

Alizarin

Alizarin is a newly settled frontier world on the edge of the Terran Federation, colonized in two major waves between 2990 and 2998. Discovered late in the third millennium, the planet was quickly judged viable for large-scale habitation, with environmental conditions favorable to human life despite its tidally locked orbit. The habitable twilight band between the scorched dayside and frozen nightside supports dense settlement and rapid growth.

Colonization began in 2990 with the arrival of the first exploratory settlers. A second, far larger wave followed in 2998, carried out under Federation colonization protocols. To rapidly stabilize the new society, the Federation seeded several billion clones onto the frontier. These clones were created with randomized genetic backgrounds—ensuring no direct relations between individuals—and were introduced at randomized ages between sixteen and fifty-five, giving the colony an artificial but demographically balanced population. The result is a society youthful in spirit, socially unrooted, and intensely frontier-minded.

Alizarin has developed a reputation as a wild west-style society. Nearly the entire populace is heavily armed, with laws permitting possession and open carry of weapons of nearly any type. This freedom is counterbalanced by a harsh and unforgiving legal system governing nearly every other aspect of life. While citizens may keep their weapons, transgressions in trade, property, or civic order are met with severe punishments, ensuring that violence remains checked not by disarmament but by deterrence.

The government is structured as a Civil Service Bureaucracy, divided into three principal branches that further subdivide into specialized councils. These include the Council of Trade, Council of Military, Council of Science, Council of Law Enforcement, and others, each handling a specific portfolio of responsibilities. Above them, the Council of Government provides coordination, under the leadership of Councilor-General Amara Venkatoran, who has become the most prominent figure in Alizarin's young political life.

The Federation's interest in Alizarin is signaled by the quiet but deliberate presence of Interplanetary Intelligence (II). One such agent, Selene Dacosta, is formally attached to the Council of Law Enforcement as an advisor. In practice, she is an embedded operative, her true role known only to the colony's senior leadership. Her position allows her to shape law enforcement policy while monitoring the colony for signs of instability or subversive activity.

Alizarin's architecture is striking and distinctive, defined by a fusion of Byzantine forms, Russian ecclesiastical stylings, and Soviet Brutalism. Towers crowned with onion domes rise above massive concrete government complexes, their interiors decorated with mosaics extolling civic duty, colonization, and human perseverance. The blend of medieval grandeur and modern

severity reflects both the settlers' desire for permanence and the practical needs of rapid frontier construction.

Initially believed to be sterile, Alizarin was later discovered to host a form of native microbial life in its water sources. These organisms, similar in function to terrestrial viruses, are harmless to most but can cause a serious, though rarely fatal, illness in approximately one in five hundred humans. Quarantine and treatment protocols are now standard in all ports and settlements, but the presence of the so-called *Alizarin Plague* has added another layer of challenge to life on the colony.

The colony is projected to support billions and continues to grow rapidly. Its twilight-zone geography naturally divides habitable territory from uninhabitable extremes, concentrating settlement into fortified bands of city and agricultural development. Within these, daily life is harsh but stable, shaped by bureaucracy, heavy armament, and a frontier sense of independence.