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Compatible Product



Gorgon Press Kalashain

# TRAVELLER KALASHAN



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#### Kalashain

#### Kalashain System Details:

Star: Kalas G5 Type III

UPP: B872734-B Trade Classification: Rich

Planets: 8

Gas Giants: 2 Asteroid Belts: 1

**Astrography:** The Kalashain system contains a single G5 III star Kalas, around which there are 8 planets and a single dense asteroid belt. As the inhabitated world is a desert world, most of the bodies are named after Terran deserts are names relating to deserts.

Kalas itself is a main sequence G class giant star, falling comfortably into the zone that makes a system thrive with life. The star has 8 planets, which is low for a G class. Kalashain is the third planet planet from Kalas, just outside the asteroid belt and near to the systems twin Gas Giants, Mojave and Ordos. This 'core' zone is a hive of activity with mining ships flitting between the main worlds high port and the asteroid belt, and tankers and merchants throwing themselves the relatively short distance (in fact several million Km) between Kalashain and the two giants. Most of the other worlds are only contain small outposts or mining stations.

**Geography:** As Kalashain is on the hot edge of the systems life zone it's a dry, barren world which would normally be barely capable of supporting life. However, while its surface is dusty and warm, with fierce dust storms raging across the plains, its subterranean tunnels are teeming with life. Tiny polar ice caps feed a mass of labyrinthine tunnels below the planet's surface, extending down into huge sub-surface lakes. The labyrinth is something of a geographical mystery. While they appear to be natural, the result of some geological force acting across the entire planet, they are also relatively regular and several follow a straight path across thousands of miles.

**Ecology:** Kalashain's natural life can only be found below the planet's surface, where the atmosphere is denser and water is much less rare than it is above ground. Everything from fungus, non-photosynthesising plant life and colonies of insectoids grow and live on the walls of the tunnels. The most advanced life is a form of small amphibian which lives on the border between flooded tunnels and drier ones. It is around the size of a terran house cat, and colonies of them will often flee instead of confronting explorers. Despite being mildly poisonous to humans, it is no threat unless ingested, as with much of the other local flora and fauna.



#### Kalashain Tunnel Frog

STR: 6, DEX: 5, END: 2

INT: 0, INS: 6, PAK: 8

Movement: Amphibian

Size: 3 (6kg)

Weapons: None

Armour: 2

Number encountered: 2d6 (avg: 7)

**Population:** The planets population lives in a series of huge sinkhole cities, hive like constructions which sit in the holes where a subterranean tunnel breaches the surface. Each city is a separate domain, controlled by its own ruling Family. While they mostly agree on planet wide policy and trade deals, there is the occasional scuffle between city-states which brings their small militaries to the planet's surface. These families also control all trade going into the city states. Sales at the planets port go to the families personal merchants, who then sell them on to the population or to others who may want to make further deals. It is not the best way of doing business, but it is the way they insist upon, and to deal with others is punishable by imprisonment.

The only other oddity of Kalashain's population is in their recreational activities. The planets geogrpahy encourages a very high percentage of survivalists. Groups often go on expeditions into the dusty plains, through the dry tunnels below cities, or even occasionally by submarine into the wider submerged tunnels. There are few accidents given such dangerous sports, but it is not uncommon for an expedition to simply vanish without trace.



Kalashain

Terrain: Swamp/subte

Quirk: Poisonous skin, six limbed

Type: Herbivore, Intermittent



#### Kalashain

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