

FOREVEN WORLDS™

Tsokabar Subsector



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JON BRAZER ENTERPRISES



Tsokabar Subsector



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Foreven Product Use
Foreven Worlds: Tsokabar Subsector

Special Thanks To: Marc Miller

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

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INTRODUCTION

Here's a good challenge: create a subsector with a theme of emptiness and still have it be compelling and exciting. I don't mean no stars or planet. I mean that the sector itself is claimed, but very few of the worlds are actually inhabited. Sure, there's the system where nothing has been discovered yet, the failed colony system, the system that everyone thinks is empty but is used as a secret training camp or spy hub, and so on. But sooner or later you hit a sticking point, looking for more ways to make the system fun, unique, and interesting. It took us more than a year to complete this subsector to our satisfaction and taking that time made *Tsokabar Subsector* all the better.

If you read the introductions to *Foreven Worlds: Fessor Subsector* and *Messina Subsector*, you will know that we are building each subsector with a specific theme in mind. Fessor Subsector's theme involves war tensions boiling just below the surface, and in some cases, boiling over into outright war. By comparison, Messina Subsector seems quiet, being a forgotten and ignored subsector. But what makes that subsector exciting is all the problems left unresolved for a group of enterprising travellers to handle.

Which brings us to Tsokabar Subsector. This territory is held in reserve for when the Zhodani Consulate can spare the resources to take full advantage of it. The few that see the vision presented by such an unabsorbed territory stand to make a significant quantity of credits if their plans work out or to lose it all if fate goes the other way. That, right there, is where we let you take control of your destiny and build a better world.

With so many colonies starting up and so many others closing down, selling supplies at the right place can be the jumping off point to a world of adventure. Neqpridozh,

as just one example, is a prime location to jump off into a whole new adventure. Transporting Zhodani technology to the world can introduce someone from Bri'fenz who left a precious family heirloom or secret corporate plans behind on the world and now needs someone willing to go there, despite the radiation, and bring it back.






Freiheit is a personal favorite of mine. This frozen world made a deal with a devil to get rid of another devil. Unfortunately, the Freiheit government misjudged which was the worse devil. Now they have opened themselves up to Zhodani influence and are fighting to keep from being undermined. The player characters may be all that stands between a thriving world or the next system to be absorbed by the great Zhodani war machine.

Not every plot hook we present inside for you necessarily takes place in this subsector. Take the hook for Stedrpiable for example. The story presented here is complete with atrocities for profit, setting the adventurers on a multi-subsector manhunt for a war criminal. Bodzhdad's hook is another good example of this. This covert imperial spy base in Zhodani territory is ideal for a game of intrigue and espionage. This is a great launching point for missions to monitor the flow of goods from the various independent Foreven worlds into the Ziafrplians or Spinward Marches sectors. Alternatively, the characters can follow Zhodani arms into regional wars that the Zhodani are not officially involved in.

We really hope you enjoy this subsector for your Traveller game. If you have any ideas for worlds you would like to see, please let us know.

Dale C. McCoy, Jr
July 2015

BASE CODES AND MAP KEYS

| | | |
|---|---|-----------------------|
| P |  | Pirate Base |
| R |  | Research Base |
| X |  | Zhodani Relay Station |
| Y |  | Zhodani Navy Depot |
| Z |  | Zhodani Naval Base |

POLITICAL CODES AND MAP KEYS

| | | |
|----|--|-------------------|
| Zh |  | Zhodani Consulate |
|----|--|-------------------|

TSOKABAR SUBSECTOR

As a percentage, Tsokabar has more Zhodani-claimed but unsettled worlds than any other subsector in Foreven. Some of them were formerly colonies, but the people left (typically ordered to do so by the Iadr Nsobl Consulate or the Tavrchedl'). Most, however, have yet to be settled. Zhodani scout ships have conducted scanning surveys and have located mineral deposits on many of them, but these worlds have yet to be settled and mined for their resources.

Take Tliad as an example. Deposits of iron and copper have been discovered here and the process of extracting these metals would be straightforward. However, these materials are hardly rare enough to make the upfront cost of founding a colony a viable prospect. If a survey crew performed a more in depth analysis of the system and happened to discover sources of rare minerals, the crew would stand to claim a handsome finder's fee.

A scan of Dia'kins, by contrast, revealed little in the way of precious ores that are easily accessible to Zhodani scouts. However, the world is in the habitable zone of its star, where life could easily take hold, making it an ideal location for a farming colony, letting its settlers get away from busy lives and return to simplicity. But the only planet-bound water in the planet's system is tainted and frozen at the poles of a world near the system's edge, and most of it is heavily mixed with mineral deposits, making it unusable as a power source without significant processing. To make matters worse, there is no gas giant present to power equipment. If a ship jumps into this system without enough fuel to jump out, the crew is typically forced to mine comets and hope their fuel refiner is working properly. As evidence of how harsh this system can be, more than one hundred ships are believed to have been lost to this system because they lacked the fuel to leave, and could not extract enough before their reserves ran out. Finding such ships over such an enormous area is a daunting prospect, and no one knows how many have crashed into planets, been smashed by an unlucky asteroid, or were sucked into the sun.

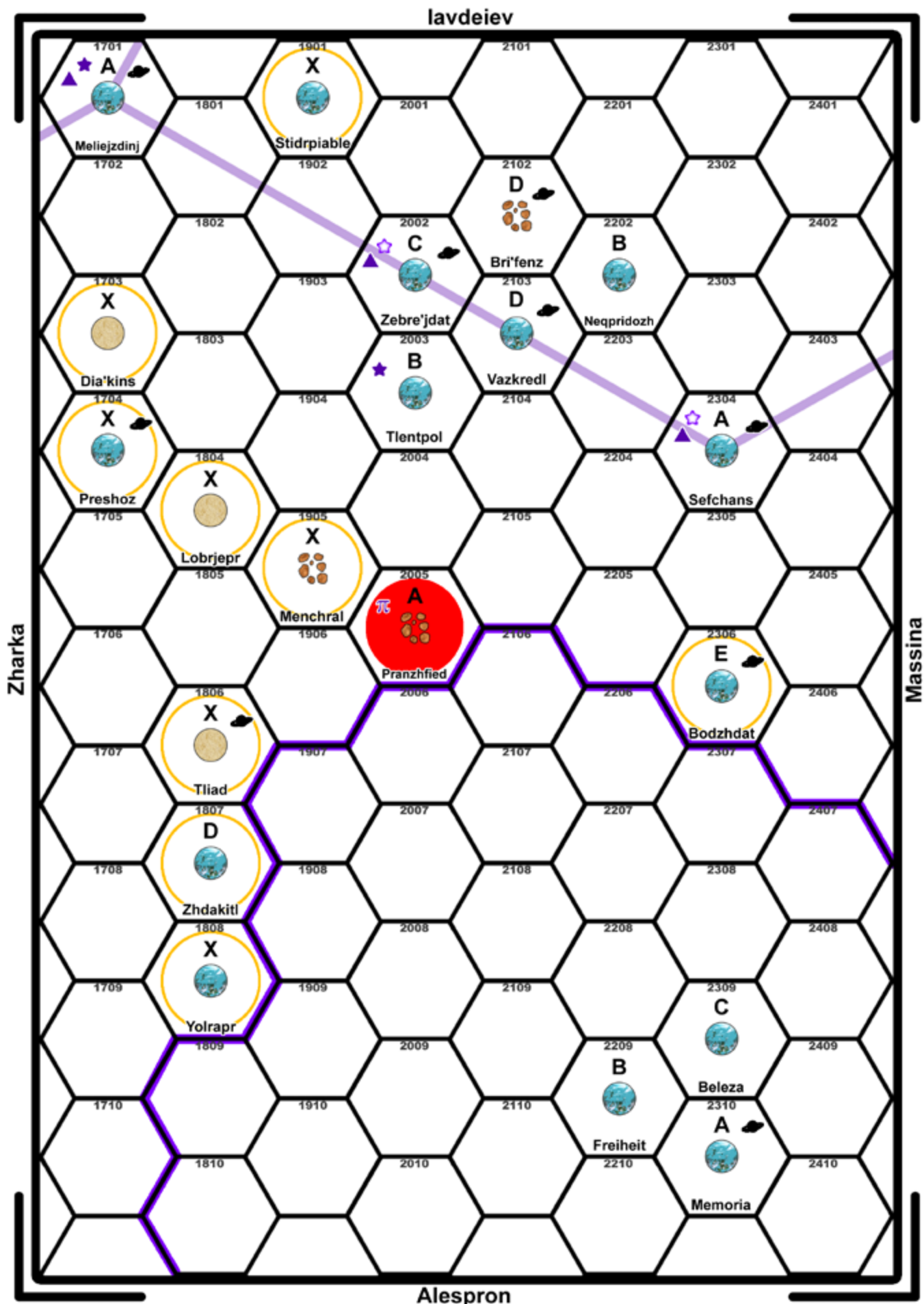
Similarly, the Lobjepr system lacks a gas giant and its main world lacks large quantities of readily available water. However, this system has two things going for it. Firstly, a world just outside the habitable zone has ice caps that are relatively pure water, providing for an ideal, though limited, power source. Secondly, the system contains important mineral deposits: with quantities of arsenic and silicon that would be incredibly useful for technological industries. Several corporations are looking for crews that can do a more detailed analysis of Lobjepr before the Zhodani Consulate puts the system up for auction. Such crews will have to dodge both Zhodani patrols and other scouting parties hired by other corporations, since those corporations will not want other corporations to gain a similar level of intelligence.

On the only scouting mission the Yolrapr system ever received, the Zhodani sent the Flo'dents roughly 200 years ago. The ship never returned. Rumors of further missions looking to recover the Flo'dents abound, but the Consulate refuses to acknowledge any such missions. Some believe that the system is home to a terrible weapon left behind by the Ancients that destroys ships shortly after arriving. Other stories tell of a society of survivors that were waiting to be rescued and have since formed a cannibalistic religion waiting for the sky people to come and take them away. Some believe that the Flo'dents just encountered poor luck and either misjumped or collided with an object—perhaps an asteroid—or was otherwise destroyed. Only one thing is for sure: with the Zhodani's attention on the Spinward Marches, there will be no scouting missions to Yolrapr for the foreseeable future.

The Menchral system does not possess an asteroid belt so much as an asteroid cloud that begins near its sun and extends far beyond the habitable zone, with the asteroids themselves orbiting not in the expected disc but in cone-like formations. Zhodani astrophysicists believe that the mass of asteroids is relatively new and given time they will form a disc and eventually coalesce into planets. Zhodani corporations, however, are thinking of extracting minerals from the asteroids before that happens. No single mineral seems to dominate the Menchral system, though the density of the micro-meteoroids has thus far prevented normally lightly-armored scouting ships from conducting a full analysis. The Zhodani Consulate is currently in talks with several corporations to license rights to extract the minerals that have been able to be confirmed.

Not every attempted colony in Tsokabar has survived, with Preshoz being an exemplary case. Searching out radioactive materials, Emdachdraf Exports established a small mining colony on this world. Workers complained of unsafe working conditions and frequent illnesses associated with high radioactive exposure. When the number of workers dropped below the minimum on the colony's charter, Emdachdraf Exports applied for an extension. Most Zhodani that followed the news of this believed that the Province Consulate would grant the extension. That all changed when Prenchinzhqafiepr Zhdielbrazhjeffl, an intendant Tavrchedl' agent assigned to the colony, spoke before the council, delivering an account of how the corporation failed to care for the Proles under their care. So, in IY 1073, Preshoz had its charter revoked and all the colonists were relocated to Neqpridozh.

When the Plets Corporation first landed on second planet in the Stedrpiable system, they believed the world to be uninhabited by sentient life. Initial scans by scouts revealed significant quantities of radioactive minerals and an oxygen-rich atmosphere on Stedrpiable II. The high quantity of



TSOKABAR SUBSECTOR

| Name | Location | Bases | Statistics | Trade Code | Travel Code | Allegiance | Gas Giants |
|-------------|----------|-------|------------|--------------------|-------------|------------|------------|
| Meliejzdinj | 1701 | X, Z | A212587-D | Ic, Ni | | Zh | G |
| Dia'kins | 1703 | | XCD1000-0 | Ba, Fl | Unabsorbed | Zh | |
| Preshoz | 1704 | | X554000-0 | Ba, Ga | Unabsorbed | Zh | G |
| Lobrjepr | 1804 | | X311000-0 | Ba, Ic | Unabsorbed | Zh | |
| Tliad | 1806 | | X211000-0 | Ba, Ic | Unabsorbed | Zh | G |
| Zhdakitl | 1807 | | DA88B6A-5 | Ga, Hi, Lt | Unabsorbed | Zh | |
| Yolrapr | 1808 | | X877000-0 | Ba, Ga | Unabsorbed | Zh | |
| Stidrpiable | 1901 | | X667775-5 | Ag, Ga, Lt, Ri | Reservation | Zh | |
| Menchral | 1905 | | X000000-0 | As, Ba, Va | Unabsorbed | Zh | |
| Zebre'jdat | 2002 | X, Y | C476696-9 | Ag, Ni | | Zh | G |
| Tlntpol | 2003 | Z | B234585-A | Ni | | Zh | |
| Pranzhfied | 2005 | R | A000557-E | An, As, Ht, Ni, Va | Forbidden | Zh | |
| Bri'fenz | 2102 | | D000315-9 | As, Lo, Va | | Zh | G |
| Vazkredl | 2103 | | D453596-C | Ht, Ni, Po | | Zh | G |
| Neqpridozh | 2202 | | B669846-9 | Ri | | Zh | |
| Freiheit | 2209 | | B969744-B | Ri | | Na | |
| Sefchans | 2304 | X, Y | A564697-A | Ag, Ga, Ni, Ri | | Zh | G |
| Bodzhdatt | 2306 | | E546000-B | Ba, Ga | Unabsorbed | Zh | G |
| Beleza | 2309 | | C335523-9 | Ni, Po | | Na | |
| Memoria | 2310 | | A4269C1-C | Hi, Ht, In | | Na | G |

huge insectoids did not give them any cause to believe they were sentient since their behavior seemed to mirror that of common insects rather than that of Drones or other sentient insectoids. The attacks by the native life started less than a year after the first mining colony was established. The corporation hired mercenaries to deal with the threat at first but then began recruiting their own troops to defend their operations. It took retired General Iltedekmapshteq, whom the Plets Corporation hired to oversee military activities on Stedrpiable II, to suggest that the insectoids were using military tactics consistent with intelligent, if primitive, life before anyone considered these creatures to be anything more than large insects. Vr, Overseer of Operations on Stedrpiable II, responded to such news by firing General Iltedekmapshteq and ordering the troops to press the attack. It was another year (IY 1102) before the Consulate ordered all operations on the planet to cease and issued arrest warrants for Overseer Vlal Bishtonch and those that were instrumental in carrying out his orders that left over 10,000 insectoid sentients dead after General Iltedekmapshteq made his observations. The Consulate has ordered all Zhodani to leave this system alone, not to return until the native race there develops space travel. Bishtonch and his closest associates remain at large and are believed to be somewhere in the Foreven Sector, outside of Zhodani space.

Even though Bri'fenz is profitable for the corporate government and it is maintaining its population, the Zhodani Consulate has ordered the belter colony to be closed. The

lone gas giant in the system orbits so close to the star that its gasses are being pulled off the planet and being fed into the star, sending massive radioactive solar flares into the system. Three times, the space station in the belt has had its radiation protection upgraded and still Proles that work here show serious signs of radiation poisoning. The Fle'klen Corporation and the people leaving the system are packing up and moving out so quickly that many items and equipment are being left behind. Those willing brave the radiation to retrieve belongings and machinery will have work for years to come.

One of only three non-Zhodani system in the subsector is Beleza, named after the Portuguese word for "beauty." With less than a million residents in the system, the Solomani-majority that inhabit this system love it here. The main world is a moon orbiting a colorful gas giant with several spectacular rings. Even though the giant blocks out the light of the orange sun for a month at a time, a faint white dwarf close to the edge of the system provides a lesser amount of light to those living here. During such times, the sky is a gentle violet while not being so bright as to make the stars unable to be seen. The beauty of this natural occurrence makes the world a hidden gem for those few vacationers that know of it. The viciousness of the local fauna, however, counter the natural marvels of the moon. The resorts here frequently hire freelance travelers to keep such creatures in check. There are a few big game hunters that routinely stop at this world to catch one of the many unique, deadly beasts that roam the wilds.

Orbiting high above the dwarf planet of Pranzhfid in the system of the same name rests a Zhodani research station. It circles the world at an altitude above geosynchronous orbit. A junk cloud orbits the tiny planet between the edge of the atmosphere and the station. The floating junk cloud consists of pieces of probes, drones and ships sent down to the planet that have been destroyed by the ground-based defenses. These automated defenses appear to be left by the Ancients to keep something on the planet safe from future civilizations. The Zhodani Consulate has made it a priority to find out both what lies on the planet's surface and how the defense system functions.

Multiple capitals in a single Zhodani subsector are far from uncommon. The Iadr Nsobl Consulate, however, does not believe that Tsokabar requires any capital worlds. So the work of coordinating Tavrchedl's efforts, issuing permits to corporations, and finding work for unemployed Proles falls to the planetary offices on Sefchans. Unlike a capital world, Sefchens' bureaucratic offices lack the resources for the volume of work that passes through their offices. Oddly enough, this de facto capital world has some of the most disgruntled workers in the whole subsector. With no thought police here to improve morale, the situation is not likely to change. The nobles of the system are terrified of the possibility of an uprising.

Established to be a premiere psionics school, Vazkredl instructs many Intendants in the art of psionic espionage for the military and the various information gathering services. Several years ago, SORAG insisted that this school teach several Vargrs in the ways of Zhodani psionics. Since then, enrollment of Intendants has declined and Vargr enrollment is one the rise. Precisely where SORAG is using these trained Vargr is not known, but there is much speculation on the matter.

Zebre'jdat is so unremarkable that the military personnel stationed here joke about how this is one of the most boring assignments in the whole Zhodani Navy. With most forms of recreation, such as dancing, holovids, sports, firing weapons, either outlawed outright or socially frowned upon, the military personnel stationed here get into trouble with the locals when they attempt to "have fun." Supposedly the youth of the planet are working to change the laws but those rumors have been denied by local leaders.

2306 Bodzhdat E546000-B

Officially, no one lives in this system. Scanning satellites and infrequent visits from patrol ships out of Tlentpol are the only signs that this system is claimed by a major interstellar power. According to official accounts, this system was abandoned before the Fourth Frontier War when the corporation that sponsored the base went out of business. Unofficially, about seven thousand people live on Bodzhdat Minor. Several Imperial intelligence organizations maintain a joint base in this system. This is the launch point

of espionage and special operation missions in much of the Zhodani territory in the Foreven Sector. Missions and orders come from the Spinward marches, assigned to operatives or teams with the necessary skills. Reports are sent back to the Third Imperium.

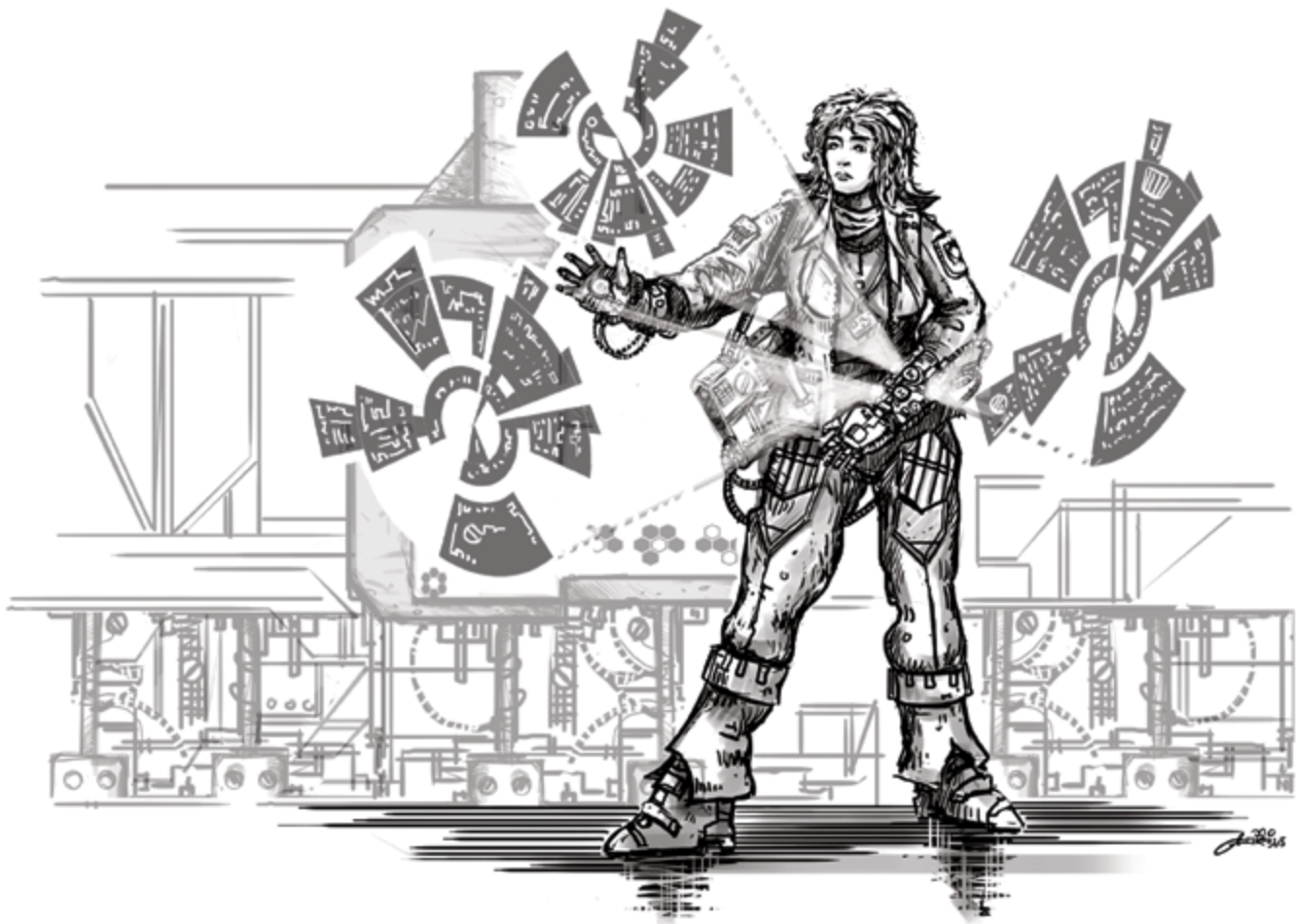
Besides spying and covert operations teams, computer hackers represent the largest group of people at the base. Hackers are needed to bypass Zhodani security on their satellites and erase all knowledge of incoming and outgoing ships. While all the satellites in the system are known to Imperial hackers and are under their control, they do worry that the Zhodani military will add additional satellites and it will escape the hackers' awareness.

There are a few Zhodani that live and work on the base as well. The Tavrchedl' considers such persons to be disgruntled Proles in need of mental adjustment. Seeking a life away from having their minds played with by their government, these refugees give the Imperial intelligence services the information they desire, gaining passage to the Imperium for their services. A few, however, choose to stay for a variety of reasons. Some work as covert agents for the Imperium, using their legitimate status as Zhodani citizens to move among the various worlds, gathering information. Others want to convince their family members to defect before leaving themselves. A few simply do not want to be too far from the planet of their birth. No matter why they stay, the Imperial citizens that manage the base openly treat all Zhodanis here as equals all the while keeping tabs on them, making sure they do not give away the base's location or compromise missions. The Zhodanis here see this surveillance as a part of life, knowing they would be treated far more invasively by their own government.

Imperial covert operations tend to focus on raw material shipment and troop movements. They also monitor Zhodani alliances with unaffiliated worlds in the sector and the strengths and weaknesses of each of those worlds. This way, when the Fifth Frontier War finally does break out, the Imperium will be armed with the knowledge of which worlds will be joining the Zhodani side, which worlds will be shipping food and other supplies in support of the war effort and where to apply some mild pressure to produce a sizable impact.

2209 Freiheit B969744-B

Two centuries ago, the Freiheit system was listed simply as system 2209-734. German Solomani refugees lived in this system for quite some time, but Imperial scouts previously considered them transients, citing their low numbers and how frequently many of the residents left for more civilized systems. It was not until their population tripled in a single year and then held for the next decade that the Imperial Scout Service began to consider them a serious population. Even then, it was another forty years the name was officially changed to Freiheit, which means "freedom." German slaves



escaping the tyranny of the now defunct Torres Monarchy in Alespron Subsector tended to either pass through or settle on Freiheit. Their influx has slowed in the past century, but Freiheit is still seen as the center of German culture and society in the coreward half of the sector.

Zhodani agents have always had an interest in Freiheit, wanting to see the downfall of the Torres Monarchy. Zhodani traders sold weapons and supplies to assist them in the campaign to destabilize the regime. Now that that goal has long since been accomplished, the Allianztage (Alliance Council) debates the wisdom of such a close alliance, wondering if they doomed themselves to being absorbed and bound by their more powerful neighbor. Secretly, the Chancellor is looking to hire spies that can hack into SORAG files and determine their plans for the system. Unfortunately, the surviving espionage-grade hackers are too old to perform such a mission, so the Chancellor must look to outsiders she can hire and disavow should they get caught.

Freiheit, the planet where the majority of the system's 70 million inhabitants live and work, is an ice-covered world just outside of the habitable zone. However, the atmosphere is breathable and there is a plethora of fresh water, albeit in solid form. The cities reside beneath the surface, carved directly out of the ice formations. The few isolated peaks of

land that stick out of the surface are heavily mined and form one of the pillars of the system's economy.

The two other major aspect of Freiheit's economy go hand-in-hand. The first involves stealing from the remnants of the Torres Monarchy. The other is taking old ships, vehicles, and other machinery in need of repairs and bringing them up to more optimal performance. The German Solomani of Freiheit make exceptional mechanics and are known for cannibalizing parts of one machine and using them in another, even if the two machines originally had nothing to do with each other or were even originally designed at two different levels of technology. In their own words, they "make it work" because they have to. As such, the Freiheit military consists of ships that should not be able to fly, let alone spaceworthy, but somehow they turn their lack of new equipment into a strength.

1701 Meliejzdinj A212587-D

A small moon orbiting a large gas giant, Meliejzdinj holds a significant position in the defense of Zhodani space. In its early years, the world of Meliejzdinj served the Zhodani Consulate as a government complex, overseeing much of the early expeditions into the Beta Quadrant of Foreven Sector. From its vantage point at the intersection of several

trade routes, Meliejzdinj could quickly funnel data and trade goods to other markets deeper into Zhodani space, as well as provide a staging point for expeditions into the frontier that lies beyond the Consulate's borders. As Meliejzdinj's importance grew within interstellar economic and military circles, its role also matured. Today, Meliejzdinj operates as a sentry point, housing military personnel and security equipment to protect the Consulate interior from undesirable visitors. All civilian starships and military vessels are scanned (and occasionally even boarded and inspected) at Meliejzdinj before jumping further. Any questionable readings result in the grounding of the vessel pending further investigation.

In addition to performing sentry duty on interstellar vessels, Meliejzdinj also serves as a central communication hub and information depot. A good deal of traffic into and out of the Beta Quadrant routes through the system, and various intelligence agencies monitor the flow of data. The moon of Meliejzdinj is noted for its advances in the field of computer and robotic technology, and unusual or experimental Zhodani warbots are often designed, built and tested there. Should a military need arise, these resources can easily be brought to bear in the role of system defense.

The Study and Operations Recording Activities Group (SORAG), a special-purpose, para-military division of the Zhodani Consulate Combined Interstellar Forces, maintains a strong clandestine presence on Meliejzdinj. SORAG's official purpose is to observe the progress of emerging interstellar societies. The organization takes advantage of Meliejzdinj's position as a communication hub to monitor civilian transmissions and cross-reference the data in support of its own secret agenda: to prepare unaligned planets for a Zhodani conquest designed not to look like a conquest at all.

Built to handle criminals and political prisoners who are resistant to the re-education efforts of the Tavrchedl' Thought Police, the prison system of Meliejzdinj is among the most secure in the region due to its high-tech monitoring system and robotic guards. In recent years, however, the prison system has become overtaxed, as the number of convicts has grown exponentially faster than new facilities have been constructed. Living conditions in Meliejzdinj prisons are practically inhumane, and the families of the inmates frequently petition the local bureaucracy for prison reform. Given the current state of affairs in the Consulate, financial support for prisons and prison reform is in short supply as conditions continue to worsen.

2310 Memoria A4269C1-C

Despite its small size and thin, tainted atmosphere, the world of Memoria is home to over four billion humans, as well as a few small enclaves of other minor races in the region. Memoria's original settlers came to the Foreven Sector from Solomani over fifteen centuries ago in the same sleeper

ships that colonized much of the Alespron Subsector but these settlers were isolationists and exiles. They found their own world, away from what would become the Torres Monarchy. Most of them were descendants of the ancient House of Bourbon, a European royal house of French origin, itself a branch of the Capetian Dynasty controlling much of Terra's continent of Europe in the centuries prior to the planet's discovery of Jump Drive technology. The original recorded name for the planet was "Mundo del Corazon", or simply "Del Corazon," reflecting the predominantly Spanish descent of the colonists.

Within a generation of the initial settlement, a virus began to plague the colonists, attacking specific DNA sequences. Many of the purer royal bloodline fell to the Bourbon Plague; in the end, only a small percentage of the original colony survived. Rallied by a monarch new to the throne, King Juan Carlos VIII, the settlers began to slowly come back from the brink of death. As testament to the fallen, Carlos VIII renamed the planet "En Memoria", which has over time shortened to simply Memoria. Biomedical researchers have since determined that the Bourbon Plague had been artificially created to specifically target members of the royal bloodline, but no one has ever been able to determine the party responsible for such actions or the vector by which it was introduced to the general population. Despite the efforts of that ancient intercessor, the lineage of the House of Bourbon and the royal bloodline of Memoria has remained intact from the time of settlement to the current day.

Prompted by the attempted genocide of the Bourbon Plague, Memoria has been a leader within the quadrant in medicine and biomedical research. The Complejo Hospitalario Universitario de Memoria is one of the leading research-intensive medical schools in non-aligned space, specializing in epidemiology. Located in the capital city of Corazon, this medical center is privately owned and operated by the Restored Brothers Hospitallars of Saint John, a religious order that supports and maintains medical facilities on numerous planets within the Tsokabar subsector. The Order also supports many health projects in colonies on backwater planets and maintains a small fleet of medical transport and disaster response vessels to provide short-term and long-term support during any significant crisis.

Given the prominence of Memoria in local interstellar space, the current sovereign, Queen Isabella Mercedes III, enjoys the overwhelming confidence of the planet's citizenry. Interstellar interests are highly active in the Memorian High Court, as numerous entities vie for promising trade alliances and even potential client-state status. Behind the scenes, SORAG agents and Imperial spies are highly active, playing out a clandestine power struggle to shift the world closer to or further from Zhodani Consulate absorption. Particularly with the recent decade, the political landscape of Memoria has become more and more factionalized, as local Nobles become involved in the power struggle as representatives, allies or opposition of off-world interests.

2202 Neqpridozh B669846-9

With a mere seven percent of the planet's surface consisting of dry land, there is not a single piece of land on Neqpridozh that is not developed. The majority of that space consists of starports, seaports, or facilities to support one port or another. The vast majority of the planet's 600 million residents live in submerged city domes. Each of these cities holds between 10 thousand to 1 million residents each. The sea floor is littered with these enclosed environs. The early cities focused on mining the seafloor. With mineral used to create bonded superdense armor found in plethora here, the Zhodani Consulate made sure the early colony did not fail like so many other settlements in this subsector. As the colony expanded over the centuries, the Consulate constructed new submerged cities designed to refine the mined minerals into spacecraft armor. To aid in the success of the colony, the Consulate relocated the populations from nearby failed colonies to Neqpridozh.

This relocation effort created several problems. Chief among them is a segregation between those that were born in the system versus those that were relocated here. Those relocated here typically fill the lowest level, most dangerous positions. This forced experienced workers who once occupied advanced positions into entry-level employment. When they complained about it to the Neqpridozh Consulate, the relocated Proles were given no assistance. Even relocated Nobles were treated as less than native born Nobles. By the time the Province Consulate heard of the problems, relocated persons outnumbered native borns four-to-one, disgruntled workers grew to a serious problem, and work stoppages were not uncommon. To appease the relocated majority, the Consulate forced the planetary government to become a democracy, allowing even Proles to vote, even if only Noble-born could hold office. Now the

native-born minority complain loudly about being out of power and seek a way to return to their "rightful place."

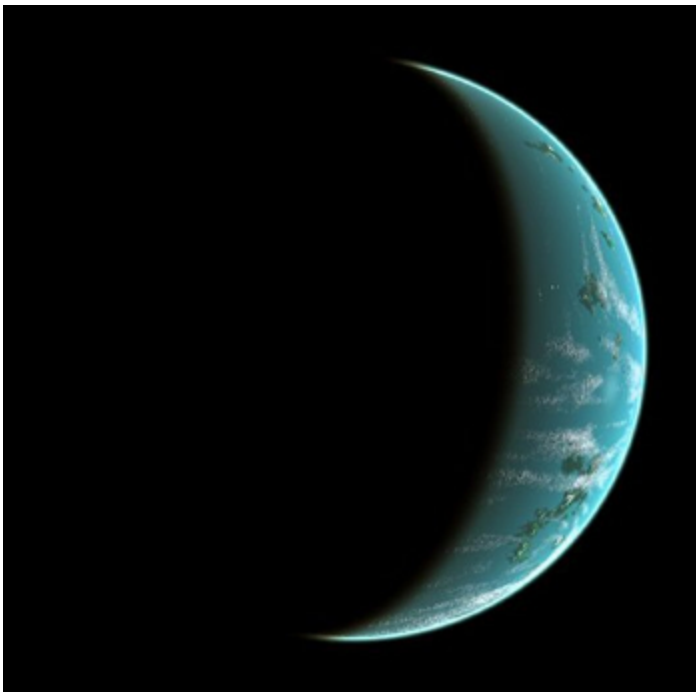
Neqpridozh gained a reputation of being a low-tech, backwater world. That is because most of the submerged city domes lack the ubiquitous high technology that most in the Zhodani have long come to expect. However, with such an exploding population, construction centered around what could be built faster and most cost efficient. This meant that low-tech cities were created as temporary facilities and would be upgraded over time. To be generous, that upgrade has been slow. Standard Zhodani technology remains the single most desired import planetwide. The build up to an impending Fifth-Frontier War means that most shipments earmarked for Foreven in general, and Neqpridozh specifically, get redirected to the Spinward Marches. Freelance traders always make a sizable profit bringing in technology from elsewhere in the Consulate to this world.

2003 Tlntpol B234585-A

Tlntpol might be officially listed as having a Zhodani naval base, but the truth is that this base is a glorified hanger at a commercial starport that houses a pair of second-hand destroyer escorts. These ships are expected to patrol the Zhodani-claimed systems in the subsector that remain unincorporated. With the mission of keeping the systems free from pirates and unauthorized mining operations, these units simply do not possess the resources to do the job adequately. The two ships make a circuit around the systems and return for a week of rest and repairs. One of the ships, the Zhditsblievrenj, is in desperate need of an overhaul. The maneuver drive produces only half thrust, the computer has been known to produce faulty answers, and the crew hopes that the fuel processor does not start smoking when they use it again. Repairs like these as well as many others will require more time than their schedule will allow, and the base does not have the budget to perform such repairs anyway. The crew of the Zhditsblievrenj jokes to themselves that they will someday need to be rescued by those they help now.

Officially the starport at Tlntpol is listed as being capable of being able to produce spacecraft. The corporation responsible for maintaining the facility went out of business ten years ago. Since then the facility has been orbiting the planet by inertia alone, becoming a minor navigational hazard. The Bureau of Orbital Objects raised the possibility of deorbiting the unused space platform in a controlled fashion before it comes down on a populated area. The office estimates the platform will stay in orbit another ten years as long as nothing impacts it, altering its trajectory. With the quantity of sizable meteoroids in the system, ten years seems exceptionally hopeful.

The world's problem of scarce resources is only exacerbated by fact that resources keep going missing. The security



system provides no answers since various parts of the system itself vanished shortly after its installation. With Prole disgruntlement so high and so little attention from both the Consulate and the Tavrchedl' paid to this region of space (and this system in particular) the planetary council are actively choosing to deal with this problem to stave off an open rebellion, which is what they fear if something is not done about the situation soon.

1807 Zhdakitl DA88B6A-5

One of the most densely populated worlds of Foreven Sector, Zhdakitl is the agricultural breadbasket of Tsokabar subsector. A larger Terra-like planet, the high gravity, dense atmosphere and rich local life provide great abundance for the dense population centers operating on steam and early combustion engines. Great farmlands and plantations fight with livestock ranches for space outside the overcrowded cities, railways provide most of the long-distance surface transport, and dirigibles share the air with propeller-driven planes.

Almost two decades ago, the people of Zhdakitl fell into a civil war between two consortiums of nations separated on religious issues. This "holy crusade" swept across the planet as each side's allies became involved. In the process, over ninety percent of all planetary agroproduct exports stopped flowing offworld to the rest of the subsector, and the populations of other systems began to suffer. Seeking to rectify the negative impact the Zhdakitl Civil War had on the local interstellar society, the Zhodani Consulate stepped in and negotiated a peace. Over the years, the Consulate has

remained in place, representing a united world government in order to protect the local population from themselves as well as from interstellar raiders.

High-ranking religious figures publicly endorse the Zhodani-enforced peace (particularly after undergoing re-education training), but plantation owners and "cattle" barons in rural areas continue to fuel their feuds with the old religious arguments. At times, the resulting range wars have escalated to the point that the participants have hired off-world mercenaries and vagabonds to gain a military advantage over the local troops more generally employed by either side. In response to the growing influx of military personnel and equipment to Zhdakitl, the Zhodani Consulate has imposed severe limitations on citizens bearing weapons publicly.

Eighty-two percent of the planet's surface is water teeming with life, relatively untouched by the humans dwelling on the two major continents, Izhdakil and Krekorska. Gargantuan creatures dwell in the depths of the great oceans but occasionally come ashore, driven by some form of nomadic instinct. As Zhdakitl lies on the frontier, Zhodani military resources are stretched thin and the local population possess little offensive capacity to bring to bear against the initial appearance of a "chestekl" (Zhodani for "sea beast"). The death toll and sheer amount of property damage can escalate fairly quickly before Zhodani forces arrive to deal with the threat. The older generation still remembers that before the Zhodani forces existed as a planetary presence, the devastation would be worse by an order of magnitude or more. The youngest generation, without memory of such events, is bitter about the poor response time of Zhodani protection.

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Empty, but not devoid of life, Tsokabar Subsector lacks development. It does not attract soft cityfolk but rather those determined to make a better life for themselves. Those that dare to prospect in this Zhodani subsector could become incredibly wealthy by striking the right claim or lose it all should the Consulate order an operation closed. Will you make the difference between a successful colony or an abandoned ruin? Will you find riches that others before have missed? Will you find things long forgotten and reconnect separated families? Only you can decide.

Foreven Worlds: Tsokabar Subsector is a 13 page supplement for Traveller. Inside you will find:

- * intricate details for 7 worlds of this subsector and the people that make their way in this sparsely-populated region of Zhodani space,
- * an overview of all the other planets in the subsector,
- * a detailed, full-color map of the subsector,
- * and plot hooks for you to create your own campaign.

What destiny lies in your hands?

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



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