

LODARIS SUB-SECTOR

ETERNAL REACHES SECTOR

The Intersection

Crear and the six parsecs around it are colloquially referred to as The Intersection. Not only is this an area between contemporary interstellar factions, it is also known that historically this area was one of borders and conflict.

Intersection Worlds

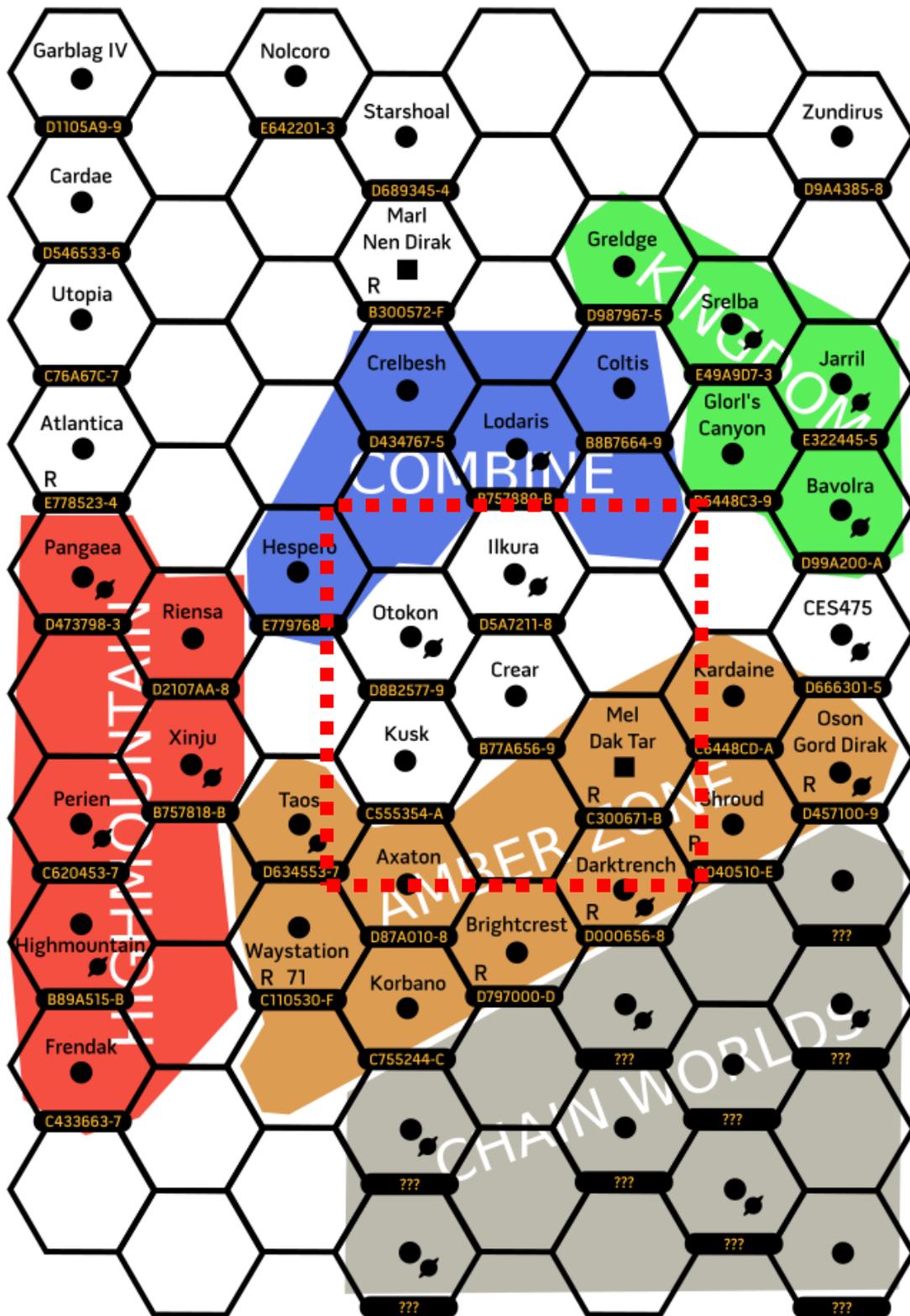
Crear

Ilkura

Mel-Dak-Tar

Kusk

Otokon



CREAR - 0506

B77A656-9 S NI Wa 120

Size	7	11,450km diameter, 0.91G
Atmosphere	7	Standard, tainted (filter required)
Hydrography	A	97% of surface
Temperature	6	Temperate
Government	5	Feudal Technocracy – Departmental Council of Crear
Population	6	1.2M (C:0% F:1% H:54% R:45% Y:0%)
Law Level	6	All firearms banned except shotguns & stunners
Tech Level	9	Pre-stellar (gravity manipulation, jump drive)

As a member of the United Colonies, Crear was a frontier colony, governed by a council of departmental heads, each an expert in their field. The colony was originally tasked with exploring a series of underwater structures spotted in the southern hemisphere by a Crossley Exploration and Survey vessel. Centuries later these ruins are a mere oddity, a source of myth and legend. A pseudo-noble system has evolved effectively making the old Council positions hereditary. Now “Department Head” is a title passed from parent to most talented child. Each family requires their progeny to study the family’s departmental speciality, in order to maintain the traditions of Crear. However, it is known that the sparring nature of the Department Heads has caused a culture of distrust within civilian circles, where professional rivalries are common.

Most civilians live in modest low density housing on islands across one quarter of the northern hemisphere. Boats and gravcars are common on or above the ocean. Generally life is quite peaceful, unless departmental difficulties and strategies threaten the way of life of one section of society. The government works from a plushly landscaped office complex on one of the larger islands, Fanø, named by the captain of the UCS Copenhagen which brought the first settlers to the planet. This has become the highest populated island on Crear. The unpopulated islands, especially those in the southern hemisphere are said to be populated by large flightless birds that prey on unsuspecting explorers and foolhardy sailors.

Recently the old UC starport, Farharbour, has been reinvigorated with the ruling Department Heads opening the docking bays for trade from other systems. Old ships long thought dead, have been fixed and made space-worthy. Most families are Human or Reedol descended from the original colony. However, the exploration Department Head is the descendant of a Fothlani traveller collective that visited and settled on the UC world of old. This family has seen the recent re-engineering of jump capable ships in the system and committed substantial resources to building a scout base on the orbital station. They hope this will give them a key role in the development of Crear on the interstellar stage.

Travellers are advised to wear plenty of sunblock and, if visiting Fanø, please not carry weapons in public. Although if you are visiting one of the unpopulated islands personal protection against large fauna is advised.

ILKURA - 0505

D5A7211-8 FI Lo NI 311

Size	5	8120km diameter, 0.46G
Atmosphere	A	Exotic (Air Supply required)
Hydrography	7	66-75% (large acidic oceans)
Temperature	C	Boiling
Government	1	Corporation
Population	2	328 (C:14% F:19% H:39% R:27% Y:1%)
Law Level	1	Poison gas, explosives and WMDs are banned
Tech Level	8	Pre-stellar (space habitats, fusion)

The strange purple clouds of Ilkura drew particular attention when discovered shortly after Lodaris. However, between Big Green of Otokon and the garden planet itself, fewer tourists or travellers made their way to the glorified fuel depot that was Ilkura. Barely limping along after the fall of the UC they have scraped along without much assistance, apart from a few traders that regularly haul freight in from Lodaris.

Now that Crear has opened its trading port for business, several travellers have emerged from deeper in the Eternal Reaches bringing news and escape for several citizens that no longer wish to remain. Those that do are sworn to the Chain Prospector's Guild, an ancient corporation that now reports just over 200 shareholders, all residents of Ilkura. The corporation makes its living pulling exotic materials from the surface and selling them on to those that require more volatile components.

Life on Ilkura is simple and uncomfortable. However, the Chain Prospector's Guild has hope that soon they'll be able to expand their holdings due to their specialist knowledge in refining volatiles and exotic materials. There is not much space in the pre-fabricated habitats that have now resisted the onslaught of this little hellhole for the last three hundred years. Recently the primary Rixxian mining hive from Mel-Dak-Tar and corporations from Lodaris have begun to investigate potential rights in the system. The Prospector's Guild are resistant to change, but just can't compete.

Large sub-light tugs move from the planet to the gas giant at a sombre pace, providing He3 and giving the Cho'Rixx in the system something to do. Lift vehicles are used to push trade goods into orbit for negotiation by the starport team. The starport, Port Purple, is an orbital structure with few residents, little more than a gas station.

Travellers are advised to fuel up and move on.

MEL-DAK-TAR - 0606

C300671-D(B) Ht NI A520

Size	3	8120km diameter, 0.46G
Atmosphere	0	None
Hydrography	0	None
Temperature	6	Temperate
Government	7	Balkanisation
Population	6	5.7M (C:24% F:7% H:20% R:21% Y:15%)
Law Level	1	Poison gas, explosives and WMDs are banned
Tech Level	D(B)	Early stellar in Four Species remnant

The size of a small moon, Mel-Dak-Tar is the remnant of a Trade Union citadel ship, the Stellar Artisan. What little that has been gleaned about its past tell of a citadel ship consortium that decided to set down roots in an unremarkable system and assimilate a large asteroid into it's main hull. Expanded to vast proportions and positioned on the edge of multiple territories it was a glimmering trade hub for a hundred systems. Until the war came. The viral, bio and nano weaponry of the Princedom forces tore it asunder, leaving little more than a floating hulk.

Two centuries ago a research base was set up onboard the drifting citadel. Thrusters were installed at great cost to the corporations sponsoring the move. Mel-Dak-Tar was righted, environment was installed and areas reclaimed. Then the UC fell, the whole area crumbled and contact with the research base was lost. Those that had moved here had little support and as more flocked to this potential ancient treasure trove lawlessness took a hold. With no governing body looking after the entire citadel the corridors and habitats within it became the battleground for a decades long war to claim the bounty of the Stellar Artisan.

Rumours of the lost research base somewhere inside the belly of Mel-Dak-Tar have spurred on the conflict in the system. Wide ranging groups fight for dominance; from an entire Cho'Rixx hive turning the assimilated asteroid into their home to a Ytrin warrior caste that have set up a training camp within one of the domes of the citadel. The strangest may be the religious cult that worships the citadel itself, the Stellar Apprentices. No matter the faction, the unwritten rule is that you do not endanger the citadel itself. No nukes allowed. It is said that the winner of the war will uncover the destructive power that the Princedoms used to lay waste to the Stellar Artisan in the first place.

Depending on where you dock on the massive body you'll receive a different reception. Most groups are keen to trade with outsiders, learn of any wider conflicts and then return to their internal war. However, it is a place of high technology and several groups here are more advanced than most planets in the Intersection. Dangerous black markets and trade bazaars nestle between war zones making sure weapons and explosives get to those that need them most. Medical supplies and fresh foods are also welcome, as production is limited in the system.

Travellers are advised to stay clear of dome two, by all reports it is the location of the most recent battlefield. Any attempts to compromise the citadel itself will be dealt with harshly. If you want to take the risk and trade, bring your guns, you're going to need them.

KUSK - 0406

C595354-A Lo NI 310

Size	5	8723km diameter, 0.45G
Atmosphere	9	Dense, tainted (filter required)
Hydrography	5	Large oceans
Temperature	6	Boiling
Government	5	Feudal Technocracy – Departmental Council of Crear
Population	3	3820
Law Level	4	Light assault weapons, smgs and cloth armour are banned
Tech Level	A	Early Stellar (orbital habitats, colonies)

This strange remnant world has been largely untouched and undiscovered by the factions of the Lodaris Sub-Sector. Beneath charging clouds of carbon dioxide, nitrogen and sulphur dioxide, oceans of sulphuric acid and belching volcanoes do not present a welcoming environment. Perhaps earlier vessels were dissuaded from exploring further due to the effort required to get a shuttle down to the surface. Winds beneath the cloud deck can become extreme at over 300mph. However, there are signs that this world has held life.

The Departmental Council of Crear has recently invested a lot of their blossoming infrastructure to send a mission to this world as scouts were able to detect some form of remnant civilisation beneath the clouds. A series of heavily corroded and damaged structures were found across the northern continent in dense concentrations. The scouts believe that there were several separate clusters of people on the surface. Further exploration showed that in fact there was some underground transit network connecting them. This intrigued the Crear Exploration Department Head. More ships were sent and a simple orbital habitat has now been constructed.

This is Crear's big chance to make a name for itself and the location and extent of this civilisation are being kept under wraps as much as possible. Most ships that enter the system are told that this is simply a scientific survey of a runaway greenhouse effect; that the Crear spaceport, Stormhaven, is there simply as a fueling point for survey ships and a layover for crew. However, with more and more traders having heard of this new port opening up in the Intersection people are beginning to take note, to add Kusk to their maps. It's only a matter of time before one of the main factions uncovers this secret.

Travellers are advised to not stay too long at Stormhaven Station, as there is little to do. The areas not off limits are full of dull scientists or traders looking for the essentials of life. The rest is, well off limits. In a few years' time this will be a serious outpost, but for now the Station Security Department Head insists it's best to get what you need and move on.

OTOKON - 0405

D8B2577-9 S FI NI A311

Size	8	13,100km diameter, 1.05G
Atmosphere	B	Corrosive (Vacc Suit required)
Hydrography	2	19% (poisoned seas)
Temperature	A	Hot (greenhouse effect)
Government	7	Balkanisation
Population	5	324k (C:0% F:10% H:66% R:23% Y:1%)
Law Level	7	All firearms banned except stunners
Tech Level	9	Pre-stellar (gravity manipulation, jump drive)

Paired with a vast gas giant, known colloquially as Big Green, Otokon is an ancient battlefield. When the United Colonies built a habitat in this region it was a centre for three main activities. The first was as a refuelling and refitting point for courier ships moving between Lodaris and Xinju. The second was to study the super gas giant, which has over the decades proven something of a tourist attraction. The third, and most important purpose, was to study Otokon. This planet was the site of some great atrocity millennia passed. Ironic really that this colony created to examine a war-zone, should become one itself.

Otokon itself has a thick corrosive atmosphere, with decayed and ramshackle ruins covering the majority of the land masses. Small, heavily polluted seas stir listlessly between these continents. No life exists here. However, it quickly became clear to UC scientists that this was not always so. Otokon had once been beautiful and full of life, some artefact or power beyond reasoning did this to the world. This was evidence of the Great Sundering, which wiped the Four Species from the face of the galaxy. Huge efforts were made to install a permanent habitat and staff it with enough people to complete the job. The presence of such a bountiful gas giant meant that quite quickly Otokon Habitat became self-sufficient.

After the fall of the UC, the station became less frequented. Being on the edge of inhabited space it proved a luxury to visit Big Green or the acid-scapes of Otokon. With time and generations the factions began to change. Those researching the world below became moribund and curmudgeonly, seeing nothing but death and destruction. Those researching Big Green became awestruck, evangelical, even religious. Those mining the system became autocratic, industrious and minimalistic. Beliefs diverged, desires conflicted.

Over the centuries the factions within the habitat have reduced the place to a fractured state where no one group holds dominance, but all want it. The constant fighting has seen the starport deteriorate with conflict threatening any corporation willing to try to service ships from other systems. Travellers still wish to see the amazing storm clouds and incandescent moons of Big Green, but the threat level has caused the Lodaris government to declare the system an Amber zone. Rumour has it that some factions here have developed advanced weapons technology, another reason to stay well clear.

Travellers are advised to wear their Vacc Suit at all times as station integrity is assumed poor. Do not brandish any offensive weapons or look prepared for battle, there are too many combative factions present to take that chance. If you can avoid Otokon altogether, it is advised.