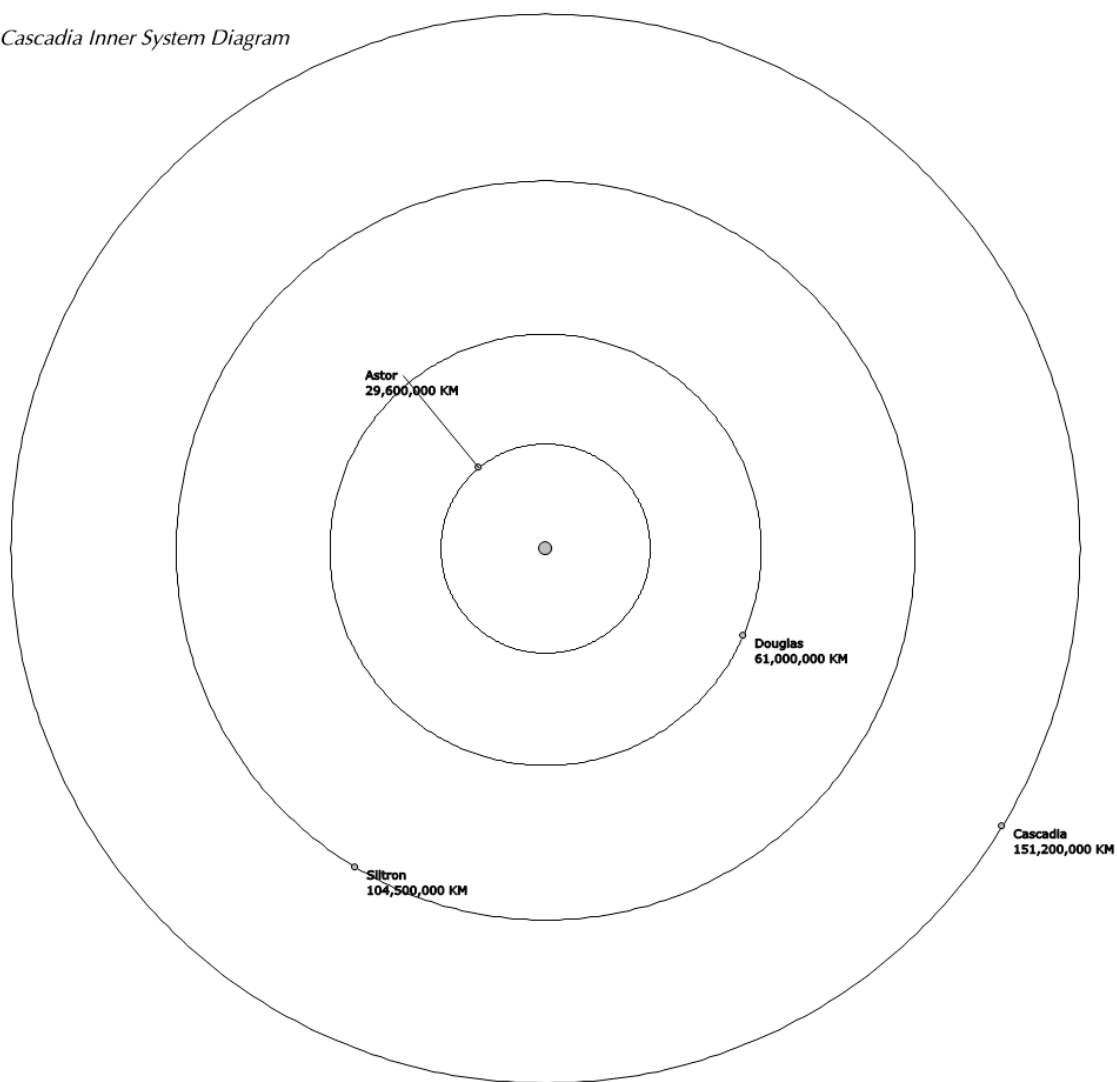
In the ninth orbit lies Halston, an airless rock. The planet is home to a small refueling station that serves the inhabitants of Rupert's Belt.

The Cascadia System

Primary	Hamilton	G2 V
0.19 AU	Astor	X300000-0
0.41 AU	Douglas	X300000-0
0.69 AU	Siltron	C641667-E
1.01 AU	Cascadia	A688846-F
2.73 AU	Langley	SGG
5.24 AU	Alexandria	SGG
10.17 AU	Jefferson	LGG
20.67 AU	Umpqua	SGG
31.00 AU	Halston	D200267-E
38.67 AU	Rupert's Belt	C000767-E

Subsector Sourcebook 1: Cascadia

Cascadia Inner System Diagram



Subsector Sourcebook 1: Cascadia

Physical Data

Cascadia has a diameter of about 9760 kilometers (6100 miles). It has a molten core which gives it a density of 1.02 standard. Cascadia has a surface gravity of 0.77 standard.

Cascadia has one moon: Santos. Santos has a diameter of 230 kilometers (143 miles). It orbits Cascadia at a distance of 753,456 kilometers (468163 miles) and completes an orbit of Cascadia every 130 days.

Cascadia has an orbital period of 520 days. Locals refer to this period as a year. It is broken up into 4 "months" coinciding with the orbit of Santos.

Cascadia has a rotation period of 24 hours which are referred to by the locals as "days".

Atmospheric Details

Cascadia has an atmosphere consisting of 77.5% nitrogen, 20.43% oxygen, 0.48% argon, 0.37% carbon dioxide, and 1.22% trace gases. The air pressure at sea level is 1.13 standard.

Cascadia is a temperate world. Temperatures at the equator average 32 C (89.6 F) during the day and 19 C (66.2 F) at night. Summer polar temperatures average -9 C (15.8 F) during the day and -23 C (-9.4 F) at night. In winter, this drops to -59 C (-74.2 F) during the day and -73 C (-99.4 F) at night.

Hydrographic Details

80% of Cascadia's surface is covered in water. The ocean reaches its deepest point in the southern hemisphere in a trench near the undersea city of Tanmahawis reaches down to approximately 10.91 kilometers or 6.78 miles.

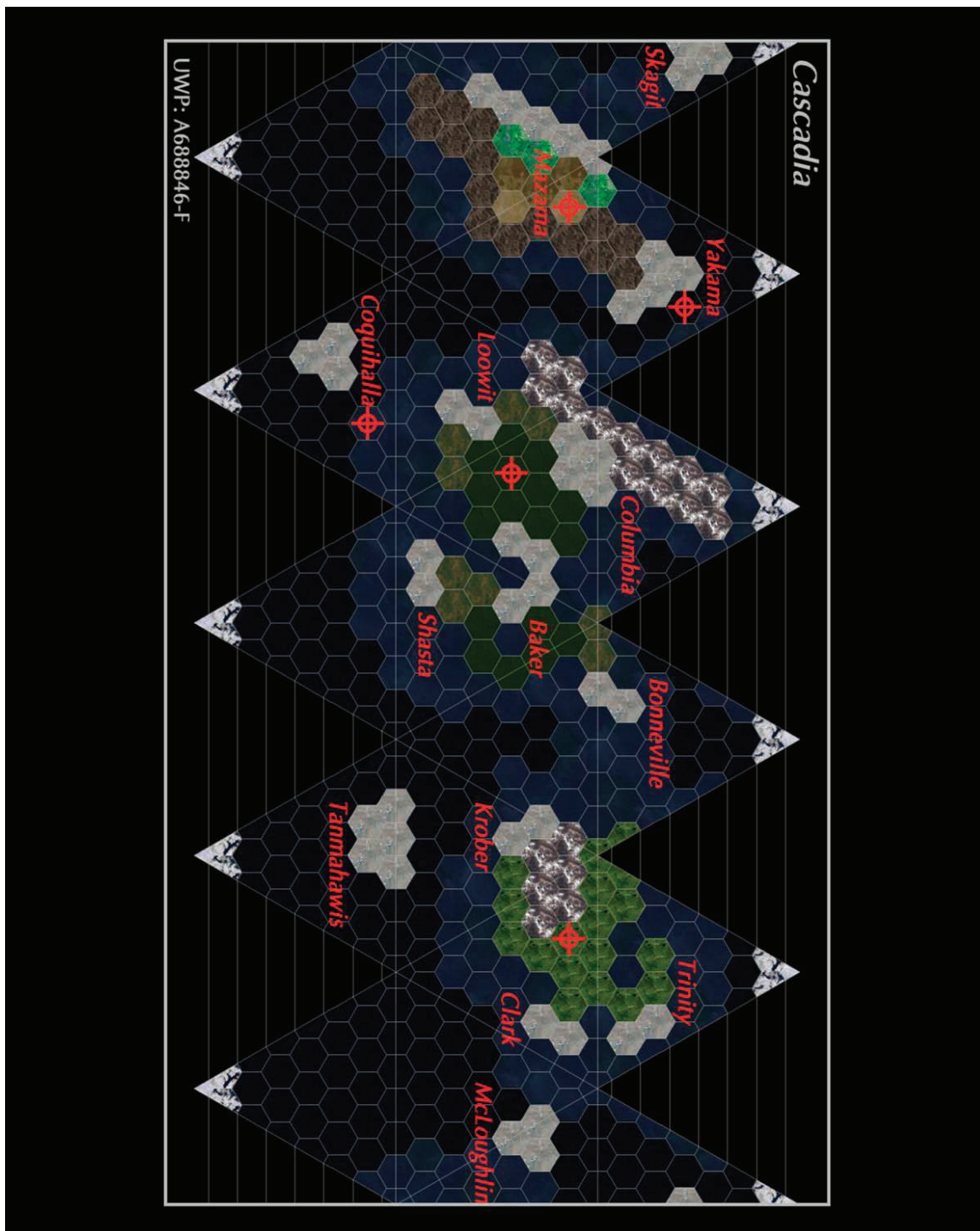
Geographic Details

There are three continents on Cascadia: Lincoln, Wilson, and Roosevelt. The largest of these continents is Lincoln. The Grant Mountains cover most of the northwest region of the continent. These mountains are covered with snow capped peaks, with the tallest, Mount Morrison reaching up to 4,395 meters (14,411 feet). Most of the rest of the continent is covered in forests of the pine-like Douglas Trees. The Douglas Trees are protected by law and are a common sight around the cities and even near the downport.

To the west of Lincoln is the hilly continent of Wilson. Wilson is full of rolling grassy hills, stretching fields, and low forested mountains. Farms cover most of the land east of the coastal city of Mazama.

To the east of Lincoln is the continent of Roosevelt. The western region of Roosevelt is dominated by the Bulloch Mountains. Falling away from the mountains are rolling hills reminiscent of the ones on Wilson. These hills and fields are dotted by small towns which hold the homes and farms of several million residents of Cascadia.

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Population Details

Cascadia is home to about 300 million people. Most of these live in the cities on the planet, but some live in orbital cities and in small towns spread across the landscape.

Government Details

The Cascadian government is a unicameral representative democracy. All functions of government are vested in the Cascadian Congress, which consists of 531 members representing several districts spread across the planet of Cascadia and the Cascadia system.

The representatives of the Congress serve terms of six years without limits on the number of terms which they may serve. Each representative also serves on several committees which can make decisions on specific matters and rule over certain aspects of life. For instance, there are fifteen representatives which serve on the Justice Committee. This committee oversees the management of lower courts as well as law enforcement throughout the system. Some representatives serve on multiple committees while others may serve on only one.

Every ten years, the representatives elect the Speaker of the Congress. The Speaker controls committee assignments and oversees all business and gatherings of the Congress.

There are four prominent political parties on Cascadia: The Social Democrats, the Jurgens Party,

the Pentra Party, and the Independence Party. The former is considered to be far-left and liberal, the later considered to be far-right and conservative, while the others are considered moderate and centrist. Most of the seats in the Congress are held by the Social Democrats and the Independence Party, with the other two parties holding far smaller percentages.

The two centrist parties are named after prominent politicians who broke away from the major parties to form their own parties. The Jurgens Party formed out of the Social Democrats and the Pentra Party formed out of the Independence Party. While the center parties still share some of the core beliefs of their parent parties, they often disagree on other issues.

There are other minor parties, but none of them currently hold seats in the Congress. While some of them have gained some notoriety, it has been many years since a seat was held by one of these parties.

Legal Details

The Justice Committee and their courts and enforcement wings carry out all legal proceedings in the system. The Cascadian Marshals are the enforcement wing and take care of issues from as small as traffic violations up to murders and treason.

While much lip service is given to concepts such as freedom of assembly, freedom of speech, and property rights, on closer inspection one will find this is not the case at all. The Marshals investigate any gathering of a certain size (usually more than a few hundred) and most

Subsector Sourcebook 1: Cascadia

communications are monitored. There are strict controls on what can and can not be said and shown on holovids. Those who speak out against actions of the Congress often find themselves under investigation by either the Marshals or the Congressional Taxation Authority. Private property is often seized from individuals for any number of reasons and cited as public good.

While many of these matters are often fiercely debated in Congress, there is, in fact, very little overall difference in the positions of the parties. However, those who speak out against the system are often marginalized in the congressionally controlled media or find themselves under investigation. One will find many voices in the Cascadian media in support of one of the political parties and this is not only tolerated but encouraged. However, anyone who speaks out against the Congress as a whole often finds themselves in trouble with the government.

Weapons laws favor smaller caliber slug throwers and carriers of these must gain permission by showing a reason and proficiency with the weapon. Energy weapons of any kind are illegal for both citizens and travellers. Bladed weapons are legal, but rarely seen and will gather much attention.

Traders will find that trade with Cascadia is encouraged. Certain items, such as narcotics, are strictly controlled or illegal. However, most items are encouraged and trade fees are light.

Violations of law are quickly investigated and enforced. However, legal prosecution is often a slow affair. Getting convicted of a crime on Cascadia will require a traveller to

spend a great amount of time and money on defense.

Cultural Details

On Cascadia, a great emphasis is often placed on the concept of "rugged individualism". This is found throughout the culture from holovid adventures about the hardcore marshal bucking his boss to solve a murder to political statements made by any of the four parties. This often translates to the traveller by Cascadians being forceful and matter of fact. However, most Cascadians are just as susceptible to groupthink as any other population.

Cascadians are often considered to be somewhat prudish when it comes to matters of sex. Open, frank discussion of sexual matters is highly discouraged here. As such, pornography is often a highly prized piece of contraband. Cascadians, however, have an acceptance of sexualities provided this is kept "in the bedroom".

Names are important on Cascadia. Upon a child's birth, the child will accept the family name as the "last name" and a chosen name (usually one common in the family) as a "first name". This will last until the child becomes married. Upon the marriage ceremony, the person will have a new name bestowed upon them by their friends. This is most often a nickname like "Lucky" or "Skippy" but can also be more complex like "Great One" or "Dark Lord". These are quite often ironic, such as "Tiny" for an obese man. Some, such as "The Spiritual Leader" may be the result of an inside joke among the person's friends.

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Selected City Details

Baker

Straddling beautiful Kent Bay, the city of Baker is home to just over 20 million people. The massive city, which started as a small colony near the bay, has now expanded to cover the semi-circular area. Baker is the most populous of the cities on Cascadia and is filled with arcologies and other megaskyscrapers.

Baker is also the capital of Cascadia and home to the Cascadia Congress. Congressional House, the famed meeting place of the Congress, is located just north of the bayshore.

Baker shares the B-class Purvis Downport with the other cities on the continent of Lincoln. Shuttles go back and forth between Baker and the downport on almost a minute by minute basis.

Summer temperatures average at 29 C (84.2 F) during the day and 15 C (59 F) at night. In winter, this drops to 16 C (60.8 F) during the day and 3 C (37.4 F) at night.

Coquihalla

Coquihalla is an enclosed city sitting on the seafloor of the Cascadian ocean. The city is home to about 10 million people within a gigantic structure which stretches from the seafloor upward until many city spires reach out of the water.

Coquihalla has its own downport which is rated C-class. The port is anchored on the continental shelf and allows ships to either go undersea to berths located there or to land on one of the "lillypads".

The interior of Coquihalla is kept at a constant 27 C (80.6 F), which is often a bit warm for some travellers.

Cascadia Upport

Floating like a giant doughnut above Cascadia, the Cascadia Upport is home to about 12 million people. The orbital city and upport are rated A-class.

The city has all of the amenities that one would expect from both a top rated starport and a large metropololis.

Mazama

Once four different cities, Mazama grew together to become the megacity it is today. Home to over 17 million people, the city stretches across the length of the western coast of the continent of Wilson.

The city has its own C-class downport located in the Symer Valley to the east of the city. Shuttles run from the city to the downport on an hourly basis.

Temperatures in Mazama average 32 C (89.6 F) during the day and 19 C (66.2 F) at night.

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Tlix (Cascadia 0706) *A665653-D*

System Details

Tlix is located in the third orbit of its sun, called Maxyl, a G8 V yellow star. Tlix is located 0.698 AU (104.7 million kilometers or 65 million miles) from Maxyl.

The system has four gas giants: Prekinol, Betonica, Manders, and Pocimep. The closest to Maxyl is Prekinol in the second orbit. It is approximately 0.30 AU (45 million kilometers or 27.9 million miles) from Maxyl. It often trails a stream of gasses in toward Maxyl and it loses material to the sun during its closest approach. Prekinol is a light violet color overall with slate gray cloud bands and is known for its tightly kept ring system.

The second closest gas giant is Betonica in the fourth orbit. Betonica is about 1.83 AU (275 million kilometers or 170.8 million miles) from Maxyl. Betonica is a colorful sight with greens, pinks, and blues swirling in its atmosphere.

The third gas giant is Manders located in the fifth orbit. Manders is approximately 2.82 AU (423 million kilometers or 262.8 million miles) from Maxyl. Manders is green with orange cloud bands.

The last gas giant in the system is Pocimep in the seventh orbit. Pocimep is about 11.5 billion kilometers (7.1 billion miles) from Maxyl. Pocimep is brown with swirling green clouds all across its face.

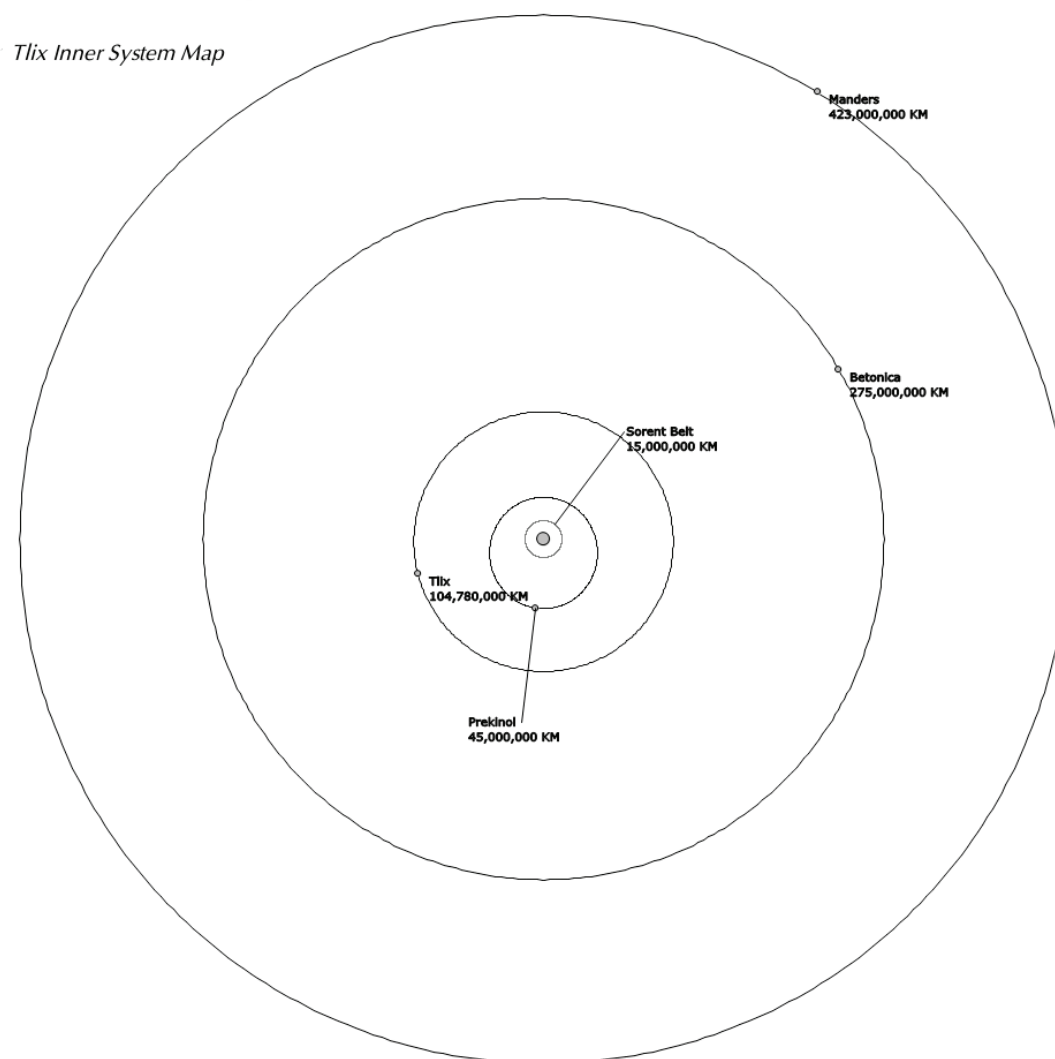
There are two planetoid belts in the system. The closest to Maxyl is the Sorent Belt which orbits at about 0.1 AU (15 million kilometers or 9.32 million miles). The gravity from Maxyl often plays havoc with the objects in the belt causing them to careen wildly. In addition, the passing of Prekinol often perturbs the objects as well. It is believed that the belt was once a planet which was ripped apart by tidal forces from Maxyl and the migration of Prekinol into the inner system. The belt is losing its integrity and most don't foresee the belt lasting much longer as the gravitational pull of both star and gas giant work upon it. It is highly recommended that travellers not enter the belt and those who do enter at their own risk.

The other planetoid belt in the system is the Introp Belt. Orbiting Maxyl in the sixth orbit, the belt is about 5.19 AU (778 million kilometers or 483.4 million miles) from the sun. The belt is rich with mineral wealth and is extensively mined.

The Tlix System

Primary	Maxyl	G8 V
0.10 AU	Sorent Belt	X000000-0
0.30 AU	Prekinol	SGG
0.69 AU	Tlix	A665653-D
1.83 AU	Betonica	SGG
2.82 AU	Manders	SGG
5.19 AU	Introp Belt	C000363-D
76.67 AU	Pocimep	LGG

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Physical Data

Tlix has a diameter of about 9440 kilometers (5900 miles). Its molten core gives it a density of 1.02 standard. Tlix has a gravity of 0.765 standard.

Tlix has no moon.

Tlix has an orbital period of 227 days. Locals refer to this period as a year of 226 days and a day they refer to as Colonization Day (which they separate from the year itself).

Tlix has a rotation period of 22 hours which the locals refer to as a day.

Atmospheric Details

Tlix has an atmosphere consisting of 73% nitrogen, 24.39% oxygen, 0.66% argon, 0.41% carbon dioxide, and 1.54% trace gases. The air pressure at sea level is 1.0 standard.

Tlix is a rather warm world with equatorial temperatures reaching 80 C (176 F) during the day and drops to 64 C (147.2 F) at night. In summer, polar temperatures reach up to 36 C (96.8 F) while in winter they drop as low as -23 C (-9.4 F).

Hydrographic Details

48% of the surface of Tlix is covered with water. The average depth of the seas is about 2000 meters (6561.6 feet). The deepest point is about 3500 meters (11482 feet) in the center of the Thomas Sea.

There are four large inland seas on Tlix: The Rench Sea, the Thomas Sea, the Gentry Sea, and the Kenhall Sea. The largest of these, the Rench Sea stretches 15228 kilometers (9522 miles) east to west and 5922 kilometers (3703 miles) north and south.

Rain and moisture tend to stay in the higher latitudes rather than near the equator as the intense heat tends to create drier conditions.

Geographic Details

The Tlix equatorial region, due to the intense heat of the sun, is a very dry, rocky, and mountainous area. Throughout the equatorial band the surface is covered in dry mountains, hills, plains, and deserts. While this creates a dangerous and uninhabitable region for most sophonts, the area also contains rich mineral deposits.

One region, the Steam Plains, is an exception to this. Rain does often reach into the area. When the rain hits the dry, hot rocky plains the rain turns into low lying steam creating a mist and giving the region its name.

The polar regions are cooler but remain ice free throughout the year. Most of the vegetation of Tlix is located near the poles.

The largest and highest mountain range is the Pioneer Mountains. The Pioneers stretch across the supercontinent and create a desert valley. The mountains are rough and jagged points and almost completely dry. The tallest peak, Mount Boren, is 3404 meters (11168 feet) in height.

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Population Details

Tlix is home to about 3 million. With very few exceptions, the entire populace lives in one of three cities. Of those exceptions, all live near the poles. Other than the city of Lowrance, no one attempts to live near the equatorial regions.

Government Details

The government of Tlix is best referred to as a representative technocracy or, as some would say, industrial representative democracy. Tlix is ruled by a group of 10 persons in what is called the World Council. To become a member of the World Council, one must be elected in one of the worldwide elections held every seven years. To qualify to stand for election, one must have an advanced degree in one of the physical sciences from a university (all of which are offworld) which is officially recognized by the Council itself.

Of these 10 persons, there are three who are from and represent each of the three cities. The tenth seat, the Roving Councilperson as it is referred to, can be from any city (or be one of the few living outside one of the cities). These ten members must then choose the Chairperson. If there is a tie, the Roving Councilperson then makes the choice him/herself.

The Chairperson exerts control over the Council as well as being the highest authority when it comes to executive or judicial matters. The Chairperson gets the tiebreaking vote in any decision facing the council, but otherwise

does not get a vote in the day to day decisions of the World Council.

The World Council is based in the city of Poole and the official Council Chambers are located there. In practice, however, most of the Councilpersons are rarely in the Chambers themselves but meet through holoconferences.

Legal Details

The central guiding principle of law on Tlix is the preservation of order and the efficiency of the worker. Over the years, this has come to mean that the government attempts to keep violence and disturbances to a minimum while allowing the citizen of Tlix as much freedom to enjoy his or her downtime as possible.

The government of Tlix controls and provides all goods and services on the world. Offworld trade is equally controlled by the World Council. Such things as retirement benefits, healthcare, living quarters, and transportation are provided to the Tlixian citizen at no cost. The World Council simply pays this, as well as all wages of workers on the world, out of its profits from the mining operations both on the planet and in the Introp Belt.

While it is true that in modern times most of the citizens of Tlix do not work in the mines any longer, the government is still driven by the original guiding principle. Offtime, as it called, is considered to be strictly untouchable by the government. As such, many things that might be illegal elsewhere such as certain drugs, alcohol, prostitution, gambling, and so forth are quite

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legal on Tlix. Only when, as they say on Tlix, the “efficiency” is damaged, does an act become illegal. For instance, the authorities will not stop you from abusing drugs until it becomes a problem in your “worktime”. When it becomes a problem in “worktime”, the authorities will bring the full force of Tlixian law enforcement to bear and the citizen is either placed in some rehabilitation treatment or is incarcerated.

Curious Day

One of the best ways for the Referee to get the uniqueness of the Tlixian system across to players is to have them witness it in action. Tlixian law is based not on an action being illegal but what that action might have caused.

A man in “worktime”, for instance, is expected to be working at peak efficiency in the Tlixian culture. So not only would using alcohol or other drugs at work be illegal but also things like wasting time daydreaming, using the worldnet on company time, or even spending too much time in the bathroom. All of these things are illegal on Tlix, not because they are “bad things” but because they damage efficiency. During “offtime” all of these things would be perfectly legal.

Having the characters stand near a man using an illicit substance while watching a law enforcement official dragging a person off for wasting time on the job should drive this home to your players nicely.

For travellers, this often means some of the things they would normally have to smuggle are not only legal but encouraged by the local government. On the other hand, weapons of any kind will be strictly prohibited and the movements of offworlders are to be registered with and monitored by the local authorities.

Cultural Details

As said above, one of the central driving principles of Tlixian culture is the idea of “worktime” and “offtime”. During “worktime” citizens of Tlix give and are expected to give almost full control of their lives to their jobs and the betterment of Tlix as a whole. Laws controlling “worktime” are varied according to what the person does for their job, but these laws (mostly geared toward safety matters) are quite strict.

On the other hand, “offtime” is also held as being sacrosanct. At the time someone leaves work, many of the laws that applied no longer apply. A Tlixian citizen has a wide variety of entertainment to keep him/her satisfied and most of the worries of citizens of other worlds (such as housing costs) are irrelevant on Tlix.

Because work shifts vary, each citizen has a badge on their chest. The badge is coded to change color with the change in work schedule. When a person is in “worktime”, their badge is red. When in “offtime”, their badge is green.

Another aspect of Tlixian life is the reverence given to the original

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colonists of Tlix. All of the place names seen on the common maps Of Tlix are those of the colonists. Their names pop up in common usage with quotes like "Ken Poole would never have done that." and "Ron Rench often said".

This respect is carried over to the one holiday celebrated by all Tlixians: Colonization Day. Colonization Day is celebrated at the end of every year. Other than parades and holovids celebrating the life and times of the original colonists, the main difference is that there is no "worktime". Colonization Day is a day of nothing but "offtime" for all citizens.

Colonization Day

Colonization Day is a truly raucous affair. If, as Referee, you can imagine (or have been to) Mardi Gras or Carnivale you have a general idea of what Colonization Day is like.

The only people on Tlix who work are law enforcement (who treat everyone as being in "offtime" and are thus quite lenient) and some elements of the military. The starports are closed to all but emergency traffic. So if you are on Tlix when Colonization Day arrives, you are just going to have to try to survive the party.

Although Colonization Day can be a fun time for all involved, it can also be a gold mine for those on the shadier side of things. Characters looking to do some pickpocketing or other theft will find it a bit easier to do. However, law enforcement, if they do discover it, will come down very hard on the characters. Remember Colonization Day is nearly sacred to the people of Tlix and someone taking advantage

will hardly be looked upon with any leniency.

Of course, dilettante characters may be drawn to Colonization Day for many reasons. Perhaps the character is intrigued by the openness or is simply travelling the stars to find the next best party.

The Original Colonists

Often while on Tlix (and in this travelogue) characters will hear about the original colonists. The original colonists are cited in conversation, quoted to make points, and held in generally high regard by all on Tlix. It isn't quite up to the level of deification, but sometimes it will seem quite close. Rarely, if ever, will anyone say anything negative about them.

Of course, as you may have already guessed, the truth is a bit different. The colonists who first came to Tlix were just people like any others. And the colonists were anything but a homogenous group. There were arguments, fights, lies and dissention. Pointing this sort of thing out to a Tlixian is, however, just short of heresy.

Not all of the original colonists get this treatment either. Many have passed out of memory or are remembered but have not so engaged the Tlixian public consciousness.

The main ones that visitors will hear about are Kenneth Poole, Ron Rench, Amos Lowrance, Ken Hall, Toren Rico, Alan Blake, John Gentry, and Daniel Coleman. Each has been distilled down to a certain role (Poole the leader, Rench the wise advisor, Lowrance the law enforcer, etc).

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City Details

Poole

Poole is home to about 1.2 million people. It is the largest city on Tlix and is also the seat of the world government. Poole is located on the northeastern shore of the Gentry Sea.

The Council Chambers of the World Council is located here in a small building just off the coast. Although the World Council does not meet here regularly, the building is still held in high regard by the locals.

The main downport for passenger traffic (C-class) is located near Poole. While the expansive upport is usually used for insystem and interstellar travel, those coming from the upport are shuttled here. Controls on offworlders are strict, so either here or the upport is where travellers will most likely first see Tlix.

Heat and moisture from the plains to the south often cause Poole to be wet and rainy. Violent storms are common here.

Temperatures in Poole reach up to 40 C (104 F) during the day in summer and at night drop to about 29 C (84.2 F). In winter, this drops to about 0 C (32 F) in the day and -12 C (10.4 F) at night.

Tlix Upport

Tlix Upport is an expansive orbital city with a population of about 400 thousand. The city is built around a massive A-class starport. The port caters to both locals and offworlders in equal measure. While the "worktime" laws generally do not apply to offworlders on the port, travellers will discover the culture is

still strong among the locals who live here. A strong work ethic followed by a party hard mentality is a common outlook on Tlix.

The Resistance

Something not being mentioned in the standard travelogue about Tlix is that there is a rebellion brewing. Many of the hardened men of the mining operations near Lowrance have decided that the government is not being responsive to their needs.

Since most of the people working in the mines are young, there is a growing feeling that "the old guard" needs to step down and be replaced. So far this movement is just organizing but it is gaining strength.

Characters of a mercenary bent might find themselves drawn to training and helping this group. On the other hand, agent characters might be used to infiltrate the group and destroy it from within.

Rumors also abound that a young man, Alin Lowrance, a descendant of one of the original colonists, has come forward to lead the resistance. A possible campaign might entail characters helping to establish his leadership or ensure that he does not gain full control. Scoundrel characters or agent characters might be sent out by the government to investigate his lineage or discredit it. Or perhaps they are hired by Lowrance to falsify it.

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Blake

Located on the isthmus that separates the Rench Sea and the Kenhall Sea, Blake is home to about 900 thousand.

There is a small downport (D-class) located to the northeast of the city. By law, this is only to be used by shuttles carrying locals to and from the upport. Offworlders are strictly prohibited from using the Blake downport.

Violent storms are frequent here as storms are created by the intense heat to the north combining with cooler temperatures to the south. Rain is an almost daily occurrence.

Temperatures in Blake average about 42 C (107.6 F) during summer days. During summer nights, the temperature drops to about 31 C (87.8 F). Winter drops temperatures to approximately 6 C (42.8 F) during the day and -6 C (21.2 F) at night.

Lowrance

Lowrance is the center of the mining industry on Tlix. The city is built underground in old mining tunnels and is enclosed to escape the searing heat outside. About 500 thousand make their home here.

The miners and freight involved with the mining industry are the only ones allowed to use the C-class downport located to the northeast. Like Lowrance, most of the port is located underground. Ships land on the surface and then are carried underground by lifts.

For most sophonts, it is impossible to survive outside in the brutal temperatures. Temperatures outside Lowrance average a blistering 82 C (179.6 F) during the day and 64 C (147.2 F) at night.

Inside the city of Lowrance, the temperature is kept at a constant 22 C (71.6 F).



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Marlowe (Cascadia 0708) *C000615-E*

System Data

The Marlowe Belt orbits Chandler, an M9 V, red main sequence star, at a distance of about 0.25 AU (37 million kilometers or 23 million miles).

The only other body in the system is Lortimer. Lortimer is encased in an oppressive carbon dioxide atmosphere and orbits at a distance of 0.50 AU (75 million kilometers or 46.6 million miles). Lortimer is uninhabited.

The locals use the standard Gregorian calendar and standard clock for all measurements.

The Marlowe System

Primary	Chandler	M9 V
0.25 AU	Marlowe Belt	C000615-E
0.50 AU	Lortimer	X8B0000-0

Physical Data

The Armaghil belt is about 0.0013 AU wide (200 thousand kilometers or 124,274 miles). 70% of the belt consists of planetoids holding heavy metals (everything from iron to gold). 20% is made up of carbonized rocks. Just 10% are iceballs and even these are hardly worthy of the name. Most of the iceballs are about the size one would put into a drink.

Population Details

The Marlowe Belt is home to about 2 million. The population is spread out in several communities on many different planetoids. All of these communities are dedicated to the mining of the heavy metals contained here.

Government Details

All government functions are overseen by the mining corporation, Egata. Egata has its main offices on one of the larger planetoids, Alcatraz. The board of directors and the CEO make all decisions concerning the system and oversee the Egata Security Forces.

Cultural Details

One thing that will be noted right away is that while the charts refer to the area as "the Marlowe Belt", no one who is a local refers to it as such. "Marlowe" is the preferred term, but occasionally one will hear "The Belt".

First and foremost, the overriding concern of all Marlowens is air. Air is nearly sacred. It is the first and last concern of all who live here and therefore, while it is illegal to do so anyway, the Marlowen culture abhors anything which they feel befouls the air. This includes, but is not limited to, any form of

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smoking, air fresheners, excessive perfumes, incense, or even overpowering smells of food preparation. Not only will it be met with extreme force by the local authorities but it will also be met with prejudicial and extreme rejection by the locals.

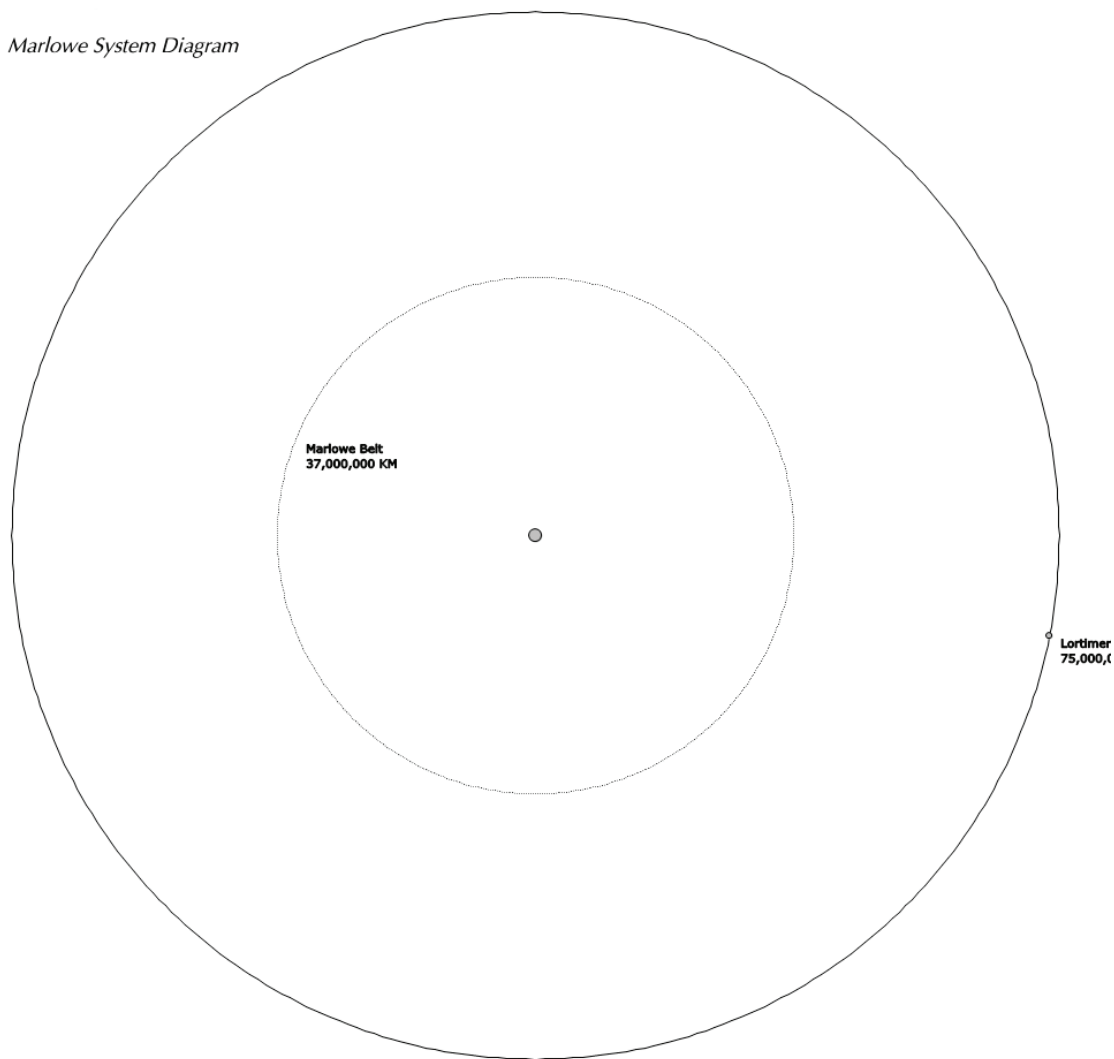
Travellers are warned that flatulence and belching are also heavily discouraged. Whereas in many cultures it might be seen as rude, it is seen as a deeply disrespectful insult to Marlowens.

That being said, the air filtration system is also a paramount concern and the air is recycled and cleaned on a minute to minute basis. In reality, few of the offending smells would last very long here and while most people expect the smells of sophonts existing in cramped quarters to be overpowering, it is not at all. In the Marlowe Belt, one can expect to read many stories in the local media concerning heroic efforts of the filtration and recycling teams.

Another custom in the Marlowe belt is that all persons eat only at certain specific times: 2am, 4am, 8am, Noon, 3pm, 7pm, and 11pm. Restaurants will often only be open from fifteen minutes before and thirty minutes after mealtimes.

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Marlowe System Diagram



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Talca (Cascadia 0709) A576557-D

System Data

Talca is located in the sixth orbit of its star, Correa, an F2 V, yellow-white main sequence star. Talca orbits at a distance of approximately 2.81 AU (422 million kilometers or 262.2 million miles).

There are two gas giants in the system. The closest to Correa is Unstadir. Unstadir is a blueish gas giant and orbits at a distance of about 8.67 AU (1.3 billion kilometers or 807.7 million miles).

The second gas giant is Dagastino. It is located at a distance of approximately 19.53 AU (2.93 billion kilometers or 1.82 billion miles). Like Unstadir, it is a deep blue in color with wispy white clouds.

There are three planetoid belts in the system. The closest to Correa is the Swutil Belt. It is located at about 4.93 AU (740 million kilometers or 459.8 million miles) from Correa. It is home to a small mining corporation which employs a few thousand workers.

Corrina's Belt is located at approximately 39.33 AU (5.9 billion kilometers or 3.7 billion miles) from Correa. It is home to another small mining corporation which employs several thousand miners.

The furthest out is the Kiskin Belt. The Kiskin Belt is home to mainly icy bodies floating at the edge of the system. This belt is located about 320 AU (48.25 billion kilometers or 29.98 billion miles) from Correa. It is uninhabited.

There are also seven other rocky bodies in the system other

than Talca. Located in the first orbit, about 0.21 AU (31 million kilometers or 19.3 million miles) from Correa, Fepish is a burning hot rock. Fepish has no atmosphere and no population.

Garrett, in the second orbit, is home to a mining colony and a research station. Like Fepish, it has no atmosphere and is baked by the heat coming off Correa. It is located approximately 0.41 AU (62 million kilometers or 38.5 million miles) from its sun.

In the third orbit is Loar. Loar is, much like the other inner planets, devoid of atmosphere. It orbits at a distance of about 0.71 AU (106.7 million kilometers or 66.3 million miles) from Correa. It is home to a small colony which is exploring mining opportunities here.

Rikor, in the fourth orbit, has a slight atmosphere. It is home to a helium-3 mining colony. It orbits at a distance of 1.01 AU (152 million kilometers or 94.4 million miles) from Correa.

Erdapol orbits just beyond Rikor at a distance of 1.57 AU (236 million kilometers or 146.6 million miles). Erdapol has a thick carbon dioxide atmosphere and is home to a research station.

Just beyond Corrina's Belt lies Gepis. Gepis has no atmosphere and is home to a small refueling station used occasionally by outlying system traffic. It is located 76.99 AU (11.548 billion kilometers or 7.176 billion miles) from Correa.

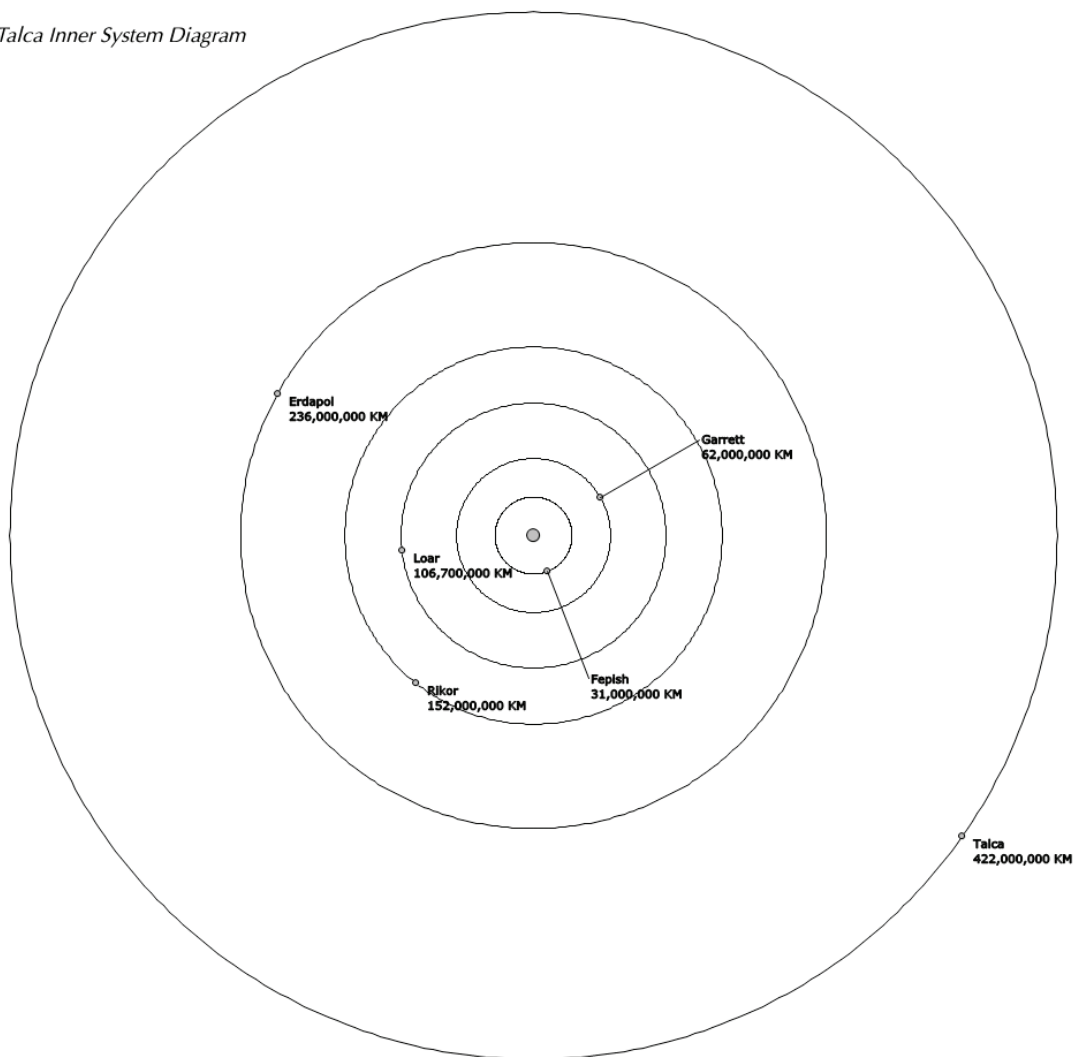
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Covered in an icy covering, lonely Forinal orbits at a distance of 160 AU (24 billion kilometers or 14.9 billion miles) from Correa. It is uninhabited.

The Talca System		
Primary	Correa	F2 V
0.21 AU	Fepish	X200000-0
0.41 AU	Garrett	D300468-C
0.71 AU	Loar	D400268-C
1.01 AU	Rikor	D510367-C
1.57 AU	Erdapol	C5B0266-C
2.81 AU	Talca	A576557-D
4.93 AU	Swutil Belt	C000316-C
8.67 AU	Unstadir	SGG
19.53 AU	Dagastino	SGG
39.33 AU	Corrina's Belt	C000316-C
76.99 AU	Gepis	D600216-C
160 AU	Forinal	X722000-0
320 AU	Kiskin Belt	X000000-0

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Talca Inner System Diagram



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Physical Data

Talca has a diameter of 8480 kilometers or 5300 miles. Its molten core gives it a density of 0.94 standard. It has a surface gravity of 0.62 standard.

Talca has no moon.

Talca has an orbital period of 1397.08 standard days or 2395 Talcan days. This is referred to by locals as "one cycle".

Talca has a rotation period of 14 hours. Locals refer to this as one day.

Atmospheric Details

Talca has an atmospheric pressure at sea level of 0.95 standard. The atmosphere consists of 76% nitrogen, 19.26% oxygen, 2.23% sulfur dioxide, 0.6% argon, 0.19% carbon dioxide, and 1.72% trace gases.

Talca has almost no axial tilt at all. Therefore, Talca experiences no seasons.

Talca is a fairly temperate world. Equatorial temperatures average 31 C (87.8 F) during the day and 19 C (66.2 F) at night. Polar temperatures average -19 C (-2.2 F) during the day and -31 C (-23.8 F) at night.

Hydrographic Details

61% of the surface of Talca is covered in water. While the ocean is continuous around the planet, locals divide it into two seas.

The Temuco Sea passes through the Salamanca Strait and then takes up several thousand kilometers between the continents.

The Epeu Sea is defined by locals, roughly, as any ocean area that is not the Temuco Sea. This includes the icy polar regions.

Geographic Details

Much of the surface of Talca is covered in mountainous and hilly terrain. These mountain ranges are then punctuated by several active volcanoes which account for the high amount of sulfur in the atmosphere.

The northern areas of the current supercontinent are covered by several varieties of evergreen trees. These vast forests are home to a thriving lumber industry as well as thousands of native fauna. Many Talcans are involved in some way with these trees, either in harvesting them, replanting them, or in using the sap to make several other local products.

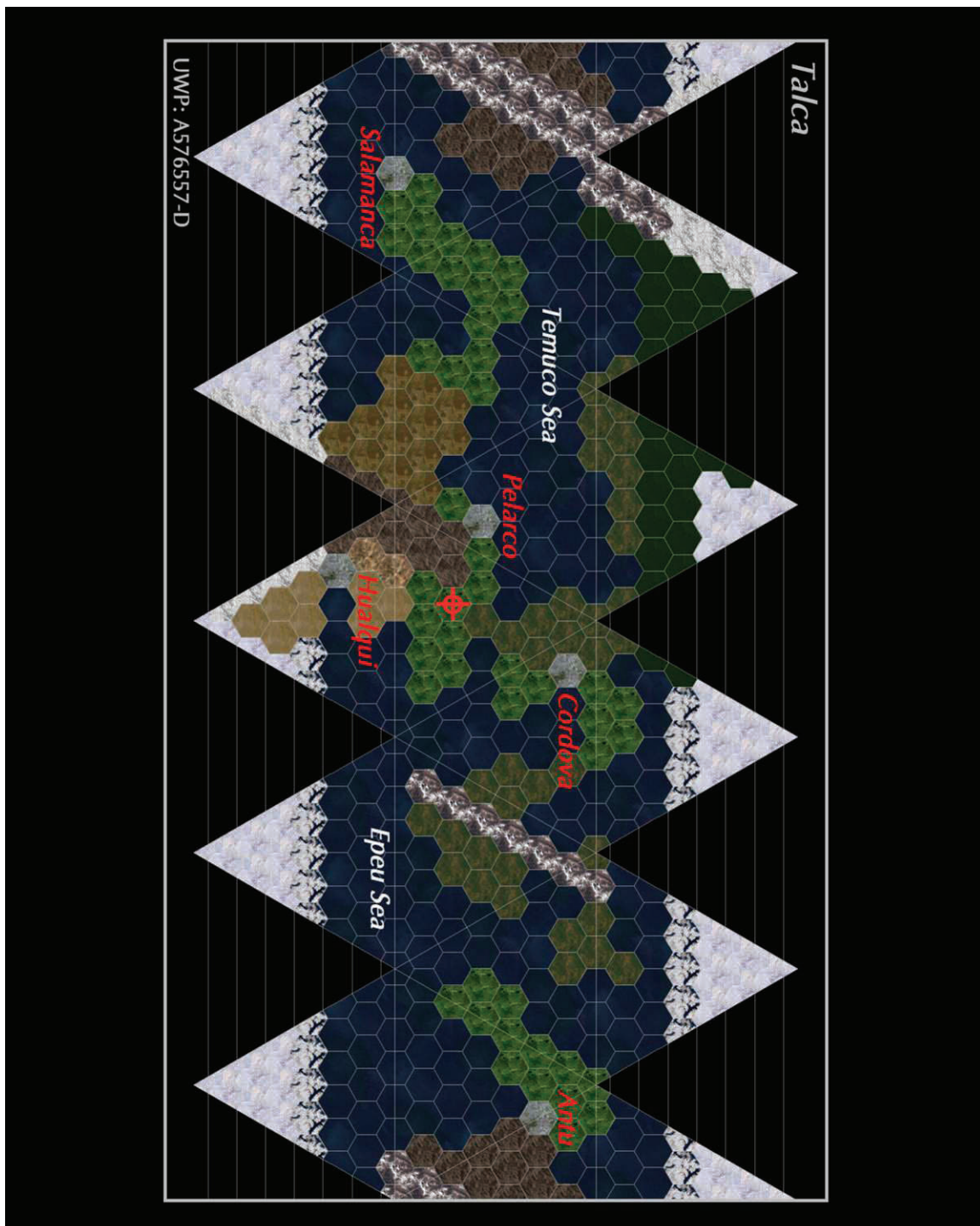
In the Cordova region, these forests give way to rolling hills of broadleaf forest. Farmland then surrounds the city of Cordova. Looking south on to the Peran isthmus and its flat green plains, one gets to the Tearsa Range. The Tearsa Range is the oldest range of mountains on Talca and the result of a past collision of continents.

Moving to the southwest takes you into the Pelarco region. This region is marked too by forested hills of broadleaf forest, farmland, and the Pelarcan Mountains.

To the west of the Pelarcan Mountains lies the Melac badlands. The Melac is a series of rocky dry hills and few trees. Beyond the Melac lies the hill country of Salamanca and its sloping landscape.

To the east of the Pelarcan Mountains is the Hualqui Plains.

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Perhaps the only truly flat ground on Talca, the cold plains stretch southward toward the polar region. The region is home to some unique animals, all with extensive fur to brave the cold winds whipping across the landscape.

Westward across the Salamanca Strait is the Antu region. This region is marked by its massive, tall mountains and volcanoes. Only on the western coast of the region do you find the low slung hills and farmland.

Population Details

Talca is home to about 670,000 people. While many live in the major cities, most live in small farm or logging communities. The size of some of these communities can be as few as 20. The major cities on Talca would be small communities on many other planets.

Government Details

Talca is ruled by a group of scientists, economists, and agricultural experts called the Technical Alliance. The Technical Alliance meets once every 100 days in the city of Pelarco to best decide the direction the world will take next. There are between 10 and 30 members of the Technical Alliance at any given time. Members of the Alliance are chosen by the other Alliance members. The number of members is decided upon the basis of the perceived need of experts in one field or another. Members serve a term, usually denoted in 100 day increments, decided upon by the Alliance.

During the time between these meetings, members of the Alliance will return to their places as leaders in the individual communities. Each of these members generally has a ranking position in a corporation, group, or local government.

Most of the day to day operation of the planet is delegated to "Special Offices". A Special Office is a person chosen by the Technical Alliance to oversee a certain aspect of life on Talca. For instance, there is a Special Travel Office to regulate movement of citizens and travellers alike. Each Special Office may hire as many or as few staff as they feel is necessary to complete the task. The Special Offices are answerable to the Technical Alliance and their performance is regularly reviewed for error or waste.

Local governments are ruled by smaller councils based upon the Alliance. Much as the Alliance is chosen by the other members, so too do the local councils choose their own members. Local governments control each city and town and the membership in a local government can be as many as 100 in a city or 2 in a small town.

Legal Details

Laws on Talca are generally based upon decisions made by the Technical Alliance. These are usually laws which regulate the activities of the citizens, such as how long a person should work, how often they should seek medical attention and so forth. These sorts of laws control the behavior of the citizenry and local law enforcement carries out these directives.

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Local law enforcement, however, is controlled by the local government. So while many of these laws and decisions are carried out uniformly across the planet, some are not so uniformly enforced. For instance, while the death penalty for murder is carried out in all locations on Talca, the penalty for not registering one's vehicle may vary from town to town.

Punishment for violating a law on Talca can often be quite severe and usually punishment comes rather swiftly. Very rarely does a criminal case take more than a few days to decide and, when it does, it is often reviewed by the Technical Alliance to investigate why law enforcement failed to act faster.

Weapons are illegal for anyone who is not a law enforcement official or otherwise empowered by a local government or the Technical Alliance to carry. Degree of punishment generally, but not always, is based upon the damage dealt by the weapon. For the most part, a person with a knife will not receive the same punishment as someone with an assault rifle. However, both are illegal for the average person to carry.

Movement on Talca requires a permit for both locals and travellers. The orbital starport is open to anyone but visiting the downport requires a permit from the Special Travel Office.

Cultural Details

Automation and "robotic service" (as it is called on Talca) is quite commonplace here, perhaps more so than any other world. There are, on average, about 5

robots per person on Talca. The Technical Alliance sees that most people have at least one personal robot for assistance in their assigned tasks and duties. Often, many activities and services will be fully automated.

Spybot

Another aspect of these robots is that each robot provided to an individual or family by the Technical Alliance is also a spy. These robots report back any unusual findings or activities they may see or hear.

The robots do not record all activities but can be told to do so from a remote location. The Special Office of Robotics monitors these robots and report back any findings to either the Alliance itself or to local law enforcement if the need for swifter action is required.

One place where travellers will note the automation is the orbital starport. There are actually very few people aboard the port and almost all functions of the port are carried out by automation of some kind.

Most drugs, alcohol, caffeine, and sugar are considered controlled substances by the Technical Alliance. While few drugs are prohibited outright by the Alliance, all are only available to those who are allowed to have them.

Religion is often rejected by the majority of citizens on Talca as superstition. The Alliance prides itself on the lack of religiosity in the citizenry and seeks to stamp out any overt declaration of such. In addition, concepts like "luck" are often regarded as superstition as well and punishable by the same fines as religious teachings.

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The Talcan Calendar

A cycle, the Talcan term for a local year, is not divided into increments other than days. Each Talcan day is 14 hours long and is numbered by the amount of days passed in the current cycle.

For instance, a Talcan will refer to the date as 1296 or 5 or 234. Rarely will the number of the cycle be used in normal conversation, but on official records and bookkeeping it will often be denoted as a number following a hyphen. This will appear as 1276-238 or 4-543. The cycles are numbered by the amount of years since the original colonization of Talca.

Day 1234 is a special day on Talca. It is called "Victory Day" by most and officially referred to "The Day of Victory of Science Over Superstition". This is the date set to celebrate the formation of the first Technical Alliance. Usually there are parades, holoshows, fireworks, and everyone is given a day without work. On this day, everything is automated.

City Details

Talca Highport

The Talca Highport is a largely automated system providing all of the amenities of an A-class port. However, non-robotic service is few and far between on the station.

The Highport is home to approximately 5,000 people who work in either the Special Travel Office or in maintenance for the port's automation.

Talca Highport is the primary visitation area and could, quite likely, be the only city travellers actually see at Talca. Permission must be granted by the Special Travel Office to go to the downport. No other destination on Talca is allowed by the STO.

Once one gains a permit and travels to the downport, a traveller must then have permission to travel from the downport to other cities on Talca.

Pelarco

Located just to the northwest of the Pelarcan Mountains, Pelarco is home to about 76,000 people. It is also home to the Meeting Hall of the Technical Alliance.

Pelarco is the largest city on the planet. It is built on hilly ground and few of the hills have been leveled. Most of the city has simply been built over and upon the hills.

There is only one downport on the planet and it is located to the east of Pelarco. Shuttles ferry those with travel permits to and from the downport to Pelarco.

Temperatures average about 33 C (91.4 F) during the day and 17 C (62.6 F) at night.

Cordova

Cordova is located to the southwest of the Peran Isthmus. It is home to about 45,000 people.

Much like Pelarco, Cordova was built on forested hills that were cleared for building the city. The result is that the city now

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incorporates those hills into its design.

The planetary downport is to the southwest of the city. Shuttles often ferry people with permits back and forth to the downport.

Temperatures average 21 C (69.8 F) during the day and 9 C (48.2 F) at night.

Antu

Home to about 35,000 people, Antu is located in the foothills of the Kunsits Mountains which dominate much of this region of the supercontinent.

The city was first settled near the coastline and has expanded into the hills. The city is, much like the other major cities described here, a series of ups and downs.

Although the planetary downport is a great distance from here, shuttles still serve the city. However, one will find that there are 10 shuttles to Pelarco and Cordova for every one shuttle to Antu.

Temperatures average 27 C (80.6 F) during the day and 15 C (59 F) at night.

Salamanca

Situated on the far southwestern tip of the region, Salamanca sits guarding the Salamanca Strait, the entrance to the Temuco Sea. Salamanca is home to about 27,000 people.

The city sits near the coast and expands out to the hilly farmlands to the north of the city. Here a variety of native and transplanted crops grow to feed the planet and be sold to make a profit.

Much like Antu, shuttles are not as common to Salamanca, but do exist (something travellers may begin to doubt while waiting).

Temperatures here average 16 C (60.8 F) during the day and 4 C (39.2 F) at night.

Hualqui

Located on the Hualqui Plains and whipped by winds driving in from those plains, Hualqui is a city very different than most on Talca. Home to 23,000, the most commonly noted feature of the city is that it is mostly flat. This is a noticeable change and many Talcans will refer to the city as "The Flats".

Shuttles are extremely uncommon to Hualqui and many travellers will wish to give up and travel by land. While such travels are only available by special permission, it is possible to do this. Travellers will discover the wildlife to be very different here and populated by the Tishurte. The Tishurte is a classification of lizard-like animals with thick fur which live on the plains.

Temperatures average 2 C (35.6 F) during the day and -11 C (12.2 F) at night.

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Yangon (Cascadia 0808) B8847BA-C

System Details

Yangon is located in the third orbit of its sun, Thaton, a G5 V main sequence star. Yangon orbits Thaton at a distance of 0.71 AU (106.5 million kilometers or 66.2 million miles).

The system has four gas giants. The closest to Thaton is Ngahkwe which orbits at a distance of about 2.91 AU (437 million kilometers or 271.5 million miles).

The second gas giant, Hkanlat, is found in the sixth orbit. Hkanlat is approximately 5.24 AU (786 million kilometers or 488.3 million miles) from Thaton.

At about 9.1 AU (1.365 billion kilometers or 848.2 million miles), orbits Shwemauk. One of the moons of Shwemauk, Talos, is home to a military research station.

Palkthili is the furthest gas giant at a distance of about 39.75 AU (5.963 billion kilometers or 3.705 billion miles) from Thaton.

The system is also home to two planetoid belts. The closest to Thaton is named Thihtan's Belt. It is located in the fourth orbit at 1.0 AU (150 million kilometers or 93.2 million miles). It is home to a rather extensive mining colony which also serves as a prison.

The farther of the two planetoid belts is Wimala's Belt. It is also home to an extensive mining colony, but this colony is owned by the company which owns the Marlowe Belt as well, Egata. Egata leases the belt from the Yangon government. Wimala's Belt is

located approximately 18.37 AU (2.756 billion kilometers or 1.712 billion miles) from Thaton.

The system also contains two inner rocky bodies as well. The closest to Thaton is Thamudarit. Thamudarit has no atmosphere and is uninhabited. It is located about 0.18 AU (26.7 million kilometers or 16.6 million miles) from Thaton.

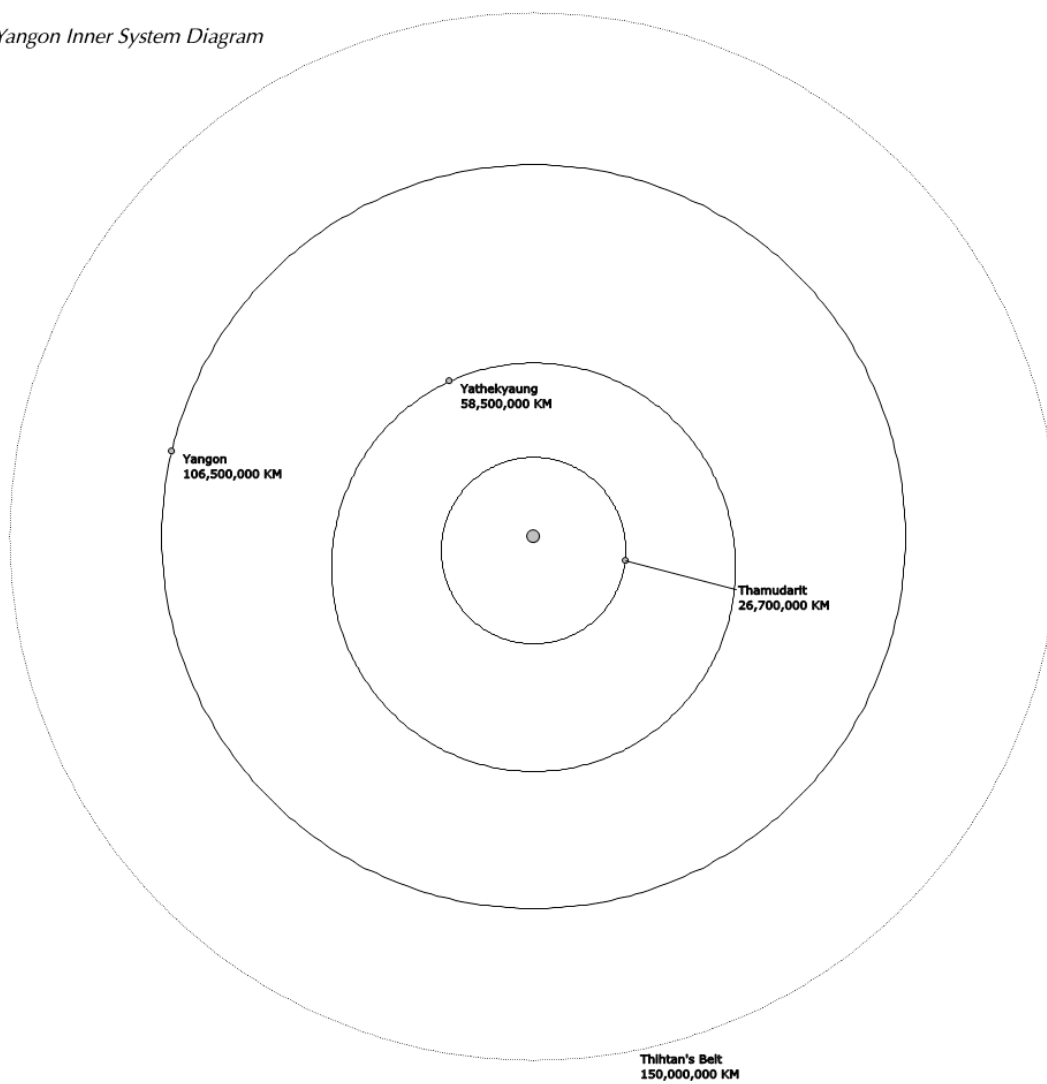
In the second orbit lies Yathekyang. Yathekyang is located approximately 0.39 AU (58.5 million kilometers or 36.4 million miles) from Thaton. Like Thamudarit, Yathekyang is airless and uninhabited.

The Yangon System

Primary	Thaton	G5 V
0.18 AU	Thamudarit	X200000-0
0.39 AU	Yathekyang	X400000-0
0.71 AU	Yangon	B8847BA-C
1.00 AU	Thihtan's Belt	C00036B-A
2.91 AU	Ngahkwe	SGG
5.24 AU	Hkanlat	LGG
9.10 AU	Shwemauk	LGG
18.37 AU	Wimala's Belt	C000318-C
39.75 AU	Palkthili	SGG

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Yangon Inner System Diagram



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Physical Data

Yangon has a diameter of 13,120 kilometers or 8,200 miles. Its molten core gives it a density of 0.88 standard. Yangon has a surface gravity of 0.91 standard.

Yangon has one moon, Sericus. Sericus has a diameter of 1,490 kilometers or 926 miles. Sericus orbits Yangon at a distance of about 106,736 kilometers or 66,322 miles. Sericus has no atmosphere and no water. It is inhabited by approximately 800 people.

Yangon has an orbital period of 226 days. This is referred to locally as "a year".

Yangon has a rotation period of 24 hours. This is referred to as "a day".

Atmospheric Detail

Yangon has an atmospheric pressure at sea level of 2.2 standard. The Yagnonian atmosphere consists of 75.6% nitrogen, 22.46% oxygen, 0.79% carbon dioxide, 0.24% argon, and 0.91% other trace gases.

Yangon is a rather warm world with equatorial temperatures reaching 132 C (269.6 F) during the day and 122 C (251.6 F) at night. Summer polar temperatures average 69 C (156.2 F) during the day and 59 C (138.2 F) at night. In winter, this drops to 48 C (118.4 F) during the day and 39 C (102.2 F) at night.

Hydrographic Detail

35% of the surface of Yangon is covered in water. This is located

mostly in the polar regions where temperatures will allow for it.

The Myauk Sea in the north reaches a depth of approximately 308 meters (1010 feet). The Taun Sea in the south reaches a depth of about 324 meters (1063 feet). Both seas have a high salt content, with both having an average salinity level of 13%.

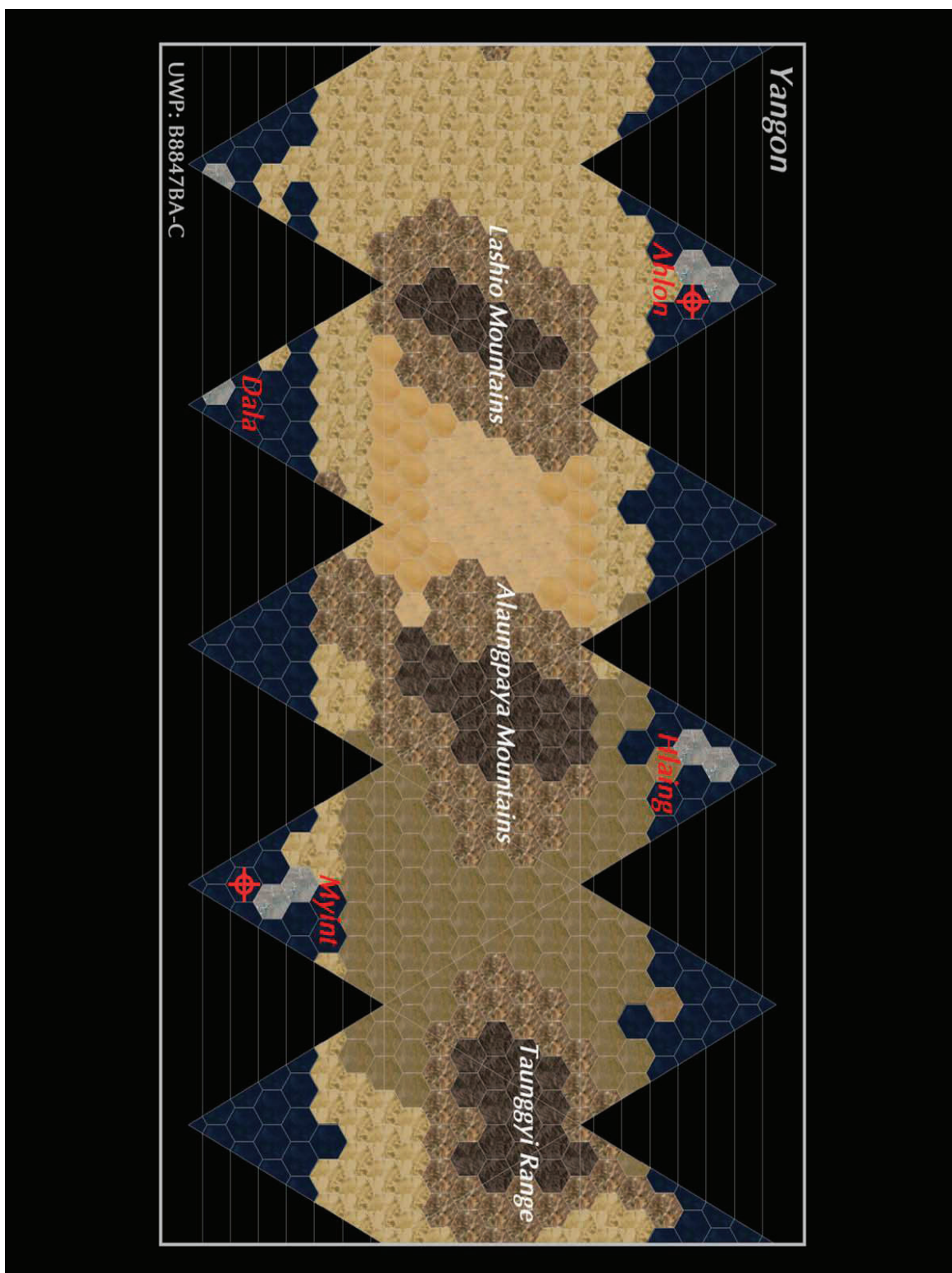
Geographic Detail

The hot temperatures cause most of Yangon to be a dry place. The three major mountain ranges, all of which were caused by continental collision over the years, define much of the land features.

The Alaungpaya Mountains and the foothills separate the sandy Hilkun Desert from the Shaypu Plains. The Shaypu Plains extend north and south across the supercontinent from sea to sea and stretch east and west from the Alaungpaya Mountains to the Taunggyi Mountains. This region is extremely flat and prone to high winds. Several of the local animals which have evolved to live here have adapted to live off pockets of underground water. Therefore, not only do travellers in the region have the heat and dry conditions to worry about, they also face the hazard of holes in the ground. Most of the creatures that live in the plains are small, insect-like creatures and the surface can be made weak by their tunnels.

The Hilkun Desert lies between the Alaungpaya Mountains and the Lashio Mountains. This desert is made up of large sand dunes which lay across the

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landscape like massive waves across an ocean. Here, unlike the plains, there is little life and no underground water. However, the high winds still whip across the desert and sandstorms are a constant hazard to anyone attempting to cross.

The Kyauktone Desert fills the region between the Taunggyi Range and the Lashio Mountains. This desert is a dry, rocky region with far less sand than the Hilkun. The rough area is filled with scattered rocks from the size of sand grains to boulders the size of a large vehicle. Many small animals live in formed rock formations and it is believed that this region was once underwater. There are several areas where there are underground aquifers full of water which support the life of the Kyauktone.

The Heat Is On

The short version of all this is that a character does not want to get caught in the equatorial regions of this planet. Of course, that can often make such a place the perfect region for adventure or hardship for a character.

Keep in mind though (unless you, as the Referee, decide to change things) that temperatures in the equatorial region go over boiling. This is not a place where characters will be able to survive without extensive technical assistance. Being exposed to those temperatures is a quick death sentence.

Population Details

Yangon is home to about 80 million people. Almost all 80 million live within the four major cities on the planet or on one of the two orbital cities. Conditions are such that very few can live outside the controlled areas.

Government Details

Yangon is ruled by the Emperor Jeffery Myaing. Emperor Myaing has been in power for three years and is currently 27 years of age. Following the death of his father, Myaing assumed the mantle of Emperor and has been, so far, a popular and well-liked sovereign.

Absolute Power

The Emperor attempts to hold on to his power through two methods: popularity and strictness. The Emperor's father was a master of this sort of balance, but so far, young Jeffery is not showing his father's flair for this.

The situation as we are presenting it to the Referee is that young Jeffrey is still trying to get a handle on the rulership and may yet become as masterful as his father. Of course, the Referee is welcome to make Jeffery far weaker than he is and allow a rebellion to brew against him. However, our intent is to present you with a situation where the ruler is still getting his "king's legs" and will soon have the same popularity and charismatic presence as his father (which would even change the government code to "A".)

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Emperor Myaing rules through a hierarchy of ministers and ministries dedicated to carrying out the express will of their lord. These ministers answer only to the Emperor.

The Emperor rules from the city of Myint. He lives in a sumptuous palace located in a closed area of the city. Few save his ministers and family are allowed inside the palace area.

Legal Details

The will of the Emperor is law on Yangon. However, there is fairness to these laws. The Emperor's laws are strict, unbending, and applied with equal ferocity on all on Yangon. There have been very few reports over the last three years of anyone getting a reprieve due to something like position or being friend to the Emperor.

Of course, while the Emperor has held himself to a certain high standard, the laws he creates do not apply to him. He is free to break those laws with impunity. This is not a situation that happens with great frequency and one of the primary reasons he holds power is that the people feel he rules fairly. Breaches of this do happen, but there are kept secret.

Travel from city to city is strictly controlled. Travellers are warned that a permit is required to travel on Yangon or in the Yangonian airspace. Insystem travel is also rigidly controlled. Travellers moving from city to city, region to region, or planet to planet will find themselves stopped, asked for a permit, and usually inspected.

Most narcotics and alcohol are legal on Yangon. However, one of the key tenets of the Emperor's Law is that the actions of a person who is intoxicated or under the influence of a substance are still their actions. Being drunk or "high" is not an excuse in Yangonian law and sometimes punishments handed down by the Ministry of Justice can be more severe on these persons.

Anything that the Ministry of Security feels can be used as a weapon is illegal and will be seized. This includes things that most persons would view as sporting equipment, tools, or even eating utensils.

Prostitution, public sex or expressions of sex, and pornography are strictly forbidden on Yangon. The Emperor believes that this cheapens the value of the family structure and violations of these laws are harsh.

Trade is encouraged. While most Yangonian exports are limited to the crops grown inside the cities or the bounty of edible creatures who live in the briny seas, incoming trade is welcomed. Permits for travellers who are involved in trade are far easier to get than permits for those traveling for other reasons.

Yangonian citizens are monitored almost constantly. The concept of privacy is almost non-existent. The Ministry of Health monitors your body's condition with scans. The Ministry of Family checks to make sure your family is being well cared for. Cameras, sensors, listening devices, and constant security presence are to be expected by those traveling to Yangon. Not even the most private or intimate moments will go unseen.

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Burmese?

While we at Gypsy Knights Games are surmising for the purpose of our upcoming setting that Yangon was settled by people from Myanmar, this does not mean that Yangon is "Burma in space". Cultural differences have occurred over time to separate the people of Yangon from present day Burmese culture.

Nothing about this supplement should be taken to be a comment on current Burmese culture.

Cultural Details

Both the current Emperor and his father encouraged "a strong family unit". Thus marriages and children from those marriages are highly encouraged. This includes same-sex unions who are then able to adopt or be inseminated. A family without children is not simply an irregularity on Yangon, it is a legal requirement. So children and families are a common sight on Yangon.

Marriages can, quite often on Yangon, be between more than two people as well. A single man or single woman is unheard of here. A person who has not found a mate by the time they have reached 25 will be forced by the Ministry of Family to join an existing marriage. Efforts are made to make a "good fit" but a fit will be found. However, unlike many societies, there is not a set marriage rule that one man will have many wives or one woman will have many husbands. Marriage is highly varied on Yangon and will be

arranged as the Ministry of Family, by rule of the Emperor, sees fit.

Divorce is only allowed if the Ministry of Family can be convinced that the divorce would be preferable to the concept of the family unit. Those who wish to become divorced will be found new marriages in which to enter before they are allowed to leave the first. The elderly or anyone who loses a spouse to death will then be arranged another marriage as well.

In addition, Yangonians believe deeply in the presence of spirits or "nats" in their everyday life. The belief is that the planet Yangon has a group of 37 spirits which control many of the events of everyday life. In addition to this, each of the cities has their own protective spirit which watches over the welfare of the city. The Emperor has a spirit which protects him as well and each of the planets in the Yangon system has its own spirits as well.

Yangon Calendar

The Yangon year is 226 days long. Each of these days is numbered 1-226. The dating system begins with the birth date of the Emperor and the calendar changes when the Emperor changes. So the current year is 27. The Emperor's Birthday is, thus, always Day 1.

Locals will denote this with the year first then the day, with a colon separating the numbers. So the 40th day of the current year will be noted as "27:40".

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Selected City Details

Myint

Myint is the capital city of Yangon and is home to the Emperor and about 20 million of his subjects. The city is located in the southern hemisphere.

The city extends off the Myint peninsula and then into the Taun Sea on the continental shelf. Most of the city is enclosed, underground, or undersea to avoid the heat.

Most of the residents are involved in capturing or fishing for animals that live in the briny waters of the Taun Sea. The sea also grows several types of vegetation which grows on the sea floor or on the shoreline.

The starport is a massive structure which can hold hundreds of ships. The port extends from the sea floor and then several hundred meters above the surface. The port is rated C-class.

Although most persons will never encounter them (for obvious reasons), temperatures outside the city in summer average at 95 C (203 F) during the day and 85 C (185 F) at night. Winter temperatures average 80 C (176 F) during the day and 70 C (158 F) at night.

The interior of the city is kept a constant 24 C (75.2 F) at all times by order of the Emperor.

Pyan

Pyan is an orbital city located beyond the orbit of Sericus. The city is home to approximately 20 million people.

The city also acts as the main highport for Yangon. All traffic is controlled and routed from here. The port is rated B-class.

The city orbital is shaped like a massive shining stupa. The upper tapering is reserved as a secondary palace for the Emperor when he visits the city. Below this is the city, which has decks and open spaces, which becomes wider and wider until the widest point which is the location of most starport services.

Ahlon

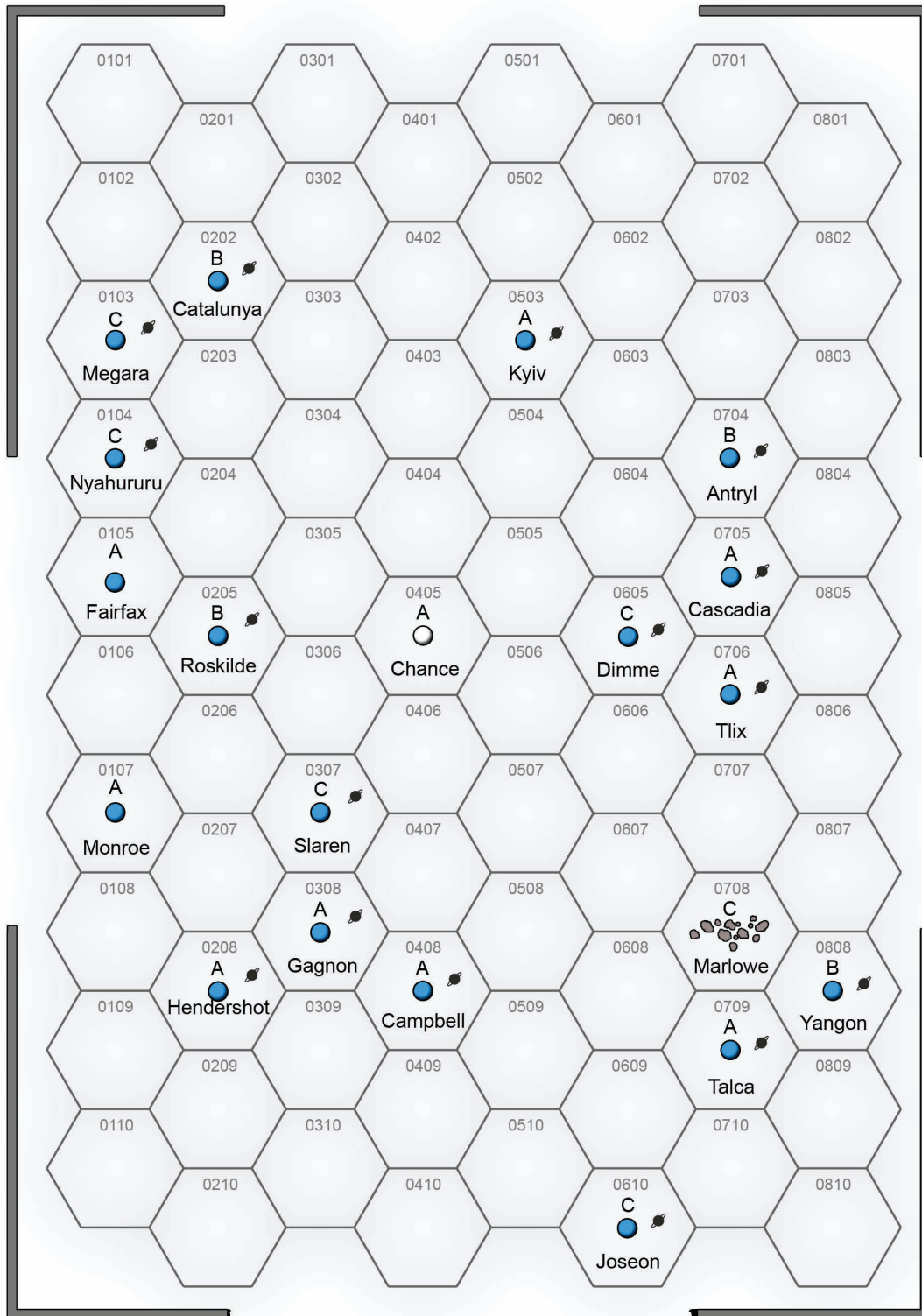
Ahlon is located in the northern hemisphere and extends off the supercontinent and into the Myauk Sea. The majority of the city is located underwater, though some of the city sits on the coast of the continent. Some spires extend above the water as well. Ahlon is home to about 8 million people.

While the city covers the same amount of ground as Myint, the arcologies and massive buildings simply stay below the waves. Whereas one sees Myint extend far above the surface of the waves, only a few spires and select buildings can be seen at Ahlon.

Here too the people subsist and trade using the bounty of the sea. Creatures of many sizes and shapes live within the salty waters of the Myauk Sea.

The city does have a limited starport which allows vessels with permits to land on the floor of the sea. An area has been designated which is still on the continental shelf. This port is rated D-class.

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