

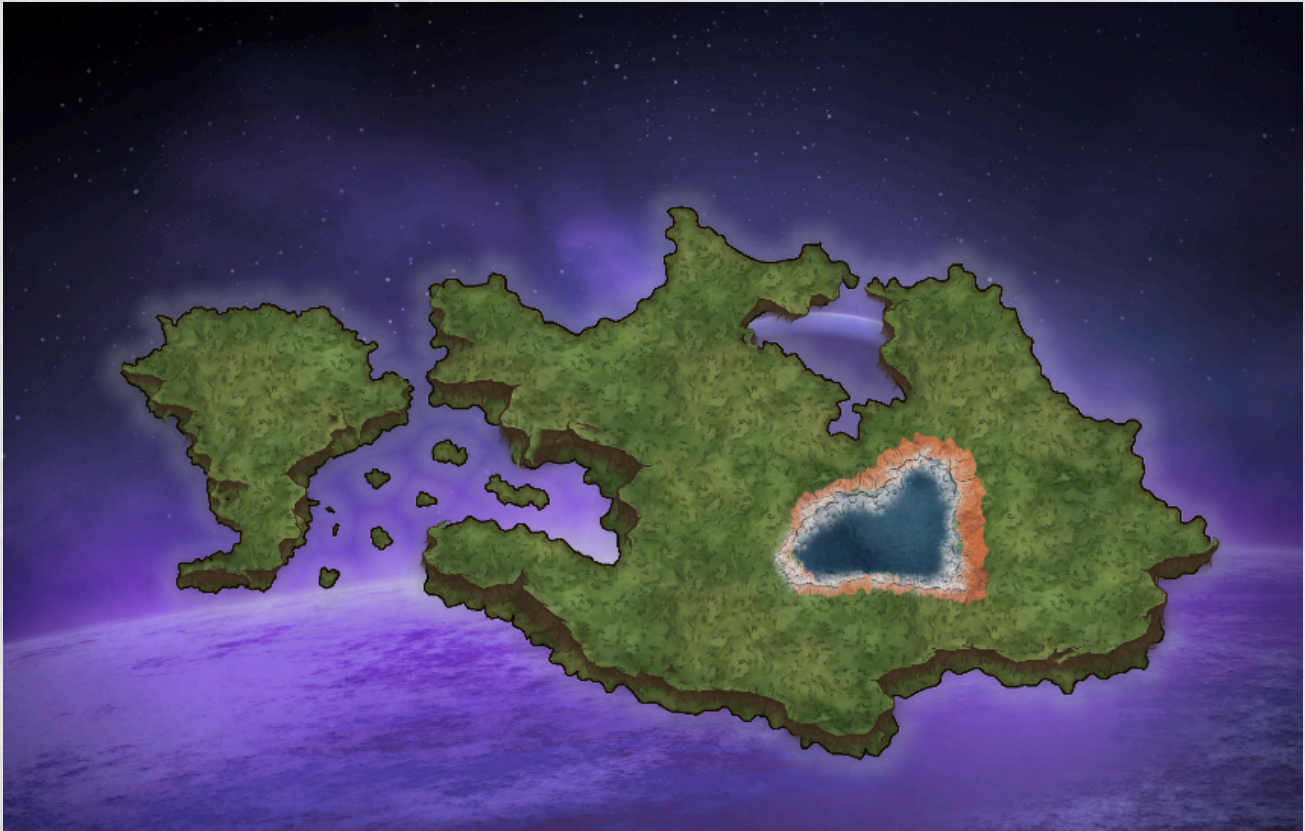
ASTROGRAPHER'S REPORT



THERE ARE MANY WORLDS THROUGHOUT THE GREAT GALAXY. THESE ARE THE ONES THE DENIZENS OF SANCTUM ORIGINALLY CALLED HOME; WHETHER ESCAPING THE EMPIRE OR THE STARS THAT FELL ASLEEP, ALL MANNER OF PEOPLE HAVE COME TO SANCTUM.

Sanctum

A small set of islands orbiting a nethermoon. Sanctum is a fledgeling community on the outer rim, a safe place for explorers and refugees alike to make their mark on the universe.



DOCKS

A bay on the north side of Sanctum is filled with wooden structures jutting out into the void. This serves as Sanctum's primary port of entry, barring crash landings and other disasters.

FARM

Located on a mostly untamed isle west of the main island, Sanctumites have managed to build a farm. Making attempts towards domesticating the native population of Vegetable Lambs proved successful. They provide an abundance of food, although metallic wolves still prove to be a threat to our livestock.

ENGINEERING BAY

Located near the docks, Sanctum's engineering bay provides a space for inventors and crafters of all kinds to tinker. Whether it's crafting adventuring gear or enhancing our ships, the engineering bay is an integral part of our daily operations.

LIBRARY

A multistoried stone structure located at the heart of Sanctum, overlooking the lake, contains all of Sanctum's written knowledge. The first floor houses mundane texts of all kinds. The second floor houses the knowledge needed to cast first rank spells of all traditions. Archive, a quartet of kasesh, as well as a portal to the dwarf planet Kaseshi reside here.



The Limnex System

Peculiar amongst most other star systems of the universe, this star system retains significant planar influences in the absence of Liminexus, the deity of planar travel. Stopping just short of hosting active planar transport, celestial bodies in this star system maintain large ecosystems consistent with other planes of existence.

LIMNEXIAN SUN

The faint white dwarf at the center of this system is dubbed Limnex. Like all stars in the universe, Limnex is a direct conduit to Creation's Forge. When passage to other planes ceased with the disappearance of Liminexus (see Divine Codex), this star retained its ability to channel the power of Creation's Forge, albeit unidirectionally.

LIMNEX A

Limnex A is a peculiar arrangement of planets. Two bodies of equal mass orbit the central star in the exact same orbit on directly opposite sides. Though preliminary scans through the maelstrom cloud are inconclusive, a strong signature of the divine is clearly discernible.

LIMNEX B

The third planet in the system is similarly shrouded from view. However, due to increased proximity, scans reveal a bit more detail: a world shrouded by negative energy. A significant degree of manned-ship activity has also been detected, a likely culprit being sapient spacefaring undead.

MAELSTROM CLOUD

A spherical collection of sub-planetary objects that defy the traditional laws of astrophysics. Colloquially referred to as the Maelstrom Cloud, this astroplanar region significantly disrupts observation and travel. Curiously, there appears to be the remnants of six elemental bodies, one for each elemental plane, scattered amongst the cloud. They were likely shattered by some extrasolar influence. This region is rich in resources, but dangerous due to its chaotic nature and roving bands of pirates.

KASESHI

A dwarf planet primarily occupied by the earth elementals known as Kasesh. Masters of magic, these elementals have promised to aid in our studies of magic. Buried deep under the surface is a vault, likely left behind by the Vault Builders. Trapped within was Archive, a powerful quartet of Kasesh, each embodying a tradition of magic. Their memory is incomplete and they do not know what or who trapped them there.

LIMNEX C

Bordering the outside of the Maelstrom Cloud lies this system's first confirmed planet and satellite pairing.

FEYTHRAS

Bordering the outside of the Maelstrom Cloud, scans indicate this world to be covered in vast swaths of primordial forest, emanating primal magic. Manned missions are prohibited until investigations of rumored temporal anomalies are complete.

NETHERMOON

From the perspective of the inhabitants of the Nethermoon, Limnex is permanently eclipsed by Feythras. Current hypotheses suggest that the frequent nightmares experienced by Sanctum's inhabitants is a product of the netherworld's influence.

LIMNEX D: THE CUBE

Perhaps one of the strangest bodies of the system, Limnex D is a giant cube made of star metals. Scans reveal a number of slots on the side of the cube, their shapes changing to match any nearby vessels. The risk associated with these 'docking ports' is unknown.

The Great Galaxy

The Great Galaxy is a ring shaped galaxy with an impossibly wide gulf between its inner core and outer ring. The inconsistency of faster than light travel after Liminexus' disappearance makes colonizing the outer ring difficult. With more stars collapsing each year, the Galactic Empire grows desperate.

BRAMIK'S BROKERAGE

Composed of multiple rocky inner planets rife with volcanic activity, this system at the edge of the empire's reach hosts the majority of the empire's mining efforts. Unfortunately for its inhabitants, this star is beginning to flicker, losing strength and shedding massive amounts of its plasma to devastating stellar activity.

MUFASTAR

- **Planetary Body:** Barren, mountainous planet with excessive volcanic activity.
- **Favored Deities:** Agriva, Bramik the Breaker, Solsavior
- **Common Ancestries:** Dwarfs, Goblins, Orcs
- **Economy:** Rare-Earth Metals, Gemstones, and Precious Material Mining
- **Common Values:** Seek and explore new opportunities, help others recover from disasters
- **Common Classes:** Fighters, Kineticists

Mufastar is a poor planet with excessive volcanic activity, found in the outer reaches of the empire. While most of the planet is barren, the large amounts of rich minerals, hidden gemstones, and precious materials attract many who hope to strike it rich quick. Many mining towns are precariously close to volcanoes, as they seem to be closer to the precious deposits people are after. Due to frequent pyroclastic disasters and the many dangers of mining, a camaraderie is pervasive throughout the planet. While the rich abscond with their wealth, leaving the planet poorer than it should be, there are a multitude of publicly supported facilities. Nearly every mining vessel contains a miniature pickaxe dedicated to Bramik The Breaker, the custodian of their future wealth.

by: xtra_ore

PRECIPLEX

- **Planetary Body:** Heavily terraformed rocky dwarf planet
- **Favored Deities:** Agriva, Bramik, Liminexus
- **Common Ancestries:** Androids, Humans
- **Economy:** Based largely on shipping, also a hub of galactic stock trade
- **Common Values:** Never break a deal, progress is for profit's sake
- **Common Classes:** Alchemists, Gunslingers, Inventors, Investigators, Rogues

Originally a useless husk of space trash on the outer edge of the Core Systems, a younger Empire found use for this rock when faced with one of its greatest scientific challenges—the restructuring of worlds, also known as the field of terraforming. An open call was issued to the companies of the Empire, offering funding and privacy for every team that came to the planet to develop the technology, with the ultimate prize being the planet itself and a more permanent contract. Thousands came, and as the months turned into a year, an agreement was forged between a number of the companies, resulting in the Syndicate. They would share the planet and the imperial contract, splitting the land and revenue up based on the individual wealth companies in the Syndicate had at any given time. Decades of highly successful collaborative research, testing, and implementation later and their monopoly was secure, but not without cost. Having scarred the world to its core to construct the perfect city, they rendered it almost uninhabitable. Still, millions come to Preciplex, seeking either education, work, dominion, or one last stop before moving on to the Rim.

by: Smitty

GATEWAY SYSTEM

This system would, ordinarily, be of no significance on the galactic scene at all. There are no habitable planets, just a few cometary bodies and a single tidally locked world with an extreme elliptical orbit that goes from too close to the sun for most life to survive to the orbits of those same comets. However, the star is stable for now, and several drift lanes naturally begin and terminate here, making it a natural stopover point for long distance travel.

ROULETTE ORBITAL

Planetary Body: Torus-Style Orbital station- decorated to look like a Roulette Wheel in motion from space.

Favored Deities: The King Who Gives Many Thanks, Liminexus

Common Ancestries: Androids, Automatons, Humans, Kobolds, Goblins, Nephilim of any of the above.

Economy: Gambling, performances, fraud, tourism, poorly thought out marriages.

Common Values: What happens on Roulette Orbital stays on Roulette Orbital, the House always wins, never give a sucker an even break.

Common Classes: Bards, Gunslingers, Investigators, Rogues

Roulette Orbital is probably the oldest and definitely the wealthiest of the various orbital stations constructed to take advantage of the Gateway system's natural advantages. It's also the site where the King Who Gives Many thanks ascended to godhood live on stage as part of his 34th "Farewell Tour." No one believed he was going to retire that time either, so the five people who bet on it being his actual last performance made a tidy sum.

As might be expected from that anecdote and the theme of the station decor, Roulette orbital is the gambling capital of the Galaxy, with millions gained and lost each day in the various casinos, dice parlors and resorts. Of course, the house always wins in the end.

In addition to gambling, many performers gather to Roulette, hoping to find some clue as to the king's ascension. Besides music, stage magic also looms large on the station, with a tradition that the magicians on stage never use actual magic, only sleight of hand, smoke, and mirrors. Any time someone's caught casting an actual spell to pull a rabbit out of a hat they're booed off the stage, and often driven out of town entirely. The illusion of illusion is very important to the locals.

by: unseenlibrarian

TWO WORLDS SYSTEM

Named for the drastic split in living conditions on each of its planets, the Two Worlds System finds itself the target of Hellknight advance. Its star remains healthy, and its people struggle under the weight of modern Empiric influence. Cronus hosts a largely untapped natural environment that could host many riches for the Empire. Meanwhile, the spiritual people of Seiryuveil lay atop a being many revere as a god.

CRONUS

- **Planetary Body:** Lush forest planet with pockets of demonic corrupted nature
- **Favored Deities:** Dianthe, Oskana, Thirrin, Thistle
- **Common Ancestries:** Elves, Fetchlings, Humans
- **Economy:** Medicinal exports, proficient spell services, mercenaries
- **Common Values:** The biggest aligning value is 'Survival is Paramount.' In Medea: 'Look after your neighbor', outside Medea: 'Selfishness is Paramount'
- **Common Classes:** Barbarians, Champions, Clerics, Fighters, Oracles, Rangers

A once lush, vibrant forest planet, Cronus used to be a haven for the natural. However, time has not been kind to Cronus. Its proximity to two new planar rifts made it a constant target for demonic and aberrant raids. The planet that was not ready for this kind of fighting quickly changed into a war torn society that gave everything to see another morning. This, however, all changed due to Oskana's self-sacrifice and deal with a demon lord. The

deal, and sacrifice, made the planet's capital Medea a peaceful safe haven in an otherwise war torn planet. Since the absence of Liminexus, the original rift has since been sealed, however the abyssal and aberrant influences on the planet still remains, either from the remnants of the raids, or by humans falling to sin.

In the modern day, the planet has two sides, Medea and its surrounding area is lush, peaceful, remnant of the Cronus before the raids. Then the rest of the planet, which is delved into a repeating cycle of violence and survival. Medea is known for its medicinal herbs, community focused outlook and proficient divine casters due to the sheer need of magical healing the planet's citizens may need. Outside of Medea is known for its nomadic lifestyle, warriors honed by constant fighting, and potent divine casters. Cronus also houses multiple orders of Thirrin, Oskana and the paired goddesses Thistle and Dianthe. It is also common to see Mercenary bands enter the planet in search of a quick payday with the constant need for fighting outside of Medea's safe haven. As well as Mercenary bands leaving Cronus for new opportunities, now honed by the harsh environment.

by: bunny, Jamie, and Nira

SEIRYUVEIL

- **Planetary Body:** A peculiar tree shaped planetoid
- **Favored Deities:** Dianthe, Strillarus, and Thistle
- **Common Ancestries:** Elves, Gnomes, Humans, Sylphs, Sprites, Yaksha
- **Economy:** Rural subsistence farming, raids on the Empire's supply lines, bartering between communities, sky fishing, taxes on the lower castes.
- **Common Values:** In the Treetops, honor the dead, respect tradition; Rootdwellers, be daring, fight injustice.
- **Common Classes:** Animists, Kineticists, Gunslingers, Inventors, Rogues

Floating in the void of space is a tree the size of a mountain, and intertwined with its roots lies a great slumbering colossal wyrm named Seiryu. It breathes so slowly, many consider it to be dead. But with each exhale, hot sap pours from the bark, creating a flat central disk where the ground would be if this were a normal tree. And where the sap pours down from the branches, great mountains grow like stalactites.

The people of Seiryuveil are accustomed to the strange environment and the blistering winds. In fact, they've adapted a method of farming known as sky fishing, to harvest food and water from the numerous creatures flying about the branches of the central tree. Seiryuveil is so large that numerous villages dot the land, treetops, and even the roots below. Those who live in the treetops have access to cleaner air and plentiful water. Those in the roots do not. The Treetoppers began to see themselves as above the Rootdwellers, and a caste system emerged.

Twelve years prior to the creation of Sanctum, the Hellknight Orders of the Empire came. And when they came, not one soul of any social standing was safe. It didn't take long before some took upon themselves the mantle of freedom fighter. For many in the roots, these raids became their primary source of income. Regardless of their origin, the people of Seiryuveil are strongly spiritual and will defend their way of life to the last.

by: Ally

WILDWORLD SYSTEM

A relatively new addition to the empire, the Wildworld System is home to multiple planets with abundant life. Mystora herself seems to have graced these lands, and an abundance of water in the system seems to have helped. Tourism is the name of the game here as this system has some of the most beautiful scenery around. Their healthy star has only increased Empire presence.

FEROCIWORLD

- **Planetary Body:** Tropical forest planet
- **Favored Deities:** Mystora, Pelinder, Mortyxis
- **Common Ancestries:** Anadi, Awakened Animals, Catfolk, Ghoran, Iruxi
- **Economy:** Hunting, Farming, Bloodsport, Betting
- **Common Values:** Be bold in battle, respect natural places, use whatever is necessary to survive
- **Common Classes:** Rangers, Druids, Barbarians

Ferociworld, once a peaceful backwater swamp planet, has for the past 300 years become a tumultuous realm of bountiful jungles and indomitable creatures awakened by the enigmatic touch of Mystora. Dinosaurs were the first to realize the potential of their awakening and the importance of protecting their rapidly growing planet. The empire was initially surprised when a survey for new resources turned into a well-organized counter-attack; then a war of independence. When the dinosaurs of Ferociworld failed to rebuke the forces of the empire with their raw strength, and the collective dread of mortality settled in, a desperate splinter of the resistance turned to Mortyxys and with it rebuked the empire for the first time.

Though temporary, this hard-fought victory over an impossible foe forged a society defined by reverence for the untamed wilds, a ferocity in combat, and an

unparalleled ability to adapt to strange and potent tools. Nowhere is this more apparent than in the planet's governing system: a council formed every decade through a grand, brutal tournament. The competition is open to all—no restrictions on who may rule, but the throne must be earned. Those who emerge victorious are not only granted power but are also bound to the planet's destiny, their responsibilities anchoring them to Ferociworld for the duration of their rule. It has been 40 years since the last imperial attempt to subjugate the planet was thwarted, yet an uneasy tension lingers. Though settlers from across the galaxy have carved out new lives here, and the planet swiftly advances in technology, division festers beneath the surface. The continued use of void magic—a force both feared and coveted—remains a point of fierce debate, while the Empire, undeterred by past failures, now turns to more insidious methods to drain the planet of its precious resources.

by: Smitty

MARELIOS

- **Planetary Body:** Water world interrupted only by constantly shifting glaciers and volcanoes
- **Favored Deities:** Hyelo, Bohlqh, Hye'boh, Mortyxis, Lilibrasi, Solsavior
- **Common Ancestries:** Athamaru, Azarketi, Merfolk, Orcs, Tengu, Strix
- **Economy:** Fishing, Aquaculture, Precious Metals, Empire Military Research, Magic Objects and Artifacts
- **Common Values:** Oral Storytelling, Respect the gods, Go with the flow, Collectivism, On the surface detachment from places and material objects
- **Common Classes:** Bards, Swashbucklers, Druids, Kineticists, and Clerics

Marelios is a world of extremes. The ever exploding molten rock surfaces of the planet are in never-ending battle with the icy glaciers that prowl its submerged crust. Dry land sinks nearly as quickly as it appears, and the planet's sparse surface inhabitants—those of ice, rock, and boats—are generational nomads, following the wills of Hyelo and Bohlqh. However, a closer look reveals that this battle is a dance. Both Hyelo and Bohlqh have a common love: water. Eruptions from the seafloor release water vapor, and ice rains down from the sky, resulting in vast underwater ecosystems and civilizations every bit as ancient as on any habitable world. The unfathomable scale of the ocean and its reticent creator has given rise to great tales and myths about the planet's waters, some verified and others still mysterious. Parts of the ocean are dense enough to foster claims of figures walking on the surface, but others so aerated that it's been proven impossible to swim, drowning even the fish.

The waters from deep within the ancient glaciers are rumored to restore life and youth, while some underwater lakes are said to be so saturated by the air filtered through volcanic rock that land creatures can breathe in them.

It is these plentiful rumored properties that first drew the Empire to Marelios, resulting in floating research stations spreading across the planet's submerged surface. For now, most native inhabitants' lives remain unaffected. The surface dwellers continue to travel often, avoiding both natural and human disasters. The aquatic species take fewer trips to the surface. In the deepest trenches, some societies go on entirely as normal, still oblivious to the galactic scale conquest happening above their heads. But as the Empire quite literally descends deeper into darkness, developing more and more technology that allows them to pierce into the enigmatic depths, it is only a matter of time before life changes forever.

by: Beck

TRIVARIOUS

- **Planetary Body:** Planet with lush rainforests, tropical islands, vast mountains, and beautiful landscapes
- **Favored Deities:** Liminexus
- **Common Ancestries:** Elves, Halflings, Humans
- **Economy:** Tourism, Sight-seeing, Food
- **Common Values:** Find enjoyment in all things, Seek Companionship with new people
- **Common Classes:** Bards, Rogues, Swashbucklers

Trivarious is known as one of the most beautiful planets in the galaxy. Many travel to this independent planet to rest, relax, and party. Not many born there leave, as they see little reason to leave such a luxurious planet. Tales of lover's being found permeate the planet as many a place regales you with them. One of the most popular attractions is a climb up the Angel's Tears Waterfall. Trivarious's people live a very transient life, coming and going from place to place as they take in and see the sights of the planet alongside the tourists who come here. The only thing that can rival the sights of Trivarious is its divine cuisine. With so many people coming from so many places, only the best of the best survive.

by: xtra_ore