

LURIAN TRAILING CLUSTER—BOOK 1

COMPATIBLE WITH STARS WITHOUT NUMBER

By Josh Peters

LURIAN TRAILING CLUSTER—BOOK 1

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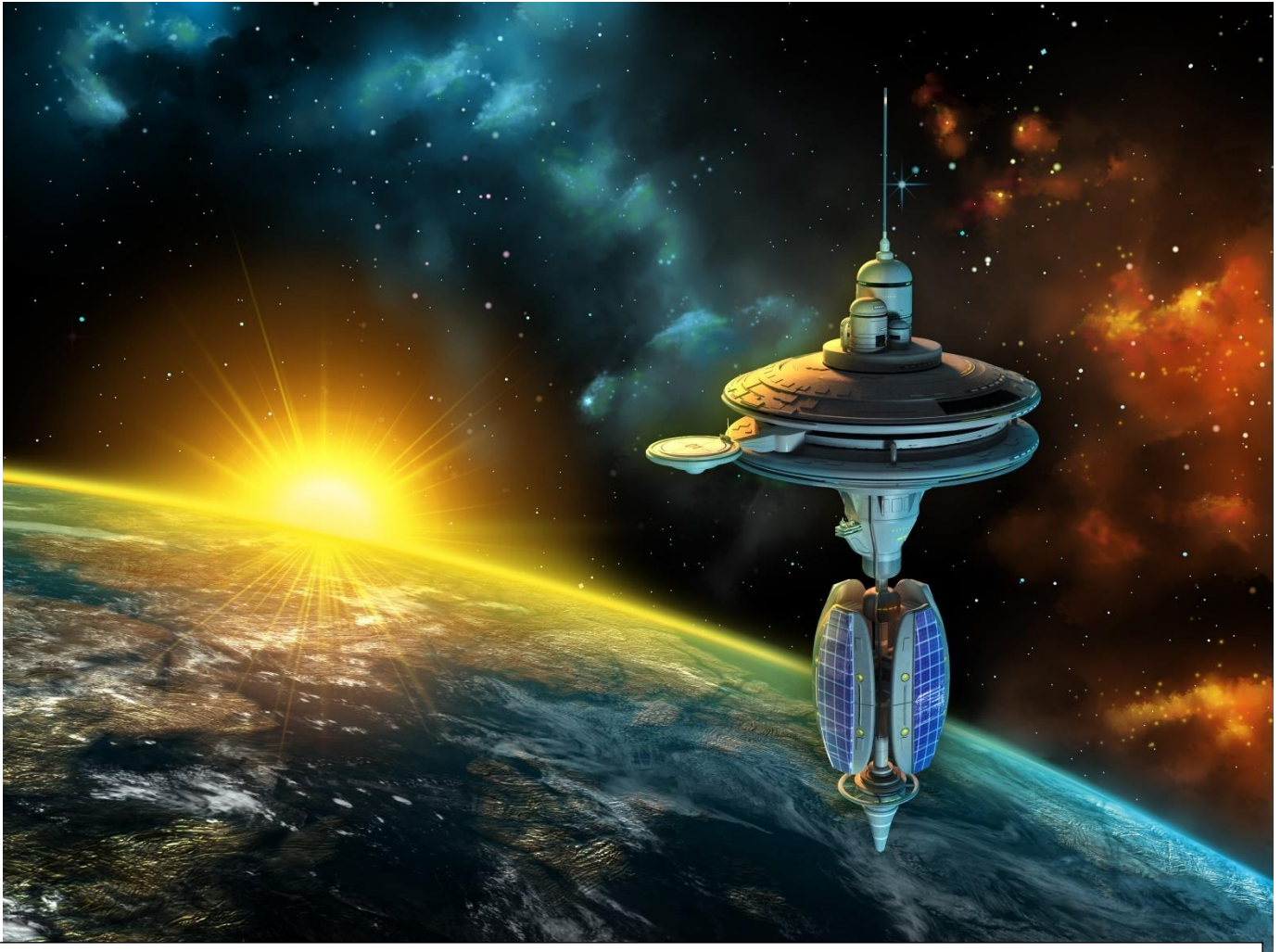
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Lurian Trailing Cluster

Introduction: Welcome to the Lurian Trailing Cluster

The Lurian Trailing Cluster (LTC) is a group of fourteen adjacent systems, found within a region of space called Karta Sector, that form a natural trading zone. During the Terran colonization era, these worlds were settled by misfits, rebels, exiles, and immigrants looking for a fresh start. Most of these planets weathered the Deluge because they were already self-reliant, but some weathered the calamity better than others. Six hundred years ago, a psychic cataclysm caused the Deluge, a time of chaos, death, and the near-total collapse of human civilization. Now, six hundred years later, the Deluge has finally receded, and these stricken societies are ready to reclaim the stars.

On their own, the worlds of the LTC are not sufficiently developed either societally or technologically to become major interstellar powers. Instead, the Lurian Trailing Cluster is designed to support frontier-style science fiction campaigns in a post-apocalyptic vein. Although the systems are neighbours, the metadimensional rudders between worlds are not reliable, nor is anyone capable of building much in the way of spike-drive vessels. As well, only a handful of ships in the Cluster have spike drives rated above Spike-1, which makes leaving the LTC a rare occurrence. This makes exploration in support of technological and scientific development paramount to any long-term campaign set here. The Lurian Trailing Cluster is ripe for adventures to make their mark through bold deeds and thrilling heroics!

This book is broken up into a few short chapters. Chapter One outlines a brief history of the Lurian Trailing Cluster, from its settlement during the First and Second Waves, through the aftermath of the Deluge, and to the present day. Chapter Two provides an overview of the LTC, an index of the systems that make up the LTC, as well as a map and brief descriptions for each main world of the system. Chapter Three details some of the factions that are movers, shakers, and sinister threats in the Lurian Trailing Cluster. Finally, Chapter Four describes three systems, Lur, Meza Virs, and Basajaun, in greater detail. Two more Lurian Trailing Cluster books will include write-ups of the remaining eleven systems, as well as details for two campaigns set in the Cluster.

Required *Materials*

The Lurian Trailing Cluster Book 1 is designed for use with Sine Nomine Publishing's excellent game *Stars Without Number*. The complete free version of *Stars Without Number* is available for download at <http://www.drivethrurpg.com/product/86467/Stars-Without-Number-Free-Edition>.

A pencil, paper, and a complete set of polyhedral dice are also required in order to get the most out of this—or any—gaming book.

References to Other Books

In this book, references to specific pages in other books and products are shown as the code for the relevant book followed by the page number, both in italics, thus: *SWN* x or (*SWN* x)

- Stars Without Number Free Edition: *SWN*
- Suns of Gold: Merchant Campaigns for Stars Without Number: *SoG*
- Skyward Steel: Naval Campaigns for Stars Without Number: *SS*

Die Throw & Notation Conventions

The die throw and notation conventions used in this book are the same as those described on *SWN* 6.

Systems

The rules for skills, combat, hazards such as radiation, starship travel, or other game systems are the same as those in the Systems chapter on *SWN* 59.

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About the Author

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Stellagama Publishing

Stellagama Publishing is a small, independent, international role-playing game publisher focused on science fiction gaming. We publish stuff for the White Star™ RPG; Sword & Wizardry: White Box™; Mongoose Publishing® Traveller™, 2nd edition; Stars Without Number, and the 2D6 Sci-Fi OGL rules; and. Our interests are first and foremost to put forth enjoyable, immediately playable supplements, settings and adventures for these games for the enjoyment of our fellow players and GMs.

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Chapter 1: History of the Lurian Trailing Cluster

The settlement of the Lurian Trailing Cluster began during the First Wave of human colonization of space, after the discovery of the Spike Drive. All kinds of groups, from political factions, to private colonization efforts, to cults and religious splinter schismatics all took to the stars to find new homes far away from Mother Earth. Records from those chaotic times are scant, but it is clear that some colonists settled the Lurian Trailing Cluster in the First Wave: when Terran explorers arrived in Karta Sector ahead of the Second Wave of colonization, they were surprised to find evidence of failed human colonies on a few worlds. They were doubly surprised to find well-developed societies on Lur and Harribix, now called Moloch.

Mass-colonization of the Lurian Trailing Cluster began in earnest once the Jump Gate was constructed in the Basajaun system. From there, millions of newcomers poured into the LTC to start new lives, make their fortunes, or just escape the stifling hold Terra had over the Core Worlds. There were a number of wide-open worlds perfect (or nearly perfect) for human colonization in the LTC: Abreia, Meza Virs, Enke, Kadmon and Yama would all receive hundreds of thousands if not millions of new residents. Industrial mining operations began at Artume and Aipaloovik, and became highly profitable within a decade. Pharma-corps from the Core Worlds took particular interest in the strange biochemistries of the plant life on Basajaun and Meza Virs. The Merchant Guild and the Promethean Order both established themselves on Prime Station, near the Jump Gate over Basajaun. The older colonies on Lur and Harribix benefited economically through increased trade and demand for locally produced industrial goods. The Lurian Trailing Cluster was a jewel of Terra's colonization efforts, and was certainly the cosmopolitan center of Karta Sector.

The Deluge ended all that. The shock wave that killed most psychics turned those psychics who survived into deranged and extremely powerful homicidal maniacs. Maltech weaponry was unleashed on Harribix and Meza Virs, turning the biospheres of those planets against their populations. Millions died as conflicts over resources turned into outright massacres on many worlds. On Abreia, alien psi-tech terraforming nodes buried underground went haywire and set the planet on a course for rapid and near-total desertification. The Jump Gate over Basajaun had its orbit destabilized, and disappeared into deep space, never to be heard of again. The Flame of Prometheus at Prime Station was spirited away, and has not been recovered. Without it, the knowledge required to maintain interstellar civilization was lost within a generation. The denizens of a dozen inhabited adjacent worlds were all cut off from each other, and from the Core. What saved the humans of the Lurian Trailing Cluster from total annihilation was the simple fact that the colony worlds were generally able to grow enough food to feed their much-reduced populations. Still, with interstellar communication lost, the worlds of the LTC turned inwards and waited for nearly six hundred years.

A generation ago, a small fleet of ships from outside the Lurian Trailing Cluster arrived in Basajaun and partially restored Prime Station to operation. These adventurers dubbed themselves the Karta Trading League, and set about re-establishing trade routes that had not seen use by a spike-drive vessel in centuries. The KTL made contact with all the worlds of the Lurian Trailing Cluster, and have fostered the re-emergence of spacefaring on Lur and other worlds. The KTL has been a positive force for progress in the Lurian Trailing Cluster, but its main priority remains its bottom line. Many worlds in the Cluster have fallen victim to the mercantilist schemes of the KTL; it is fair to accuse the merchant guild of becoming interstellar colonialists. However, it is only the Lurians who have managed to bootstrap themselves back into space. The appearance of KTL spacecraft in the skies over Lur shocked an entire generation into action. The Lurians have recently developed rudimentary spike-1 drives, and have taken their first tentative steps back to the stars. The Lurian

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Trailing Cluster is now in need of more bold explorers, canny traders and determined scientists. They must all be willing to take enormous risks to make their marks on the worlds of the Cluster, and win fame and fortune for themselves as they return the worlds of the Lurian Trailing Cluster back into interstellar civilization.

The Deluge?

Yes, we call it that. It's important to use metaphors that remind us of underlying myths. And on ancient Terra, there was no myth as common as that of the Deluge, the Great Flood. The story changes, but there are always common threads: humankind had populated the land, but was sinful, decadent and corrupt. Because of our sinfulness, the Supreme Being, or gods, or whoever was in charge of the weather, decided to wipe out humanity by means of a massive flood. But the Deity had noticed that there were some good people, and warned those good people of what was coming. The good people somehow survived, and rebuilt.

In the story we know best, Noah and his family built an ark—basically a colony sleeper ship—filled it with all the animals and innocents in the world, and waited for the rain to come. Once they'd finished building the ark, they fought off bandits and warlords, and then watched as the Flood destroyed civilization. Imagine having to wait out that storm! Once the waters receded, Noah and his clan cracked open the ark, let all the animals free, and began rebuilding.

So, why do we call what happened to us the Deluge? About 600 years ago, civilization ended. A psychic energy wave washed over known space. All the psychics on all the planets were driven insane and died horribly. Or, they went insane, went on madness-induced killing sprees, and *then* died horribly. Worse still, with the psychics all dead, no one could work the Jump Gates. The Gates were psi-tech, and only a properly trained team of jump-psychers could open a Gate, which was a direct route to another star system. Just think: the Gate at Basajaun was something like 2 clicks wide! Can you imagine the massive Gates they must have had in the Core worlds? Those psychers would open a door that let a megafreighter move a year's supply of food and medicine *for a planet* through a Jump Gate *instantly*. But when the psychers' minds all melted from the psychic wave, it spelled doom for every world that didn't grow its own food, and disaster for the rest. In Karta Sector, we call that disaster the Deluge.

But what about the Spike Drives, you ask? With the Jump Gates in full operation, no one needed those dangerous old Spike Drives and their crazy meta-dimensional current maps anymore! The technology that our leaders now herald as the spark that will rekindle interstellar civilization was obsolete when the Deluge hit. Spike Drive-equipped ships were only used on the Frontier. That's why we're here talking. Karta Sector was the Frontier back then. There was the one Gate at Basajaune and rickety old Spike drive ships used to drill their way between local worlds. What saved us all here on Lur was that we grew our own food. Our ancestors were self-reliant. Don't forget that.

No one really knows why all the psychics died, and with them interstellar civilization, just like no one really knows why there's a common Deluge myth. The scientific theory goes that the time when civilizations were just getting started on Ancient Earth was right after an ice age. So there was lots of melting and flooding happening. The psionics researchers at the Astrogation Academy have theories about the reasons for the Deluge: an anomalous shockwave propagating at faster-than-light speeds across the galaxy, melting people's brains.

The problem is, the *other* explanation for both catastrophes fits just as well.

--Professor Jan Stroyafski, University of Saleros, Lurian Republic 3204.

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A note on Tech Levels and Terminology:

The Deluge: One of the inspirations for Karta Sector, the Lurian Trailing Cluster and the secrets it contains, is the Deluge Myth: that at one point, humanity was so corrupt and beyond salvation that a higher power decided to wipe the species out and begin anew. In the Lurian Trailing Cluster, the Deluge refers to the events that would quickly wipe out interstellar civilization in Karta Sector: the utter chaos, unmitigated violence, and societal collapse that occurred in the psychic cataclysm's wake.

Tech Level 3+: *Tech Level 3 with specialties* is a fairly common version of a Tech Level 3 society that experiences occasional interstellar contact. While the majority of the world's technology is solidly Tech Level 3, in some areas, typically space travel and weapons technology, the world is able to produce—often by salvage—simple versions of Tech Level 4 items. Spike drives are typically limited to Drive-1. Tech level 3+ worlds often have a definite “frontier” feel.

Tech level 4-: *Tech Level Low 4* is a slightly different phenomenon than 3+. In this case, the world is highly advanced in a variety of ways, but does not have much in the way of interstellar technology. At best, a TL4-world can manufacture a spike drive at Drive 1 rating, but often does not have the facilities or human expertise to do so. These worlds often have an otherwise high-tech feel, but are limited in their interstellar travel capabilities.

The Order of Prometheus: An Antediluvian monastic order that worked to preserve knowledge and civilization throughout known space, and especially on the frontier. The Prometheans were deeply steeped in mysticism and mysteries, and not much is known about them in the Lurian Trailing Cluster. Their data library on Basajaun, better known as a *Flame of Prometheus*, was lost during the early days of the Deluge.

The Merchant Guild: An Antediluvian interstellar trading organization. The Merchant Guild often made money acting as intermediaries between parties involved in difficult trade negotiations. The Merchant Guild did not survive the Deluge in the Lurian Trailing Cluster, but their impressive Prime Station orbiting Basajaun did.

The Guardian Committee: A highly secretive Antediluvian interstellar intelligence agency tasked with hunting down anyone developing maltech devices. The Guardian Committee, if it survived the Deluge, is entirely unknown in the Lurian Trailing Cluster.



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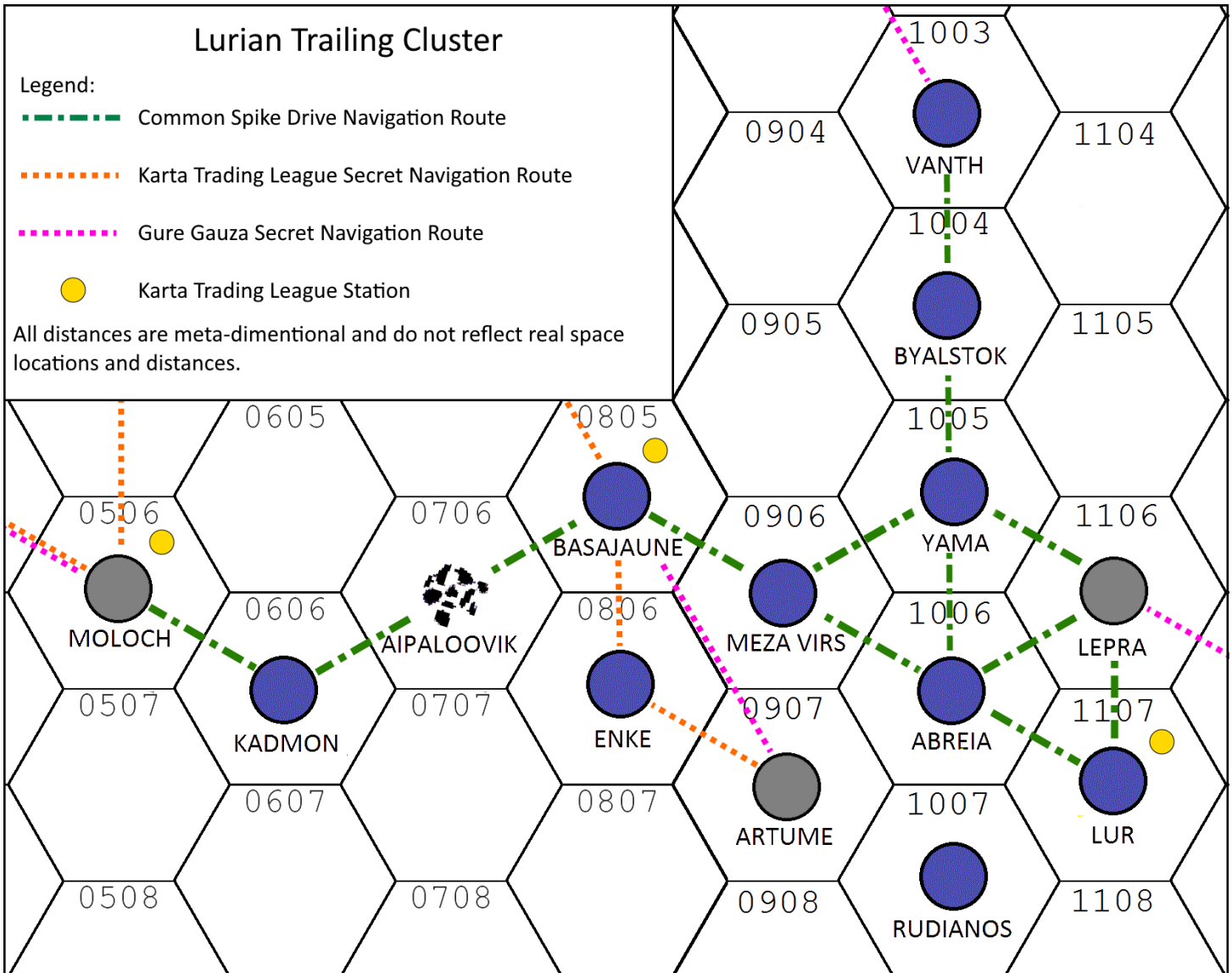
Chapter 2: Overview of the Lurian Trailing Cluster

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars	Tags
0506	Moloch	Thin	Cold	Immiscible	OP: 1000	4	3	M3V M9V	Tomb World, Outpost World
0606	Kadmon	Breathable	Temperate	Miscible	150 million	3	1	G8V M2V	Cold War, Heavy Industry
0706	Aipaloovik	Airless	Temperate	Remnant	200	0	1	M3V M4V	Abandoned Colony, Heavy Mining (former)
0805	Basajaun	Breathable	Warm	Hybrid	400k	3+	2	M4V M3V	Colonized Population, Trade Hub
0806	Enke	Breathable	Temp-Cold	Miscible	600k	3	2	K4V M7V	Sea-going cities, Xenophobes
0906	Meza Virs	Breathable	Temp-Warm	Hybrid	60 million	3+	2	G6V K7V	Badlands World, Warlords
0907	Artume	Airless	Cold	None	OP: 500	4	1	M5V	Bubble Cities, Flame of Prometheus
1003	Vanth	Breathable	Temperate	Hybrid	600k	1	5	K3V M4V	Oceanic World, Restrictive Laws
1004	Byalstok	Thick	Temp-Warm	Hybrid	1 million	4-	2	G7V BD	Heavy Mining, Freak Weather
1005	Yama	Breathable	Temperate	Miscible	19 million	3	0	G8V K9V	Oceanic World, Civil War
1006	Abreia	Breathable	Temperate	Hybrid	5 million	3	2	K0V K5V	Desert World, Rigid Culture
1007	Rudianos	Breathable	Warm	Miscible	800k	3+	4	G1V BD	Flying Cities, Tomb World
1106	Lepra	Corrosive, Invasive	Warm	Microbial	OP: 2000	4	1	F3III	Hostile Space, Gold Rush
1107	Lur	Breathable	Temperate	Miscible	15 million	3+	3	G4IV BD M3V M4V	Progressive, Liberal

See *SWN 86* for information on world generation and world tags. "GG" indicates the number of gas giants present in the system. Entries in the "Stars" column correspond to the Morgan-Keenan stellar classification system. "BD" stands for "Brown Dwarf". "OP" stands for *outpost*.

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Game Master Reference Map



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Lurian Trailing Cluster System Summaries:

Moloch

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Star
0506	Thin	Cold	Immiscible	Outpost: 1000	4	3	M3V M9V

Tags: Tomb World, Outpost World

The Karta Trading League has set up a trading station on the moon of a gas giant here. Persepolis Station is the most civilized habitat this far to Spinward in the Lurian Trailing Cluster. Everything from outside the Lurian Trailing Cluster comes through Persepolis.

Going down to the surface of Moloch is strongly discouraged. The once-majestic planet of Harribix lies in ruin: its cities destroyed, its atmosphere and biosphere irreparably tainted by maltech bio-weapons released in the aftermath of the Deluge. There are empty cities filled with nothing but bones, and strange mutated lifeforms that prowl the dark crevasses between the high-rises. The *Illustria Bidea Psionic Institute* once trained hundreds of psychics on Harribix. It is now haunted by the ghosts of terrible deeds done during the Deluge. Who knows what else waits on the planet's surface.

Kadmon

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Star
0606	Breathable	Temperate	Miscible	150 million	3	1	G8V M2V

Tags: Cold War, Heavy Industry

A lush planet with vast natural resources, humanity on Kadmon has weathered the past 600 years with some setbacks. A three-way cold war between massive police state hegemony threatens the population with global warfare, and the political situation has heated up with the insertion of Karta Trading League arms dealers.

Aipaloovik

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0706	Airless	Temperate	Remnant	200	0	1	M3V M4V

Tags: Abandoned Colony, Heavy Mining (former)

A vast asteroid belt was once the center of heavy mining in the LTC. The facilities now lie empty, dark and cold. Pirates and other outlaws occasionally make this system their home. It is close enough to Basajaun for easy raiding, but difficult for anyone but only the most skilled spacers to navigate.

The Karta Trading League has officially proscribed the criminals that reside in this system. But not due to their activities. Many of the raiders were once members of the KTL, but left in protest because of the traders'

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alliance with the Gure Gauza organized crime syndicate, and subsequent toleration of slavery in the Lurian Trailing Cluster. Many of the “pirates” should be properly called “political activists.”

Basajaun

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0805	Breathable	Warm	Hybrid	400k	3+	2	M4V M3V

Tags: Colonized Population, Trade Hub

Because Basajaun is the location of Prime Station and home to the Karta Trading League, the system is the trading hub of the Lurian Trailing Cluster. It is also the location of the only functioning—though limited—shipyard in the LTC. The planet is inhabited, and the locals eke out an existence in massive habitat arcologies while the Karta Trading League wheels and deals above on Prime Station.

All is not well however, as the locals are fed up with being exploited by the KTL. A bitter insurrection is growing, especially as the KTL is appropriating the Tripoli hab-tower for use as a terminus for a space elevator to Prime Station.

Enke

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0806	Breathable	Temp-Cold	Miscible	600k	3	2	K4V M7V

Tags: Sea-Going Cities, Xenophobes

A garden world currently in the grips of a brutal ice age that began at the start of the Deluge. The locals live in ocean-going cities, which war against each other at the drop of a hat. Some of the cities are trapped on shoals or even on glaciers, and are slowly being driven out of the water. The locals are particularly xenophobic, since raiders have visited them repeatedly over the centuries, robbing and looting, and more recently, taking slaves.

Meza Virs

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0906	Breathable	Temp-Warm	Hybrid	60 million	3+	2	G6V K7V

Tags: Badlands World, Warlords

This planet was once a jewel of Terran colonization efforts. Meza Vir’s population was drastically curtailed during the Deluge, as mutagenic bioweapons were employed in horrible wars. The native biosphere has recovered more rapidly than the imported human-friendly one. As a result, humanity survives in the flatlands and on the coasts, while the P’far, hostile alien jungles, dominate the interior of the continents. Deep in the P’far lie ruins of mega-cities, filled with untold treasures—and dangers.

Humanity on Meza Virs is splintered in multiple warring city-states. The largest and most powerful is Yukatan, ruled by the Gure Gauza-affiliated Three Families. Yukatan is home to the only functioning starport on the

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planet, as well as the massive *Azokha Sklabo* slave market. Yukatan and the other city-states are threatened by the emergence of the warlord Yusef Khaleer, who commands a ferocious army of TL3 raiders from the city of Talinn, in the highlands on the edge of the P'far.

Artume

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0907	Airless	Cold	None	OP: 500	4	1	M5V

Tags: Bubble Cities, Flame of Prometheus

Once a prosperous and busy mining colony moon, Artume is now a tomb of pressure domes and bore tunnels picked over by scavengers. Much remains of Antediluvian frontier mining technology that would be useful, but who knows what else waits in the dark tunnels underground.

In orbit, the Gure Gauza run Nestor Station, an old and decrepit station that they use as a clearinghouse for all sorts of illicit goods, from slaves to drugs to maltech. The crime syndicate rules this system from the shadows, and woe to the salvager who does not bring the Gure Gauza their cut of the salvage.

Interestingly, legends claim that the Prometheans moved their data core from Prime Station to a secret location on Artume, just after the Deluge began. No one has ever found any trace of the Archive, though that has not stopped some from looking.

Vanth

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1003	Breathable	Temperate	Hybrid	600k	1	5	K3V M4V

Tags: Oceanic World, Restrictive Laws

Over 95% of this world is covered in water, though thousands of island atolls do exist, as well as a single larger landmass. Vanth is home to an early TL2 society that has survived the Deluge but has not prospered. Humanity here clings to the Compact, a complex legal code that governs the day-to-day lives of the population in staggering detail. Ruling over all are the Keepers, those who are trained to interpret the Compact, and who act as judge, jury and executioner when it is broken.

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Byalstok

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1004	Thick	Temp-Warm	Hybrid	1 million	4-	2	G7V BD

Tags: Heavy Mining Freak, Freak Weather

The thick atmosphere and erratic weather patterns on Byalstok forced the population into cities protected by giant retractable storm walls. Byalers have also built underground and underwater. The weather has taken its toll over the centuries; many cities lie vacant and in ruins.

Byalstok has much to offer resurgent human civilization in the Lurian Trailing Cluster. The inhabitants are expert miners, and the planet is rich with rare earths and important isotopes. The KTL has made some inroads with the Magnates, the large mining family syndicates that rule the various city states. Many Byalers have made their way to Lepra to test their mettle as miners in that hostile system, where they have lived up to their reputation as fearless miners and rough-and-tumble rowdies.

Yama

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1005	Breathable	Temperate	Miscible	19 million	3	None	G8V K9V

Tags: Oceanic World, Civil War

Yama is a water world with a number of small continents. The biosphere is more-or-less amenable to human habitation, which spurred a massive colonization program in the late Second Wave era. The Deluge was not felt on Yama, since there were no psychics on the planet when it hit. Still, the population was unable to maintain a TL4 society, and the isolation caused much civilizational backsliding. Yama civilization has stabilized at TL2-3; here, steam power, internal combustion engines, and basic powered flight are cutting edge technology.

A low-level war has been ongoing on Yama for a few decades, pitting two TL3 power-blocks, the Western League and Maritime Union, against each other over resources. The KTL has been secretly supplying the Maritime Union with additional weaponry and technological know-how, in the hopes of bringing the conflict to an end. The Lurian Merchant Houses are looking for ways to support the Western League.

Abreia

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1006	Breathable	Temperate	Hybrid	5 million	3	2	K0V K5V

Tags: Desert World, Rigid Culture

Something happened to this lush colony world which left the only surface water accessible at Abreia's northern latitudes. The rest of the planet is covered in harsh, windswept Living Desert. Expeditions

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occasionally find the remnants of a once-vibrant civilization under the sands. Mostly, those who journey into the Living Desert are never heard from again.

At the northern arctic circle, the warlords of Abreia rule over citizens segregated by caste, and fight over dwindling water resources. The habitat arcology of Gateway, on the edge of the desert, is most amenable to offworld visitors.

Rudianos

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1007	Breathable	Warm	Miscible	800k	3+	4	G1V BD

Tags: Flying Cities, Tomb World

The colonization of Rudianos was extensive and successful. Rudianos was the site of spectacular technological achievements: the construction of a dozen or more floating cities, a major attraction for wealthier colonists who were not willing to leave the Core for more “mundane” destinations. The entirety of Rudianos’ surface was devoted to agriculture and recreation, while the floating anti-grav cities teemed with industry and culture.

The Deluge had little effect on humanity on Rudianos. However, a cataclysmic volcanic eruption a century after the Deluge caused a global extinction event on the planetary surface. Soon after, the societies of the floating cities tore themselves apart in desperate struggles for control of food and water. The results were the same among all the surviving floating cities: brutal tyrannical rule ensued, with resource rationing and strict population control measures. On Rudianos, it is illegal to have children without first pledging them to the government for at least five years of military service. Children born illegally are deemed “feral” and are either enslaved by the government of a floating city, or terminated.

No one in the Lurian Trailing Cluster has had any contact with Rudianos since the Deluge. No course rudders to the system are known to exist. If any offworlders were to make it to Rudianos, they would find a dozen floating city-states engaged in constant, brutal warfare using TL4 grav fliers and other military technology.

Lepra

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1106	Corrosive, Invasive	Warm	Microbial	OP: 2000	4	1	F3III

Tags: Hostile Space, Gold Rush

Lepra is the name for the angry, bright white giant star in this system. Travel in-system is very dangerous. A joint KTL-Lurian mining colony exists on Zehir, the largest moon of the system’s gas giant. Zehir is a horrid place: the atmosphere is so corrosive that it will eat through TL4 vacc suit seals in minutes. What makes mining operations here feasible are the presence of rare isotopes required for spike drive operations in the moon’s crust, as well as strange long-chain organic polymers that are a side effect of the atmosphere’s interaction with the planetary surface. The one settlement on the moon’s surface is located deep

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underground, and the mines are dug deeper still. Those who delve into Zehir take enormous risks in order to strike it rich.

The relationship between the miners and the KTL administrators who run the processing facilities on the Zehir space station is strained. There are also constant problems with the space elevator from the planetary surface to Zehir station: the moon's atmosphere makes maintenance operations extremely dangerous. There are also rumours of a pirate base somewhere in the asteroid belt in distant orbit. Finding this base an impossible proposition at best, as sensors and radio communication are rendered useless by Lepra's harsh radiation.

Lur

Hex	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1107	Breathable	Temperate	Miscible	15 million	3+	3	G4IV BD M3V M4V

Tags: Progressive, Liberal (these world tags can be found in *Expanded World Generation*, by Stellagama Publishing. They are reprinted below)

The world that gives the Lurian Trailing Cluster its name is a garden world with a highly developed biosphere. Humans have lived on Lur since the First Wave of colonization, and have weathered many hardships so far away from the Core worlds.

A generation ago, the Lurians were developing a robust TL3 system fleet but were shocked to see Karta Trailing League starships appear over the city of Saleros. Realizing that they were about to be rejoining interstellar civilization whether they liked it or not, the people of Lur tasked their government and their merchant houses to bootstrap Lurian society back into the stars—before the KTL returned and was less generous in their trading terms.

Progressive

The culture is expanding and vibrant. Fortunes are being made in trade, and science is forging bravely ahead.

Enemies	Unscrupulous merchant, Conservative terrorist, MalTech scientist
Friends	Budding Entrepreneur, Eager young scientist, Offworld advisor
Complications	MalTech violations, Parade promoting advancement, Jealous neighbor tries to slow down or stop the rapid progress
Things	Rich literature or artwork, Hidden cache of PreTech equipment, Plans for the next great project
Places	Construction site, Outdated space station ready for demolition, University research center

Liberal

The planetary culture welcomes change and offworld influence. Characters that bring new and strange ideas will be welcomed. Depending on the speed of the changes brought to the planet, significant cultural upheaval could be taking place.

Enemies	Conservative activist, Offworld con-man, XenoTech thief
Friends	Cultural advisor, Eager merchant, Xenophilic romantic
Complications	Unintended fad, Conservative demonstration/rally, Environmental impact
Things	Wide variety of XenoTech, Plans for the next big trend, Fake XenoTech
Places	Multi-world fair, Import business, History of fads museum

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Chapter 3: Main Factions of the Lurian Trailing Cluster

Karta Trading League

This guild is comprised of the traders who are the movers and shakers of interstellar trade in the Karta sector. The KTL is benevolent in the sense that they prefer trading agreements that lead to more profits over bloodshed. Thus, the merchants of the KTL are the main instigators for civilizational recovery and cooperation, so long as they get rich in the process. They are based out of Prime Station, orbiting Basajaun, and have stations and outposts on various planets all over the Lurian Trailing Cluster, and to a lesser degree the rest of Karta Sector. The KTL merchants themselves are a varied lot. Some will exploit cultures that cannot refuse their high-tech wares and trade in slaves, maltech and hard drugs. These merchants recognize that interstellar civilization and trade are good for business, but see no reason to be altruistic. Other merchants are more principled and take on a benevolent role when they trade, hoping to spur on rebuilding, foster long-term trading ties, and aid in the recovery of human civilization. However, with League membership dues and the dangers of interstellar trade being what they are, all KTL merchants are acutely aware of their bottom line, and none, no matter how altruistic, would allow anything to jeopardize business.

The original merchants and explorers who set up shop in Prime Station were not from the Lurian Trailing Cluster. They hailed from the Nezha cluster further to Spinward, and were made up of freebooters and other mercenaries who eventually settled on establishing themselves in the LTC. These explorers and mercenaries were seeking freedom from what they saw as a repressive government in the Nezha cluster, and embedded within the KTL a few regulations and cultures designed to limit any tendencies towards abject tyranny in the future. The first and foremost of which is the absolute ban on trading in slaves among KTL members. Currently, the Gure Gauza (see below) slaving cartel families of Yukatan on Meza Virs are tolerated only because of their financial and military might. The KTL is very interested in any means through which they can destabilize the slavers of Yukatan, and eventually replace them with a more enlightened ruling oligarchy more willing to deal fairly with interstellar traders. Naturally, the Gure Gauza are increasingly concerned and angered by the KTL's meddling on Meza Virs. They have, for now, deemed the matter local, and are interested in developing ties with other city-states in the Banda Basin to shore up their cronies in Yukatan.

The Karta Trading League is concerned mainly with the profit margins of its members, but its leadership does realize that by fostering trade, they are helping revive civilization in the Karta sector. As a result, prospective League members are vetted in order to weed out those who would trade only for their own profit, without any regard for the long term growth and development of the Karta sector. Their main base of operations is the massive former Merchant Guild Consulate station orbiting Basajaun. The KTL has a small and growing network of spike drive trade routes which they preserve as guild knowledge. Many of the League's traders know of more routes, but keep them to themselves. Under no circumstances are non-members given access to any of the League's current rudders.

The KTL is led by a Board of twelve Directors. These seats are held by major players who have invested heavily in the KTL, and who are subsequently elected by the other Directors. The Consul, the thirteenth member of the Board of Directors, is elected by the Directors and is the ostensible leader of the KTL. Consul terms last ten years.

In order to join the KTL as a Shareholder and eventually be considered for Directorship, a petitioner must possess a merchant vessel with FTL capability, or substantial and lucrative planetary holdings. Investing and becoming a Shareholder is a process that requires time and money, both in ample supply. Joining the KTL as a

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Guild Member at Large is an easier process. All that is required is a reference, and the payment of yearly dues. KTL Guildmembers are not Shareholders, but have access to KTL prices, preferences privileges, and protection, such as can be provided. Aside from paying the yearly due of 50,000 Credits, KTL Guildmembers must adhere to KTL trade laws and the KTL civil code.

Currently, the Directors of the KTL are divided into two major factions, the Consolidators and the Voyagers. The Consolidators wish to bolster the KTL's hold on real-estate and power. They have long-term designs to turn the KTL into an interstellar polity of some kind. These plans differ among the various Consolidators, but the current main goal is to turn Basajaun into a completely KTL-run system. The Voyager faction is more concerned with reviving interstellar civilization through trade. For them, their political power ends with the establishment of local planetary holdings and some guarantees from the local natives to respect KTL property. This often puts them at odds with the Consolidators on Basajaun, but the Voyager faction is willing to overlook their fellow shareholders' misdeeds on Basajaun, seeing as how rough the local interstellar neighbourhood is in the Lurian Trailing Cluster.

The Consolidators are most active on backwards planets where they can use their wares and technology to gain power and influence in local politics: Lepra, Yama, Basajaun and Kadmon are all stations or holdings dominated by Consolidator interests. The Voyagers are more active on Lur, Byalstok, Meza Virs and Abreia, where the situation is more fluid, and beyond the LTC, where the KTL's power is much less pronounced. Consul Donald Stanton is politically astute because he is willing to let local KTL station chiefs retain a great deal of autonomy. This allows him to work with those Shareholders who are investing in the Beanstalk on Basajaun, while also dealing quietly with the Lurians and other emerging interstellar powers.

The Karta Trading League

Attributes	Force 3, Cunning 5, Wealth 6
Hit Points	29
Assets	Security Personnel/Force 1, on Basajaun Smugglers/Cunning 1, on Basajaun Franchises/Wealth 1, on Lepra, Meza Virs, Moloch, and Basajaun Mercenaries/Wealth 3, on Yama Shipping Combine/Wealth 4, on Basajaun Venture Capital/Wealth 6, on Basajaun Base of Influence on Basajaun
Tags	Plutocratic, Planetary Government of Basajaun
FacCreds/Turn	5
Homeworld	Basajaun
Goal	Expand Influence on any two of the following: Yama, Kadmon, Lur or Byalstok

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Gure Gauza

This venerable criminal organization spans much of Karta sector, and survived the Deluge because of its decentralized structure. The Gure Gauza are highly secretive and are involved in all sorts of questionable activity from slaving to drug dealing, and smuggling to kidnapping. Membership is largely hereditary (there are exceptions), and the organization is highly compartmentalized: each system has a *Buru*, the system's chief. Below the *Buru* sit a handful of *Laguntzei*, the Gure Gauza's lieutenants and main operators. Each *Laguntz* runs his or her territory to their liking, but certain rules always apply. These principles include: hospitality is to be accorded to any visiting Gure Gauza member; secrecy is to be maintained at all times; you must serve when called upon; and the status quo is good for business—chaos is not. The Gure Gauza has been responsible for the expansion of the slave trade in the Lurian Trailing Cluster. They operate the *Azoka Sklabo*, the largest slave market in the Cluster, in the massive port city of Yukatan on Meza Virs. The slave trade is very lucrative, with slaves being captured on low-tech worlds like Abreia, Vanth and Enke by independent, unscrupulous merchants, and shipped to Yukatan. The KTL is officially against slave trading, but many KTL merchants and administrators are bribed into inaction, or occasionally full support.

The Gure Gauza currently have a secret deal in place with the KTL: the KTL does not hinder the slave trade, and in exchange, the Gure Gauza provides support to the KTL, and intelligence on the goings on in other corners of Karta Sector. The Gure Gauza have also provided the KTL with navigation routes, as well as access to pretech supply caches of astronautic parts.

The Gure Gauza Crime Syndicate

Attributes	Force 2, Cunning 6, Wealth 4
Hit Points	24
Assets	Hitmen/Force 1, on Basajaun Smugglers/Cunning 1, on Artume Informers/Cunning 1, on Basajaun, Meza Virs, Artume Organization Moles/Cunning 5, on Lur Covert Transit Net/Cunning 6, on Meza Virs Base of Influence: Meza Virs, Artume
Tags	Machiavellian, Secretive
FacCreds/Turn	4
Homeworld	Meza Virs
Goal	Inside Enemy Territory

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Aipaloovik Pirates

When the KTL arrived in the Lurian Trailing Cluster, it consisted of a rag-tag fleet of scout ships exiled from their home system of Espleon. They immediately found their new surroundings strange and hostile. The leadership of the nascent KTL deemed it necessary to make alliances with some of the seedier elements when they traded for much needed spare parts and stores. The Karta Trading League would eventually make peace with the slave-trading Gure Gauza, and grow to dominate much of the interstellar trade in the Lurian Trailing Cluster.

Not all were amenable to this tacit “understanding” with the slavers. A group of spacers split off from the KTL, and vowed to oppose the merchants’ new arrangement at every opportunity. These spacer crews raided KTL and Gure Gauza slave ships, until they were dispersed twenty years ago. The raiders eventually holed up in the lonely asteroid mining graveyard of Aipaloovik. The Pirates have thrived as they found a few abandoned mining facilities to restore and inhabit. Despite being next door to the KTL’s headquarters of Prime Station, they are protected from the occasional “anti-piracy” foray by the dense asteroid field. Meanwhile, their location on the Moloch-Basajaun trade route allows them to intercept any ship that spends any time in the Aipaloovik system. The Aipaloovik Pirates are a prominent thorn and inconvenient truth that the KTL would like buried, permanently.

Aipaloovik Pirates

Attributes	Force 5, Cunning 2, Wealth 1
Hit Points	16
Assets	Blockade Fleet/Force 5 in Aipaloovik Informers/Cunning 1 in Aipaloovik Base of Influence in Aipaloovik
Tags	Pirates, Scavengers
FacCreds/Turn	2
Homeworld	Aipaloovik
Goal	Bloody the Enemy: Karta Trading League

The Order of Lazarus

Religious orders that minister to the poor and the marginalized are fairly common throughout Karta sector, but the Lazarenes are one of the few that spans multiple worlds. This benevolent order is tasked with caring for the sick and the poor, but it has a darker, highly secret mandate too: psychics are to be adopted into the Lazarenes, or killed. No one outside of the highest levels of the Lazarenes knows the reasoning behind this secret anti-psychic crusade. Those in the Order who ask too many questions often meet with unfortunate accidents; no outsider has learned of the Order’s secret mission and lived to tell the tale.

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Order of Lazarus

Attributes	Force 1, Cunning 4, Wealth 3
Hit Points	15
Assets	False Front/Cunning 1, on Basajaun Hitmen/Force 1, on Meza Virs Smugglers/Cunning 1, on Basajaun Seditionists/Cunning/4 on Meza Virs
Tags	Theocratic
FacCreds/Turn	4
Homeworld	None
Goal	Destroy the Foe: Nativ Zohar

Nativ Zohar

This order of psychic aesthetics has few adherents across the sector. The travelling monks of the Nativ Zohar have dedicated their lives to training psychics and protecting humanity from those who would use psychic gifts for evil. Their teachings focus on martial arts, harnessing discipline for mastery of psychic powers, and doing good for all humanity. The Nativ Zohar accepts both psychics and non-psychics into their ranks. All may learn from them, though non-psychics will have a considerably harder time learning the more advanced martial arts techniques. They are rumoured to have a secret monastery located far beyond the Lurian Trailing Cluster. The Nativ Zohar monks are highly suspicious of the Lazarenes, but are unaware of the order's true intent towards psychics.

Nativ Zohar

Attributes	Force 1, Cunning 3, Wealth 2
Hit Points	11
Assets	Cyberninjas/Cunning 3 on Basajaun (Stealth) Freighter Contract/Wealth 2 on Moloch Base of Influence on Aja
Tags	Psychic Academy
FacCreds/Turn	2
Homeworld	Aja (outside Lurian Trailing Cluster)
Goal	Peaceable Kingdom

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Lurian Republic and Lurian Merchant Houses

Lurians were blessed with a mercantile and pioneering spirit before the Deluge, and that heritage has survived. The Lurian Republic is attempting to bootstrap itself back into space, and has enlisted the aid of the six Merchant Houses of Lur to do so. The relationship between the government and these powerful private corporations is not ideal: power struggles, internecine rivalries, sabotage and espionage are all common between the Lurian Republic and the Houses, and between the Houses themselves. On the whole, however, the Merchant House are working in close cooperation with the government. The more powerful merchant houses are also learning first hand that the Karta Trading League is not thrilled about any new competition emerging out from under one of its most lucrative trading posts; the Merchant Houses of Lur are increasingly desperate for any competitive edge.

The Lurian Republic

Attributes	Force 5, Cunning 3, Wealth 3
Hit Points	21
Assets	Elite Skirmishers/Force 2 on Lur Heavy Drop Assets/Force 2, on Lur Blockade Fleet/Force 5, on Lur (being built) Harvester/Wealth 1 on Lepra Surveyors/Wealth 2 on Lur Base of Influence on Lur
Tags	Planetary Government of Lur, Deep Rooted
FacCreds/Turn	4
Homeworld	Lur
Goal	Expand Influence

Lurian Merchant Houses

Attributes	Force 2, Cunning 4, Wealth 5
Hit Points	21
Assets	Security Personnel/Force 1 on Lur Mercenaries/Wealth 3 on Lur Postech Industry/Wealth 3, on Lur Blockade Runners/Wealth 5, on Lur Saboteurs/Cunning 2 on Lur (Stealth) Base of Influence on Lur
Tags	Plutocratic, Deep Rooted
FacCreds/Turn	4
Homeworld	Lur
Goal	Commercial Expansion

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The Freehold of Talinn of Meza Virs

The city states of Meza Virs are not sufficiently powerful to warrant a faction, except for one: the Freehold of Talinn, ruled by the wily and terrible military autocrat Yosef Khaleer. The Freehold of Talinn is on the rise, and Khaleer's forces pose a significant threat to the Gure Gauza-backed Three Families who run Yukatan, and its old starport.

Freehold of Talinn of Meza Virs

Attributes	Force 3, Cunning 3, Wealth 1
Hit Points	17
Assets	Saboteurs/Cunning 2, on Meza Virs, (Stealth) Zealots/Force 3, on Meza Virs Elite Skirmishers/Force 2, on Meza Virs Base of Influence on Meza Virs (Talinn Freehold)
Tags	Warlike
FacCreds/Turn	3
Homeworld	Meza Virs
Goal	Seize Planet: Meza Virs

Camrosan Hierarchate Intelligence

A handful of agents from the government of Camros, beyond the LTC to trailing, operate on various worlds in the Lurian Trailing Cluster. Their goals are secret, and the capable agents of Hierarchate Intelligence have not yet been detected.

Camrosan Hierarchate Intelligence

Attributes	Force 1, Cunning 6, Wealth 2
Hit Points	20
Assets	Seductress/Cunning 2, on Meza Virs Blackmail/Cunning 2, on Kadmon Cracked Comms/Cunning 5, on Kadmon Covert Transit Net/Cunning 6, on Basajaun
Tags	Secretive, Guardian Committee
FacCreds/Turn	2
Homeworld	Camros (Outside Lurian Trailing Cluster)
Goal	Intelligence Coup

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Pact of Koios

This Camrosan splinter group is a doomsday cult that wishes to destroy the emerging interstellar society of Lur in order to ensure that the Camrosan Hierarchate's unique, highly stable social structure and way of life can survive and expand as the hegemon of Karta Sector. The Pact is currently working to develop a bio-weapon to employ on the Lurians and any other population that would stand in their way. The Lurians, with their cultural affinity for individualism, are deemed a major threat by the Pact. Their leader is *Dr. Sanjay Elsted*, a brilliant, albeit deranged, xenobiologist and geneticist. She is conducting research on Zehir, in the Lepra system, hoping to discover an extremophile bacteria that is both very hardy, and very amenable to genetic tampering. She will then develop a bioweapon and release it on Lur: this will decimate human life on the planet. The bioweapon will be coded to specific Lurian genetic markers. Koios sleeper agents are found on Meza Virs (where they carried out many preliminary experiments), on Zehir and Zehir Station in the Lepra system, and on Lur.

Pact of Kolos

Attributes	Force 4, Cunning 5, Wealth 1
Hit Points	20
Assets	Zealots/Force 4, on Lepra (Stealth) Smugglers/Cunning 1, on Lepra Boltholes/Cunning 5, on Meza Virs (Stealth) Organization Moles/Cunning 5, on Lur (Stealth)
Tags	Fanatical, Technical Expertise
FacCreds/Turn	3
Homeworld	Camros (outside the LTC)
Goal	Destroy the Foe: Lur.

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Chapter 4: Three Lurian Trailing Cluster Systems:

Included here are full write-ups of three systems in the Lurian Trailing Cluster. The worlds here have had hooks—Enemies, Friends, Complications, Things, and Places—added according to their world tags. For information on trade tables, Friction and Trouble, see *SoG 13* and *SoG 19*. For more information on the Build Point system used for fleet construction, see *SS 53*.

Lur

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1107	Lur	Breathable	Temperate	Miscible	15 million	3+	3	G4IV BD M3V M4V

Tags: Progressive, Liberal (these two tags are described on page 16)

Enemies: *Piet Janson*: leader of the radical Children of Liberty reborn faction. He wishes to overthrow the government and return Lur to isolationism. *Phoenicia Igras*: a shadowy intelligence operative. She is convinced that the PCs are involved with the Gure Gauza interstellar crime syndicates. *Jurado Delgadas*, agent of the Loreto merchant house who wishes to subvert the PCs' operation to his own aims.

Friends: *Indira Ozawa*: the local Gure Gauza *buru*. She is friendly because she likes the look of one of the PCs, and is also on the lookout for interstellar traders to help grow her networks and power base. *Commander Mikal Nordia*: A Lurian naval officer with a line on special assignments, equipment loans, and scuttlebutt; working for him means working for the government, or the Merchant Houses. *Kaspar Abelev*, a Basit House buyer who needs a crew and a ship for some special assignments.

Complications: A saboteur is loose in the spaceport. Are his actions sanctioned by some government? Pirates have many eyes and ears in the ports: will the PCs be cautious when they are leaving the system? A ship is disabled at sea. The PCs need to perform a SAR operation in terrible weather, and without the benefit of advanced sensors, or they're aboard the lost ship! While helping set up a new farming community, the PCs accidentally discover a Children of Liberty weapons cache.

Things: A shipment of priceless pharmaceuticals that needs couriering. Insider trading information valuable to a Merchant House. Diplomatic dispatches to the Lurian diplomatic mission on Prime Station. Explosives and weapons in a secret cache high in the Mendiak Mountains. A Gure Gauza starmap showing previously unknown metadimensional courses.

Places: A protest rally against government expansion and military spending in the capital. Saleros' massive bazaar and warehouse district that is chaotic, racous, and a little bit dangerous too. Green Trading House, a second-tier brokerage and trading exchange looking for ambitious starship owner/operators in the downtown Saleros core, overlooking the harbour. The Starry Night restaurant in Voltaire, where the up and coming meet for business and socializing. The Academy Archives in Voltaire, where all sorts of information has been stored over the years. A Children of Liberty base, deep in an unknown cave system in the mountains.

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Trade: Resurgent Industrial World

Goods	Type	Cost
1 Colonial Building Materials	Survival, Postech, Tools	10000
2 Colonial Survival Supplies	Survival, Postech, Common	5000
3 Fusion Plants	Postech, Tool, Bulky	10000
4 Medical Supplies, Postech	Medical, Postech, Compact	25000
5 Metawheat	Agricultural, Common, Bulky	500
6 Native Artwork	Cultural, Luxury	10000
7 Parts, Basic Industry	Low Tech, Tool	5000
8 Parts, Vehicles	Postech, Vehicles	10000
9 Small Arms, Projectile	Military, Low Tech	10000
10 Tools, Industrial	Tool, Postech	10000

Friction: 2

Supply and Demand: +2 Astronautic, +1 Postech, +1 Minerals, -1 Low Tech, -2 Culture.

Trouble: 2 From either Cosmopolitan, Industrial or Agricultural World, depending on locale. Saleros: Cosmopolitan, Voltaire: Industrial, the backwater: Agricultural.

Notes: Trade and traders are welcome on Lur, though there is always the threat of the six Merchant Houses attempting to cause trouble for new arrivals.

Fleet Build Points: 248. The Lurian Republic is a TL3+ society with limited shipbuilding capability. However, a major consensus exists for bootstrapping Lur into the stars. Lur has no orbital shipyards, so new ships must be cannibalized from older wrecks, using retrofitted high tech parts. This lack of infrastructure and high-tech know-how reduces Lur's available Build Points, but with every passing month, TL4 salvage is brought to Lur from expeditions throughout the LTC, and reverse engineered. Lur will soon have extensive TL4 space infrastructure.

Lurian Fleet: Lur has a single orbital station, (9BP annual maintenance costs), an Antideluvian relic that was brought back online only ten years ago. It serves as the main base of operations for the Lurian Republic Navy, and is considered woefully under-equipped to the task. The Lurian Navy is currently undergoing massive expansion. It currently fields one spike-1 frigate, the *LNS Liberty*, which currently serves as the flagship. Another two frigate-class vessels are being requisitioned and constructed. The defense of the system falls mainly to three refurbished spike-1 patrol boats, none of which have left the system since they were brought back into service; two more similar patrol boats are under construction. The navy runs regular patrols of Lurian space with a wing of 18 small one and two-seater fighter craft that are ostensibly spike-1 capable, but also never leave the system. For utility missions, including espionage and support for diplomatic efforts, the Navy has six spike-1 shuttles that are often sent on discreet missions across the Lurian Trailing Cluster. Finally, the Merchant Houses have commissioned the construction of six merchant trader-class vessels, and have agreed to crew them with graduates of the Voltaire Astrogation Academy and Lurian Navy veterans.

System Overview:

Lur is a busy system. Ramatz, a yellow-orange subgiant star, is its main attraction. Two red dwarf stars, Scylla and Charybdis, orbit at a far distance, putting them nearly outside of the parsec itself. A brown dwarf failed star named Ilun orbits Ramatz just outside of the habitable zone. The system's commercially viable asteroid belt orbits around Ilun, evidence that it once comprised a major terrestrial satellite of the brown dwarf. A

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handful of small terrestrial planets orbit closer and farther than Lur. Some of these host small outposts, but much of the system is uninhabited barring the asteroid belt, which is regularly mined for rare minerals. Past Ilun lie three gas giants, each one progressively colder and smaller than the last.

Occupied Orbits	
0	Ramatz (G4IV)
1	Gauko (Tiny, airless, burning)
2	Tolos (Small, airless, burning)
3	Aralai (Small, airless, burning)
4	Lur (Arion, Tiny moon, airless, temperate)
5	Pampliona (Medium, corrosive, temp-warm)
6	Ilun (BD, rich asteroid belt)
7	Andria (Small, thin, cold)
8	Mari (GG, 15+ satellites)
9	Atun (GG, 20+ satellites)
10	Heresug (GG—frozen, rings, 3 satellites)
19	Scylla (M3V)
20	Charybdis (M4V)

Planetary Overview

Lur itself is a pleasant world with a very developed biosphere that is highly compatible with human life. It is unknown if this is a happy discovery, or was the direct result of long-term environmental and genetic tampering. Flora and fauna come in all shapes and sizes. Some are imports that have adapted, but most are native plants and animals that have best adapted to human colonization. The massive Sakona Ocean is non-potable, but groundwater and the many lakes and rivers are fit for human consumption. Because Ramatz is in its sub-giant stage, Lur experiences more than its fair share of electromagnetic storms. The aurora in the upper atmosphere are spectacular, though EM bursts have been known to short out communications from time to time. Lur is comprised of two large land masses, making up about 45% of the planetary surface. The largest, Mendiak, is larger than Asia, and dominates the globe. It has a multitude of climate zones, including the tropical High Great Basin, and the humid Zingira Swamps. The center of Mendiak is dominated by the Mendiak Mountains, an enormous mountain range. To the south is the Katea Range, a smaller mountain chain. To the east is a particularly hostile desert, the Basa Mortu.

The southern continent, Zorion, is unique in that despite its near-polar location, ocean currents and weather patterns preserve a fairly temperate climate that is very amenable to farming and grazing, especially near the waters of the Sakona Ocean, and the Estuga Straits, which divide Mendiak from Zorion. The Low Great Basin is particularly attractive for farming, which is what made Lur such a precious find during the Terran colonization period.

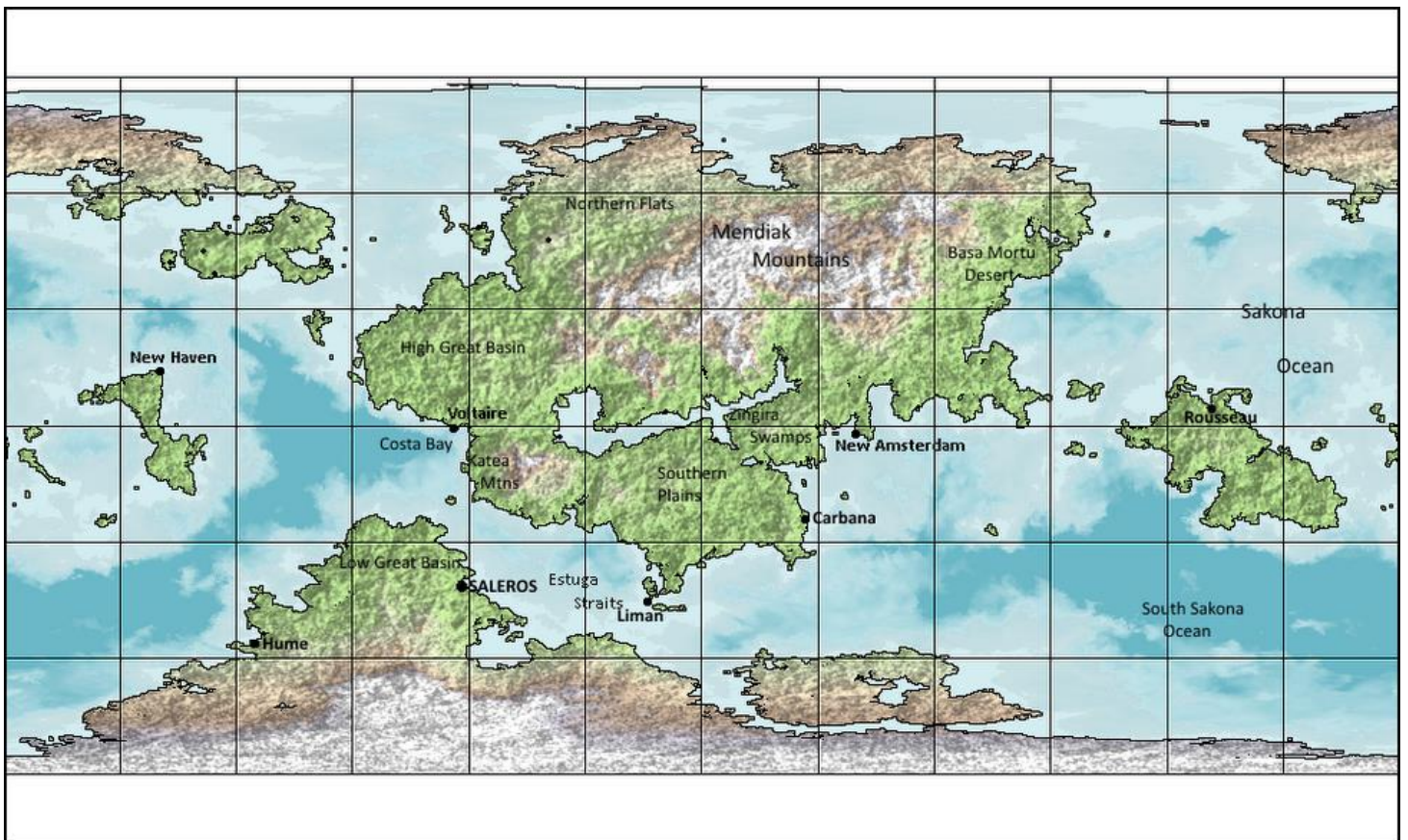
Lurian Society:

Humans have lived on Lur for roughly eight hundred years, but much of the planet remains only partially explored. Lurians are proud of their frontier ethos, but the events of the Deluge, combined with the day-to-day realities of frontier colonization have prevented them from spending too much time exploring their home. The result is that the Lurian frontier enterprise continues to this day, with new settlements appearing

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regularly. This also means that many who wish to disappear into the highlands are usually very successful in never being found, if that is their desire. The population of approximately fifteen million is spread across the globe, but is largely concentrated in a handful of large metropolises.

The colony on Lur was founded by a group called the *Children of Liberty*, a radical group of social misfits and libertarians who decided that a new society on a new world was more to their liking than continuing the moribund struggles against Terran authority in the Core. Over the centuries, this freedom-loving, pioneer ethos has permeated throughout Lurian society. Most Lurians might not be the libertarian-anarcho-syndicalists that their forebears were, but they embrace individualism and self-reliance. The Lurian Republic is a grudging compromise between this individualism and the realities of a modern interconnected society composed of 15 million people. The Republic's main policies are geared towards bootstrapping human civilization on Lur back into known space. This has caused some resentment among many of its citizens, but most Lurians understand that they have so much to gain by resuming interstellar trade and communication.



Lurians are blessed with a self-confident, individualistic outlook, and their culture and politics reflect this. Culturally, Lurians are firm believers in team dynamics that allow individuals to showcase their talents and have their moments to shine. The most popular sports include soccer, baseball, and other small-team or individual sports. Schooling is very progressive, and on-the-job training is considered the most effective means of education. Politically, the ideals of the Children of Liberty have been blunted somewhat by the realities of frontier living, and the effects of the Deluge, which forced people to band together in order to survive. These days, the Lurian Republic's policies satisfy most of the population's needs, though there is a resurgent demand for more individual freedoms. Many of the malcontents have formed small settlements in

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the planet's more remote regions, away from increasing governmental presence. Many government officials are sympathetic to the demands for autonomy by the rebels, and so far the government itself has promised to look into the matter. This has only provided rebels with more ammunition for their arguments against big government.

Lurian Republic: The Lurian government is a polyglot structure that serves as a compromise between the Lurian's overall dislike of big government and the widely accepted belief that a planetary government is needed to prevent Lur's colonial and commercial exploitation by the Karta Trading League. The appearance of the KTL's trading ships over Lur a generation ago galvanized the Lurian Republic into becoming an interstellar power. When the KTL's ships left, the Lurians realized that they had a very stark choice before them. The Lurians drew from ancient Earth history, and saw the outcome of the interactions between technologically unequal societies usually led to disaster. The Lurians quickly recognized that their only choice was to bootstrap themselves back to TL4 and rejoin the interstellar community. The Lurian Republic is thus built on the ideals of individual freedom, and communal interdependence. Its main goals are to develop TL4 planetary and system infrastructure, keep its citizens secure, and help re-establish human civilization in the interstellar neighbourhood. To that end, it has invested heavily in the following major infrastructure and education programs:

1. rebuilding the dilapidated starport in Saleros, the capital city;
2. opening the Voltaire Astrogation Academy, which focuses on training a new generation of space navigators. Other space-related trades, like piloting, sensor operation, and astronautics, are also taught. The Academy is located outside of the city of Voltaire, and has a small secondary location in high orbit;
3. desperately expanding and upgrading the late TL3 fleet of system boats and asteroid mining craft that are currently in heavy use in Lur system, and expanding the many small ground-based shipyards that were once capable of building small spacecraft. The biggest challenge here currently is convincing the owner/operators of these shipyards to conform to some standardization guidelines;
4. the construction of a TL4 space station and government shipyard. This has been excruciatingly slow-going, and the Lurians are desperate for more technical expertise and resources to help accomplish this major feat;
5. the exploration of neighbouring systems and establishment of trade agreements with groups in those systems. The Lurian Republic itself has given much of the management of this task over to the Six Merchant Houses of Lur, and has busied itself with the taxation of revenues;
6. finally, the Lurian Republic is looking for experienced pilots, astrogators and engineers, as well as drill-capable vessels of any kind, in an effort to encourage exploration and rediscovery of lost technologies and societies.

The Lurian Republic Assembly is currently split into three major factions: the *Isolationists* are calling for limited diplomatic entanglements, and wish to see Lurian traders heavily regulated, especially when they venture off-world. They have noted that there is a brisk trade in salvage and scavenging the ruins of Antideluvian societies, an upswing in illegal slavery rackets, and more and more violent criminals operating out of hidden bases in the Lurian Trailing Cluster, and even on Lur itself. The *Unity Faction* calls for increasing government involvement in interstellar activities, including trade, diplomacy and military intervention for the betterment of both Lurian and interstellar society. They support the development of a standing Lurian Navy, and increasing colonization projects on suitable worlds. The *Mercantilists*, currently leading a coalition with the Unity Faction, are big supporters of exploration, trade and re-establishing diplomatic ties with other societies. They are less

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interested in outright colonization projects, and more concerned with economic success. They are influenced by the Six Merchant Houses of Lur, as well as various research organizations.

The Six Merchant Houses of Lur: The Houses arose out of the chaos of the Deluge and the need for inter-communal trade in a danger-filled time. They filled the needs of small homesteads and other communities that were more-or-less self-sufficient, but for a few necessities. As Lur climbed back out of the Deluge, the merchant houses consolidated their trade routes and their holdings, emerging as major economic players in the new order. Between them, the six houses control roughly 60 per cent of the Lurian domestic trade. They cooperate with the Lurian Republic in order to facilitate their expansion into the interstellar markets that are just now opening up. Their main obstacle is the Karta Trading League. In order to compete effectively with that established interstellar trading guild, the Six Houses signed the Ten Year Agreement. They agreed to cooperate on all technical and commercial enterprises having to do with interstellar trade, starships and space technology. Naturally, there has been plenty of back-stabbing and dirty tricks, especially now that the Agreement is one year away from expiring. The Houses are not generally well-liked among the more individualistic Lurians, but much like the Republic itself, no one can deny their influence and the good they have accomplished in bootstrapping Lur back into space: thanks to the capital available from the Merchant Houses, Lurian shipyards are now capable of refurbishing many of the derelict and decaying hulls that can still be found in orbit and on Lur's surface. The Republic Navy has used the Houses' expertise to bring a handful of small warships out of retirement. The Houses are always looking for new crews, ships and captains for trade expeditions to nearby or distant systems.

The Six Houses: Each is engaged in all sorts of business enterprises, though they have their individual specialities. *Alubari* is the premier media provider, *Sakhalin* the largest shipping and freight mover. Both are headquartered in Saleros. *Jinzhou* and *Seaford* compete directly for mining contracts and heavy industry. Jinzhou is based out of Carbana, and has many mining sites in the mountains of the hinterland. Seaford is located in Hume, a semi-submerged city—its wet-naval shipyards are second to none on the planet. *Basit* focuses on commercial goods from its HQ in New Haven. *Loreto* has a very successful pharmaceutical concern, growing as it did out of the research enterprises that explored the Zingira Swamps for new substances for research. All of the houses have pooled their resources together in the Voltaire Astrogation Academy, and into interstellar shipbuilding.

The Children of Liberty: This small radical faction claims direct descent from the original colonists who broke ground on Lur nearly a millennium ago. They are actually the direct descendants of the Free Lurian Faction, a group that objected to Terra's construction of a jump gate at Basajaun, and the end of the Lur's "Frontier Isolation", which is what the Children of Liberty now yearn for. The Children object to the growth of Lur's government, and have begun agitating for a return to frontier isolation and individual community self-government. Their claim is that the Deluge and subsequent six hundred years of isolation only proves the validity of their position: humans on Lur survived the Deluge because of their hard work and self-reliance. The Children of Liberty are convinced that the resumption of interstellar trade and the increased interconnectedness of human societies are invitations for more trouble. The Children have not become violent, limiting their agitation to protests and political rallies. However, rumours abound that more radical factions in the group have begun stockpiling weapons in the Lurian hinterland, in anticipation for the day when they take the rebellion to Saleros.

Language and Culture: The Lurians are a mixed lot, but have a few notable shared cultural norms. The major language spoken is English, the main lingua franca of any world with a surviving industrial base. Many Lurians

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speak a second or third language, including Mandalay and Sianese, as well as Germanic and Indic. The Lurians have no particular religious attachment, with various Christian sects, Reformed Islam and Buddhism being the most prevalent. Carbana has a unique form of Christianity, called Carbonos, which combines the dualism of Zoroastrianism with Christian forgiveness theology and ancestor worship.

Cities and Other Notable Places:

Saleros (2 million), New Haven (1 mil), Liman (0.5 mil) Carbana (0.1 mil), New Amsterdam (0.8 mil), Hume (0.5 mil), Voltaire (1 mil), Rousseau (150k)

Saleros: Population 2 million.

This capital of the Lurian Republic is a burgeoning, busy city. It is centered around a positively ancient downtown core that is situated on a protected harbor. After the ancient city walls, the city begins to sprawl, as Lurians built on the open spaces they tend to crave. During the Deluge, the walled city of Saleros was a safe haven. There were shortages and hardships, but the fishing boats and the local farmsteads managed to keep everyone fed. Eventually, the fishing boats turned into trading fleets. Saleros is the home of the Sakhalin and Basit Merchant houses, which grew out of these early trading companies that sought to re-establish contact with the rest of the planetary population.

Salerans represent the most cosmopolitan population on Lur. Even the other major cities like Carbana and Voltaire pale in comparison to the wealth, establishment and byzantine outlook of the capital and its people. Though warm and hard working, Salerans have come to understand that Lur's destiny as a whole is as a force for good among the stars. This goes against much of the isolationist ethos of the Founders, but cosmopolitan Salerans will have none of it. It is time to move forward, albeit cautiously, and rebuild human interstellar civilization.

Places in Saleros

The Lurian Republic Assembly: this is the seat of government for the Lurian Republic, and is colloquially referred to as the Senate. It characteristically non-ostentatious in design, and reflects the pioneer pragmatism and need for functionality among the Lurians. Don't let the simple décor fool: the Senate is filled with high tech security measures, and is a wired, modern facility.

Custom House: Overlooking Placos Harbor is the Custom House, which is the seat of the Sakhalin Merchant House on Lur. The Custom House is a working trading and shipping exchange house, run by the Sakhalin 24 hours a day, seven days a week, and is constantly buzzing with activity.

Saleros Spaceport: The largest space port on Lur's surface is the woefully inadequate and run-down spaceport that occupies an artificial peninsula in Placos Harbor. The Saleros space port works, but it's too small, and does not have the facilities to construct or repair anything beyond the most rudimentary shuttlecraft. Currently, the plan to refurbish the spaceport has been postponed in favour of building larger facilities in geosynchronous orbit. There is, of course, a large amount of politicking going on regarding why the orbital spaceport is necessary, when the Saleros starport is already operational.

Voltaire: Population 1 million

Saleros might be the capital, but Voltaire is the city with real potential. Voltaire has always been a major source of scientific and entrepreneurial vigour, but two things have recently combined to make the city the hot spot in the last decade. The first was the establishment of the Astrogation Academy, which has centralized much of Lurian space expertise in one place. This has given the Lurians a great boost to reclaiming the stars. As

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well, the Astrogation Academy is the only psychic research academy on Lur, which gives it even greater academic credibility. How much expertise actually exists in the field of MES phenomena is debatable, but it is a start. Moreover, the Six Merchant Houses have selected Voltaire to be their neutral meeting ground. It was in Voltaire where secret negotiations led to the signing of the Ten Year Agreement. This has made Voltaire something of a hotbed for corporate intrigue, although most of the major business still occurs in Saleros.

Places in Voltaire:

The Astrogation Academy: This prestigious polytechnical university is the place to go if you are a gifted student wishing to explore the stars. The amount of money and expertise invested here is astounding. The Karta Trading League, the Lurian Republic and the Six Houses all poured millions into developing the Astro-Academy into a formidable spacer training facility, as well as a research institute for the advancement of astronautics and metadimensional phenomena. The campus is large, dominated by various research laboratories, simulators, and training centers. The curriculum is intense, and the wash-out rate is currently at 40%. Those students who do successfully complete one of the programs are immediately placed on the first available Lurian Navy, Merchant House, or Karta Trading League vessel for a four year tour of duty. After which, the trained apprentice spacer hopefully can find work on one of the many ships in the Lurian Trailing Cluster.

El Plaza Del Rio: This massive complex is Voltaire's main conference center, corporate meeting space and hotel. This is where Voltarans come to meet and mingle with the elite and the real movers and shakers. The Plaza has a slightly seedier reputation as a center for corporate espionage. This is only partially true: the Ten Year Agreement was negotiated here in secret over the course of one month, nine years ago. Since then, things have calmed down somewhat, but the mystique of spies and their games has not left the hotel. Of course, the Plaza Del Rio's marketing department may have something to do with this myth enduring.

Voltaire Spaceport: While Saleros struggles to refurbish its pre-Deluge spaceport, Voltaire's spaceport is rapidly developing as a hub of interstellar trade and transit. Although the government has made an official decision to centralize the main facility in Saleros, the Voltarans are going ahead with a privately funded facility. The proximity of the Astrogation Academy also has bolstered the spaceport in Voltaire, as students and citizens with space training are eager to get into orbit.

Carbana: Population 100 000

Located on the eastern shore of Mendiak, Carbana is a little quieter, a little slower, and a little more conservative than Saleros or Voltaire. Carbanans are not backwards, but they pride themselves on being the standardbearers for the Lurian work ethic. In Carbana, working hard and enjoying the fruits of one's labour are the social norms. Whether it's a farmer tilling the soil, a mining engineer breaking new ground, or a computer software designer developing new programs, work is respected and valued above all else in Carbana. This does lead to some tension between the working classes in the city, and a growing underclass of migrant labourers. These labourers are often new arrivals from different planets in the known Lurian Cluster, seeking to make a new start on Lur. Others are simply locals who have been forced to scrounge for seasonal or otherwise temporary work. Either way, Carbanans are not deeply appreciative of their presence, nor their plight, to say the least. Though some low-level violence has erupted in the slums, the constables have contained the worst of it. Meanwhile, the Lurian Republic struggles to intervene and develop the job market in the hope of making everyone happy. Thus far, while not totally successful, the government work program has at least given these itinerants something to do, so as to not sit idly, irking the locals.

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Places in Carbana

The Carbana Yards: Carbana's long-established shipyards are expanding, but not to build more wet-water vessels. Instead, local entrepreneurs are gaining access to government subsidies to begin the establishment of starship construction yards. There are a handful of locals who are considered experts in the construction and refurbishment of small space craft, and they are being used to spearhead an ambitious project: the development of locally produced small, Spike-capable craft. The Carbanans are generally pleased by this new business and growth of their shipyards, though like any good Lurian, they question the need for the government to get involved. In Carbana, if there is a hotbed of intrigue and industrial espionage, it is the Yards, where the various merchant houses, as well as the Karta Trading League, are very curious to see what is being developed by the handful of starship architects and engineers at work on projects.

Haitzulo Carbanos: This grotto formation is found in the cliffs overlooking the ocean just outside of Carbana itself. Haitzulo is where Carbanos was developed as a native religion on Lur, during the turbulent time of the Deluge. The faith is generally well-regarded and somewhat benign. It combines much of the maneachian dualism of early Zoroastrianism with the Christian doctrines of forgiveness. The former stems largely from the destruction of the Deluge and the acceptance that the universe had deemed humanity a species of sinners. Yet rather than destroying all of Lur outright, there was emergent mercy and forgiveness of sin. This has meshed well with the many Christians on Lur. Carbanos is now a major faith, with millions of adherents across the planet. The Haitzulo is a quiet place of meditation and reflection. It is, unbeknownst to most, the entrance to a much larger, and deeper cave system that can only be accessed during low tide. Who knows what relics of the lost age might be there, waiting...

Liman: Population 1 million

Liman is a major shipping and transit hub, well-situated to guard the eastern entrance to the Estuga Strait. This has prompted the Lurian Republic to station a small wet-navy squadron in Liman to guard shipping from pirates and unknown threats. Liman serves as the hub of all cargo on the eastern coast of Mendiak. Everything going through the Straits goes through Liman. This includes grains and foodstuffs from the farms that dot the continent, to the pharmaceuticals that New Amsterdam produces, to the industrial goods coming out of Carbana. It all ends up in Liman, where ships are loaded and sent to Saleros and Voltaire.

Rousseau: Population 150000 (approx)

This is one of the few large settlements in the smaller Lurian islands near Mendiak. The outlook of Rousseau is staunchly isolationist, and represents a hub of power for the Children of Liberty. Isolationism on Lur does not mean xenophobia, but rather a sense that the Deluge might not quite be over, and it is premature to change Lur into a cosmopolitan interstellar society, when it was founded specifically to escape the decadence and corruption that brought on the Deluge in the first place. Needless to say, many Roussans are of a religious bent, or at least have a healthy respect for the institutions that kept them alive during the Deluge. These include various local religious groups, the Lazarenes, and the Carbanos Church. Roussans are a hardy, feisty bunch. They are happy to welcome newcomers, so long as they are there to escape the excesses of Saleros and Voltaire. Many young Roussans feel stymied by the well-meaning conservatism of their parents. A lively counter-culture has emerged, and many have left for Voltaire, Saleros, or the stars.

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Basajaun

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0805	Basajaun	Thick	Warm	Hybrid	400k	3+	2	M4V M3V

Tags: Colonized Population, Trade Hub

Enemies: *Karl Krystiansen*, a native Basajauni leader and agitator who resents offworlders and their exploitation. *Laura Jaxon*, a corrupt Karta Trading League ship captain, operator and spy. *Hana Yan*, a shadowy mercenary operative who is working for the Lazarenes at Prime Station. *Liam Attar*, a decadent KTL Director and the Basajaun Gure Gauza *Buru* who is the main clandestine mover of slaves and illicit goods on Prime Station.

Friends: *Migdal Queens*, a planet-side business leader that wants to make life better for his people. *Dr. Brian Tanaka*, a scientist that is searching for the lost Jump Gate. Tanaka is close with the Karta League. *Consul Donald Stanton*, the leader of the Karta Trading League, and ostensibly a friend to all free traders willing to play by the rules.

Complications: A habitat tower life support system breaks down and scores need evacuation from Basajaun to the advanced medical facilities on Prime Station. A visiting powerful warlord from Meza Virs refuses to pay for a weapons shipment at Prime Station. KTL security cracks down on native dissent in a habitat tower, causing a riot. The space elevator construction from Tripoli Tower to Prime Station is sabotaged.

Things: An ancient pretech psionic enhancer used by the Jump Gate psychics. It is priceless and dangerous in the wrong hands. It was spirited to Basajaun, and hidden during the chaos of the Deluge. Postech life support systems that could help thousands if it were liberated from a Karta Trading League depot. A stunning jewelry set of alien design, currently sitting in a Liam Attar's personal vault. If only someone had access to the vault codes... A shipment of weapons and supplies for native insurgents. The vault codes to Liam Attar's personal vault—one of his concubines is willing to trade them in exchange for passage out of this system.

Places: Deep inside a planetary habitat tower/dome. On Basajaun's night-side, where the creatures lurk. Exploring a dark corridor of the uninhabited parts of Prime Station... and hearing little scratching sounds. On the rotting hull of an ancient cargo barge, floating in the black. In the velvety halls of power: the Karta Trading League's exclusive headquarters on Prime Station. In the heart of the Prime Station market, a bazaar where you can find just about anything.

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Trade: Cosmopolitan World

Goods	Type	Cost
1 Clothing	Common, Low Tech, Cultural	1000
2 Colonial Survival Supplies	Survival, Postech	5000
3 Drugs, Recreational	Luxury, Biotech, Compact	50000
4 Exotic Jewels	Rare, Mineral, Luxury, Compact	25000
5 Housewares, Postech	Consumer, Postech	5000
6 Medical Supplies, Postech	Medical, Postech, Compact	25000
7 Parts, Basic Industry	Low Tech, Tool	5000
8 Small Arms, Energy	Military, Postech	10000
9 Small Arms, Projectile	Military, Low Tech	5000
10 Fine Liquor	Luxury, Low Tech, Compact	10000

Friction: 1 for KTL members, 2 for non-members, +1 friction on the planet's surface.

Supply and Demand: -2 Cultural, -1 Military, +1 Luxury, +2 Pretech

Trouble: 1, As Cosmopolitan World. On Planet, 2, but Cosmopolitan

Notes: Basajaun is the trading hub of the Lurian Trailing Cluster. It's a busy place. The high port, Prime Station, is the main interface for all trade in the system. The planetary surface has smaller starports at Meridian and Tripoli habitat towers, and more regulation, as the KTL-appointed overseers take their cut. Basajaun's planetary tech level is firmly level 3, while the Prime Station and anything owned by the KTL is TL4.

Fleet Build Points: 50. The Basajauni on the planet's surface are incapable of building interstellar spacecraft, but they do have the technological capabilities to manufacture parts and supplies for spike drive vessels. The Build Points belong almost entirely to the Karta Trading League. The KTL's ship building capabilities are limited to frigate-sized vessels and smaller, but they are the only ones in the Lurian Trailing Cluster that are capable of building spike-2 drives. The KTL does not have much in the way of a dedicated space fleet. If para-military action is required, the KTL will call upon its members to supply armed vessels for a limited duration. This arrangement has worked out well enough so far, but the emergence of the Lurians as a spacefaring polity might force the KTL to develop a small military fleet.

Basajaun Fleet: The KTL maintains four spike-1 patrol boats and a dozen fighters for the defense of the Basajaun system from pirate raiders based out of Aipaloovik. These vessels are also available for escort detail for individual members of the KTL, for a sizable service fee. The KTL can usually call on at least a half dozen armed traders of various specification in emergencies, depending on who is at the Prime Station spaceport.

Prime Station was constructed to TL5 specifications, and is detailed below.

System Overview:

Basajaun was once the epicenter of this entire sector. Its stable red dwarf star and distant binary create an ideal set of Lagrange points in the solar system. Terra established the sector's only Jump Gate here as a result of this innate stability. The ample asteroid field, rich with minerals and water, was exploited for generations, and the system's two gas giants made for cheap wilderness refuelling for any of the old spike drive vessels that serviced the rest of the sector. A handful of terrestrial planets and moons populate the system, though there is little left nowadays of any of the former activity that once characterized this epicenter of human civilization. The Jump Gate was placed here due to the system's stability and its location in the Lurian Trailing Cluster. The

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Mechant Guild and the Order of Prometheus even set up on Prime Station, to help along human settlement with knowledge and regulated fair trade.

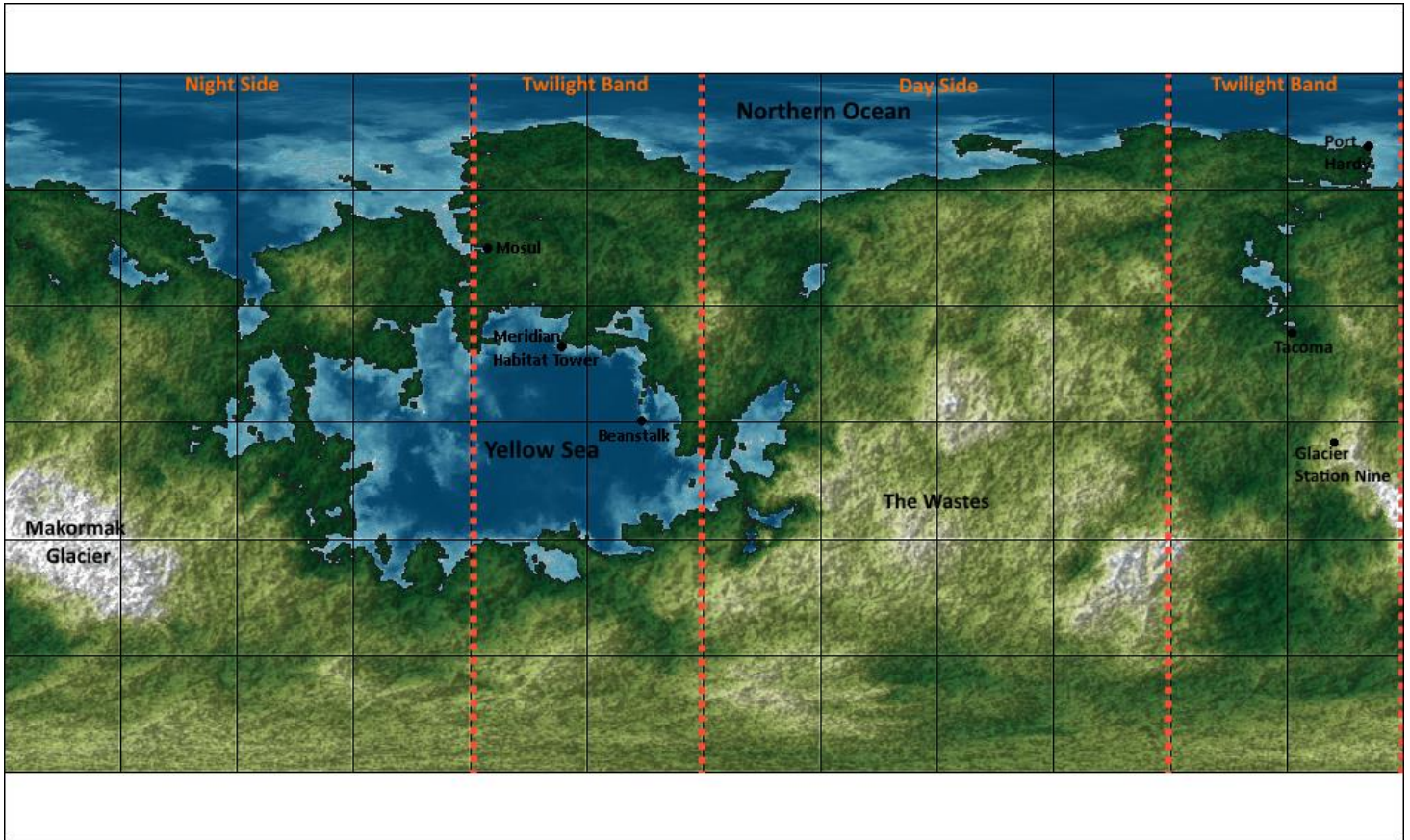
Occupied Orbits	
0	Horiago (M4V)
1	Ozkor (Tiny molten rockball)
2	Hariz (Small rockball, airless)
3	Basajaun (Tidally locked)
4	
5	Asteroid Belt
6	Asteroid Belt
7	Melyan (GG, 19 moons, rings)
8	Azrik (Size 6 thin atmosphere)
9	Iliad (GG, 3 large moons)
10	Zikin (Frozen GG)
14	Kilimanjaro (M3V)

Planetary Overview

Yellow Base was so named because of the spectacular atmospheric colouration that occurs on the mainworld's twilight band. Basajaun was the term used by many of the new immigrants, and the name slowly shifted over time. The planet was once teeming with activity on both its day and night sides; there were discoveries of huge mineral deposits, and the local flora and fauna were especially interesting to xenobiologists and researchers of all stripes. Despite being tidally locked to the red dwarf Horiago, Basajaun's planetary biosphere is highly evolved and surprisingly compatible with human biology. The high atmospheric density, combined with the high levels of CO₂ made this world especially suitable for agricultural development; humans still require breathing masks outside of habitat towers. Major settlements exist only in the twilight band, with some smaller mining and weather outposts on the night and day sides of the planet.

There are three major bodies of water on Basajaune. The first is the Northern Ocean, which caps the entire north pole and much of the planetary arctic circle. Most noteworthy is that the night-side polar ice hides a variety of rich ecosystems underneath, as well as many minerals and geothermal vents. The Twilight and Day zones of the Northern Ocean are navigable, but icebergs are common. The Yellow Sea is the other large body of water, the majority of which is contained in the twilight band; the Yellow Sea acts as a heat sink, bleeding off the worst of Basajaun's day side's temperature to the frozen night side, and stabilizing much of the twilight band's ecosystem. The bodies of water on the night side are frozen. The largest of these being the Makormak Glacier, an arm of which is rapidly expanding westward into the twilight band.

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Societal Overview:

In the last decades of Terran colonization before the Deluge, Basajaun was on its way to becoming the central hub of interstellar civilization in Karta Sector. The Deluge, unfortunately, changed things drastically. Once the Jump Gate was down, critical replacements for habitat tower life support systems dried up overnight, and eventually these systems failed. Millions would be displaced to those hab-towers that were still functioning, putting even greater strain on surviving life support systems. Over the centuries, millions would perish. Those habitat towers that did survive did so by waging war against their neighbours, desperately trying to acquire technology, spare parts, and foodstuffs.

After a few centuries, everything settled down and it looked as though Basajaun was going to claw its way back into interstellar civilization. The main priority was re-establishing a presence in space and scavenging technology from the huge Jump Gate, Prime Station, and other long-dormant infrastructure in-system. The Jump Gate, however, was lost early on during the Deluge, its orbit destabilized. It did not burn up in Basajaun's atmosphere, and its disappearance is one of the great mysteries of the Lurian Trailing Cluster. Behind the resurgence into space was the small expeditionary fleet-turned traders from the Rastalban Confederacy, known as the Karta Trading League. The League positioned itself above the mundane politics of Basajaun, renovated Prime Station, and began appropriating technology and parts from the ruins on the planetary surface for their own use. The League has not been overly brutal or forceful, but there is little the lower-tech natives can do in the face of more numerous spike-drive capable vessels with better weapons and crews. The League has been colonialist in their approach; they have treated the Basajauni with very little respect. The

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natives are restless, and are looking for old outposts in-system, as well as on the surface of the planet from which they can begin staging an insurgency.

Currently, Basajaun has a massive trading spaceport run by the Karta League: Prime Station, the League's HQ. The Karta Trading League has access to small high-tech shipyards, capable of producing frigate-sized vessels with Spike-2 drives and a variety of specialized equipment. The League is technically TL4. On Basajaun, things are less structured and much less advanced. The survivors on Basajaun are a hardy, fractious lot that resent the fact that most of the wealth accumulated by the Karta Trading League in the name of re-establishing interstellar civilization has not been used to better the lot of the average Basajauni. Things on Basajaun are slowly heating up.

Language, Culture and Religion: The bulk of the planet's inhabitants are descendants of the massive immigration waves through the Jump Gate, and speak Hispanic, and to a lesser extent Mandalay. The dominant religion on Basajaun is an animist-Christian synthesis called Di Alma. It is an earthy religion that emphasizes human emotions, ceremony and rambunctious dancing.

Places of Interest

Prime Station: Hanging over Basajaun using TL5 gravitic engines, Prime Station is a massive orbital structure that predates the Deluge. The station was once the Karta Sector home of the Merchant Guild, and the Order of Prometheus, in Antediluvian times. Most importantly, Prime Station was the main port of arrival for millions of immigrants from the Core systems. Once through the Jump Gate, enormous freighters filled with thousands of souls would unload their passengers at Prime Station. Most immigrants would move on to other, more hospitable worlds: Kadmon, Meza Virs, Enke, and Abreia were advertised as perfect places for new immigrants to establish themselves. Some would end up on Basajaun's below, but many would stay and make Prime Station their home. During the Deluge, Prime Station was completely abandoned for at least two hundred years (if not more), until the Karta Trading League was formed, and the lights were turned back on. Rebuilding, recovery and refurbishing was a slow process, but the KTL has transformed the station into the premier clearing house for trading goods, freelance jobs and all manner of space travellers in the Lurian Trailing cluster and Karta Sector. Only the Satyavati trading station beyond the LTC comes close to Prime Station in trading volume in Karta Sector. Prime Station is the hub about which much of interstellar commerce, and thus civilization, turns. Currently, some 25,000 people live in the structure—the KTL estimates that it could triple that amount without straining the life support systems. At the center of it all is the Grand Bazaar, a multi-storey open promenade where all the goods from the far corners of the KTL's networks eventually end up for sale. The Bazaar is a free-for-all where everyone mingles. Some of the shops are permanent, others are transitory. Many are restricted to the "right sort" of people, but in most cases, those kinds of restrictions can be relaxed for the right price. Everyone on Prime Station understands that limiting opportunities to make contacts is somehow limiting the ability of all parties to make money. That just won't do.

Everyone in the sector has interests in Prime Station: the Gure Gauza have a major operation here, though they remain highly secretive. The Lazarenes have a mission here, tending to the sick and those in need. The Lurian Republic has a diplomatic mission here, as well as a handful of operatives, all closely monitored. The Lurian Merchant Houses also have business interests on Prime Station, though they tend to operate under the auspices of the Republic—for now anyways. The Camrosans keep very quiet; their delegation is here as observers and only a handful of the KTL's top officials know who they are. And on top of all sits the Karta Trading League and its leadership. The KTL maintains the station and makes sure that it runs properly. Their security staff is discrete, and very hands-off: as long as the violence is kept to a bare minimum, and no one

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does anything that will endanger the station as a whole, then the KTL is better left out of it. If things look like they're going to get out of hand, the KTL Security Services will act with brutal efficiency to restore order. Naturally, the KTL runs a very extensive starport at the station, complete with refit facilities. It can even produce frigate-sized and smaller vessels for nearly anyone with the equity. Rumours of KTL cruisers are still unconfirmed.

Currently, Prime Station is being gently nudged into an orbit over Beanstalk Tower (Tripoli if you're a native resident) on the planet's surface, in anticipation of the next phase of space elevator construction that is about to commence. The Basajaun native insurgency is planning a terror attack on the station in order to block the elevator's construction.

Beanstalk (Tripoli): the island of Tapa'an is a large coastal island on the Yellow Sea. It is the southernmost island of the Luzau Archipelago, and lies directly on Basajaun's equator. The Karta Trading League has claimed the island as its exclusive territory, and begun the construction of a space elevator. The KTL is drawing from its experience in Leptra system for the construction of the project, but here it has to contend with the locals and greater expense due to having to start from scratch, and without the help of any private investors. The island has a large habitat tower, Tripoli, with about 20,000 inhabitants. Tripoli is a massive structure, and the residents occupy only a third of it—the rest fell into disuse as systems failed and the survivors consolidated. The KTL is looking to take advantage of the empty infrastructure to build a large cargo handling facility and ground-side spaceport. Naturally, the locals are being excluded from all deliberations, and have recently discovered that a section of their old habitat tower has been repaired and brought back online without their knowledge or consent. A security perimeter has also been set up, and the KTL is proceeding with construction forthwith. The work will likely take a couple of years. The KTL is working under the assumption that the locals will soon change their outlook towards the beanstalk once the entire system is running. Unfortunately, they will discover that they could not have been more wrong. It's not that the Tripolitans are against the beanstalk per se, but rather, they will be angry when the KTL begins excavations into the bedrock of the island and cause some structural instabilities that upset the fragile freshwater table. The KTL's hubris here might have larger ramifications across the planet.

Meridian Habitat Tower: This is the largest habitat arcology in Basajaun's twilight band, housing roughly 80 000 people in fully enclosed underground and underwater habitat blocks. The tower consists of massive apartment columns and hanging gardens, and has an integral water filtration and air purification system which has miraculously kept running for the past six hundred years. Much of the tower has been closed off as systems failed and were unrepairable, but the facility was so large to begin with that the current residents are still blessed with ample indoor space. Many here work in the mining or aquaculture fields, and venture out of the habitat on a regular basis. Many others remain inside nearly their entire lives. The Meridians are a fairly open, tolerant society, though they have very little love for the KTL, who they feel have hijacked their planet and resources, and diverted attention away from the plight of those living here. Life on Basajaun can be quite difficult at times, especially due to the high CO₂ concentrations in the atmosphere. Though this makes farming and horticulture easier, it forces the inhabitants of Meridian Habitat Tower to focus their attention on life support and maintenance.

Glacier Station 9: The night side of Basajaun is dominated by the massive Makormak Glacier, which spans thousands of square kilometers of the planet's surface. The western-most edge of the Glacier, the Fajari Arm, has been rapidly expanding north and westward into the twilight band. Monitoring this ominous development are the Basajauni, Lurian, and KTL scientists living at Glacier Station Nine. The station is a modular habitat

Lurian Trailing Cluster

facility imported through the KTL's interstellar trading, and fitted with advanced weather and geologic sensors. The Makormak Glacier is expanding rapidly, and the Jafari Arm is threatening to engulf the settlement of Tacoma within a generation. The looming crisis is just one more pressure that is building tension among the Basajauni. They feel, not without cause, that the KTL is not prepared to step in and come to Tacoma's aid without financial compensation. The personnel at the Glacier Station are relatively apolitical, but the KTL might act to suppress any data that emerges indicating that Tacoma is doomed without KTL aid.

Tacoma: A habitat facility of nearly 50000 people on the southern end of the Perton Lake System. The Lakes fill a massive valley, and represent a few centuries of human environmental development. The Perton Valley was settled for farming, and the small communities that dot the lakes and valley produce a sizeable portion of Basajaun's food supply. While many live in remote sunken farming communities, Tacomans are the Perton Valley's urbanites. The small habitat towers here have weathered many crises during the Deluge, but manage to thrive, despite the jury-rigged life support systems and the problems with native life infiltration. Tacomans are less open to outsiders than Meridians, and many are openly hostile to the KTL. However, their leaders recognize that xenophobia will only hurt them as a society. The farmers of the Perton Valley are less enlightened.

Currently, Tacomans are mainly concerned with the expansion of the Jafari Arm glacier, and worry if they will have to abandon their homes and the Perton Valley entirely should the glacier travel all the way north. In addition to creating an unmanageable refugee crisis on Basajaun, this will put a great deal of strain on the planet's food supply. The KTL has remained tight-lipped about any looming crisis.

Port Hardy: The realities of living on a tidally locked planet have affected the settlement and migration patterns of Basajaun's inhabitants. Port Hardy serves as the main shipping terminal for metawheat and other foodstuffs that originate in the Perton Valley for destinations on the other side of the planetary twilight band. Port Hardy is not a large community, numbering only some 15000 individuals. The main economic activities are shipping and fishing. The habitat tower here is unique in that it opens up to the Northern Ocean by means of a massive industrial airlock. As well, the dedicated rail line from Tacoma to Port Hardy has a freight terminal that is outside of the main habitat tower. The rail line is in a bad state: breakdowns and stoppages are common. The KTL has promised to refurbish and repair it, but little has been done. From the Port Hardy tower, there are multiple exits into the Northern Ocean itself. These are used for shipping submersibles and some research vessels that occasionally end up stopping in the town.

Mosul: Across the Northern Ocean from Port Hardy lies the shipping terminus for the other side of Basajaun's twilight band settlements. Mosul is a thriving domed port city of 55000 people. Its residents are hardworking sailors, fishermen and longshoremen. There is also a thriving salvage industry in Mosul, which takes advantage of the fact that much of the continent to the east of the city is littered with the ruins of a half dozen habitat towers that did not survive the Deluge. Many of the city's denizens are survivors of the collapse of the Savannah Tower, which lost life support containment twenty years ago. Mosulers opened their gates to those who managed to make it to their city, and have benefited from the increase in expertise and manpower. However, it has put more strain on the life support systems and food reserves within the dome. This has forced Mosul to become more proactive in forging trade links with other cities. The trade relationship with Port Hardy has flourished, though Mosul had to salvage a number of ice-breaker vessels in order to maintain a clear path for shipping year round. While the city itself is in the twilight band, the tract of the Northern Ocean that leads to Port Hardy is often clogged with ice for much of the year. Minor variations in the planet's axial tilt cause some warming, but even then, arctic conditions are still quite common. The city itself is a crowded, busy

Lurian Trailing Cluster

place with a rough and tumble ambiance due to the various ethnic and cultural groups that have made the tower their home. Overall, Mosul is possibly the most vibrant settlement on the planet.

The Wastes: The Day side of Basajaun is an unforgiving, blasted desert. The sky here is a yellow-orange all the time, and the sun, Horiago, blazes away unforgivingly. There are some mining operations underway, sponsored by the KTL, but little else. The Wastes have never been fully explored, nor have any native life forms been discovered here. A few blasted, ruined outposts exist here, untouched over the centuries.

The Jump Gate: Special note must be made of the Jump Gate at the edge of this system. It is lost: something destabilized its orbit, and it has drifted from the Lagrange point where it once was located. The gate is a pretech relic of immense value, even if the psychics needed to open a portal are no longer available. The Lost Gate was an immense structure three kilometers in diameter, and on its outer rim was a massive, well-developed shipyard. Untold technological treasures are still waiting to be discovered in its long-abandoned halls.

Lurian Trailing Cluster



Lurian Trailing Cluster

Meza Virs

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0906	Meza Virs	Breathable	Temp-Warm	Hybrid	60 million	3+	2	G6V K7V

Tags: Badlands World, Warlords

Enemies: *Warlord Yosef Kaleer*, an ambitious man leading a powerful army. He is one of the bigger power-players on Meza Virs, and a cunning adversary. *Ulrich Omar*, a terrifying and barbaric cannibal tribe chief. *Quentin Vermeer*, the local Gure Gauza operative/spy who will keep tabs on the PCs. A pack of *mutated hyena*-like scavengers: they are vicious and cunning, and are attracted by the PCs' food. A band of *mutated human* scavengers in the Ordis ruins, looking for useful technology and fresh meat. Councilwoman *Helen Chinedu*, a corrupt Yukatan councilwoman.

Friends: *Lariss Niobe*, a Lurian spy/scout that has been waiting for pick-up for some time. *Fenton "The Toad" Lipetsk*, a local information broker in Yukatan who has a line on illicit goods. *Pablo Mogan*, a young starport bartender who dreams of seeing space one day. *Gill Oppenheim*, a local Yukatan Christian priest whose mission is being attacked by raiders. He appeals to the PCs for help, and can offer access to the network of criminals and orphans he's saved as payment.

Complications: A radiation storm forces the PCs to hide in a cave. It is already occupied. Rough terrain on the planet is slowing down the travel times. The PCs' low-key slaver cover is blown. The warlords are willing to cooperate to fight a common threat: the PCs and their ship. The PCs' ship is impounded by the Three Families (the local Gure Gauza organized crime franchise). Biological contamination from a maltech bio-weapon in the P'far: the way ahead is deadly. A plague breaks out during the PCs' visit to Yukatan, and offworlders are blamed.

Things: A chemical weapon stockpile hidden in a ruined city. An rare uncontaminated freshwater river in the P'far. Contraband that the PCs are to smuggle out: freed slaves! A maltech research core hidden in the Ordis ruins.

Places: Fort Johar, a ruined city on the sea shore, filled with all sorts of things. An untouched, pristine oasis deep in the P'far. A scorching hot radioactive salt flat. Ber Nalychevo, a town on the far side of the planet, quiet, safe, ruined city with a population of squatters. SuTan, the starport district of Yukatan, which is also the roughest, low-income area of the city. The *Azoka Sklabo*, the massive slave market in Yukatan, and the center of the entire slave trade in the Lurian Trailing Cluster.

Lurian Trailing Cluster

Trade: Savage World

Supply and Demand: +2 Military, +1 Tools, +1 Postech, -1 Culture, -2 Agriculture, -2 Sapient

Goods	Type	Cost
1 Drugs, Raw Materials	Agriculture, Biotech, Bulky	2000
2 Housewares, Basic	Low Tech, Consumer	2000
3 Livestock, Common	Common, Livestock	2000
4 Metawheat	Common, Agriculture, Bulky	500
5 Native Artwork	Cultural, Luxury	10000
6 Pretech Junk	Pretech	50000
7 Slaves	Sapient	25000
8 Small Arms, Projectile	Military, Low Tech	5000
9 Tools, Basic Hand Tools	Low Tech, Tool	5000
10 Fine Liquor	Luxury, Low Tech, Compact	10000

Friction: 3

Trouble: 4, 3 in Yukatan. As Savage World. If the players are troublesome in any way in Yukatan, the locals will engage the ancient Pretech grav-lock on their ship until the “situation” is “resolved”.

Notes: Meza Virs is a rough place, but a trader with nerves and wits can make a good living. Despite the threat of being robbed, Yukatan is the best place for a trade. The slave market is always a solid bet should any unscrupulous traders wish to trade in human chattel.

Fleet Build Points: 72. Meza Virs is a long way off from becoming an interstellar power, but it does have a comparatively large population, as well as an abundance of old TL4 spacecraft hidden in the jungle P’far and in various ruins across the planet.

Meza Virs Fleet: The warlords of Meza Virs would do *anything* to have even the most rudimentary spacecraft at their command; the only city state with a star port on Meza Virs is Yukatan, but even there the facility is decrepit and in dire need of restoration. The Three Families who rule Yukatan may have access to the occasional Gure Gauza-affiliated ship that passes through, but are otherwise without a fleet.

System Overview

Meza Virs system is unique in that both its stars have viable planets in their habitable zones. Unfortunately, there is no asteroid belt for commercial exploitation, and the twin stars’ gravity wells make simple spike drive astrogation an impossibility. Regardless, there is much here for explorers. The two gas giants both orbit Vezda, the yellow G-class star, as does the mainworld. However, another terrestrial garden planet exists, tidally locked to Daw, the orange K-class star. In total, eight planets inhabit this system. Meza Virs has been colonized for a very long time. Lo Yasax was never seen as an ideal place due to its climate. However, a few hardy souls have broken ground on a new settlement there with the help of independent traders and entrepreneurs.

Lurian Trailing Cluster

Occupied Orbits	
0	Ve zda (G6V)
1	Utarid (Small, airless, scorching)
2	Timur (Small, airless, scorching)
3	Marez (Small, airless, scorching, 2 moons)
4	Meza Virs
5	Indria (GG) (15 moons)
6	Po (GG) (6 moons)
15	Daw (K7V)
16 (a)	Lo Yasax (Breathable, Miscible, Cold) (3 moons)
17 (b)	Mendaya (Inert, Microbial, Warm) (1 moon)

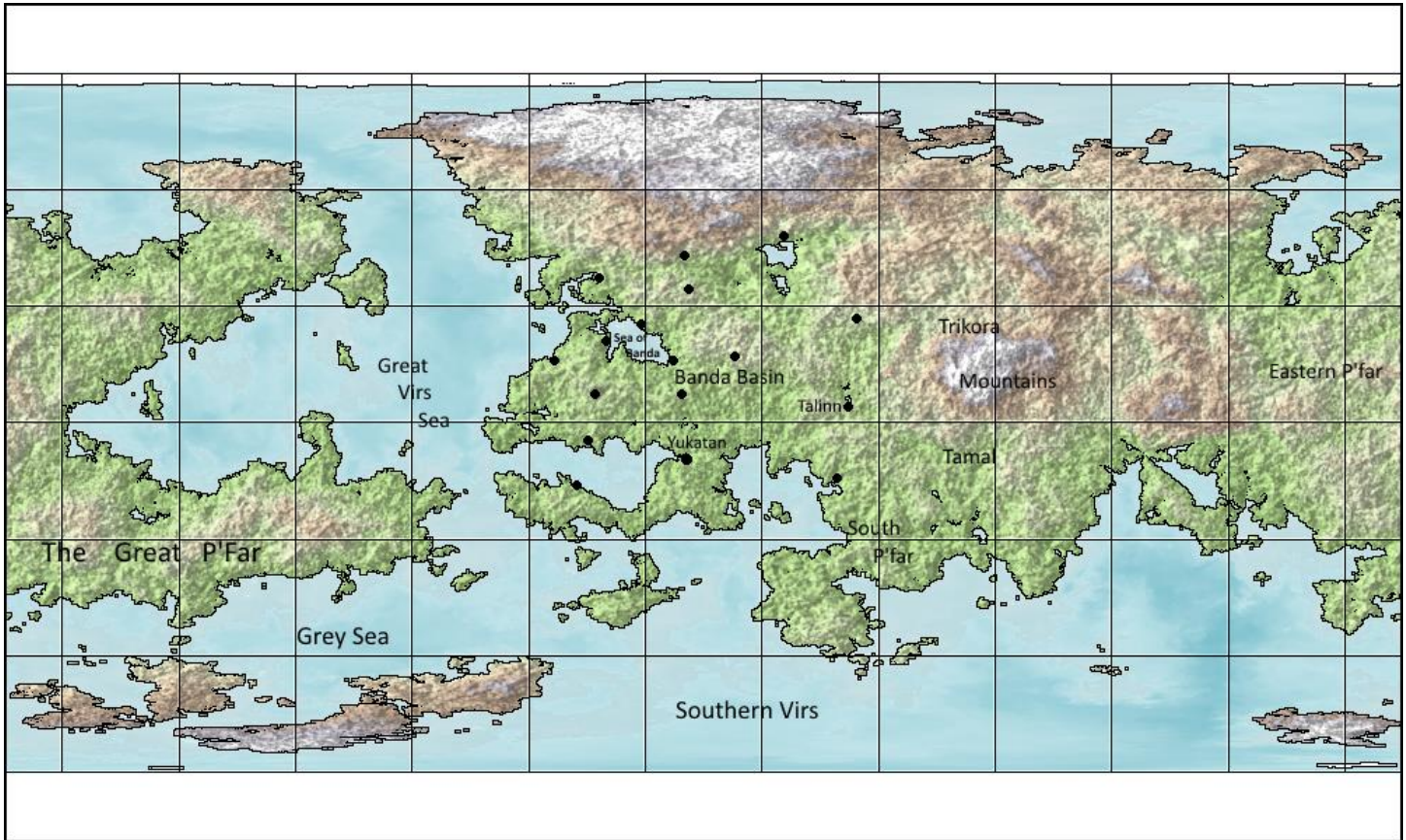
Planetary Overview

Meza Virs was once a beautiful colony, a shining example of Terran colonial engineering and settlement policy. The cities were well-laid out, the citizens compliant, and the politics stable. The Deluge changed all that. High-tech warfare tore society apart: maltech weaponry was recklessly unleashed on the planet, leaving many cities little more than radioactive craters or contaminated junkyards. Still, it has been 600 years since the worst of the Deluge, and there has been some rebirth and redevelopment in Meza Virs' hardy and evolved ecosystem. The imported and native species have attained a curious balance that has led to good harvests and prosperity in certain regions. Other regions remain blasted wastelands, or dangerous breeding grounds for hostile life forms.

On Meza Virs, the weather is generally insufferably hot, humid, notoriously violent, and always unpredictable. Currently, the situation is exacerbated because of the overall average proximity of the nearby K-star, Daw. The "long seasons" last about 20 years, with internal fluctuation. The ecosystem can be divided into a few broad categories: badlands, mountains, jungles and flatlands. The flatlands are the most amenable to human habitation, and it was there that humanity clung to life during the Deluge. Much of the flatlands has water and arable land, which makes it especially valuable. The jungles, or P'far, are the wildest and most native of Meza Virs ecosystems: much of the organic life is inimicable to humans, and the fauna can be particularly hostile to non-native species. The mountains are largely older chains, worn and rounded. The exception is the large, geologically active Trikora Range in the planet's central region. The Trikora Range dominates the central flatland of Tamal, and the southwestern Banda Basin. The Basin is the main breadbasket of the planet, and roughly two thirds of the planet's 60 million people live here in various settlements. South and east of the Trikora mountains are the P'far Jungles, a vast, hostile ecosystem teeming with life. The jungles, swamps and forests of the Great P'far are teeming with native life; very few humans are known to survive there.

Meza Virs' large body of water, the Great Virs Sea, is a hostile frontier for humans. The open ocean is wracked by typhoons and other violent storms. Many air and ocean vessels have been lost to the Great Virs Sea, though trade and travel along the coasts is much safer—usually.

Lurian Trailing Cluster



Meza Virs Society

Humanity on Meza Virs has had a rough few centuries. Ruins dot the planetary surface, the last testament to a once-advanced, stable society. Since the Deluge, the majority of Mezans live in the cities and towns of the Banda Basin, and the surrounding plains and foothills. All told, roughly 35 million people live in this region. They engage in agriculture and some industry in the cities themselves. Technology is rugged, simple, and difficult to manufacture reliably, so society as stabilized at TL2, with some TL3 advances here and there, like tractor trailers and industrial fertilizers, where available. The cities are far more advanced, and have plumbing, electricity and some TL4 power generation. Some even have small manufactories where a variety of commercial goods, agricultural implements, and industrial parts are manufactured. The only starport is Yukatan, a large technologically advanced settlement on the coast. Yukatan has no shipbuilding capabilities, but offers spare parts and other spacefaring goods to the occasional visiting trader. Regrettably, the social order on Meza Virs has embraced chattel slavery, bonded servitude and indentured servitude, with the majority of the trade taking place in Yukatan. The Gure Gauza runs the slave trade through the Three Families, the ruling crime oligarchy of Yukatan. Many vessels that visit Yukatan are there to buy and sell slaves for transit off-world, or for new buyers on Meza Virs.

Humanity on Meza Virs is split between multiple warring factions. Most are military juntas led by a warlord who has amassed a power base of advanced weaponry and used it to enslave some serfs. The Warlords rule the city states, and many prey on the surrounding countryside while they maneuver against one another. Many are technologically backwards, and survive in remote territory. These backwater warlord duchies are a mix of TL2 housing and farming techniques with TL3-4 weaponry in the hands of the rulers. The more “civilized” societies are holed up in old cities and have some limited technological and industrial capabilities.

Lurian Trailing Cluster

Some, like the Freehold of Talinn, have a small mechanized TL3-4 army, and make regular forays into the Banda Basin, pillaging and looting until they are sufficiently sated, or bribed into returning to their mountain fortress town.

Language, Culture and Religion: The more civilized areas of this planet practice ancestor worship or an evolved Confucianism, reflecting ancient cultural roots and a strong desire to maintain some semblance of order and continuity. Most of the city-states use Sianese and Mandalay as their main languages, though English is considered a sign of technical education. The Warlords, such as Khaleer, practice a depraved ritualized blood-sacrifice cult, often using children as sacrifices. The horrible secret of Yukatan is that its leaders pay off Khaleer and other warlords by offering street urchins and slaves as tribute.

Notable Locations:

Yukatan: The only functioning starport (there are ruins of others) on Meza Virs is Yukatan, a massive city of 5 million people who share the overcrowded sweatbox with visiting traders. Yukatan was once an industrial port city, but the Deluge brought refugees who began settling in the manufactories and the warehouses. After generations of violence and turmoil, a modus vivendi was reached, and the locals are surviving. Their city is the most secure on the planet; its walls have not been successfully breached in over a century. With the resumption of interstellar trade, Yukatan's ancient, delapidated cargo starport has been slowly rehabilitated. A single wing of a once mighty facility now serves as the Traders' Quarter. The Karta Trading League has been helpful in providing some technical expertise and funding, though they struggle to compete against local merchants who are all beholden to the Three Families.

Yukatan has a growing problem. It is close enough to Talinn that raiders are common in the hinterland surrounding the city. The residents have been living in relative security, but the raiders have been bolder and bolder. Yukatan regularly contributes to the ransoms and bribes Talinn raiders demand in return for their non-aggression. But it's only a matter of time before Yosef Khadeer gets ambitious enough to want to take the starport for himself.

Azoka Sklabo: The massive slave market of Yukatan (and the LTC) is run entirely by the Alkonost Family, with direct, though highly discreet, Gure Gauza technical supervision. Slaves are brought in from all across the LTC to be bought and sold here to customers from across Karta Sector. The Karta Trading League has banned chattel slavery, but understands that some temporary accommodation must be made with local customs in order to gain a foothold in this region. Meanwhile, the Gure Gauza is doing its best to corrupt enough KTL officials (usually through gifts of indentured servants!) in order to secure the slave trade in the sector.

The main sources of slaves in the Lurian Trailing Cluster are from low-tech worlds or worlds with little means of deterring slaver raids: Vanth, Abreia and Enke have suffered the most at the hands of slavers, with slave barges making trips to these worlds for more stock on a regular basis. On Meza Virs, slaves are usually prisoners of war or bonded servants who sell their freedoms in order to pay their debts. Kidnapping does occur on Meza Virs, but citizens of the larger cities usually are protected by agreements, at least while they reside in their cities.

Talinn: Yosef Khaleer is a powerful, ambitious and ruthless warlord that sits on the throne of the City of Talinn. He has decided that he wants to see the stars, and will rule whatever is left of Meza Virs in the process of getting there. He commands the loyalty of nearly ten thousand men, and has a small, high mobility army comprised of hardened killers, armoured vehicles, and even some light aircraft. Some of these are postech, some of these are primitive, but they are terrifyingly effective. Khadeer's next ambition is to either

Lurian Trailing Cluster

manufacture, purchase or otherwise procure a battery of siege artillery with which to reduce Yukatan's walls for a full invasion.

Khaleer detests the Three Families of Yukatan, and has been slowly building up an army with the means to invade the city. He means to destroy the Three Families and the slave trade. He has established himself as a ruthless leader (true) who will kill anyone who stands in his way (also true). However, Khaleer is no fool, and he knows that in order to achieve his goals, he will need loyal followers who share in his vision. What better way to inspire loyalty than to free slaves? Especially child-slaves who are delivered to him for free by the fools in Yukatan, in the hopes of appeasing a bloodthirsty tyrant. The Khaleer's Janissaries are all fanatically loyal to him *alone*. The blood cult of child sacrifice that Khaleer has established in his city is a ruse; this is a well-guarded secret in the Talinn royal palace.

Ber Nalychevo: This small city of roughly 300000 is notable for being one of the only major human settlements with any technological capacity on the western coast of the Great Sea, on the north-eastern coast of the continent of Tamal. The town is built on the ruins of Fort West, an industrial city which had some high tech manufacturing capabilities. The citizens of Ber Nalychevo have taken up residence in the ruins. It's not always safe, but the people have thrived. This town is important because hidden away in a nearby underwater cave vault is a small trove of pretech artifacts, and a salvageable TL4 frigate-sized vessel. This priceless find will make men rich, or powerful, or both.

Eastern Ruins: These ruins are what remain of a megacity that wound up the Ordis River from the sea to the highlands. The destruction wrought by the Deluge took its toll, and the Ordis Ruins is now little more than the charred, splintered remains of a densely populated urban center. Nature has reclaimed much of the land, though it does not take much effort to uncover the technology that made this place possible. Scavengers are rare, but a settlement at Ordis, in the highlands where the river emerges from the mountains, often serves as a base for expeditions into the ruins. Most of the expeditions do not return.

Lo Yasax

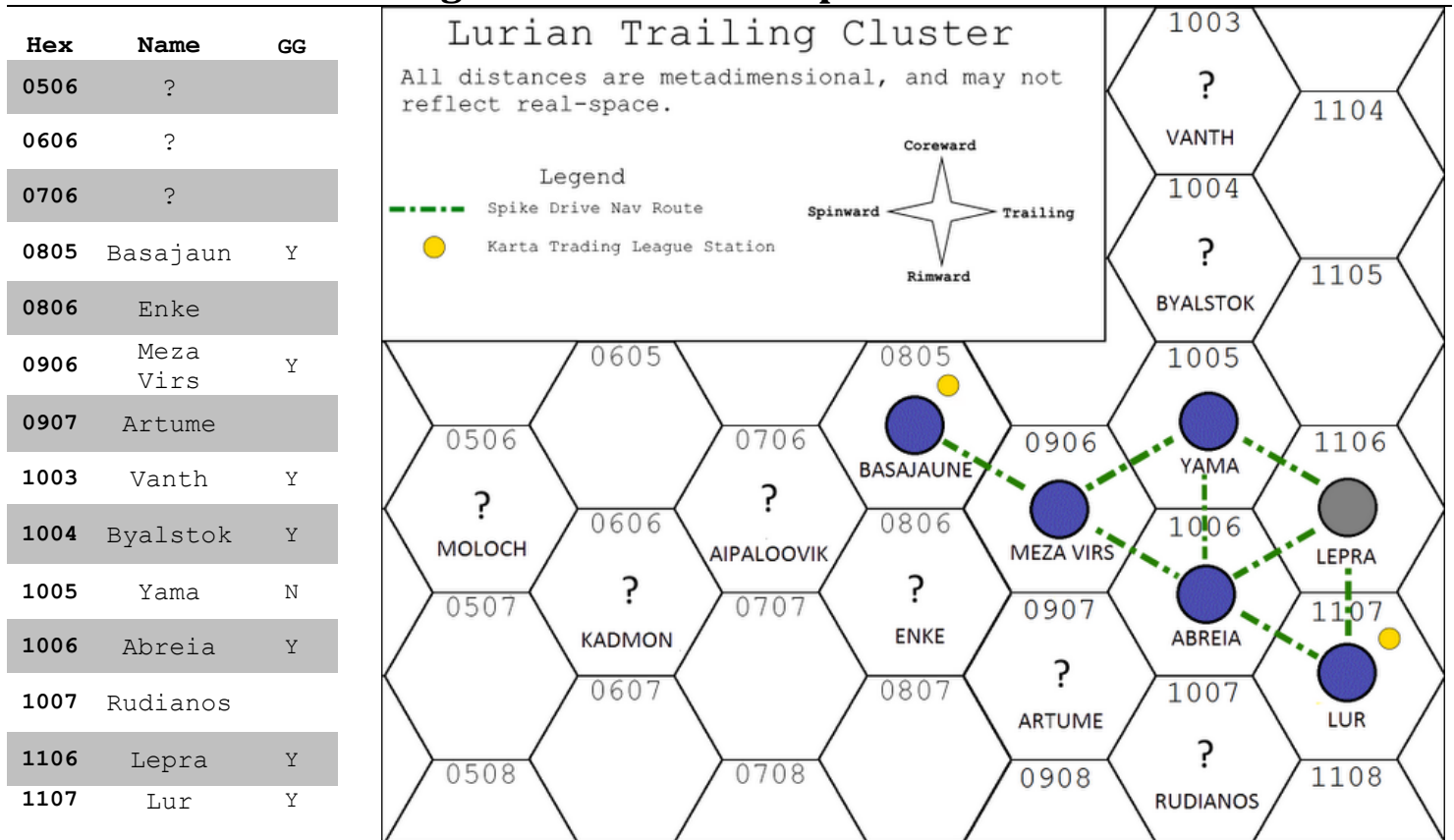
Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0906	Lo Yasax	Breathable	Cold	Miscible	7000	3+	2	G6V K7V

Tags: Outpost World, Freak Weather

Lo Yasax is tidally locked to the K-class star Daw, and has one moon, Arbito. The planet is particularly cold, and the tidal locking has produced very violent windstorms that wrack the planetary surface with alarming intensity. This was never seen as a good place to live during the Terran colonization era, and it was only after interstellar trade resumed with the help of the KTL that anyone considered Lo Yasax as a desirable alternative to the strife and hardship of Meza Virs. The hardy settlers that live on Lo Yasax inhabit an abandoned research facility called Prilaxis, which is entirely submerged and large enough for most of the colonists. Some of the settlers have struck out on their own, surveying, prospecting and claiming land in the twilight band and close to the day side as their property. Hydroponic farming and carniculture are the main industries on Lo Yasax, though a few have begun mining operations to varying success. Much of the Prilaxis facility is still unexplored, and its original purpose is unknown.

Lurian Trailing Cluster

Lurian Trailing Cluster: Lurian Republic Naval Publication



Lurian Trailing Cluster Travel Information:

Basajaun	Non-breathable atmosphere, warm temperature. Most traders never leave Prime Station, the seat of the Karta Trading League. Center of trade in the LTC. Planetary population lives in twilight band, in habitat towers.
Enke	Unknown
Meza Virs	WARNING: society is fragmented, with warlords ruling over many subjects. Chattel slavery is common.
Artume	Unknown
Vanth	Unknown
Byalstok	Little is known: large mining operations and hostile weather/planetary ecosystem.
Yama	This waterworld has a large population divided into multiple nation-states. WARNING: These states are currently engaged in a low-intensity civil war. The various factions are always willing to trade for high-tech equipment at the free port of Plymouth.
Abreia	Dry, desert world with a thin atmosphere. WARNING: Warlords vying for control of settlements. The habitat tower of Gateway is the most amenable to off-world trade.
Rudianos	Unknown
Lepra	Mainworld is Zehir, the largest moon of the gas giant Narakam. Zehir is host to mining operations, with a beanstalk down to the moon's surface. WARNING: Zehir's atmosphere is highly corrosive and invasive. Normal vacc suits will not last long. WARNING, SOLAR RADIATION HAZARD: Lepra is an F3III-class white giant star. Normal ship rad shielding will last for approximately 24 hours. Sensors and radio communications are severely hampered.
Lur	WARNING: Brown dwarf poses navigational hazard. Lur has a growing ship-building industry. Two starports: Saleros and Voltaire.

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