

A System in Strife

"Astratectus is a point of light in an ocean of dark; it's a new beginning, a final retort, a love carved of void, and a star system hidden by powers it cannot comprehend. It is all these things and more, but foremost it is a series of worlds in increasing turmoil.

The Council continues to consolidate and expand the Empire's power from the garden planet of Fomoir. Merchants' spaceships across the system are beset by the brigands of Al-Kaz'r. Priests continue to search for the Gods who created and walked the breadth of Astratectus, though they haven't been seen for centuries. Mining operations in the Red Stone traverse the subterranean necropolis in hopes of treasure while avoiding the vampire covens. A mysterious affliction is converting creatures venturing among the Outer Planets into husks influenced by an unknown entity. Any claim to general order or peace is lying to you, themselves, or both.

Simply chronicling these events is a task large enough I'm unable to effect change, though a band of adventurers wily and powerful enough could make their mark on the history of Astratectus. Who knows, maybe you'll even get to meet me in your journeys."

– Hipparchus

A New TTRPG Setting

This book serves as a gateway to a realm ripe for exploration, a canvas upon which you and your fellow players can weave tales of heroism, intrigue, and discovery. While it contains lore, maps, and characters to populate your adventures, its true purpose is to spark the fires of inspiration within you.

Whether you're a seasoned Game Master seeking fresh ideas or a novice player eager to dive into the world of tabletop role-playing, Astratectus is designed to ignite your imagination and provide a springboard for your own unique stories. Consider it not as a rulebook to be strictly followed, but a wellspring of inspiration to draw from as you craft your own adventures.

What's in This Book?

In this release, you'll find a historical primer as well as a listing of the cosmology responsible for the creation of Astratectus. Further details of the pantheon are relegated to the planet they called home, but temples to every god appear on every planet, so being able to pay homage (and avoid actions they would disapprove of) are still beneficial to any aspiring adventurer.

You'll also learn of the planet Unron Kahraad, and its place in the worlds of Astratectus. Explore the rich tapestry of historical events that have shaped the world and its place within the vastness of the solar system. Learn about the alliances, rivalries, and power struggles defining the political landscape; from the birdlike Coatl's attempts at restoring their god Huitzoh's glory to the dwarven houses maneuvering against the Vampire Covens' dark plots, these and others will serve as the bedrock for your own campaign creation, providing you with a solid framework upon which to build your adventures.

General geography and points of interest ranging from cities to natural wonders are listed to glean details for your use. Flora and fauna are also documented, but remember much on Astratectus remains unknown, lost, or hidden.

Other planets and astronomical phenomena will become known in time.