

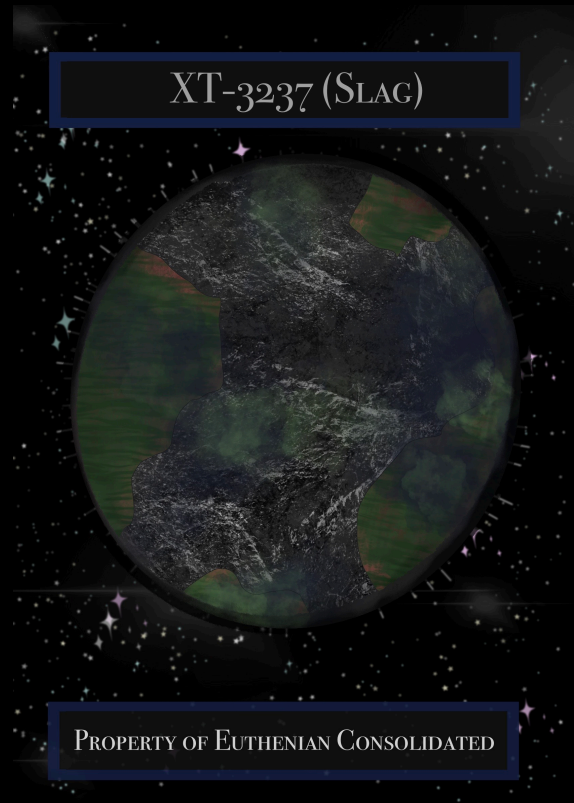
# SLAG

## History

The moon's official designation is XT-3237, but residents just call it Slag.

Thirty five years ago, Slag was colonized by three separate corporate syndicates. None of them had particularly appreciated having to share. The ensuing war for control was brutal. In the end, Euthenian Consolidated emerged the victor, though the once lush beaches of XT-3237 had been reduced to twisting veins of glass, and the most of the rest of the surface had been razed or otherwise rendered inhabitable. That hadn't bothered the Euthenian Board of Directors. They promoted the head of the colony to the rank of Count, told him the cost of supplying his people with food, and how much of a balance he could accrue before the shipments would stop coming.

This motivated the Count and the people. They dug deep into the surface of the moon, searching for ores and other minerals that could be traded. Within two years, Slag was making enough to break even. Within ten, their backlog of debt had been repaid, and they were allowed status as a full trading outpost for Euthenian goods and services, which was good, as they had mined near everything they could from the planet. A massive city state had been formed in the giant honeycomb of tunnels that lay beneath the surface, and the corporate workers lived well enough. By fifteen years, the children of the original workers were starting to see what kind of living they could manage. Most found their way working for the company. Most, but not all. There was no real place to go for folks that were not employed by the corporation, as they



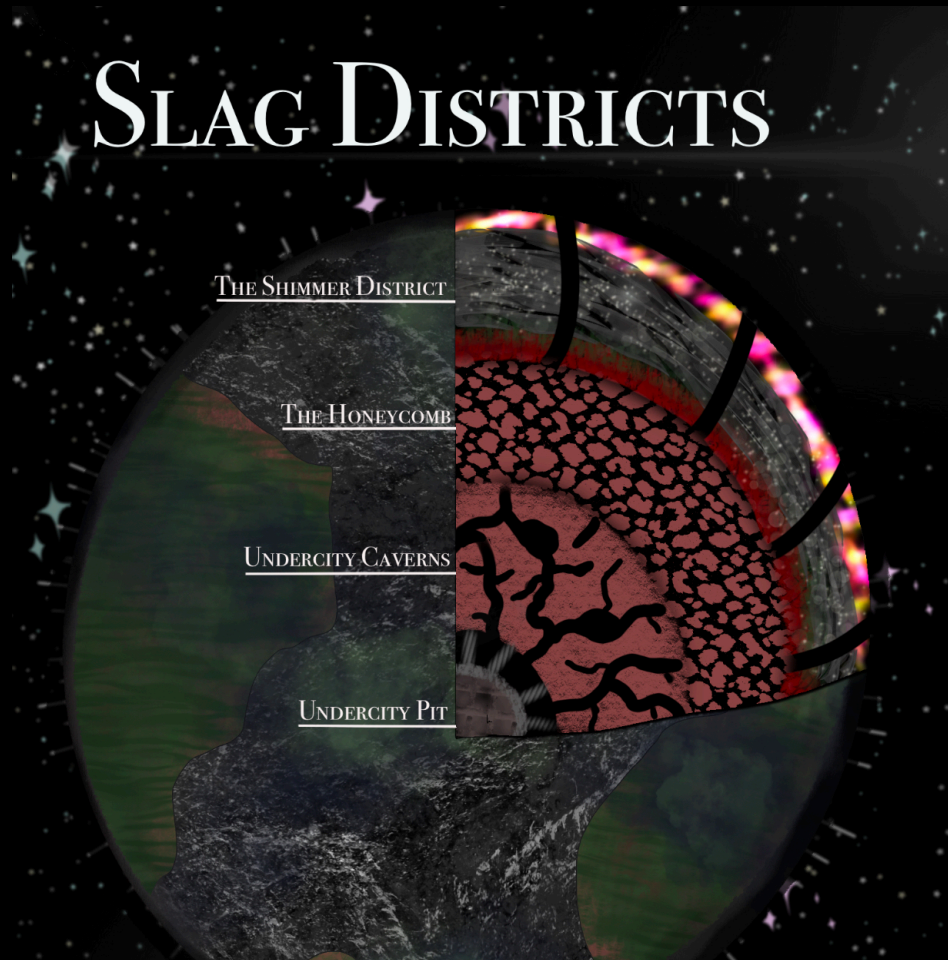
could not travel on the Euthenian ships to other worlds. A fledgling seedy underbelly developed, though the Count did everything he could to wipe it out every time it got powerful enough to notice.

By twenty years, this underground network had attracted the attention of The Dissonance, an intergalactic crime syndicate that lived in an uneasy balance with Corporate states, and fought a shadow war with The Conclave, a group of magic users that mediated conflicts between the different corporations. Operatives of The Dissonance infiltrated Slag, and within twenty five years of the Euthenian takeover, there was no criminal on Slag that did not report to a Dissonance contact. The now thriving underground provided an alternate employer for the dissatisfied and for those who found themselves ill suited to the corporate lifestyle. The Count, for his part, took a more relaxed approach to the crimes, only pursuing the occasional scapegoat that pushed the line too far and reached for a prize that was just a bit too shiny.

Thirty years in, the line between the haves and the have-nots became a wide gulf. Even though the moon was still operating at a profit, people starved in the streets. The entry level corporate jobs were no longer enough to keep a person fed, while upper management dined at decedent feasts. Those who fell too far behind in the payments for their essentials found themselves conscripted by the Count, backed by his private security force that seems to operate outside even the normal corporate hierarchy

Early last year, the Count announced that his entire court would be returning to the surface, a small patch of which had been restored to life with the blood sweat and tears of the conscripts, most of whom were buried in the scorched lands still deemed unfit for living beings.

## Districts



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### The Undercity Pit

The Undercity Pit is the name of deepest caverns at the center of Slag, and home to the Heart of Slag, the giant complex housing all life support for the entire city/moon that also serves as a high security prison. Other than prisoners and guards, the Pit is home to scavengers and the forgotten, those that have fallen beneath even the underclass of Slag

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## **The Undercity Caverns**

The Undercity Caverns is home to seedy taverns, off book clinic, fighting rings, and industrial plants. The Caverns are the stronghold of the Dissonance and the working poor. The Caverns are labyrinthine, and whole communities exist outside the oversight of Ethenian Consolidated

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## **The Honeycomb**

The Honeycomb is home to middle class workers, security forces, and the most successful members of the Dissonance. This network of caverns and tunnels range from seven to ten stories tall, and most tunnels are wide enough for shipping craft to traverse. There are cafes, restaurants, hotels and shops all owned by Euthenian Consolidated.

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## **The Shimmer District**

The Shimmer Districts are built entirely within the melted glass of Slag's surface. Each District overlooks one of the Honeycomb communities, and is home to the District Managers and a significant amount of their upper management. The richest of the rich reside in the Shimmer Districts, though recently rumors of empty palatial estates have trickled down to the lower levels. The Shimmer Districts are also home to the Shimmer Marina, the only spaceport large enough for interstellar craft

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## **The Open Sky Palace**

The Open Sky Palace is the rumored stronghold of Rayne Munecor, head Administrator / "Count" of Slag. None outside of his trusted inner circle have seen the Palace, if it does exist. Terraforming any portion of the surface of Slag would be outrageously expensive in the cost of life, energy, and credits, resources that would undoubtedly be better spent on improving the lives of the residents of Slag, or more likely, passed along to Euthenian shareholders.

# Factions

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## Euthenian Consolidated

Euthenian Consolidated owns Slag in its entirety. All those residing on and in the moon are technically either employees of the corporation or fugitives. Corporate headquarters has little use for Slag, and has abandoned any pretense of oversight of the local administrator. Euthenian as a whole values profit above else, and would be a strong contender for galactic domination if not for the rampant infighting and self sabotage by members of upper management. On Slag, however, all are united behind Rayne Munecor, as any who scheme against him or his plans find themselves imprisoned or worse.

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## The Gorgons

The Gorgons are the personal police force of Rayne Munecor, and the sole reason he has maintained control of Slag. While few have seen them and lived to tell tale, rumors abound of their unwavering loyalty and powers beyond most mortals

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## The Dissonance

The Dissonance is an intergalactic crime syndicate, rumored to be headed by seven families. Whether or not that is true, it is apparent that several factions vie for power and influence within their ranks, sometimes with contradictory goals. Some Dissonance cells are violent, others not. Some seek the destruction of the HIVE Parliament and the Conclave, others content to leave them be, others still seeking to use them for their own agendas. The only true unifying trait of the Dissonance is they seek the downfall of the mega-corporations that they believe are destroying the universe, though almost all see no harm in earning themselves a few credits while they do it.

On Slag, The Dissonance has taken on a surprisingly humanitarian role, for the most part, providing resources and infrastructure for the people abandoned by

Euthenian. While there are some cells that will cut your throat just for looking at them, for the most part they have the trust of the downtrodden, to the growing irritation of The Euthenian Administrator.

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## **The Wardens of the Conclave**

The Wardens of the Conclave are one of the last remnants of the intergalactic government. Made entirely of Force users and the Force sensitive, they are one part diplomatic corp and one part standing army. Once held in great esteem, the Wardens are now barely tolerated, relegated to negotiating treaties in the aftermath of corporate wars, protecting Force users from corporate manipulation and the capture and judgement of Force users accused of committing crimes. Most Warden units are made of three members: a healer, a fighter, and an investigator. Their numbers have dwindled in recent years, and many independent Force users view the Wardens as dogs of an irrelevant government.

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## **The Institute of the Conclave**

The Institute of the Conclave is another remnant of the intergalactic government, and certainly the most successful. The Institute is a bastion of research and scholarly pursuit. The Institute is open to all Force users, training any who wish in the use of their abilities, as well as providing psychological counseling and coping strategies to keep people from trying to suppress their emotions or let them run rampant because let's face it neither of those strategies is particularly healthy. They are kept financially solvent through the sales of patents and technological innovations. They are also responsible for the rehabilitation of any Force users convicted of criminal use of their powers, with the goal of reintegrating them as productive members of society.

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## **The HIVE Parliament**

The Hive Parliament is a government in the business of not governing. Most Parliamentary seats are held by high ranking corporate employees, with the

express goal of keeping the body from passing any legislation that might negatively impact their shareholders interests. The only thing they regularly pass is the budget for the Wardens, because while the Conclave can be a thorn in their side, leaderships of all the mega-corps prefer to keep the Wardens somewhat under their collective thumb than for The Conclave to establish itself as a truly independent organization.

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## **Other Corporations**

There are six other intergalactic mega-corporations. Most have less infighting than Euthenian. A number are less callous and wantonly destructive. None of them are “good”. All engage in corporate espionage. All protect their interests and their long term profits above all else. Details about individual corporations can be provided as necessary.