

FOREVEN WORLDS™

Massina Subsector



TRAVELLER

Compatible Product

Foreven

FREE SECTOR

JON BRAZER ENTERPRISES



Massina Subsector



JON BRAZER ENTERPRISES

Authors: Dale C. McCoy, Jr., Jason Kemp.

Editor: Kevin Morris

Artists: Luca Oleastri, Art of War, Bradley K McDevitt

Foreven Product Use

Foreven Worlds: Massina Subsector

Special Thanks To: Marc Miller

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

Product Identity: All references to the governments, alien races, and anything else associated with The Official Traveller Universe is considered Product Identity. Anything else that is not declared Open Content is declared Product Identity.

Open Content: All planet UWP's are open content.

Copyright 2014 Jon Brazer Enterprises

"Traveller" and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

"Traveller" and the Foreven logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Foreven Free Sector Logo Licence version 1.0. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

INTRODUCTION

When I set out to develop the Foreven sector, the first thing I firmly decided upon is that each subsector should have a common issue among the worlds. You could call it a “theme,” but I feel it is looser than that. I wanted to make it easier for a Referee to say, “I want to run X kind of game” and then choose a subsector that fits the desired campaign.

For the Fessor subsector, that common issue involved being in the shadow of the Zhodanis while having loyalties to the Imperium. So, there was a push-pull situation, with governments wanting to be closer the Zhodanis while the people themselves felt a certain kinship to the Imperium.

Massina subsector, by contract, is apart of the Zhodani Consulate but is largely forgotten about or outright ignored by the rest of that interstellar empire. Because of a general lack of resources and manpower, when problems arise, they are rarely dealt with, which leads to further complications.

Unrest is probably the single biggest issue in this subsector. Since the Tavrchedl', the Zhodani thought police in charge of general good will and overall happiness throughout the Consulate, is not properly staffed in this subsector, disgruntled people feel discontent with their lot in life and their current situation. Exacerbating this problem is the fact that the Consulate moved the Tavrchedl' office on Massina, the subsector capital, to Dia'onshfle, a navy depot station that connects the larger Consulate with the Spinward Marches, so that the Zhodani armed forces can receive extra attention as additional ships and personnel move towards what will be the front lines in a potential Fifth Frontier War.

Many of the colonies in this region of space are extracting mineral resources to go towards the Zhodani war machine.

However, most of these colonies simply lack the manpower to perform their jobs at peak efficiency, making every worker's job that much more difficult. Work environments are not as safe as they should be and accidents have a habit of happening.

Tech smuggling is also a problem. With all the smaller wars happening in the rest of Foreven, such as in Fessor subsector, a handful of more powerful weapons can turn the tide in the conflict. With insufficient manpower watching the border worlds, smuggling is a profitable industry with little chance of consequences.

These are but a few of the problems in this section of space. Many more are there for your players to encounter and help solve. Be sure to tell us about your campaigns. We would love to hear about your games in Foreven.

One change you will notice with Massina Subsector over Fessor Subsector is that we included an overview of the entire subsector, world by world, before starting in delving in depth into a handful of other worlds. That came as a suggestion from a reader and we are glad to respond. If you have any suggestions on ways that we can make the other subsectors better, please let us know. If you enjoyed this book, please tell your fellow Traveller players and Referees about us. Also, please leave a review, telling others what you thought of our work.

Dale McCoy, Jr.
President of Jon Brazer Enterprises
April 2014

BASE CODES AND MAP KEYS

P	×	Pirate Base
R	π	Research Base
X	▲	Zhodani Relay Station
Y	☆	Zhodani Navy Depot
Z	★	Zhodani Naval Base

POLITICAL CODES AND MAP KEYS

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

MASSINA SUBSECTOR

SUBSECTOR OVERVIEW

Even if there was one way to quickly describe all the worlds of Massina subsector, it would be ignored and forgotten, due to the subsector's general unimportance. While all of the worlds of this subsector are owned by the Zhodani Consulate and part of the Iadr Nsobl providence, this sector of space does not have the ever-impending war with the Imperium that the Spinward Marches has. It lacks the overall population and the skirmishes with the Vargr corsairs of the Ziafrplians sector. The only time anyone in the larger Consulate pays this section of space any attention is when a planet within grossly fails to deliver its quota of mined resources. Lacking high tech resources and significant manpower, Massina subsector routinely falls short of the minerals demanded by factories in the more civilized areas of space. Corporations have been petitioning the providence officials to lower the quotas for the subsector, but doing so only reinforces the opinion that most people have about Foreven as a whole: that they are a backwards lot, unable to perform well in an advanced technical society.

Few systems really exemplify the opinions of Zhodani more than the strip mining world of Vrelchtiach. This main world of the system is an ice-capped world, lacking any kind of vacuum and barely has the technology to maintain the facility that the proles live in. The indents and nobles that manage the corporation here live a slightly more posh lifestyle, but only marginally. Siench Azch, the main prole hab dome, also houses the ore processing facility. The facility has been malfunctioning for years, leaking ore dust into the oxygen reprocessing system for the proles here to breathe. Unfortunately, the processing facility's technology is beyond the training of the people here, and no one knows how to fix it. Despite repeated complaints, no technician has been sent to fix it.

Generally, other Zhodani see being assigned to Massina subsector as a punishment, with Zdashkriansh serving as the best example for the reason why. Nobody comes to this planet willingly. The only people there are criminals that the Tavrchedl' cannot reform with routine psionic abilities alone and must instead resort to forcing them to perform hard labor or Tavrchedl' agents out of favor with someone higher up elsewhere in the Consulate. Zdashkriansh suffered a planetwide environmental hazard back in IY 983 and the Consulate has been cleaning it up ever since. However, the number of people and resources devoted to this effort are so negligible compared to the scope of the problem, the planet will not be deemed "Safe for Prole Habitation" in the next 100 years.

Different from many others, Zhdebr is a curious system. Most systems that are listed as "Balkinized" governments are also listed as "Unabsorbed," or amber zone for Imperials.

However, this system could just as easily be listed as a corporate government as well. The proles belters here live in multiple space stations. Each station and belt is owned by a specific corporation. But, there are large bands of space between the belts not owned by anyone. This means that if an unfortunate accident occurs in the unpatrolled areas, the odds of being rescued are slim. And with system being mostly composed of meteoroids far too small for sensors to detect, unfortunate accidents do occur on a not infrequent basis here.

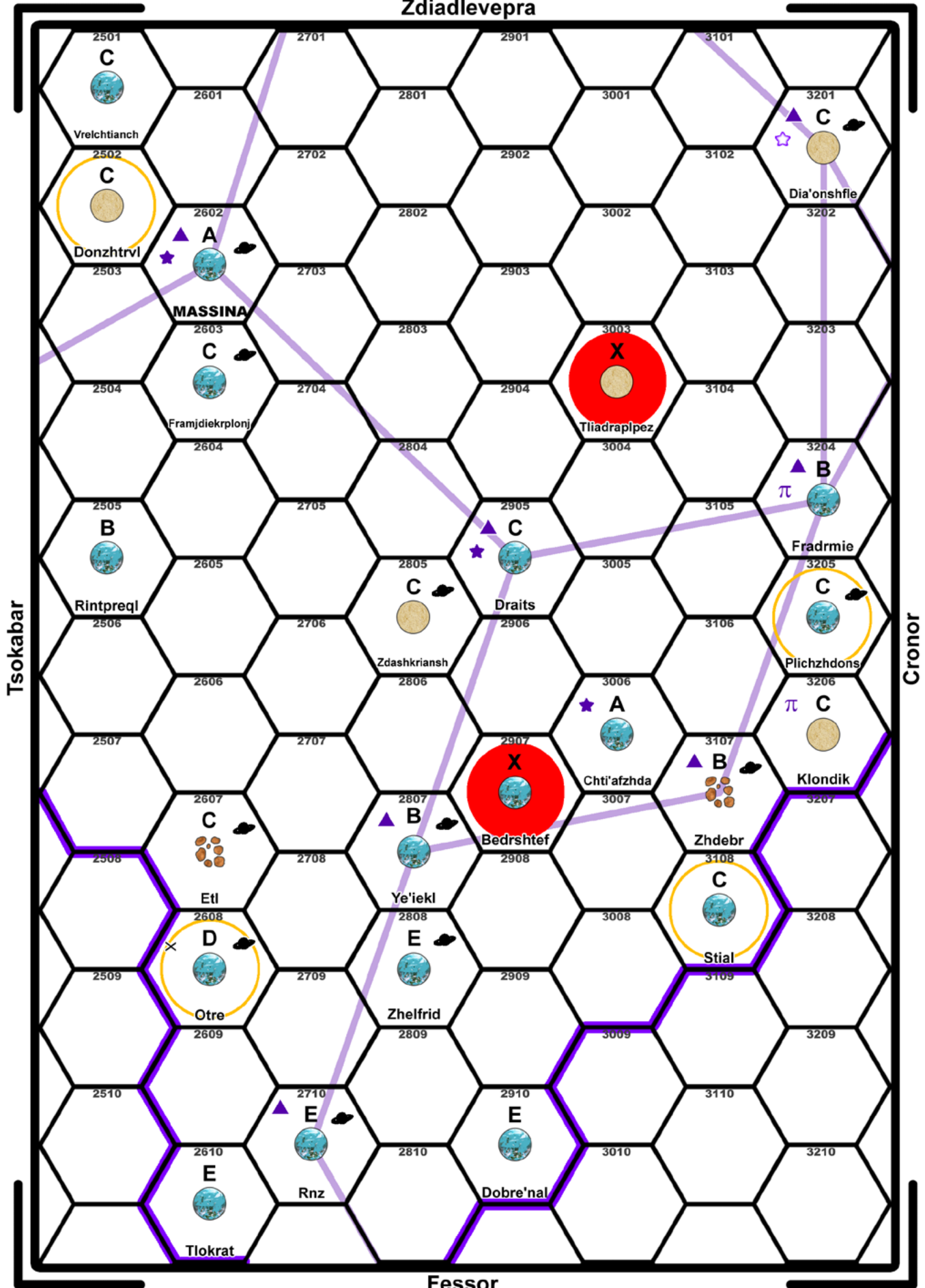
Like so many other sectors, Massina has systems that are not conducive to the flourishing of life. Tliadraplpez, for example, lacks any major source of water. The three planets that orbit the sun lack any amount of water worth noting and the system lacks a gas giant. While there are comets and other objects that can be mined for fuel, many suspect there are other reasons why the Consulate listed this system as Forbidden. By contrast, the sun of the Bedrshtef system gives off too much radiation and experiences too many solar flares while the planets lack any significant magnetosphere to keep out the harmful effects.

The University of Klondik is one of the premiere schools for asteroid belt mining and mineral extraction. Situated on a space station between the system's two major asteroid belts and even closer to a minor belt, the technologies and techniques developed at this school are used throughout the subsector and beyond. While many people that live here are directly employed by the university, many others support it in some form. Most notably among these are the private rescue crews. With university students studying in the vacuum of space, performing operations on small, unstable masses of rock, accidents frequently happen and private rescue crews are there to keep them from becoming fatal injuries.

Other systems face scarcity with even basic necessities. With such little water available in the system of Donzhtrvl, widespread rationing is in effect. Even with the water reclamation systems running constantly, a glass of natural water is one of the most costly commodities that a nobleman can purchase. Water theft is the most common crime in the system, and dehydration is the most common reason for hospitalization. It is the gold that is so readily mined on this world that keeps the people here, despite the inhospitable conditions.

Of all the dangerous systems off Foreven sector, Fradrmie is quite possibly the most unique. Few believe it to be dangerous. Those who believe otherwise say that more misjumps originate in this system than in any other. A popular theory among believers is that the ship attempts to jump when between the ever-changing triangle formed by three worlds in the system is at its least likely to end its jump

Zdiadlevepra



MASSINA SUBSECTOR

Name	Location	Bases	Statistics	Trade Code	Travel Code	Allegiance	Gas Giants
Vrelchtianch	2501		C704717-7	Ic, Va		Zh	
Donzhtrvl	2502		C311696-8	Ic, Na, Ni	Reservation	Zh	
Rintpreql	2505		B8A7A83-A	Fl, Hi		Zh	
Massina	2602	X, Z	A986A47-C	Hi, Ht	Capital	Zh	G
Framjdiekrplonj	2603		CBD5645-7	Fl, Ni		Zh	G
Etl	2607		C000516-A	As, Ni, Va		Zh	G
Otre	2608	P	D542669-4	Lt, Ni, Po, O:Zh	Unabsorbed	Zh	G
Tlokrat	2610		E4234B2-6	Ni, Po		Zh	
Rnz	2710	X	E106334-7	Ic, Lo, Va		Zh	G
Zdashkriansh	2805		CA91311-8	Lo		Zh	
Ye'iekl	2807	X	B434453-B	Ni		Zh	G
Zhel Frid	2808		E4C6322-7	Fl, Lo		Zh	G
Draits	2905	X, Z	C975796-8	Ag, Ga		Zh	G
Bedrshtef	2907		X776000-0	Ba, Lt	Forbidden	Zh	
Dobre'nal	2910		E875614-5	Ag, Ga, Lt		Zh	
Tliadrappez	3003		X800000-0	Va	Forbidden	Zh	
Chti'afzhda	3006	Z	A666813-A	Ga, Ri		Zh	
Zhdebr	3107	X	B000773-C	As, Ht, Na, Va		Zh	G
Stial	3108		C7494D7-5	Ni	Unabsorbed	Zh	
Dia'onshfle	3201	X, Y	C310516-A	Ni		Zh	G
Fradrmie	3204	R, X	B55A645-9	Ni, Wa		Zh	
Plichzhdons	3205		C6789C5-8	Hi, In	Reservation	Zh	G
Klondik	3206	R	C200452-B	Ni, Va		Zh	

at its desired destination. This area is known the Fradrmie Triangle. Countless studies have been done to explain away this well-known tale but no suitable explanations have been found yet.

It is only in the past few years that Etl has been properly settled, a start difference from others in Massina, which have longer histories. When Imperial forces retreated many centuries ago, they left behind countless traps and mines in the asteroids. For the longest time, the Consulate forbid anyone from entering. Four hundred years ago, the Zhodanis agreed to allow corporations to demine the system. To this day, lasers still take shots at Zhodani ships that pass within its range, though today in reduced numbers than they once did. Belters are starting to come into the system to extract as much usable ore as possible. Others come to the system as treasure hunters. Zhodani tales tell of a great hollowed out rock filled with silver, and the traps were left behind to keep it safe until the owner, or her descendents, returns.

The capital of the subsector, Massina, is currently in transition. The regional Tavrchedl' headquarters was moved to Dia'onshfle to better monitor military personnel on their way to the Spinward Marches. Along with them went a number of corporations that supported that branch of law enforcement. More than the jobs that it took away from the

people of this world and its economy, the move took away pride. The people here feel that it is only a matter of time before the capital itself is moved off world as well. Not only has this disgruntled feeling on the world grown beyond the control of the remaining Tavrchedl', but the use of drugs has also increased, including controlled narcotics. The prole authorities are not sure if the drugs are being smuggled into the system or are locally produced and are scrambling for leads. So far, no credible information has materialized.

Even though Plichzhdons is considered a dangerous world and is currently under military quarantine, it is more the brunt of jokes than anything else. Proles came to this world as a place to retreat from technology and the ever-monitored lifestyle of the Zhodani Consulate. It was a peaceful and enjoyable low tech world until the Tavrchedl' became aware of this unauthorized colony. Instead of disbanding the colony, the world leaders agreed to have agents placed on the colony and modernize to the minimum technological requirements of the Consulate. So the colony began to upgrade their technological infrastructure, with no one really aware of how it worked and how various components worked together. Attempting to spend the least amount of funding on technological changes as possible, they imported all of it from various corporations and other worlds, not understanding that various parts were

completely incompatible and could not work together. So when computer viruses started showing up, no one knew that there was anything wrong. Fifty years later, Zhodani intelligence finally investigated the reported issues and discovered that the world is overrun with computer viruses. Rumors in spaceports talk about the Wackkum virus, an intelligent program that supposedly can absorb other viruses into its programming and can invest holes in a system's software or firmware so that it can reinfect a system that has been cleaned. Instead of stealing personal information, this virus turns systems on and off at unexpected times. This results in a gravcar having its grav drive turned off while in midair or the life support system while in the vacuum of space. With such havoc and chaos being wrought on the people of this world, the military declared the world to be completely quarantined and the system to be labeled "Reservation."

It took some serious shrewd business agreements and noble connections to be granted the special dispensation allowing settlement of Dobre'nal to be a reality. There, the Vlapr Jezkiash company creates low tech vehicles for low tech worlds that need to use high tech materials and techniques to make it feasible. They want their animal drawn vehicles to fit in on a world with lots of trees and made from local material. Since they are making vehicles that must endure terribly cold or incredible hot temperatures or must routinely survive attacks from vicious hunters with acid-like blood or other less-than-ideal environments, they need to import vehicles. The Vlapr Jezkiash claim they need to understand the low-tech needs of their client by living in a low tech society and won their variance from Consulate standard practices. What they need more than anything else is better communication with low-tech worlds to let them know they can purchase such vehicles as well as better distribution of their vehicles. The corporate heads believe they need to attract freelancer haulers to pick up and deliver that know the low tech worlds and how best to sell to them.

Considered the jewel of the subsector, Chti'afzhda is a world with a pleasant climate for much of the planet and has a ring of rock and ice orbiting its equator. This gives the sky a glorious glow from before dawn until well after dusk each day. For all these reasons, the Drinzhbre' company bought the planet and turned it into a vacation destination. The corporation wants people of all classes to enjoy themselves and does not enforce many of the laws the Zhodani Consulate enforces on its people. The corporate head of security believes enforcement of these laws to be excessively lax and is always on the lookout for some people, Zhodani or otherwise, that would be willing to apprehend a few troublemakers that abuse the freedoms offered on this world.

Draits is mostly considered a waystation world, a place where most that visit this world never set foot outside of the spaceport while they wait for their ship to refuel. But because so many ships pass through here, it allows Zabstel Gravworks to achieve such a far reach, despite being a

small gravcar manufacturer. The employees take great pride in their work and sell their exclusive cars to only the most elite of Zhodani nobles. It is said that half of the ruling council of Iadr Nsohl can afford Zabstel gravcars while the other half cannot by far.

Less than a dozen years old, Zhelfrid is the subsector's newest colony. No one actually lives on the world itself since the atmosphere is far too inhospitable for habdomes to endure the amount of damage they would sustain. Thus, its "inhabitants" live on a space station orbiting the planet while drones are sent down the planet, mine the surface and gravshuttles return what is dug up for processing. The robots do not survive long down there and need to return frequently for maintenance. Many speculate what will be extracted on that world, but few know for sure. Speculation on the riches to be found there range from technology left by the ancients to rare nuclear fuel. The only thing that is known for sure is that the security detail is serious. And with the next space station coming on line in the next year, the extraction process will only accelerate.

One of the few systems in this subsector with the attention of the province's ruling council is Otre. Since the end of the Fourth Frontier War, this former Imperial colony has been in open rebellion against the imposed government. Even though the people themselves have been separated from the Imperium for over a thousand years, the roots of the conflict run deep. Since that time, the people here acquiesced to the Consulate's rule. However, the Zhodani Consulate raised the taxes on this world (along with the rest of their worlds in the sector) to pay for the war. In response to the world refusing to pay, the Consulate sent troops to Otre and imposed a harsh military rule. The emotional recondition of the population is still ongoing. Making the Tavrchedl's job more difficult is that there appears to be something counteracting the ongoing pacification effort. Whether this is a rogue telepath aiding the Imperials, some illegal, anti-psionic technology, or an unknown alien device, the Zhodanis do not know and the Imperials that do know are somehow keeping it hidden.

3201 DIA'ONSHFLE C310516-A

The original settlement of the desert world of Dia'onshfle began as a dome city constructed for housing the family members of Zhodani naval base personnel stationed there. Early on, military contractors began to establish shipyards and corporate headquarters on this isolated world under the protection of the Zhodani Navy, and the Dia'onshfle downport blossomed as a "boom town." Today, over half a million sophonts called Dia'onshfle home, under the auspices of a planetary corporate council that protects the world's business interests. Much of the world's business is geared toward the fulfillment of military contracts and separating naval personnel from their money through a highly developed local entertainment and service industry.

In addition to providing military support, the desert world of Dia'onshfle is known for the quality of its local mineral

deposits. Without water and only trace winds, the world's terrain resembles badlands more than the sandy deserts of less arid planets. High concentrations of various ores create very colorful surface patches in certain regions. The largest sites of these deposits are considered by many in the subsector as natural wonders, and can even be seen from orbit. The Emerald Eye, an unusually shaped ravine rich in olivine crystals located near the equator, and the rich purple of the Amethyst Expanse, a vast quartz field in the northern hemisphere, are both common tourist sites for visitors to Dia'onshfle. The planetary corporate counsel expressly forbids mineral extraction by non-local corporations, less to protect local tourism and more to protect future resources that could be exploited for commercial prosperity.

With military tensions building along the trailing edge of Foreven Sector, the Zhodani have turned their attention toward the Third Imperium and the Spinward Marches. As a part of the Consulate's shift in focus, the regional headquarters of the Tavrchedl' has moved from the subsector capital of Massina to military offices maintained on Dia'onshfle. As conditions escalate, the Zhodani Consulate presence on Dia'onshfle continues to increase as subsector resources shift. In response to Consulate pressure, the planetary corporate council has added further sanctions and regulations on non-military personnel, particularly restricting the freedoms of offworlders visiting the planet. Local tourism, feeling a negative impact on visitors due to the increased restrictions, have complained to the council, but business owners have yet to see any change in the current economic decline.

2603 FRAMJDIEKYRPLONJ CBD5645-7

With such a strong gravitational pull and a dense atmosphere, the main spaceport for Framjdiekrplonj orbits the planet high above. Goods and personnel are transported to and from the surface via a space elevator. Standard environmental suits are not designed to withstand the high pressure of the surface environment requiring a small industry of reinforced environmental suit manufacturing to spring up here. Life within the habdomes on the surface continues here as it does pretty much elsewhere in the Consulate, if in a more low tech environment.

The founders of Zhafel City, the first habdome on the planet, used a low tech facility in the city's primary construction, expecting it to be a temporary facility. Three hundred years later, that temporary facility is still fully operational and is the heart of the planet's thriving population. Other, high tech facilities have been installed since, but they are largely the residences of the nobles and a few ambitious intendants. Most proles never get to see the inside these facilities, let alone live there. One notable exception is Tharif Namdef. Without connections, contacts, or psionic training, his mining corporation on Framjdiekyrplonj has managed to discover and excavate some of the richest mineral deposits on the planet. Even more amazingly, he managed to hold onto them during all the investigations of his company by

the Tavrchedl' into illegal activity. To the amazement of both nobles and proles, the Tozjabr can never seem to find him guilty of any of the charges brought before him.

Over the years, a small number of crewmen and women from ships that pass through Zhafel City have gone missing. One of Framjdiekyrplonj's prole inspectors, Zambiel Tzag, suspects that a serial murderer is about. However, the Tavrchedl' do not believe that such behavior can happen among Zhodani and concluded their investigation almost as soon as it began. The findings conclude that the missing persons must have gotten onto a different ship without telling their former employers, and notified nearby nearby Tavrchedl' stations to be on the lookout for disgruntled workers matching the missing persons' descriptions. Inspector Tzag is not satisfied with these finding and is searching for someone to help her continue her investigation.

2505 RINTPREQL B8A7A83-A

One of the farthest planets from its sun, Rintpreql, is a sizable world where three-quarters of the surface is covered in ice water and the atmosphere is almost entirely composed of xenon. A rather rare element on most other worlds, xenon is the most abundant gas on this one. Considering that the ice is primarily in the lowest elevations and the pattern the ice appears to have frozen on Rintpreql, planetologists believe that the world was at one time orbiting much closer to its sun but that it was pulled away over time, though by what is not known. Since there are no gas giants in this system and no planets larger than this one, no one can say for sure what caused it to move away from the world and then settle into this stable orbit. A Solomani scientist named Dr. Otto Menendez studying at the University at Rintpreql believes that the ancients used a device that created an enormous gravity well in this system. Just incase his theory proves true, the Zhodani military wants to be the ones to find it and have employed a number of corporations to study the surface and below ground on all the worlds of the system.

Most proles that make their home on Rintpreql earn their living in the xenon capture business. With many uses from insulating the portholes of Zhodani ships to manufacturing lasers and lights, xenon is an element much in demand. Companies and workers have flocked to this colony world to make their fortunes. Proles that do not directly work to capture xenon find employment in one of the many industries that support it. Whether it is mining the local ore that is turned into xenon capture tanks or ice mining for both drinking water and power generation, or constructing habdomes or assembling cargo containers, work is not in short supply on this world. With so many exciting career opportunities to pursue, government officials are in short supply. As such the backlog of approving construction applications and the formation of new companies is incredibly high for a Zhodani world. The local Tavrchedl' have turned to actively steering people into taking jobs in government to help move the process along and then paying those individuals special attention to make sure they

are happy in their jobs. While they are not entirely legal, a number of companies have decided to moving forward with plans while they are waiting for the local government to approve them and then just pay whatever penalty is handed down.

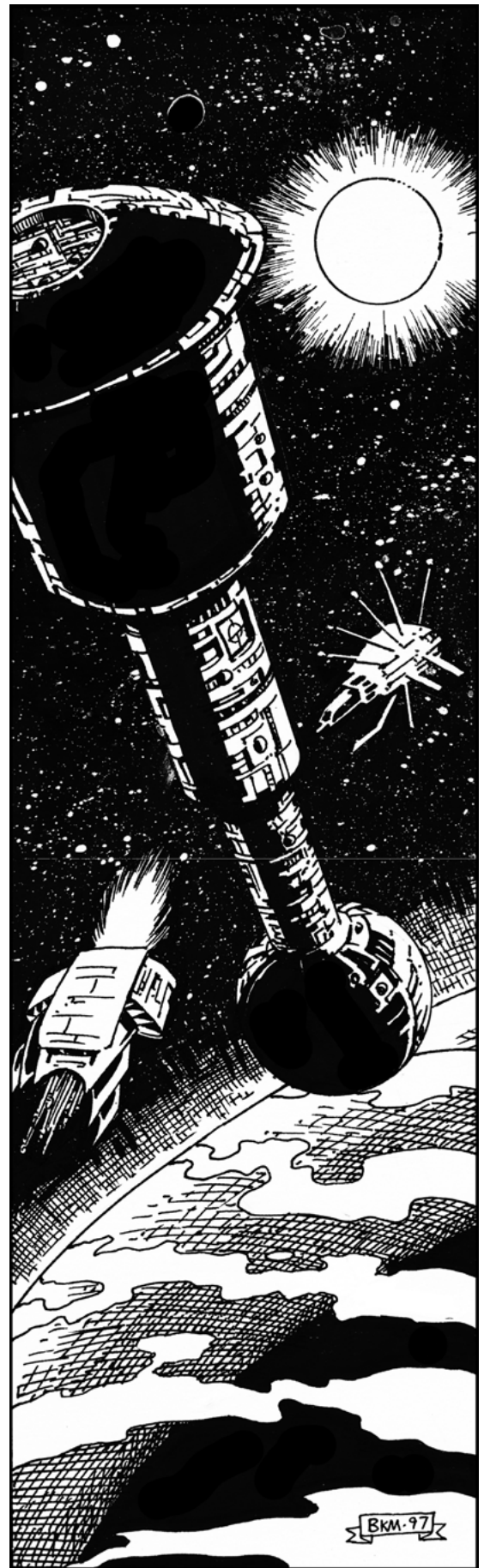
In addition to the over four billion on the planet of Rintpreql, there is another billion on the space stations orbiting the planet and elsewhere in the system. Belter prospecting is a booming business closer to the sun. The already overworked system-wide government simply cannot keep up with all the applications for asteroid purchasing. Because of this, many prospectors have decided to take their chances and start mining an asteroid without the appropriate documentation. Weapons fire is such a common occurrence that the law enforcement cannot keep up, and considering that so few have the required documentation anyways, the police have decided to let the prospectors fight it out. Imposing law and order will be much easier, they figure, when documentation is well in hand, fees are collected and taxes are paid. Until then, private security is filling the void, as well as helping to take the offensive when a particularly sizable precious ore vein is struck.

2710 Rnz E106334-7

The moon of Piets may be the largest satellite that offers a safe landing surface orbiting the gas giant of Rnz, but that is not saying much. Measuring less than 2,000 kilometers in diameter, it offers a gravity so slight that a person could jump of the surface and never come back down. Combined with no atmosphere at all on the surface, every person that steps outside of Rnz Base 1 wears a grav belt or a jet pack in addition to the vacc suit just in case he or she accidentally flies off the planet. Like so many other barely-inhabited worlds on the edge of Zhodani space, the 4,000 inhabitants of the Rnz system are here to mine as much rare and valuable ore as they possibly can. The three plutocrats that own this base are trying to expand the base's population as fast as they possibly can but their campaign to attract more citizens is not as fruitful as they originally hoped. The Tavrchedl' agents assigned here are starting to only suggest closing the facility.

Possibly the biggest reason that the people mining ore here have yet to leave is that the rulers, or "plutes" as the inhabitants here call them, do not pay enough for the people to afford a trip off system. The salaries here are greater than the average belter's pay in Massina subsector; however, living on Rnz incurs many costs that prevent the proles here from saving any substantial amount of income. Costs like food and housing are triple that of comparable systems. Plus, the proles pay to maintain their mining drones, for the ore to be transported back to the processing facility and other costs that essentially means the workers are paying to stay employed. A sizable cut of each transaction goes right back to the plutes. If the Tavrchedl' agents did not do such an excellent job of keeping the population well adjusted, the people would have rebelled by now.

The Rnz system is far from well-scanned. With a total of seven gas giants, each with over thirty moons apiece, and another three planets elsewhere in the system, the one scanning mission did not catalog much. The moon of Piets was the only one that that turned up signs of valuable ore near the surface in any significant quantities. The ruling plutocrats are looking to hire a ship crew that can generate a more thorough planetology data report. Such crews are more readily employed near major commercial lines, closer to the more civilized parts of the Consulate.



3108 STIAL C7494D7-5

Unheard of anywhere in the Zhodani Consulate, the whole population of Stial is a cult. Officially, there is no religion on this out of the way planet. It is a corporate-owned farming community started in IY 1052 by a group that want a low-tech way of life. Normally, the Consulate would never consider such a thing but a small handful of the Tavrchedl' agreed to a permanent assignment, looking after the people's mental needs. With the matter agreed upon and there being no objection from the colony's leaders, the colony received its charter. Now, the only thing the colonists have to do to keep charter is to appear normal to spacers that come to trade goods and supplies. That is a task far easier said than it is done. Travellers that are overly curious or simply wander too far away from the spaceport have a tendency to meet with unfortunate accidents.

Even though his name is not listed as holding any actual position of power, Kazh Rebtzi'diz, is the aging cult leader on the planet. His followers include Shte' Chonsatpiel, the official head of the farming community on the planet, the Tavrchedl' agents that volunteered to be permanently assigned here, and everyone else on the planet. Should a non-member of the cult try to move here, the corporation refuses to rent or sell living quarters to them. Occasionally, persistent movers will file a complaint at Massina about the corporation's handling of affairs. So far, the corporation has successfully negotiated all such complaints away. Curiously, after concluding the negotiations, most complainants move more than a sector away from the area with little to no explanation.

Unlike the produce grown on factory farm worlds, vegetables grown here are described as exceedingly tasty and tested as highly nutritious. Because they are grown in such a small quantity, they fetch a high price at market. The

people of Stial are not sharing their secrets, no matter how much companies are offering. Should the Provincial capital take up the matter, they may decide to force the planet's owners to give up their secrets. However, that would require convincing someone in the Iadr Nsobl offices that dealing with this section of space is not a total waste of time.

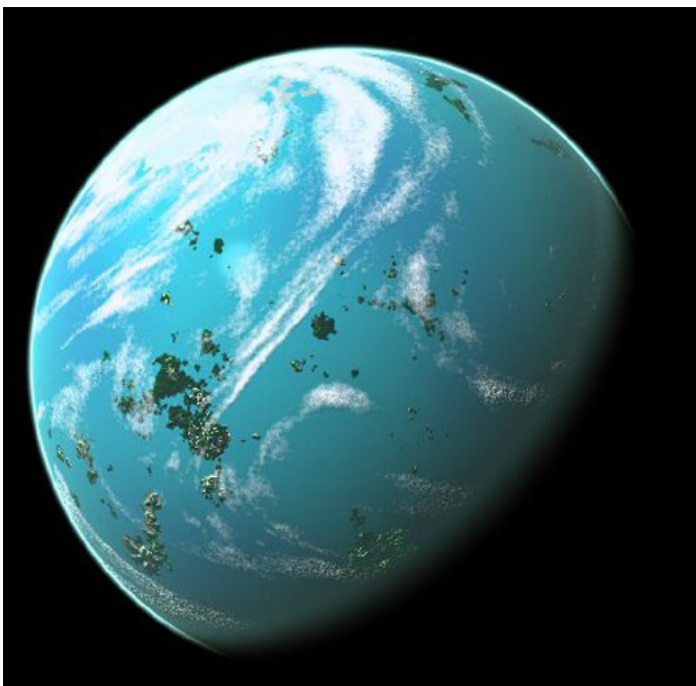
2610 TLOKRAT E4234B2-6

Tlokrat is a small backwater colony located on the rimward fringe of the Zhodani Consulate. Originally, Tlokrat served as a Consulate-sponsored haven for privateers striking against Imperial merchant traders in subsectors to coreward and trailing. Several decades ago, the Consulate officially withdrew their support of the privateer haven, leaving the isolated world to fend for itself with limited outside help.

As the local economy plummeted, the colonial governor Chefrianzhatl took matters into his own hands, and courted the individual smugglers and pirates that had long used the haven as their base of operations. In exchange for a simple tariff on "goods of questionable origin," the governor pledged that Tlokrat would continue to provide black marketeers with fuel and a safe port of call to continue their illicit operations. In the years since, Tlokrat has become a focal point for much of the illegal trade in Zhodani technology and weapons to the rest of Foreven Sector.

A talented telepath himself, Chefrianzhatl has taken great care over the years to cultivate a pragmatic relationship with the Tavrchedl'. Given Tlokrat's remote location, the Tavrchedl' has never maintained a strong presence in the system. In exchange for the Thought Police turning a blind eye to Tlokrat's primary revenue sources, Chefrianzhatl provides a significant portion of Tlokrat's taxes to support the Tavrchedl', and thus indirectly, the Zhodani Consulate as well. With the recent war buildup, Chefrianzhatl has been forced to raise the fees and tariffs he imposes on black market goods, making him increasingly unpopular with both local and off-world interests.

Three years ago, a nuclear explosion destroyed the frontier starport of Tlokrat, tainting the local atmosphere and killing over half of the world's population. Less than one hundred thousand residents survived the explosion, destroying half the city of Tlenchai simultaneously. As the proles scramble to rebuild the starport, limited commerce continues using a temporary site erected a few kilometers outside of town. The Consulate has publicly announced that Imperial-ally world of Chyanne (Foreven 2412, Alespron subsector) detonated a nuclear device as an act of terrorism against the Zhodani Consulate, but rumors abound in spacer bars that hired mercenaries failed in an attempt to steal a weapon of mass destruction from a smuggler's weapon cache, accidentally triggering the device. Chefrianzhatl actively attempts to suppress such rumors, out of a concern that the Tavrchedl' may determine the risk is too great to continue to unofficially sanction the current state of affairs on Tlokrat.



2807 YE'IEKL B434453-B

According to most Zhodani of Massina, Ye'iekl stands as the only outpost of civilization in the Rimward half of the subsector. Most goods entering or leaving this region of space pass through the starport on this small world. The citizens of the world themselves do not produce much, but they excel at giving the spacefarers a planetside home, if only temporarily. Several shipping companies that do business in this region, from small operations to sizable corporations, have an office here to coordinate distribution. Ship captains always pay a good price on up-to-date information on the price of goods around the Consulate. That is, unless the captain commands a ship owned by the Priantqilovr Drafr megacorp. Updates to this company's information network arrive with every ship, and it is as current as they can make it. Most of the smaller companies would love to have a copy of their information. Even a slightly outdated version would be far more comprehensive than what the smaller companies have cobbled together on their own.

The market at Starlite City is the main attraction for the many ships that pass through the system. Despite the planet being claimed by the Zhodanis, the architecture

and the planet's culture still retain their roots with the First Imperium. When the colony was taken over by the Zhodanis, it took the Tavrchedl' over two centuries to fully absorb this world into the Consulate. Despite those that live here fully seeing themselves as Zhodani, they are proud of their Imperial origins. Rumors of Imperial agents visiting this world, looking for a place to start an uprising are publicly scoffed at, with the citizens pledging their allegiance to the Consulate. There are some that say otherwise, but only after several rounds of intoxicating beverages being imbibed.

Starbase Ziemtzok orbits the sun near the system's asteroid belt. Belters use the space station as their home when prospecting the enormous rocks. The station was built to handle many more people than it currently holds. The Tavrchedl' have informed the Ziemtzok Company, the corporation that manages the station, that if they do not routinely maintain the necessary population, they will be ordered to cease operations unless they can attract more people to live here. President Rakzefma'zhetch knows that if someone would strike a great find, belters would come speeding back to the station. Unfortunately not many belters have found significant quantities of any minerals recently.

Read more about the Foreven Worlds.

Stay up to date.

Never miss an article.

Sign up for our newsletter today.

**JON BRAZER
ENTERPRISES**

OPEN GAME LICENSE VERSION 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a)'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b)'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT

NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorised version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Traveller System Reference Document Copyright © 2008, Mongoose Publishing.

Foreven Worlds: Massina Subsector. Copyright 2014, Jon Brazer Enterprises.

Traveller is © 2008 Mongoose Publishing. Traveller and related logos, character, names, and distinctive likenesses thereof are trademarks of Far Future Enterprises unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorized User.

The ignored and forgotten regions of the Zhodani Consulate of Massina Subsector are still populated with people that need your help. With insufficient resources to maintain an enlightened society, problems that law enforcement officials are unequipped to handle arise everywhere. With danger lurking behind every asteroid, how will you change lives? Will you start a cult or stop one from spreading? Will you put a stop to a corporation that treats its employees like slaves, or will you join those rulers? Only you can decide.

Foreven Worlds: Massina 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 ignored 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.



JON BRAZER ENTERPRISES