In an undetermined futuristic solar system (Mera Tal-hajja), a dark deity (Myrra) appears and demands sacrifices from the population of its four inhabited worlds. Selected gladiators fight between themselves in brutal no-holds-barred games to appease this dark god that appears as a giant black orb in the sky.

In every one of these worlds lives a Titan, and whoever controls it controls the world. In some the power is shared by a select group in others there’s only one powerful individual who leads with an iron fist the population. Each planet’s Titan feeds itself with the primary source of energy of that planet, be it coal, gas, or electricity. The Titan appears as the main antagonist after a certain threshold has been crossed in the arena battles.

The ruling classes of each planet form an interplanetary church of adoration to the dark deity. Their main temple is an artificial space station where they confer with each other.

The gladiators are ranked by their success in the arena (like Sumo wrestlers).

World names

Merliot (amphitreathre)

Kaline (pantano)

Otobi (neon)

Araban (desierto)

TODO:

* Work on the PC incentives to battle in the arena
* How does the PC travel to the arena?

**Brainstorming**:

Mu

Sirio

Andrómeda

Goliath

Hercules

Ulas

Cygnus

Markarian

Perseus

Tezcatlipoca

Centauro/Centaurus

Tonatiuh

Centéotl

sötét tükör

mera skura

Pocatez