

DRAMARIA SECTOR



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DRAMARIA SECTOR

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INTRODUCTION

This sector is all about entertainment and the residents of it will be entertained, whether they like it or not, and will participate in shows, whether they want to or not and, given how lethal many of the shows are, most contestants are unwilling.

The Galactic Overlord of this sector, Teatra, is said to have been the head of propaganda for the First Sorcerer, with a love of entertainment of all kinds, though especially the bloodier and more improvised types. Though the sector is based on entertainment and countless different shows are recorded, very few of these are scripted shows or anything that requires much in the way of investment. Most of them are gameshows and reality shows that have a lethal bent and many contestants fail to make it to the end of a show without being maimed or killed.

Shows are recorded and exported to other sectors, and these exports form a major part of the sector's income. The nature of the shows means that there is a constant need for new participants, and these are more often than not unwilling participants. Many participants are convicted criminals, and to maintain a regular supply of such, there is much that is illegal in the sector. Sometimes, when demand is great, citizens are simply dragged off the streets.

Themes

Cameras, Drama, Entertainment, Live Action, Performance, Scripted Reality, Television, Theatrical

D66 DRAMARIA SECTOR HEX CONTENTS

11	An artificial asteroid made from metal that houses a number of holographic projectors. Depending on the angle at which the asteroid is approached, a different hologram is seen. The holographic images display programmes from the sector's entertainment channels.
12	A black hole used as a way to execute criminals, all televised for the audience's viewing pleasure. Those to be executed are placed in small pods with minimal life support, just enough to keep them alive until the tidal forces rip the pod apart, with cameras inside and out filming as long as they can. The pods are launched from a station some distance from the black hole.
13	A major satellite used as a broadcast and rebroadcast hub for the sector. Programmes from all over the sector are beamed to the satellite, then rebroadcast to other areas of the sector. The satellite is manned by ordinary residents watched over by Punishers. The satellite is guarded by a squadron of starfighters.
14	A wilderness planet used for various survival games, from desert to jungle to cold to mountain to island survival. Contestants are dropped on the planet to see how long they can survive for, and there are always several groups, or remainders of groups, on the world. Very few contestants survive the experience.

15	An asteroid that has been turned into a maze of passages and rooms. Groups of contestants are sent into the asteroid with primitive armour and weapons and, once inside, do battle with the monstrous creatures that inhabit the maze, as well as other groups. Hidden cameras and microphones blanket every portion of the maze, all with advanced night vision capabilities, so that the encounters can be filmed.
16	A vast space station that has clearly suffered extensive damage when viewed from the outside, with gaps leading into the structure. Inside, the station is a maze of blood-splashed passages and rooms, with flickering lights, intermittent force fields and malfunctioning systems. The station was built like this and contestants within it are hunted by bloodthirsty robots and rampaging alien monsters.
21	A jungle-swathed planet where titanic beasts roam, preying on each other. Hunters travel to the planet to attempt to bag one of these beasts, along with hovering cameras that record every second. More often than not, the hunters become the hunted, ending their lives as a tiny snack for the megafauna.
22	A hollowed-out asteroid occupied by thousands who work within the corridors and cubicles that turn the interior into a warren. Inside the different offices, people work to edit many of the sector's programmes into something suitable for export. Doing a good job is rewarded with continued existence and a slow move up the promotion ladder. Doing a poor job is rewarded with being cast out of an airlock; an execution that is naturally televised.
23	A world on which different armies, comprised of enslaved citizens, fight each other. Most of the conflicts are old-fashioned, with combatants wielding swords and ancient weapons and wearing metal armour, though there are a handful of more modern conflicts. Cameras hover above every battle, recording every element of the conflict.
24	A barren planet that is now only inhabited by the dead and scattered with the wreckage of media equipment. None of the sector's occupants truly know what happened here, only that whatever show was being recorded got out of control and everyone died. The surviving staff of the show also died, though far more slowly in a recorded execution.
25	One of many vast monitors scattered across the sector that show some of the currently playing shows to all who pass, and all are expected to spend at least some time watching and enjoying the screen.
26	A gas giant in which pilots fly in specialist flying craft that are launched from a hovering city. The pilots fight against each other with short-ranged weapons that are designed to cripple the electronics of their opponents. Once a craft is crippled, it will fall into the depths of the gas giant to be crushed in front of the cameras.
31	Arenas are located all over this planet, from one that will only seat a few hundred to immense ones capable of taking hundreds of thousands of people. Spectators come from all over the sector, selected by lottery, to watch and cheer - and cheering is mandatory - as contestants fight each other or monsters on the bloodied sands of the arenas, though many can also be turned into lakes. Primitive weapons are the preferred arms used.

32	A water world with only one single peak of land, a mountain that functions as the starport, though there are underwater cities scattered around the globe. Submarine vessels sail under the seas, fighting enormous leviathan creatures, though they are more often swallowed, and each other, as cameras record events within and without the boats.
33	A perpetually-burning nebula, fuelled by an unknown source. Few go there now, but it was once the site of a stunt that was being filmed that went terribly wrong, though the surviving recordings still prove popular, simply for watching the destruction caused.
34	A network of self-contained units joined together into a space station. Each unit contains sleeping, cooking, cleaning and relaxation areas and an assortment of contestants occupy each area. The last person to survive wins, and viewers watch the alliances and betrayals happen between the contestants as they attempt to kill each other off, though overt violence results in the perpetrator being spaced.
35	An artificially dense region of asteroids in which small, one-person craft navigate, trying to avoid each other and some killer drones. Each craft is unarmed except for a laser that can be used to paint another craft and attract one the drones to the target. The individual who survives to the end wins.
36	A vast industrial planet whose skies and seas are choked by toxins from the factories that blanket the surface. This world is one that manufactures many of the items used in the shows, from weapons to robots to vehicles to recording equipment and everything in between. Workers in the factories live short, unpleasant lives, working at menial jobs whilst screens show clips from various shows.
41	A desert world where groups in armoured vehicles attempt to gain possession and control of the few resources whilst video drones capture the action. Battles between vehicles are common, especially when new resources are dropped on the planet from stations in orbit, and those groups nearest the drop head towards it. There is never a victor in these contests, only those who don't die as quickly, and the bloody show goes on.
42	A world covered in skyscrapers where billions of people live in cramped and only just liveable conditions. Screens, on which the latest shows are run, litter the surfaces of the skyscrapers and are in every room. Huge projectors turn the entire sides of buildings into screens and the constant light makes it unpleasant for those trying to live within the buildings.
43	An immense space station that is a labyrinth of recording studios in which audio plays are made. Much of the entertainment involves violence, and though regular characters on shows are generally safe, plenty of characters are killed off live on air, literally, as the individual playing them is slaughtered. The audio recordings are broadcast live and pre-recorded, in places where visual entertainment is not always possible.
44	A world filled with various educational institutions, which are intended to churn out the staff and engineers needed to create the various forms of entertainment and the technology needed to do it, including recording equipment and robots. There is always heavy demand for the places available, as graduates are safer than the average citizen. Sometimes duels are fought for places, which are then broadcast out.

45	A gas giant in which strange structures have been built, conglomerations of sorcery and technology. The structures harvest raw materials, and perhaps other things, from the gas giant, that are used to make the sector's technology. Some of the structures seem to be harvesting power from the gas giant, which is then broadcast to other stations.
46	Travelling starships that are no more than mobile holographic emitters, which project different shows into space, visiting most of the sector so that all inhabitants can be entertained, no matter where they are.
51	A world covered in training grounds for some participants in a variety of shows. All types of terrain and combat can be found on the world, as the more professional participants hone their skills to be later used to make the shows more entertaining, and more fatal for the regular contestants.
52	An orbiting laboratory space station within which are hundreds of different labs. Within these labs, scientists and technicians work to create new lifeforms and robots, which will then be used against contestants in various different shows.
53	A planet used as a testing ground for new shows and technology that will be used in them. The planet is covered in many different types of terrain, some of them artificially created, so that tests can be carried out in a wide range of environments. Dangerous technology, malfunctioning robots and escaped survivors add to the world's peril.
54	Potemkin world where news articles are filmed showing how wonderful life is for the average inhabitant of the sector. The public face of the inhabitants is cheerful, but this is backed up by an iron fist out of sight of the camera.
55	A scorched planet that rebelled against the Galactic Overlord, and was destroyed as a result. The few survivors of the attack live in the ruins of the cities that once covered the planet, trying desperately to survive on a world with almost no food.
56	A virulent green world with no life except for plants. The world is home to engineered plants that were going to be used in shows. The plants escaped from their laboratory, killed the inhabitants and rapidly took over the world. Here and there the occasional wreck of a skyscraper sticks out of the green canopy.
61	An immense capital ship covered in transmission dishes. The ship's power is capable of blasting transmissions through any form of electronic blocking, taking over all the screens within range with whatever programmes the ship chooses.
62	A dark, charnel world filled with graveyards in which many of the sector's dead are buried. Psychic ghosts lurk in the graveyards, and contestants are released onto the planet to see if they can survive the ghosts. Most contestants are given small cameras with which to record their story, under the promise that this will make it easier to survive.
63	A world covered in immense, continent-spanning racing tracks, with bridges and tunnels crossing oceans. Heavily armed and armoured ground vehicles race around these tracks, attempting to destroy their opponents and finish the race first, avoiding attacks from various traps and weapons scattered around the track at the same time.

64	A vast space station containing many dozens of stages in which a lot of the few pre-scripted shows created in the sector are filmed. The life of those who act in these shows is generally higher than the sector average, though injuries and fatalities in the shows are real, not done by special effects.
65	A planet that appears perfectly normal, until attempts to land on it reveal that it is a hologram. The world is part of an experiment to create ever-larger displays for the sector's shows. Some believe that the world was once a real one, for it appears inhabited, that through an accident of sorcery was transformed into a hologram permanently.
66	An egg-shaped, dense nebula that is believed by some to be the egg of a nascent Star God of entertainment that the Galactic Overlord wishes to enslave and by others to be the Overlord's own attempt to become a Star God.

D20 VISIONS FROM DRAMARIA SECTOR

1	Several starfighters are dogfighting with each other through an artificially-dense region of asteroids, whilst a large cruiser looks on and controls a number of video probes that are recording the contest. One of the starfighters suffers a minor hit and spins out of control to crash into an asteroid.
2	A massive dreadnaught that scans all vessels that approach closely. If the ships look like they are easy prey, the dreadnaught orders them to stand down as shuttles are sent over to board them. The occupants of the ship will star in some of the deadlier shows.
3	A breach to the Void, the site of a failed show, that radiates energy that warps space and creatures within it for thousands of miles around.
4	A cloud of metallic objects, sparkling in the light of the star they orbit, is a graveyard of ships of many different types, destroyed during combat shows.
5	A nebula being reshaped by a multitude of starships into a giant image of the Galactic Overlord, one many light years across.
6	A gigantic cloud of camera drones that has escaped control and now hunts through the sector looking for things to kill and film their death.
7	A group of patchwork spaceships containing inhabitants fleeing the sector. The starships are cobbled together from different bits and pieces and are barely functional.
8	A star being slowly siphoned away into a monstrous power station, where its energy will be stored and broadcast throughout the sector.
9	A swarm of starfighters attacking a Great Devouring Worm, whilst camera probes record it for later broadcast. Many starfighters have already been reduced to drifting debris.
10	A jagged bolt of what looks like lightning, but is an overpowered broadcast that will fry the systems of anything it hits.
11	A conglomeration of broken robots and destroyed starships, discarded after their on-air use, that is forming into a new monstrous entity of metal and computers.
12	An enormous eye that turns to stare at approaching ships, yet doesn't appear to do anything more than that.

13	A ring of floating corpses surrounds a small planet, dumped from a large space station that orbits the world. The dead are those that failed in some way, whether as show participants or as crew.
14	A maddened Great Devouring Worm with cybernetic enhancements. It was intended to be part of a production that would have contestants piloting the worms and fighting each other, but the worm escaped and has been on a rampage ever since.
15	A derelict ship, rent and torn, in which contestants attempted to battle monstrous entities. They all died, but their spirits and the entities remain.
16	A gigantic lens in space, used to increase the distance over which broadcasts can be sent, powerful enough to override any other broadcast for a great distance.
17	A nebula with an unusual sensitivity to certain types of radiation. It picks up various shows broadcast throughout the sector and these can be seen playing out across the nebula's gasses.
18	A rogue group of automated starfighters that were used as warmup opponents in space combat shows, until they rebelled against their programming and escaped. They will attack any non-robotic life encountered if they think they can win.
19	An asteroid that has been carved into a huge face. It depicts a now forgotten star of a discontinued programme.
20	A world that appears to be a negative of itself, frozen in time, orbited by a space station around which the energies of the Void swirl.

2D6 ENCOUNTERS IN DRAMARIA SECTOR

0-	The Galactic Overlord looking for contestants for a new show they have personally devised.
1	1d3 Dominator Void Demons bound to the Galactic Overlord dragging dominated 2d6 victims away.
2	4d6 Punishers using lethal force on 10d6 Commoners foolish enough to protest against the Galactic Overlord.
3	2d6 escapees from one of the shows, scavenging for supplies to keep them alive.
4	1d6 Smugglers with bootleg copies of various shows that they plan to sell outside the sector.
5	1d3 Followers of the Eternal Show seeking to found a temple dedicated to entertainment.
6	1d6 high-ranking entertainment officials travelling to a meeting about an upcoming show.
7	2d6+2 Punishers are dragging 1d6+1 less than willing residents (Commoners) away to participate in a lethal game show
8	1d6 camera drones suddenly take an interest in a group, either to broadcast their activities or as potential recruits for a show, and start following them around.
9	3d6 Commoners fleeing from a holding area for one of the shows.

10	2d6 Soldiers looking for rebels that have fled custody.
11	Camera drones videoing a number of Commoners being attacked by criminals.
12	Contestants from a space-themed show fleeing in the starship they were assigned to command.
13	3d6 Rebels who have just planted explosives intended to take out a major broadcast facility.
14+	An embryonic Star God of entertainment.

D10 ADVENTURE OPPORTUNITIES IN DRAMARIA SECTOR

1	A rebel group wants to introduce a virus into one of the broadcasting stations, so that they can briefly take over one of the channels and broadcast material opposing the Galactic Overlord.
2	The Galactic Overlord has apparently developed a new technology that makes it easier to control their subjects and enforce them to participate in shows. Some want to destroy this technology; rival Overlords want to steal it.
3	An important member of the resistance against the Galactic Overlord has been captured and will be forced to take part in a gameshow where contestants have to try and escape heavily armed and well-equipped hunters. The other members of the resistance want to rescue them.
4	Rebels want to break into one of the top development facilities in the sector, where upcoming shows are planned out. They want to steal the data on what shows will soon be filming and where, so that they can use this information to sabotage the shows in question.
5	The Order of the Thousand Suns has sent a master into the sector in order to broadcast a message through the entertainment network that will help block the Overlord's manipulation of the population.
6	The Galactic Overlord is testing a new means of controlling the sector's population, and that of other sectors, using a transmission embedded in the broadcast programmes. Both rebel groups and other Overlords want to put a stop to this.
7	A rebel faction wants to destroy one of the enormous, planetoid-sized broadcasting hubs in the sector, reducing transmissions until it can be replaced. They have found what they believe is a weakness in the hub's reactor.
8	An ancient laboratory has been discovered with experimental technology related to communications. This technology would be worth a lot to many, but the rebels want it destroyed so that it can't be misused and the Galactic Overlord wants to obtain it.
9	One of the game shows is known to have a very valuable prize. No-one has won this prize to date, because the contest is fixed, but it's real and kept in careful storage, only being brought out to display it to competitors and viewers. The prize would be worth a lot should anyone be able to steal it.
10	Two high-ranking officials, both controlling large numbers of successful shows, are coming into conflict. Both want someone to infiltrate the other's organisation and cause trouble for them, undermining their authority and hopefully causing their death at the hands of the Galactic Overlord.

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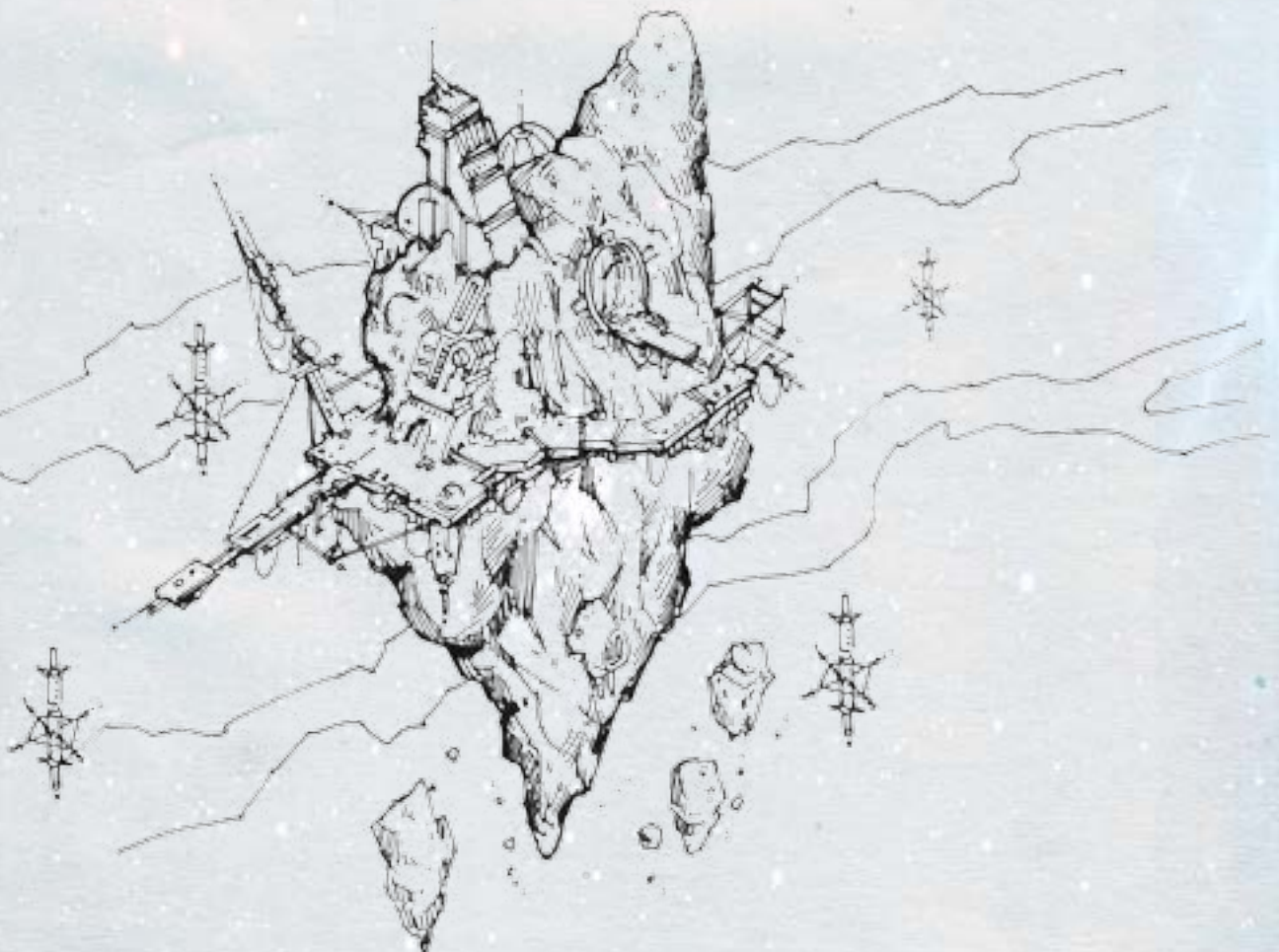
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